



Mobile Screens



Topics

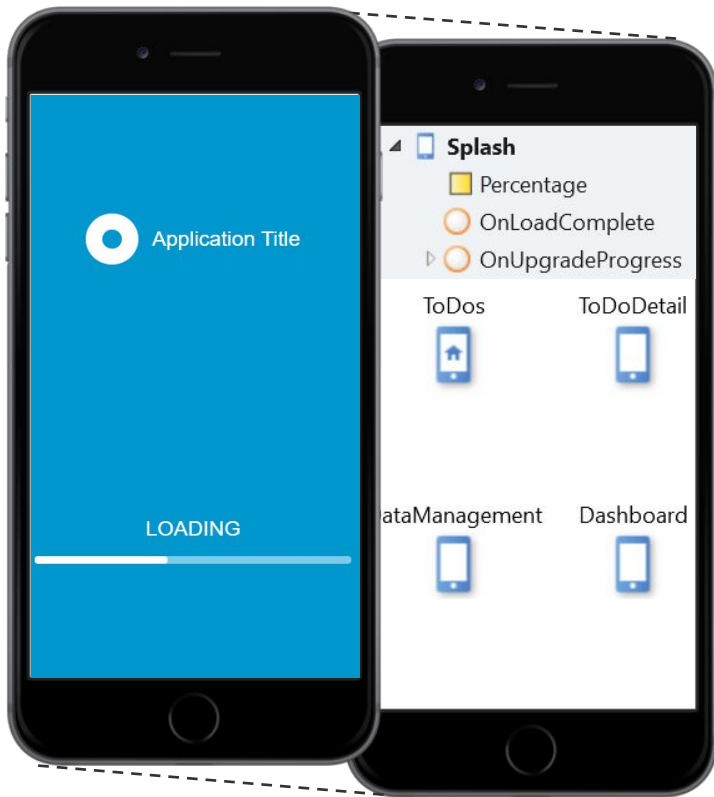
- OutSystems Mobile Apps
 - Single Page Applications
 - Runtime Architecture
- Screens
 - Screen Templates
 - Screen Content
- Screen Variables
- Fetching Data to Display on Screen
- Client-side Logic

OutSystems Mobile Apps

- OutSystems mobile apps can be installed and run on iOS and Android devices
- Generated with optimized JavaScript application at its core
 - Single Page Applications
 - Screen logic runs on the client side
- Requests to server are only made when necessary
 - Data, Server-side logic (.NET)
 - Automatically created REST Calls



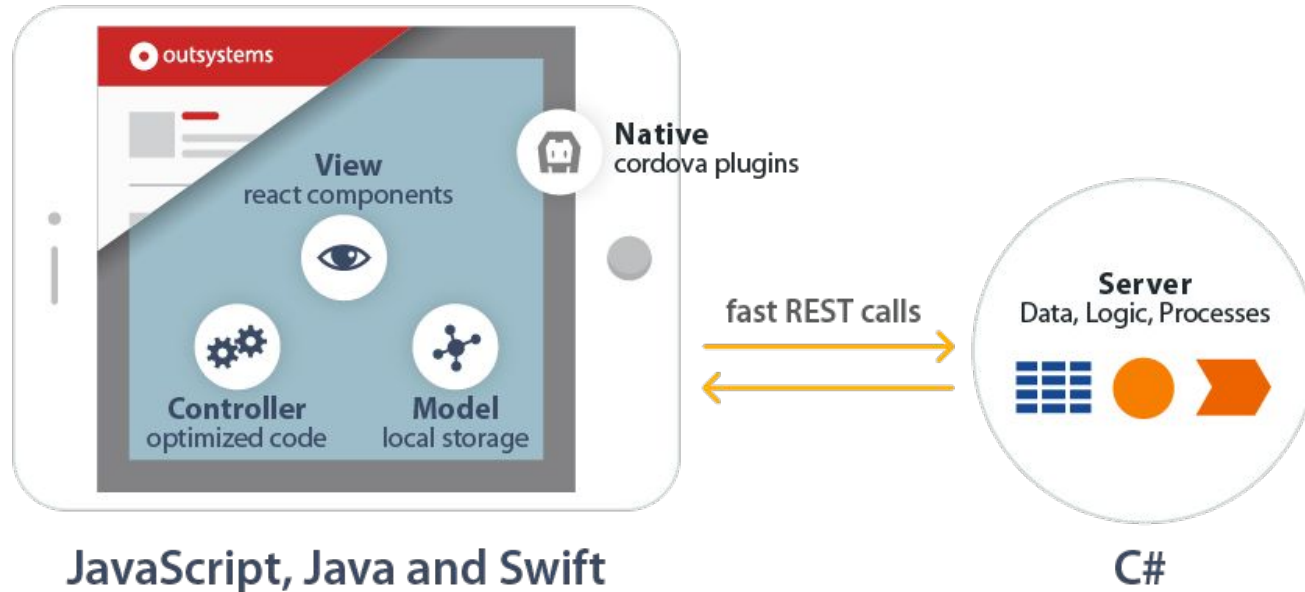
Single Page Applications



Page	Filesystem	Overrides	Content scripts	Snippets
				<i>ScrollExtensions.js</i>
				<i>Settings.js</i>
				<i>StorageProvider.js</i>
				<i>Swipeable.js</i>
				<i>Switch.js</i>
				<i>SystemActions.js</i>
				<i>Text.js</i>
				<i>TextArea.js</i>
				<i>Throttling.js</i>
				<i>ToDo.Common.BottomBar.mvc.js?ne2WgWh4e8_H9Fw0jgiV</i>
				<i>ToDo.Common.Layout.mvc.js?8iPxSM+NcVOhDID64ZOIXQ</i>
				<i>ToDo.Common.LayoutBlank.mvc.js?gtGWrSqOBNT4z2VJtOL</i>
				<i>ToDo.Common.Login.mvc.js?Jcdiir2_376Wd3oadvmfKQ</i>
				<i>ToDo.Common.Menu.mvc.js?r0_fdkhV7WPqoQ7IS+Wbzw</i>
				<i>ToDo.Common.MenuIcon.mvc.js?TQkbAVV812kRb0xqn8aTz</i>
				<i>ToDo.Common.OfflineDataSyncEvents.mvc.js?eJXSpWJeCCs</i>
				<i>ToDo.Common.Splash.mvc.js?yESDKtPGgIM3QFEiPTRc6Q</i>
				<i>ToDo.Common.UserInfo.mvc.js?Em18Nrqc4hH+VDu+705E</i>
				<i>ToDo.Common.controller.js?UVnoaJDSHduC5PR3GMoL7g</i>
				<i>ToDo.MainFlow.ToDos.mvc.js?RJ07rtLK+XM7h7AxsyM79Q</i>
				<i>ToDo.MainFlow.controller.js?+GSsz87FgFPMD+MzBmaH3w</i>
				<i>ToDo.appDefinition.is?7F0pOOZlwNxfXrTli38zO</i>

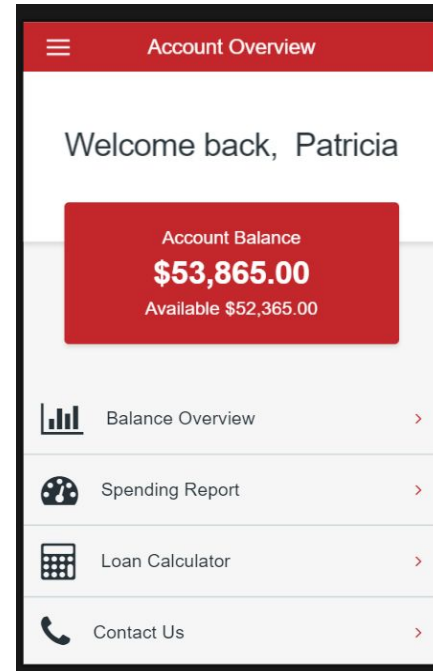
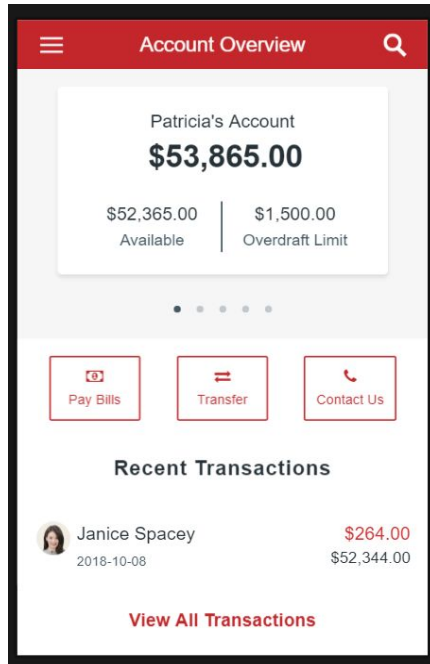
Runtime Architecture

Cross-Platform, Standards-Based



Screens

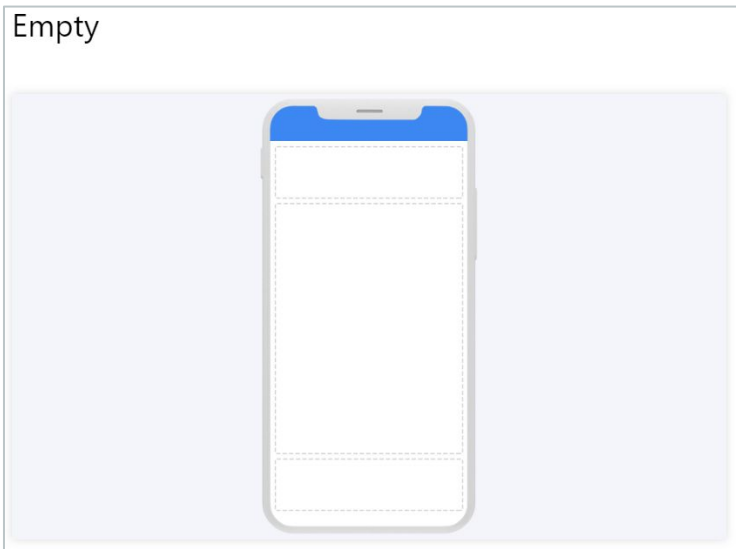
Screens define the user interface end-users interact with



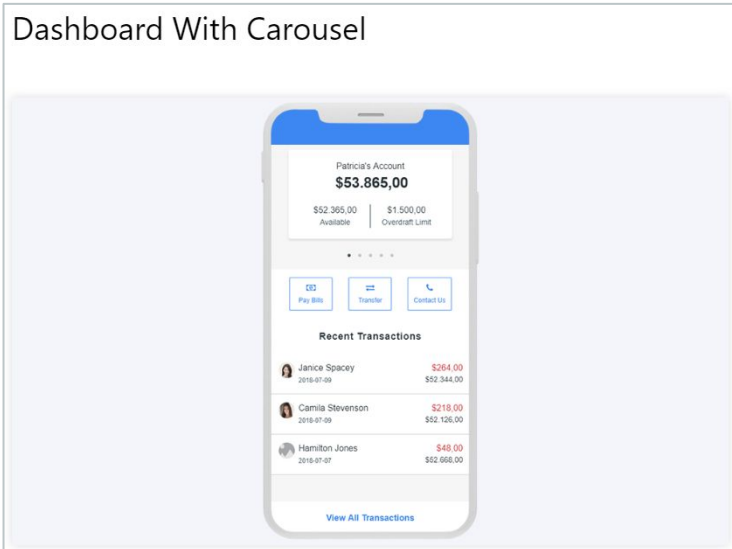
Screen Templates

Screens can be Empty or based on a Template

Empty

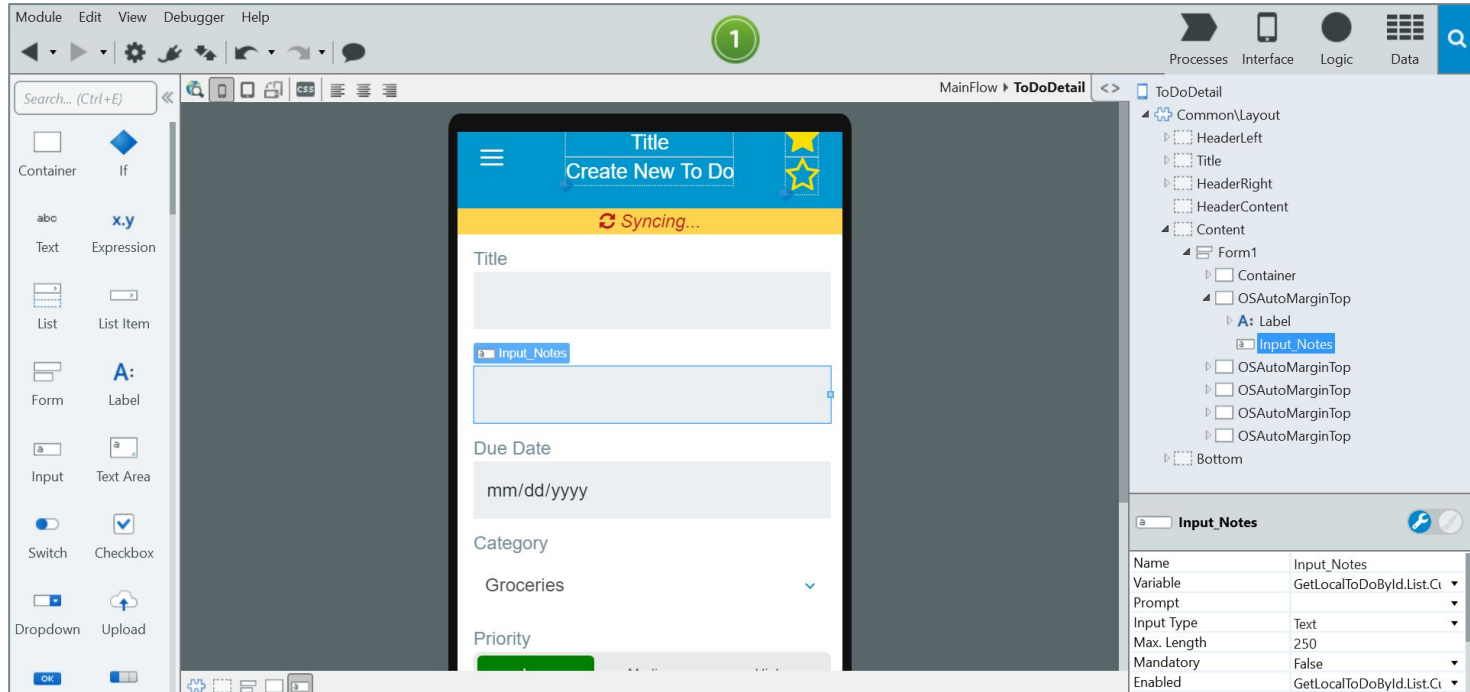


Dashboard With Carousel



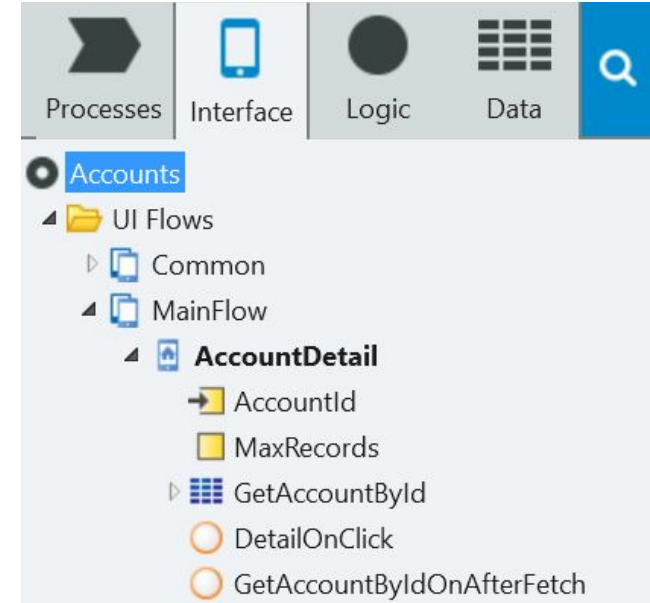
Screen Content

OutSystems Screens are built based on widgets (UI elements)



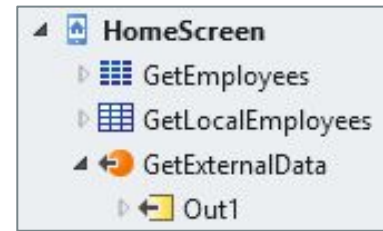
Screen Variables

- What is displayed to the end-user can depend on data
- Some data can come be passed to the Screen
 - Input Parameters
 - When transitioning to a new Screen, a value must be passed to mandatory Inputs
- Screens can also have Local Variables
 - Initialized in the scope of the Screen
- These variables only exist in the scope of the Screen



Fetching Data to Display on Screen

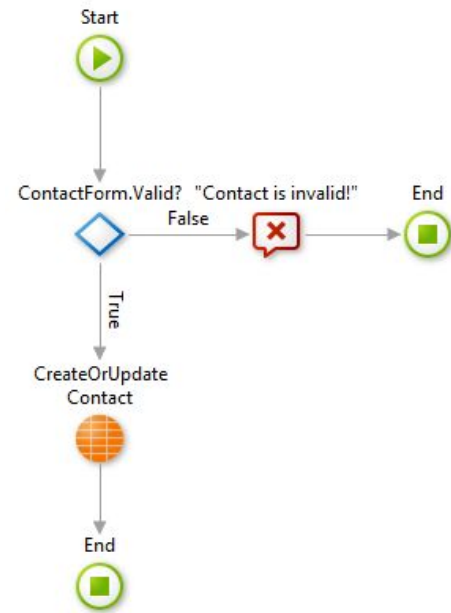
- Screens may need to display data available elsewhere
- Aggregates in the Screen
 - Database or Local Storage Entities
- Data Action for advanced cases
 - Server Action
 - Output Data Type by default is Text, but can be changed
- Queries performed asynchronously and in parallel
- Screen Lifecycle Event
 - On After Fetch



GetEmployees Aggregate	
Name	GetEmployees ...
Description	...
Server Request Ti...	(Module Default Timeout)
Max. Records	50 ▼
Events	
On After Fetch	▼

Client-side Logic

- Screen Actions run client-side logic in the scope of the Screen
 - Triggered within the Screen
- Client Actions
 - Visually modeled logic and data
 - Easy to call server-side logic
 - Drag & drop
 - REST API generated automatically
- Responsiveness
 - UI elements react to data changes
 - Updates occur immediately
 - UI responds while calling server



Summary

- OutSystems Mobile Apps
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Mobile Screens
Thank You!