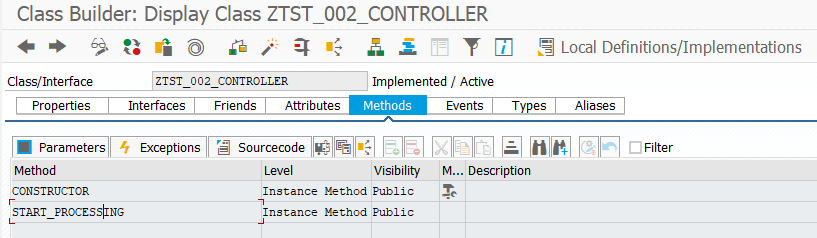
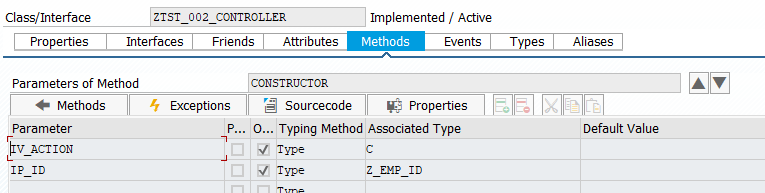
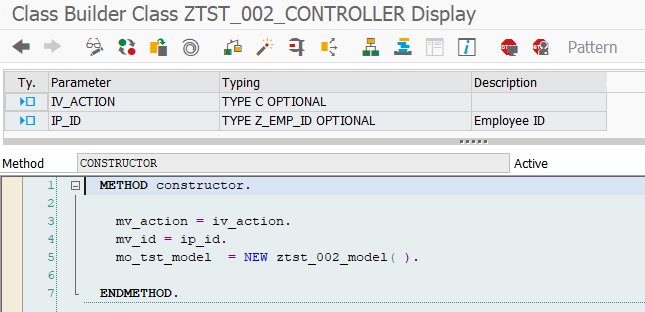
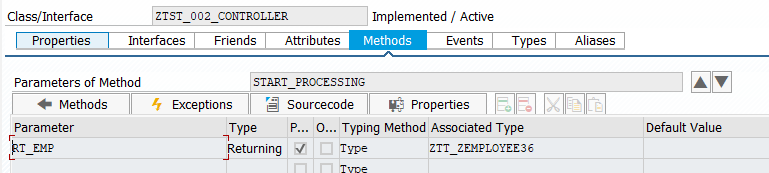
Klasa Kontroler:

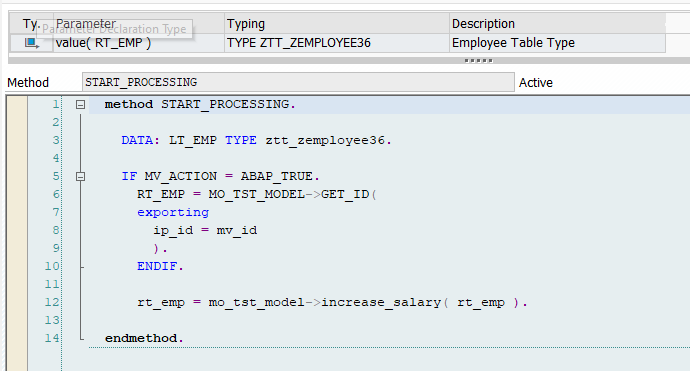


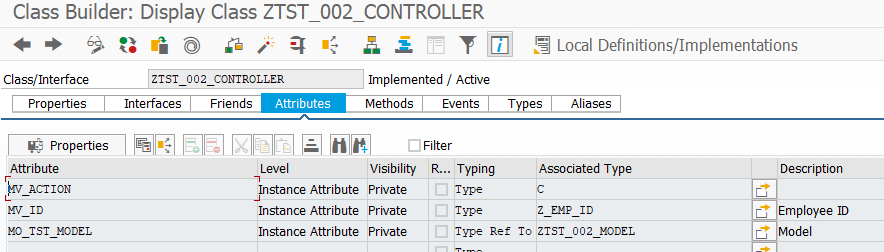




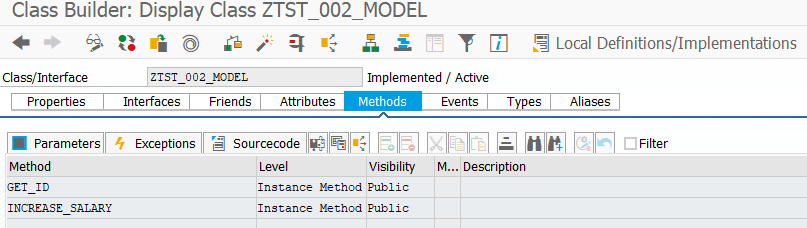
Start Processing:



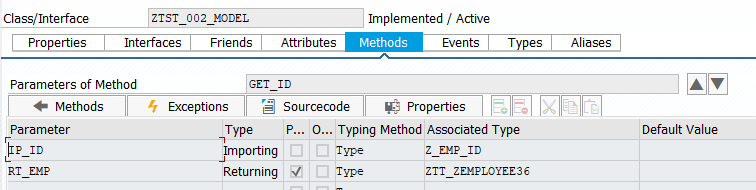


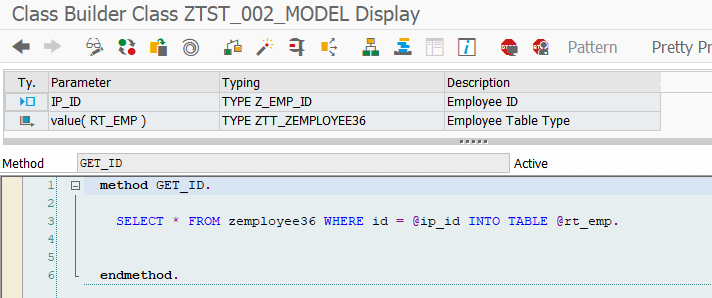


Klasa model:

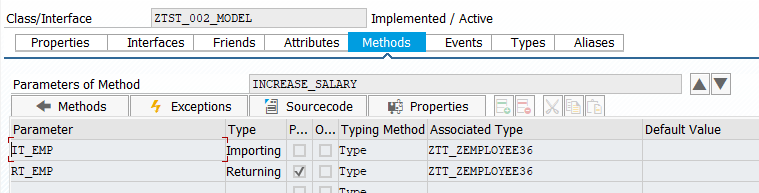


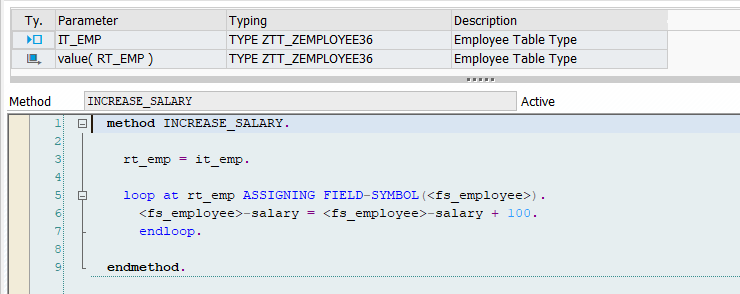
Get ID





Increase salary

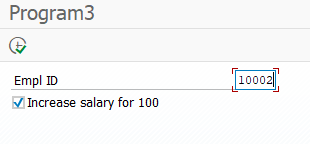




KOD

Report ZTST\_003.  
  
DATA: go\_alv2 TYPE REF TO cl\_salv\_table,  
      go\_emp TYPE REF TO ZTST\_002\_CONTROLLER.  
  
SELECTION-SCREEN BEGIN OF BLOCK b1 WITH FRAME TITLE TEXT-000.  
PARAMETERS:  
p\_id     TYPE z\_emp\_id MODIF ID eid.  
SELECTION-SCREEN END OF BLOCK b1.  
  
SELECTION-SCREEN BEGIN OF BLOCK b2 WITH FRAME TITLE TEXT-001.  
PARAMETERS:  
  p\_sala1 AS CHECKBOX USER-COMMAND pay DEFAULT 'X' MODIF ID sc1,  
  p\_sala2 AS CHECKBOX USER-COMMAND asd MODIF ID sc2.  
SELECTION-SCREEN END OF BLOCK b2.  
  
DATA go\_alv TYPE REF TO cl\_salv\_table.  
  
AT SELECTION-SCREEN OUTPUT.  
  LOOP AT SCREEN.  
    IF p\_sala1 = abap\_true.  
      p\_sala2 = abap\_false.  
      IF screen-group1 EQ 'SC1' OR screen-group1 EQ 'EID'.  
        screen-active = 1.  
      ELSE.  
        screen-active = 0.  
      ENDIF.  
      MODIFY SCREEN.  
    ENDIF.  
  ENDLOOP.  
  
  START-OF-SELECTION.  
  
  CREATE OBJECT go\_emp  
  EXPORTING  
    iv\_action = p\_sala1  
    ip\_id = p\_id.  
  
  DATA(gt\_emp) = go\_emp->start\_processing( ).  
  
      TRY.  
        cl\_salv\_table=>factory(  
          IMPORTING  
            r\_salv\_table   = go\_alv  
          CHANGING  
            t\_table        = gt\_emp  
        ).  
      CATCH cx\_salv\_msg.  
    ENDTRY.  
  
    go\_alv->display( ).

Uruchomienie



Wartość zwiększona o 100

