# Livecycle Form Development Conventions

## Script Object References

1. Script object references should be defined at the top of a script object, referenced by a variable name.
2. Prefix the script object name with a lower case ‘c’ (class).
3. Using consistent naming conventions allows references to be copy/pasted across script objects
4. Improperly pathed script references will fail on form load without any errors!

## Form Nodes

1. Form Node definitions should be in all caps, and identify the type of control they are referencing and indicate they are a form node

For example: <FORMNODENAME>\_<CONTROLTYPE>\_FN

1. Form Nodes are “initialized” by a function that checks that a FormNode exists. This function is called directly in the script object by directly calling the function. The only purpose of this function is for development, to ensure/debug if a Form node has been properly defined

## Constants

1. Constants that are derived from the configuration manager or otherwise should be in all caps and preferably in suffixed with \_CONST to aid in identification

## Functions

1. By, convention, use an underscore to denote a private function
2. Functions should be documented in the header

## Controller

1. Each controller should have a SCRIPT\_OBJECT\_NAME string variable that identifies the script object name. This genericises exception messages.
2. Each controller in a form “owns” the fields and behaviours within a section. This means that form nodes for a section should only exist in the owning controller.

## Form Initialization

Form initialization starts with the form Handler (root) controller. Initialization of language code is called. The initialization then calls other controllers initialization functions independently. There are 2 approaches: either every controller is initialized via the formHandler controller or a controller can cascade the initialization message to subcontroller. The second scenario typically occurs when a repeating subform is made up of multiple controllers, so when a new instance is created, initialization can be a single call.

