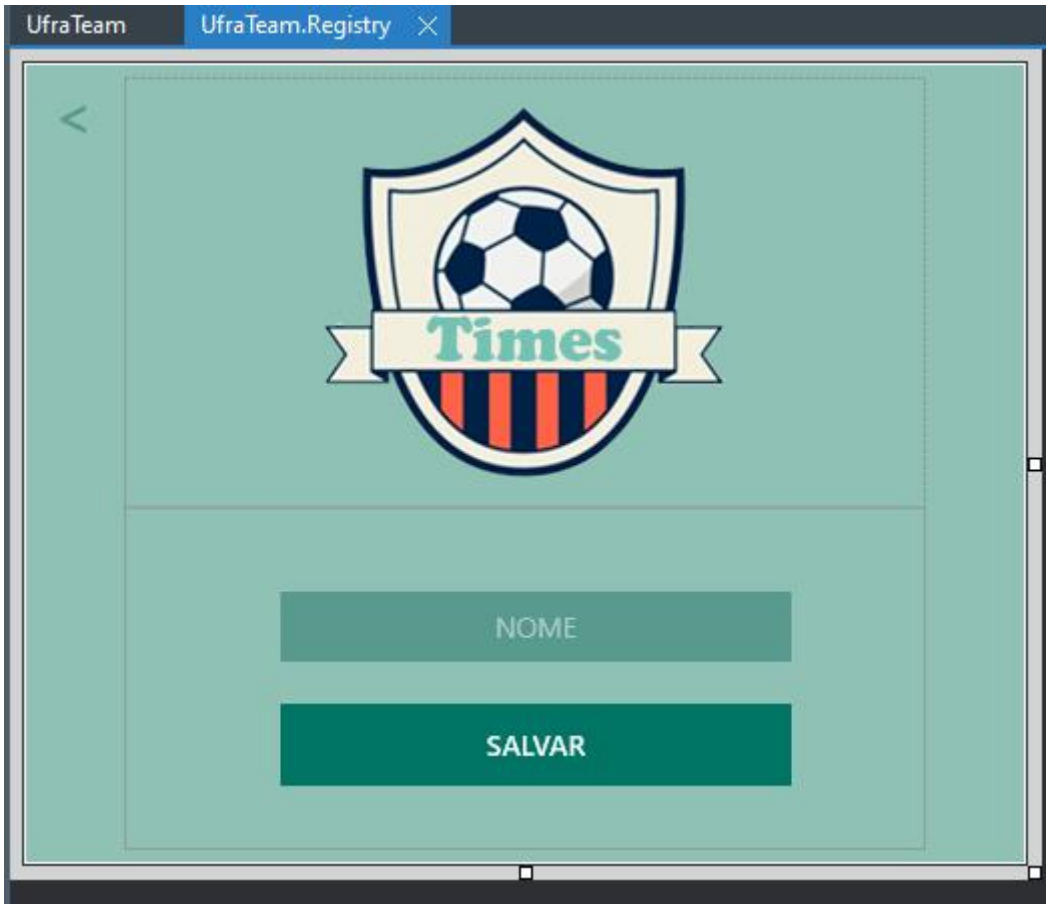
MANUAL UNIT TEAM.REGISTRY

(Passo a Passo)



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1. Métodos Privados

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

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.Registar;
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;
```