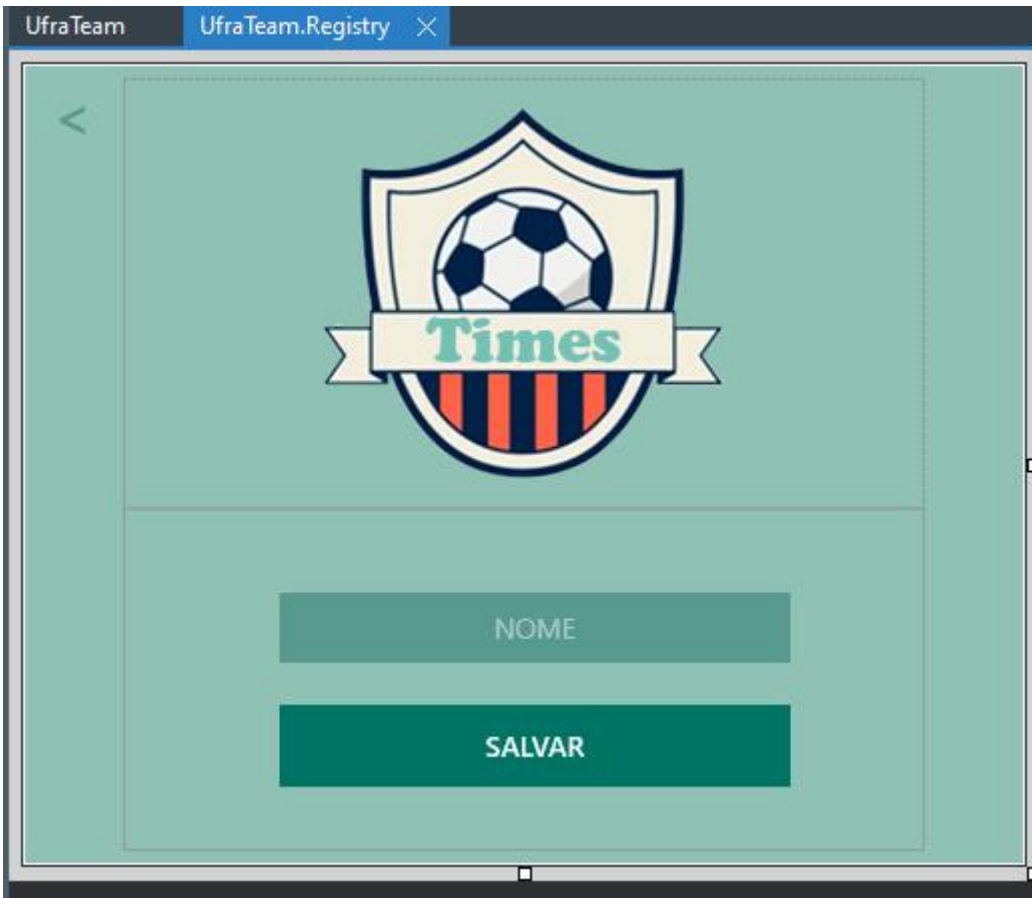


# MANUAL UNIT TEAM.REGISTRY

(Passo a Passo)



The screenshot displays a web application window titled "UfraTeam" with a sub-tab "UfraTeam.Registry". The main content area has a light teal background. At the top left is a back arrow icon. Centered is the logo for "Times", which features a soccer ball inside a shield with red and blue vertical stripes at the bottom. Below the logo is a form with two input fields: the first is labeled "NOME" and the second is labeled "SALVAR".

<

**Times**

NOME

SALVAR

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## 1. Métodos Privados

```
private
{ Private declarations }
procedure VoltarTela;
procedure Registrar;
```

## 2. Variável do Frame

```
var
  fraTeamRegistry: TfraTeamRegistry;
implementation
```

## 3. Uses Implementation

```
implementation

{$R *.fmx}

uses
  UfraTeam,
  UEntity.Teams,
  UService.Intf,
  UService.Team;
```

## 4. Método Registrar

```
procedure TfraTeamRegistry.Registrar;
var
  xServiceTeam: IService;
begin
  if Trim(edtNome.Text) = EmptyStr then
    raise Exception.Create('Informe o Nome do Time.');

  xServiceTeam := TServiceTeam.Create(
    TTeam.Create(Trim(edtNome.Text)));

  xServiceTeam.Registrar;
  Self.VoltarTela;
end;
```

## 5. Método VoltarTela

```
procedure TfraTeamRegistry.VoltarTela;  
begin  
    if not Assigned(FraTeam) then  
        FraTeam := TFraTeam.Create(Application);  
  
    FraTeam.Align := TAlignLayout.Center;  
  
    Self.Parent.AddObject(FraTeam);  
    FreeAndNil(FraTeamRegistry);  
end;
```

## 6. Eventos Click do RectSalvar e RectVoltar

```
procedure TfraTeamRegistry.rectSalvarClick(Sender: TObject);  
begin  
    Self.Registar;  
end;  
  
procedure TfraTeamRegistry.rectVoltarClick(Sender: TObject);  
begin  
    Self.VoltarTela;  
end;
```