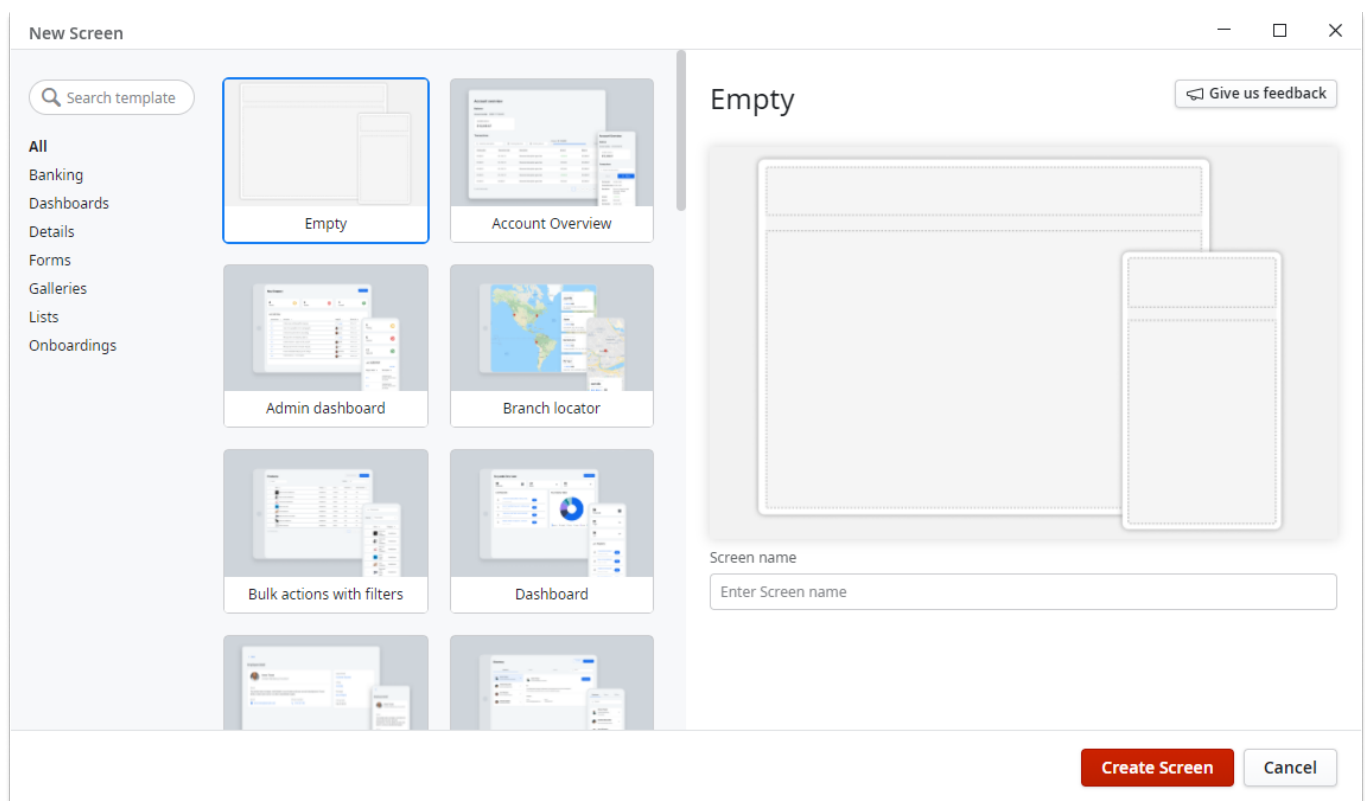


UI Overview

Before designing the UI for your application, it is important to learn about the different elements that are part of the UI. This document provides an overview of the following terms:

- Screens
- Screen Input Parameters and Local Variables
- Empty Screens
- Screen Templates
- Widgets
- OutSystems UI Patterns

The following image shows some available templates on the left and an empty screen on the right.



Screens

Screens are composed of basic building blocks and other elements to create a rich UI. A rich UI is one that is stylized and interactive. This means that your UI should be:

- Clear (uncluttered) and easy to navigate
- Targeted to your audience
- Consistent in the use of colors, buttons, links, and layouts

Screens are responsive and display differently depending on the device. You can pass data between screens and this eventually determines what displays on a screen. Input parameters also enable you to pass data between screens.

Screen input parameters and local variables

When designing a screen, consider how and where the data comes from that you want to display. You can design your screens so users enter information into an input parameter when using the app. Or, you might consider using a local, client, or session variable.

Local variables temporarily store data and exist only in the scope of the screen in which it is defined. With a **Client variable** you can store data and then share the value of the stored data in your apps. A **Session variable** lets you store data on the server. The data in a session variable clears when users log out of the app.

Empty screens

An empty screen is a blank canvas that includes a basic layout. You can use widgets, patterns, and themes to create your own design. You can also add input parameters and variables to collect and display your data.

OutSystems also provides you with a style guide which you can use as-is or as a blueprint to create your own style guide.

Screen templates

Screen templates provide you with a starting point for your design. Using a template helps you to develop the UI and your app faster. Screen templates come with sample data so you can see how the screen displays with information. Screen templates include predefined layouts, widgets, built-in logic, and other components.

You can create your own templates by starting from a blank screen or by using an OutSystems supplied template and then make changes. One of the benefits of using custom screen templates is that it ensures your team is implementing your company standards.

Widgets

Widgets are visual elements and basic building blocks that help you design, organize the data that displays on the UI, and accelerates building the UI. You can define widgets to react automatically to changes in data.

Widgets are easy to use. OutSystems comes with a variety of predefined widgets for you to use. From the toolbox on the left-side of the Screen Editor, you can drag widgets to the screen, and then set the properties for the widget. The available widgets vary by the type of app you are creating.

Widgets help to speed up some development tasks, because some of the types of widgets you can use are:

- **Table** widgets - to display one or more records or lines of information
- **Text and Input** widgets - to take input from users
- **Button or Link** widgets - to navigate between screens or to trigger other actions
- **If** widgets - to display one or two areas on a screen based on a Boolean condition
- **Checkbox or Radio Button** widgets - to enable yes or no input options or the option for users to choose one item
- **Container** widgets - to group other widgets and apply the same style to all widgets in the container
- **Block or Web block** widgets - to create UI elements for use within an app or across apps

OutSystems UI Patterns

OutSystems has pre-built patterns that enable you to implement common UI patterns and components. A UI pattern is a reusable design that provides a way to present information on the screen.

Using drag and drop you can quickly and easily design a screen. UI Patterns also help to enforce design standards ensuring for example, all 2 or 3-column layouts look the same. You can also customize patterns by writing additional CSS that changes the look and feel.