

# **Topics**

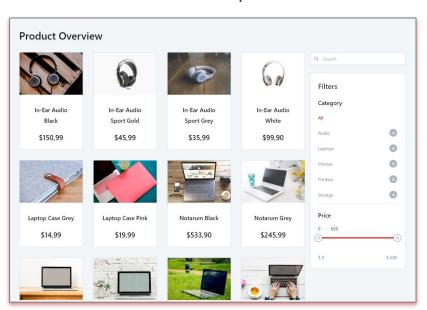
- Screen Templates
  - Creating Template-based Screens
  - Sample Data
  - Replace Data
- Scaffolding Patterns
  - List Screen
  - Detail Screen



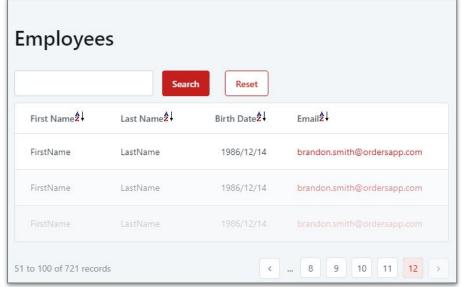
# **Accelerating UI Development**

OutSystems has accelerators that speed up the application development

**Screen Templates** 



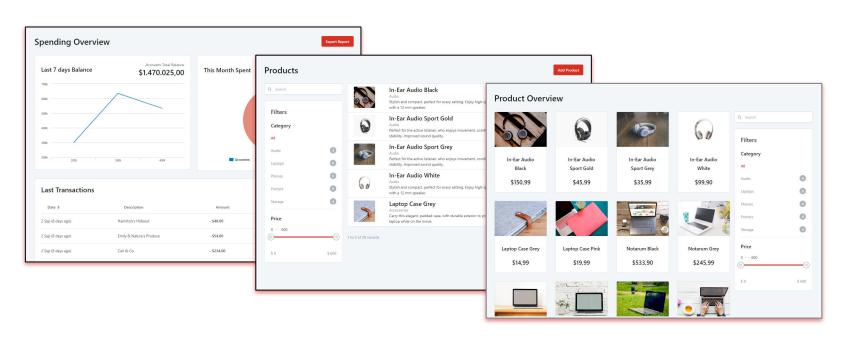
Scaffolding Patterns





## **Screen Templates**

Pre-built Screens that implement typical scenarios with logic and data





#### Using a Template to create a Screen

The created Screen is a copy of the template including all the layouts, widgets, styles and logic

- Built with OutSystems UI
- Can be published and used immediately
- Speeds up development

The Screen uses **sample data** to populate the UI & enable logic

Will be replaced by your data





## Sample Data

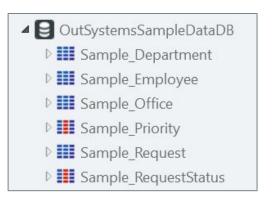
Consists of example entities and records that support the scenarios implemented in the screen templates

Used on Screens created from Templates

OutSystemsSampleDataDB module (dependency)

Backoffice available to view, import and reset data

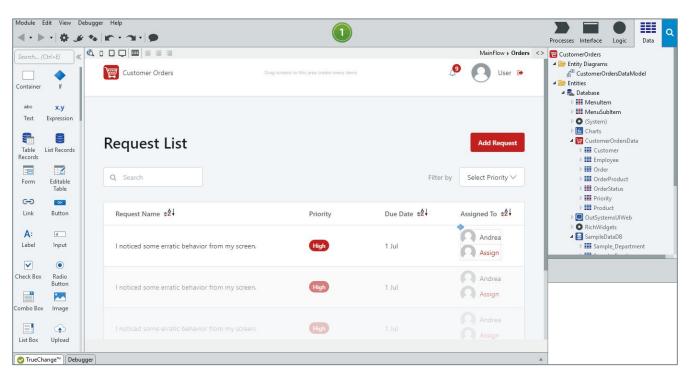
http://<yourserver>/OutSystemsSampleData





# **Replacing Sample Data**

Sample data can be replaced by real data





#### **How "Replace Data" Works**

Drag and drop an Entity to a widget that supports automatic data replacement

• Form, List / Table Records, etc.

Service Studio maps the fields from the Sample Entity to the real Entity

- Name or data type
- May not result in "optimal" matches

Also works on Screens **not** based on Templates

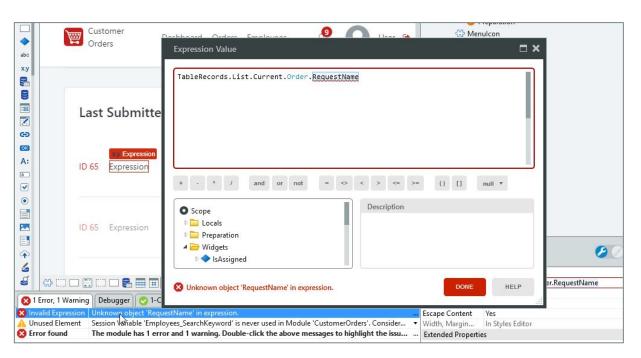




## **After the Replace Data**

Use TrueChange to find the errors and warnings and fix them to use the real data

- Delete unnecessary information
- Check the mappings that did not cause an error





## **Scaffolding Patterns**

#### Scaffolding patterns provide automation for data driven screens

- Create Screens and logic in a few clicks
- Good starting point for building applications
- Allow further customization to the end-user needs

#### Scaffolding patterns allow creating:

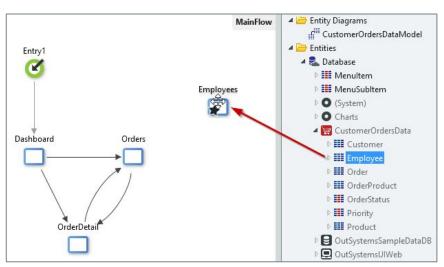
- List and Detail Screens
- Detail Lists in a Master Screen
- Contextual Popup Info Balloons
- And more...

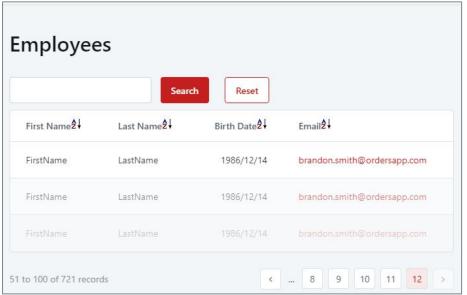


#### **List Screen**

Dragging an Entity to a UI Flow creates a List Screen

Logic and UI are automatically created, but can be modified

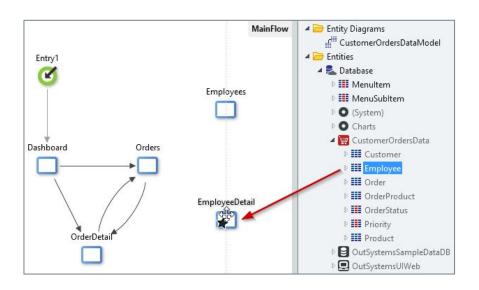


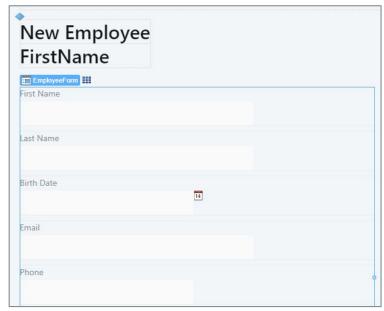




#### **Detail Screen**

Dragging an Entity to a UI Flow for the second time creates a Detail Screen Logic and UI are automatically created, but can be modified







## **Summary**

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