Motivation/Intention

Lookup lists provide functionality for two purposes, namely: Populating combo boxes on the UI Level and authentication at a BO level. At a UI level Lookup lists should provide data with which we can fill a combo box, thereby giving the user a number of various options to choose from. The options may be static, in the case of a predefined or “hard coded” set of options, or the data may be loaded at runtime from a database, in so doing providing the user with a dynamic set of options. This leads to three main implementations for Lookup lists, namely: Simple, BusinessObject and Database Look-up lists.

1. Simple

This is the simplest of the three. All that we do is define a set of key/value pairs that are always used. For example say we needed a lookup list for Gender: There are only two options Male or Female. As far as we can see these are the only options that should ever be available, with the exception of possibly an “unknown” for the case when this data is not required or unavailable. It does not make sense to create a business object for gender , persist all of these options to a database and then get them out again whenever required, so instead we merely define them in the class defs.

Simple Lookup List

Current usage: