

Web Blocks



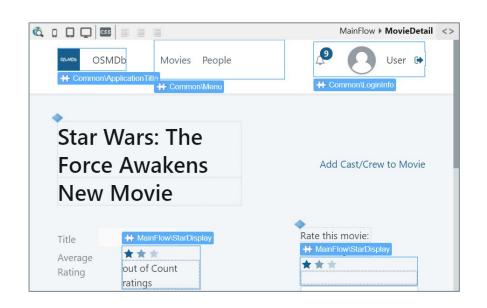
## **Topics**

- Creating a Web Block
- Designing and Using Web Blocks
- Web Block Interactions
  - Events
  - Event Handlers
- Screen Lifecycle with Web Blocks



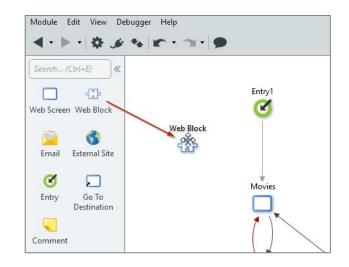
## **Web Blocks**

- A Web Block is a reusable UI component
- Web Blocks promote reusability
  - Develop once, use many times
  - Encapsulates its own logic
- Web Blocks improve maintainability
  - Changes are reflected on every
    Screen that uses the Web Block

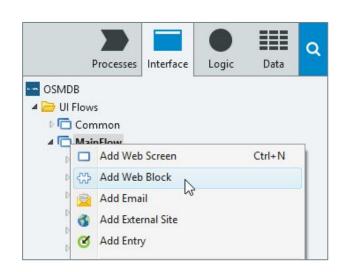




## **Creating Web Blocks**



Drag and Drop



UI Flow context menu



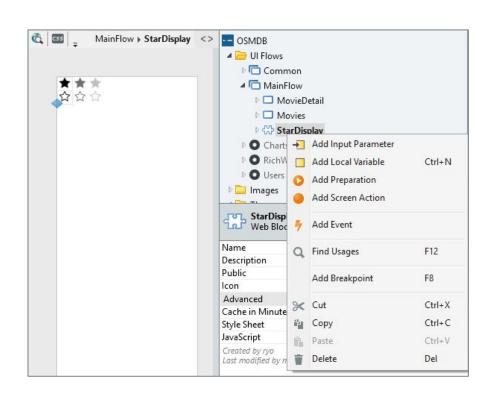
## **Designing Web Blocks**

Web Blocks are designed just like Screens

#### Web Blocks can have:

- Input Parameters
- Local Variables
- Preparation
- Screen Actions
- Events
- Placeholders

Web Blocks do **not** have Output Parameters



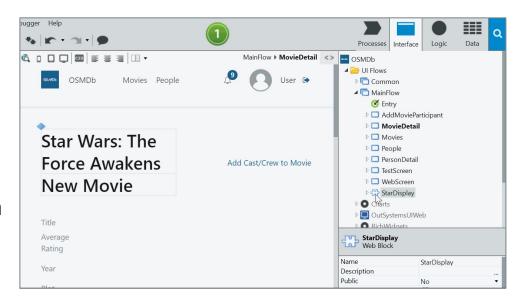


## **Using Web Blocks**

Web Blocks can be placed inside a Web Screen or another Web Block

- **Parent** of the Web Block
- Recursion not allowed

Parents can have multiple instances of a Web Block





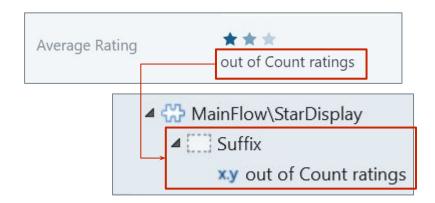
## Placeholder Widget

- Only available inside Web Blocks
- Reserves space for dynamic content defined when instantiated

#### **Designing the Web Block**



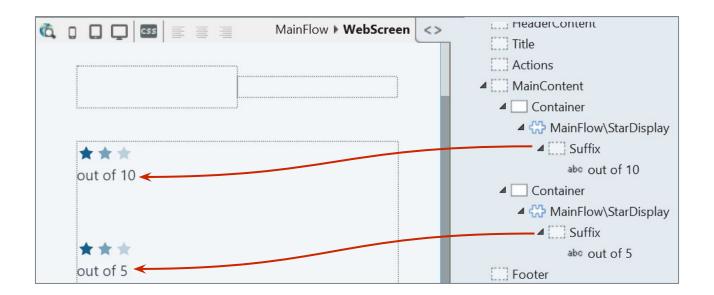
#### **Instance of the Web Block**



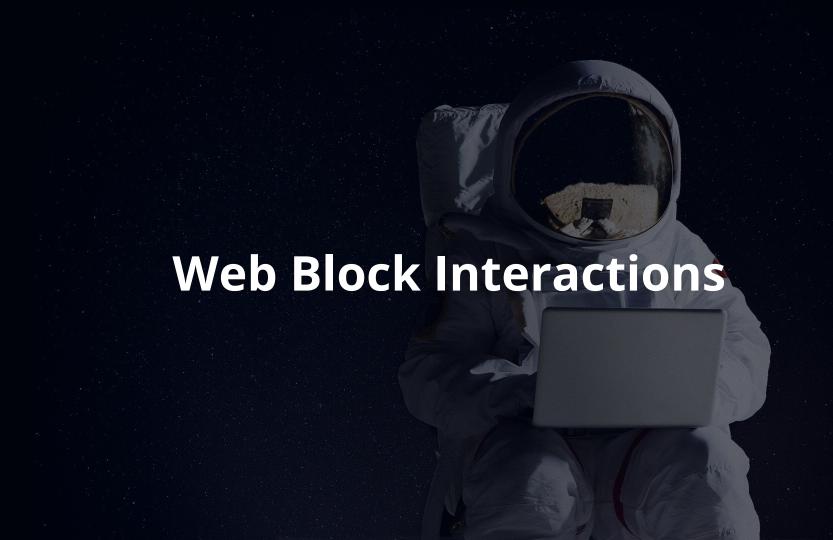


## **Dynamic Content in Web Blocks**

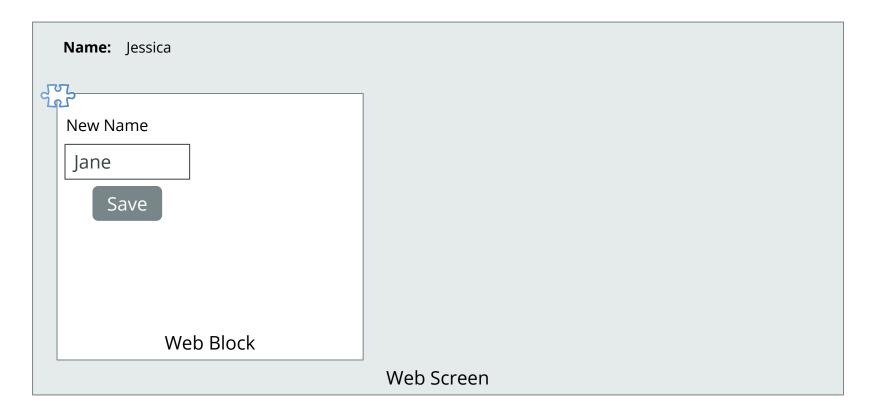
Each instance of the Web Block can have different content inside the Placeholders







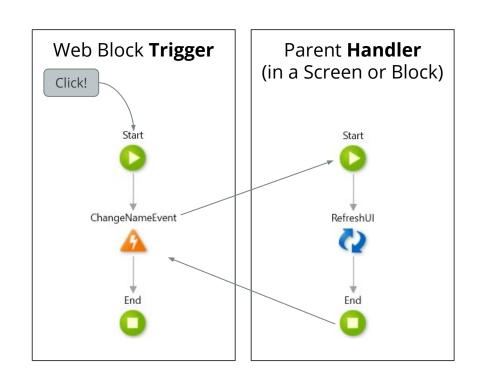
## Web Block inside a Screen





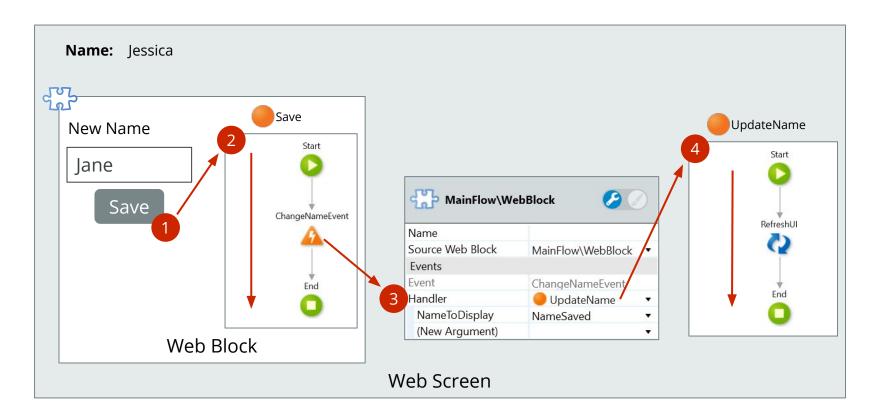
### Interaction with the Parent

- Web Blocks have:
  - Their own scope
  - No access to the parent's scope
  - Events to facilitate interaction
- Interaction with the parent is done using events
  - The Web Block **triggers** an event
  - Parent **handles** (reacts to) the event from the block





# **Triggering and Handling Events**

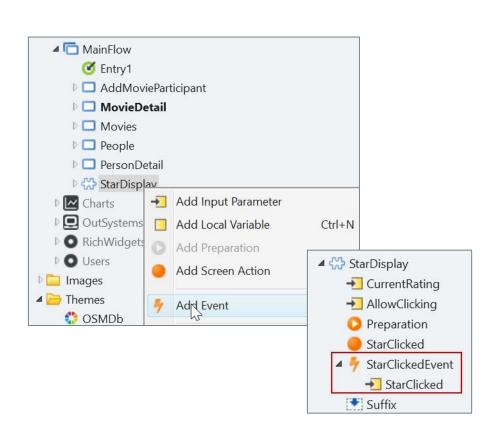






## **Defining Events**

- Events can only be defined in the scope of Web Blocks
- Events can have Input Parameters to send data to the parent
- Input parameters can be defined as mandatory (or not)

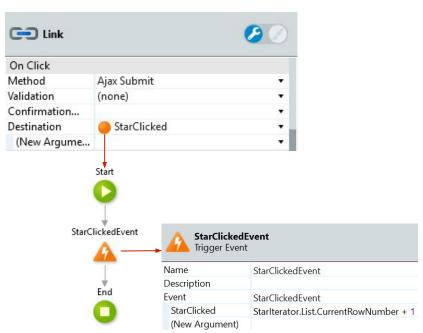




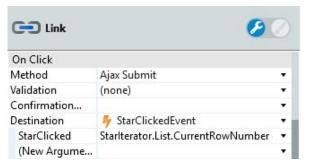
## **Triggering Events**

Events can only be triggered within a Web Block

#### **Inside a Screen Action**



#### **Directly as Destination**





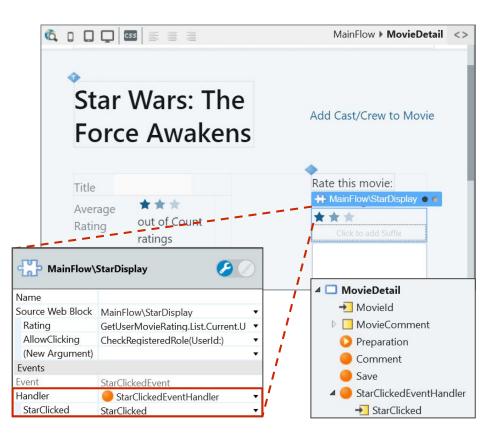
## **Handling Events**

#### **Event handlers**

- Screen Actions defined in the scope of the parent
- Specify the logic to handle an Event
- Have access to the Event Input Parameters

#### When a Web Block triggers an Event

The Event handler Action is executed

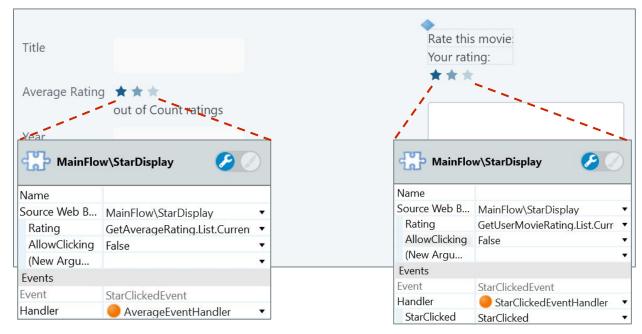




### **Different Event Handlers**

- Each Handler can use a different Screen Action
- The same Screen Action can be used in multiple handlers

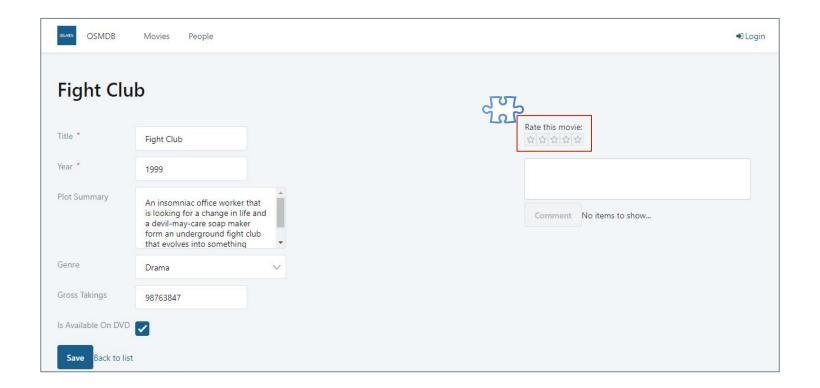






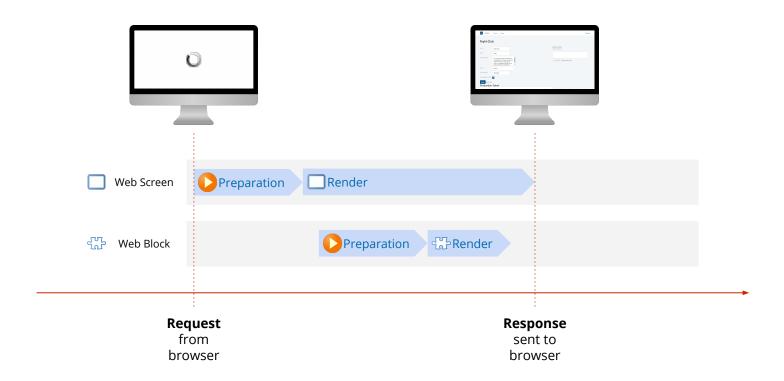


## **Web Blocks Lifecycle**



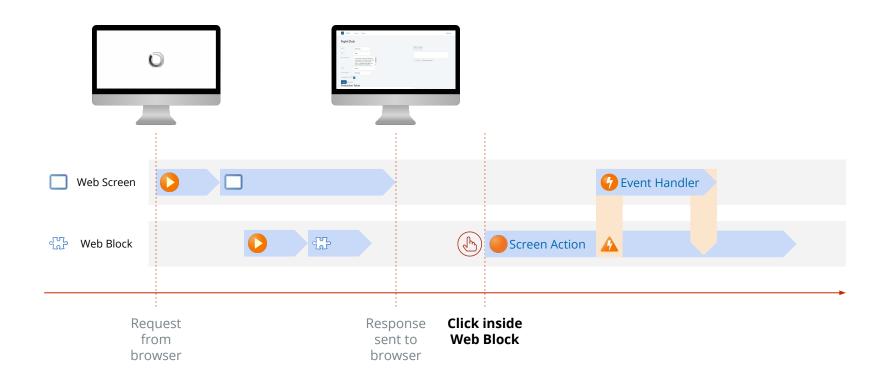


## **Screen Lifecycle with Web Blocks**



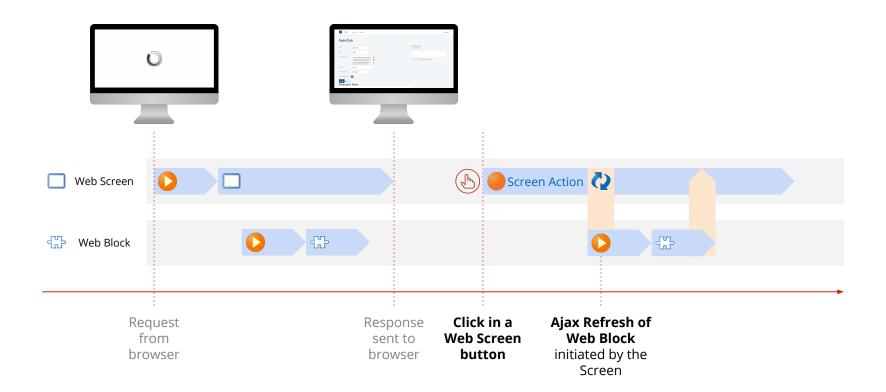


# **Web Blocks Events Lifecycle**





# **Ajax Refreshing a Web Block**





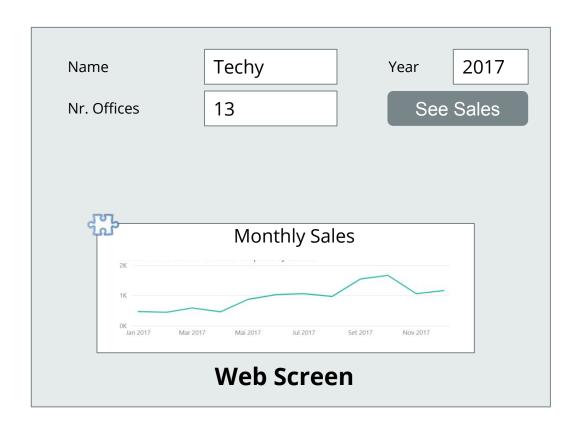
## **Summary**

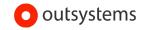
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## **Web Screen Request**

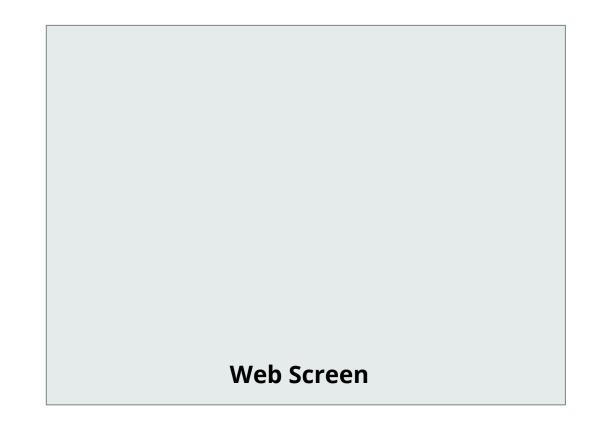




# **Screen's Preparation Runs**



Screen's Preparation

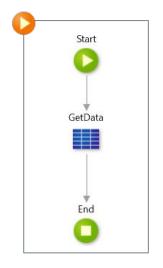




# Screen rendering...



# Web Block's Preparation



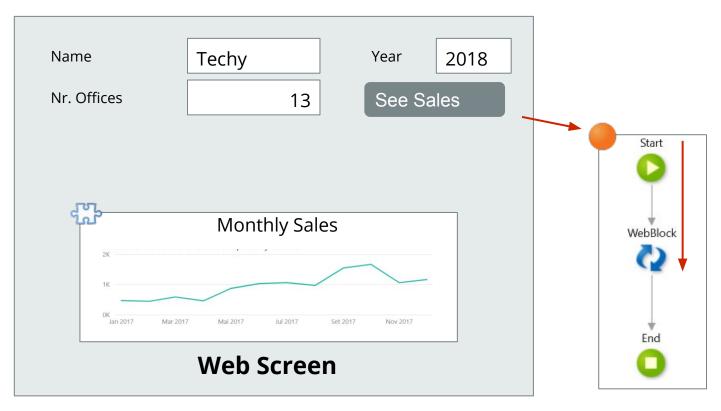


## **Web Block Rendered**



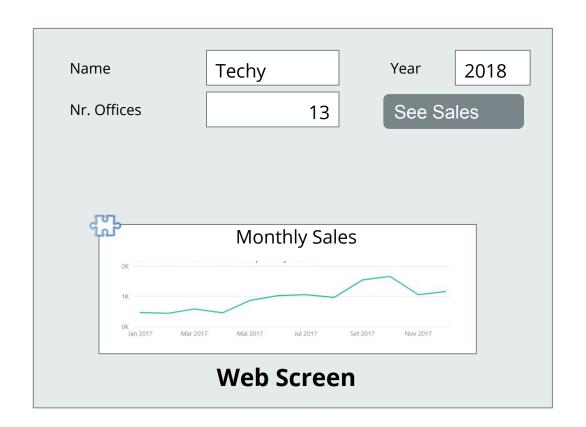


# **Ajax Request of a Web Block**

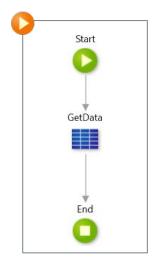




## **Web Block's Preparation Runs**



# Web Block's Preparation





### Web Block UI is rendered



# Web Block's Preparation

