



# Screen Interactions

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Buttons and Links



# Topics

- Interacting with the app
  - Link Widget
  - Button Widget
- Navigate Screen Lifecycle
- Submit Screen Lifecycle
  - Submit to the current Screen
- Download Widget

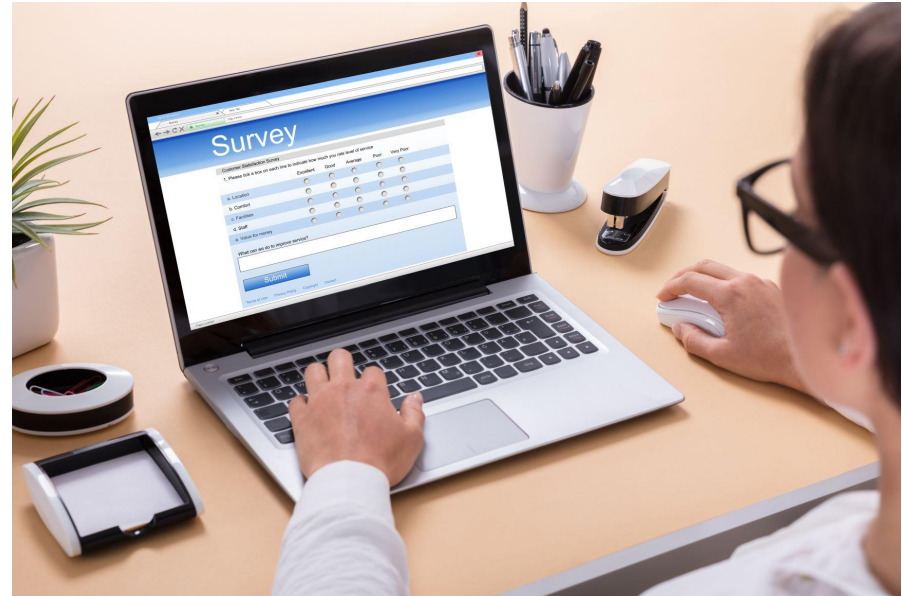
# Interacting with the app

When using web applications, end-users don't just type URLs and wait for the result

It is very common to have other forms of interactions

- Following links
- Filling in forms
- Clicking buttons

Each time the user **navigates** to a new page, or **submits** data to the server, a new request / response cycle starts



# Links and Buttons

Links and Buttons have similar behaviors

Links can enclose other widgets

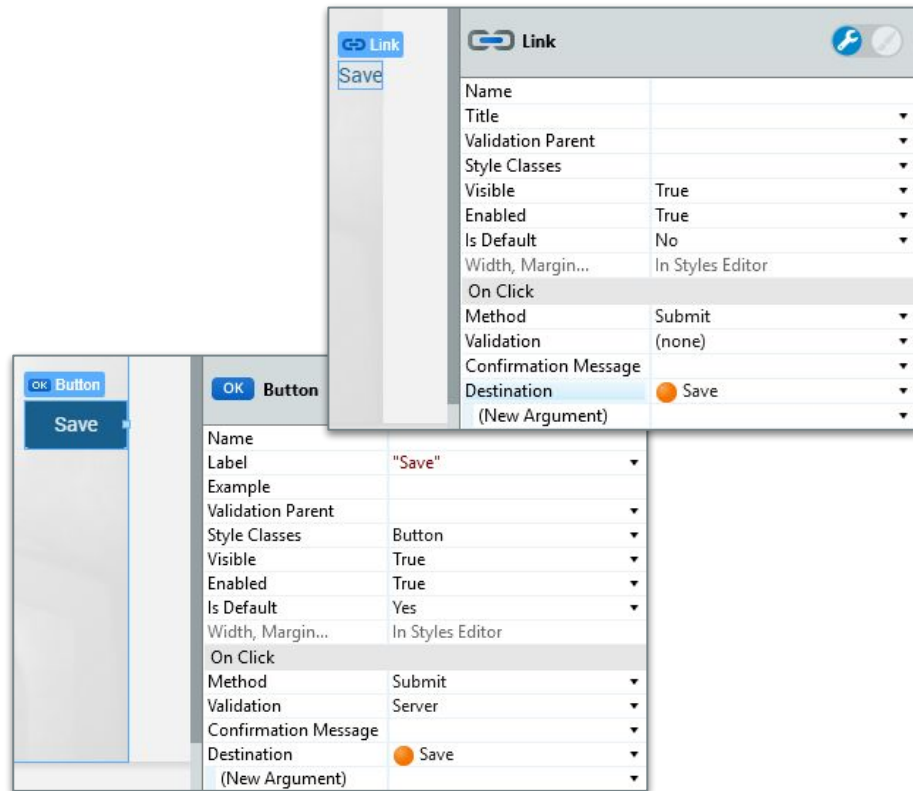
- Visually more flexible than Buttons

**On Click:** Either submits a request to call an Action or navigates to a Screen

Method property determines how data is submitted to the Server

Destination property can be set to a:

- Screen Action
- Destination



# Navigate

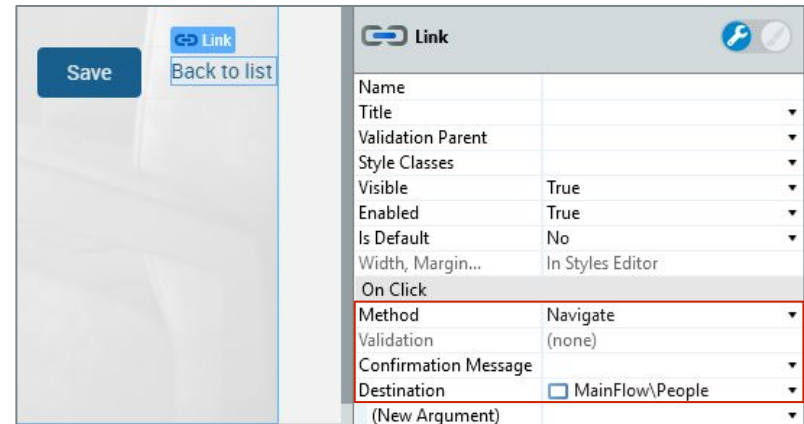
## Uses HTTP GET Method

- Requests a specific resource
- Does not submit data to the server
  - Parameters are sent and displayed in the URL
  - Form Input values are not sent in the request

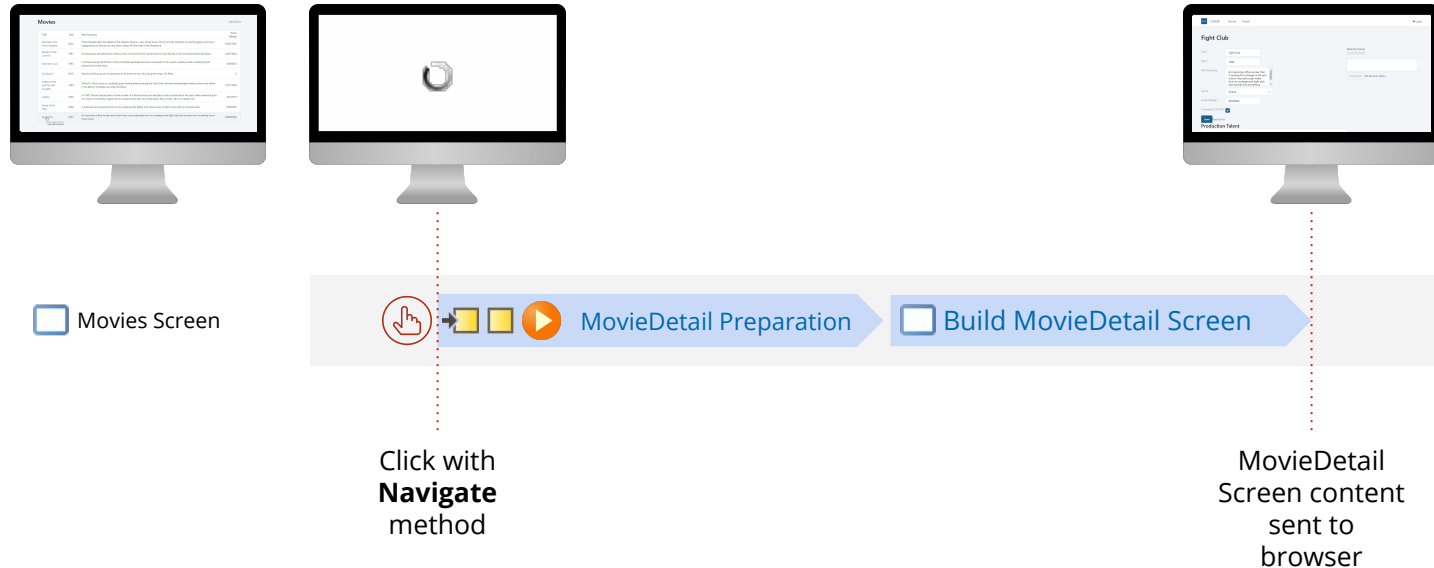
## Browser displays the Destination URL

### Link / Button Destination can be:

- Target Screen
- External URL



# Navigate Screen Lifecycle



# Submit

Uses HTTP POST Method

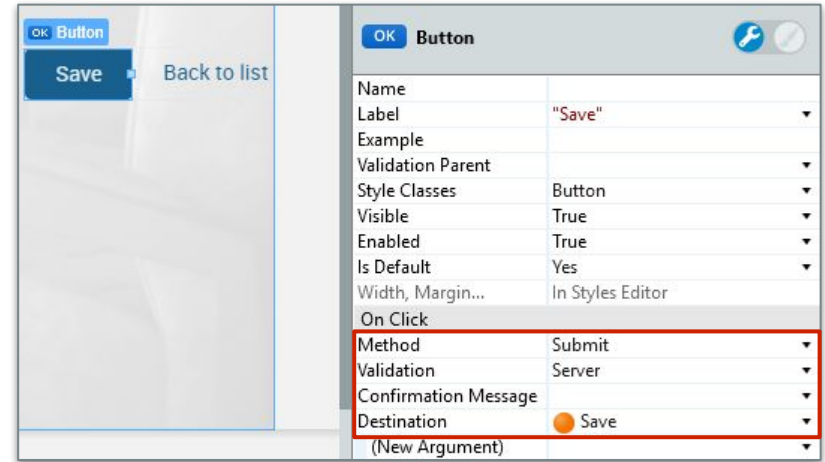
Submits data to the server in the request

- Upload a file
- Send Form Input fields data

Browser shows URL of the Screen that handles the submit request

Link / Button Destination can be:

- **Screen Action** (submits to current Screen)
- Target Screen
- External URL



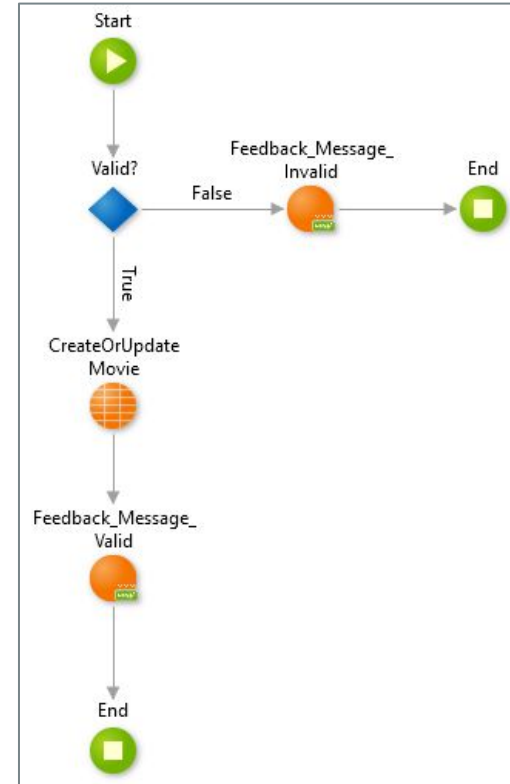
# Submitting to a Screen Action

With the Submit Method, the Destination can be a Screen Action

- Runs when the Button / Link is clicked

A Screen Action has a flow of statements that are executed in order

- Has access to all elements in the Screen scope
  - Widgets
  - Preparation elements
  - Screen Variables
- The last node of the Action has impact on the Screen lifecycle



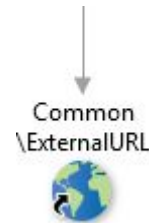
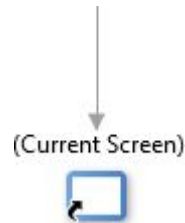
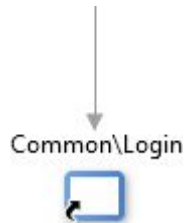
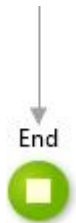


# Finishing the Screen Action

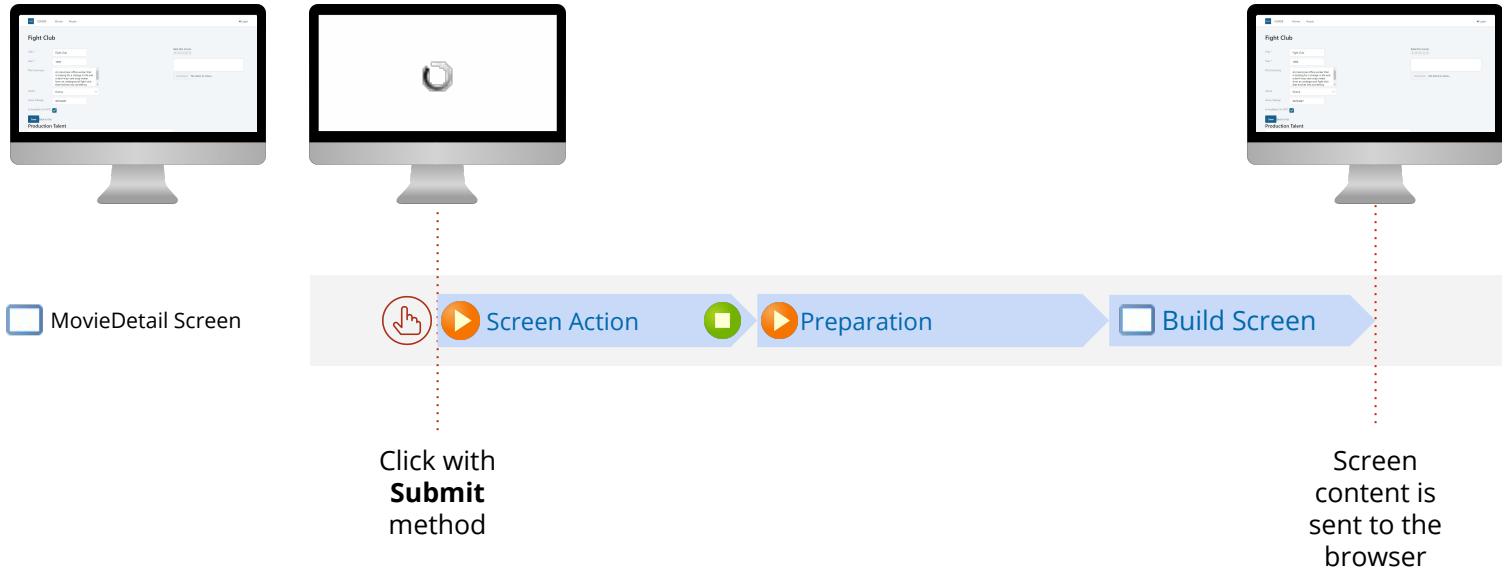
The last widget of a Screen Action flow greatly influences the lifecycle

There are several possibilities

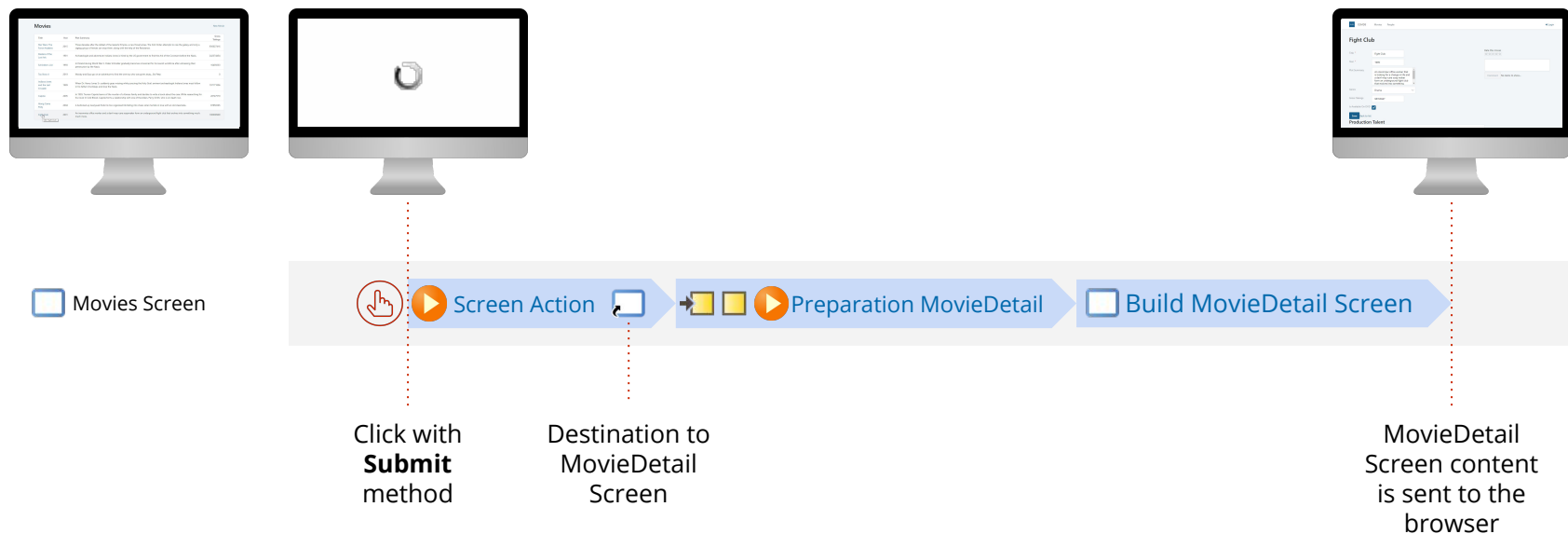
- Stay on the same Screen
  - End, Download (of a file)
- Navigate to a Screen
  - Destination, Current Screen, External URL
- Raise an Exception



# Submit Screen Lifecycle: End



# Submit Screen Lifecycle: Destination



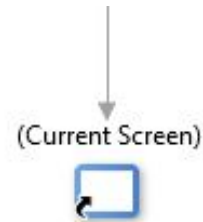
# Submit Method: End vs. (Current Screen)

The application stays in the same Screen in both cases:

- Preparation of the Screen runs
- Entire Screen will be rebuilt

What's the difference?

- End Node
  - Values of Screen Variables and Widgets are preserved
- Destination (Current Screen)
  - Values of Screen Variables and Widgets are reset to their default values



# Download

Allows the end-user to download a file

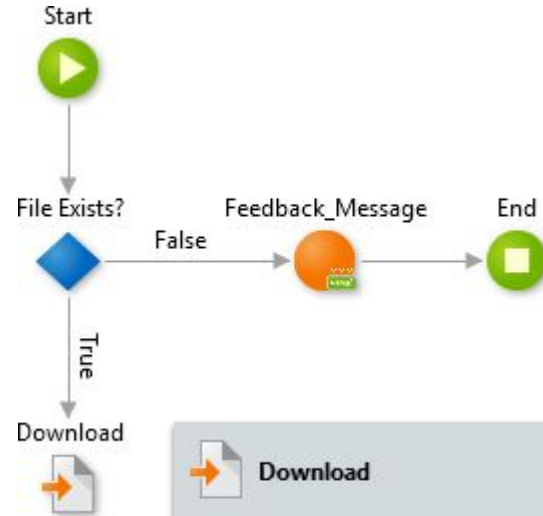
- Can be saved


Download widget properties

- File Content: Expect binary data
- File Name: Text of the file name
- Save to Disk: Or just display the file

Ends the Action Flow

- There can be no other statements after it
- Preparation does not run again



 Download	
File Content	GetOrders.List.Current.OrdersInvoice.Invoice ▼
File Name	GetOrders.List.Current.OrdersInvoice.Filename ▼
Mime-Type	"application/octet-stream" ▼
Save to Disk	Yes ▼

# Summary

- Interacting with the app
  - Link Widget
  - Button Widget
- Navigate Screen Lifecycle
- Submit Screen Lifecycle
  - Submit to the current Screen
- Download Widget

A city skyline at night, featuring several tall skyscrapers with illuminated windows. The foreground is dominated by bright, diagonal light trails in white, yellow, and red, suggesting fast-moving traffic or light painting. The overall atmosphere is dynamic and modern.

**Screen Interaction**  
**Thank You!**