GUI_ProjectDelete – Delete a Project

Revision History

2017-06-21	Robin Lamacraft	Initial creation	
2018-06-11/12	Rod Thompson	Edit; Replace window graphic; Replace 'screen' with window; Replace GUI_Interface with GUI_UserInterface; Replace BR_PanelConfig with BR_WindowConfig; Revise REQUIRED SERVICES – Dependencies; Add EVENT ACTIONS; Add WARNING MESSAGES	
2018-06-29	Rod Thompson	Add PROJECT FILESET and NOTES; Addition of 'Output' to icon actions; Revise Server messages	
2018-11-15	Rod Thompson	Remove Configuration icon (Replace graphic); Update REQUIRED SERVICES – Dependencies; Add section – LOGGING; Add section – TESTING; Additions to WARNING CONDITIONS; Add to NOTES (deletion rights); Add Issue	
2019-01-20	Rod Thompson	Replace graphics; Amend EVENT ACTIONS – icon actions; Delete section SCOPE – Issues; Add to NOTES	
2019-04-02	Don Ferguson	Remove Output icon and specifications for it; Replace mockup with actual draft screen image; Renumber 03.6x module references to 05.8x	
2020-02-28	Don Ferguson	Align with actual code (Build 19)	

SCOPE

This GUI module is called from the Main Menu to delete an existing project.

PROJECT FILE-SET

A set of files required for normal use of HRE projects consists of:
- an H2 database
- A 'User' Auxiliary file
- folders of external files (images, etc)   [optional].

Refer to *03.32 Overview – Auxiliary (Non Database) Files* for details.

NOTES

The following are generally applicable to project deletions:
- only a User with appropriate RIGHTS can delete a project (see below)
- where a project is deleted, the H2 Database is optionally deleted
- external files are not impacted by the project Delete process. Any action on these rests with either the User or Administrator
- the project record is deleted from the User Auxiliary file
- in the Client-Server model, the Server will:
  - Inform (by message) all Users who have access rights to the project, maintaining that record until the User Client again logs into the Server
  - retain a record of the need to amend User Auxiliary files on a Client, until the next login, when that action is taken.
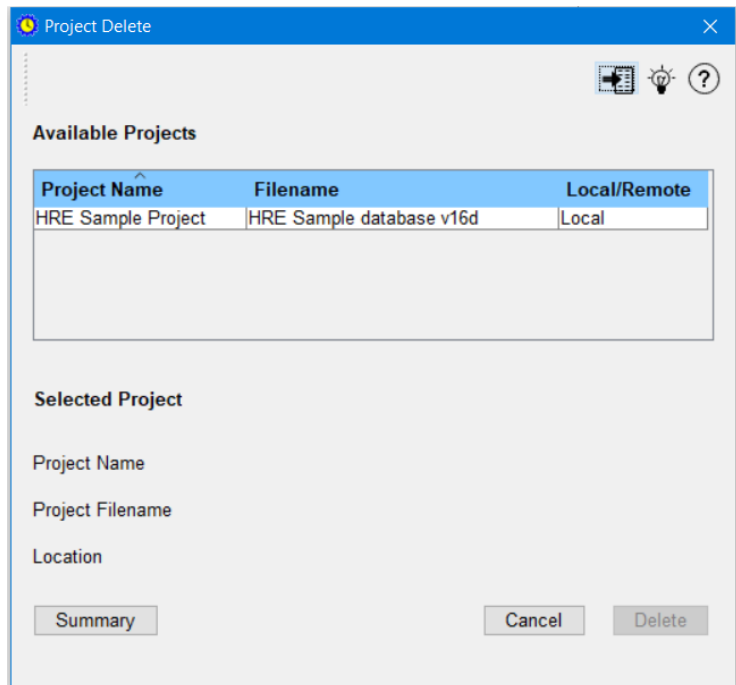
Further amendment of this specification is foreseen to further define the Server-Administrator processes around the Project Delete functionality.
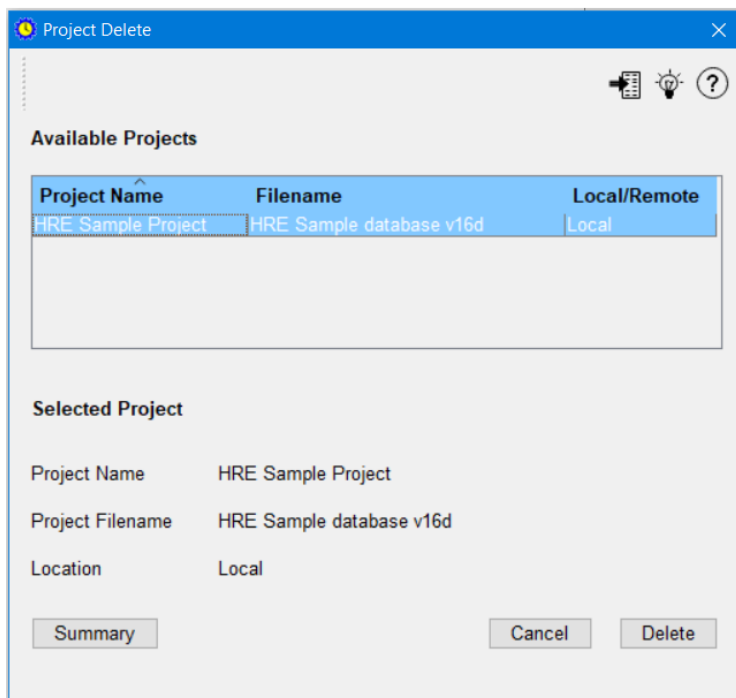
LOOK AND FEEL

The window has several parts:
- The upper right icon buttons provide the following universal features:
  - the 'Reminder' icon displays the Reminder content for this window
  - the 'Help' icon displays context Help about the use of this window.

- The "Summary" button opens the GUI_ProjectSummary module to display the details of the selected project
- The "Delete" button initiates the deletion of the chosen project
- The "Cancel" button forces exit without a project deletion action.

PROJECT DELETE Window – Initial view

PROJECT DELETE Window – file chosen view

Shape, Size, Color, Layout etc. determined in design.	

On screen location Initially inherited from the HRE main display Window located immediately below the Project menu button On screen location is the only User changeable setting.	

ACTIONS

The fundamental operations are:

1. Open the window
2. Allow the user to select a project file to be deleted
3. If the project file is in use, then:
    - prevent any new logins
    - warn users of that project of this action
    - raise error with this user of project use conflict.

USED BY

All HRE users.

DATA CONTROLLED BY THIS MODULE

1. User tables in the project database – Tables 131-136
2. User and Project data in the Project Auxiliary file.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. None.

REQUIRED SERVICES - Dependencies

First-Order Dependencies	Second-Order Dependencies
05.40 GUI_Reminder	
05.14 GUI_Help	
04.14 GUI_ProjectSummary	
07.04 BR_Files	Local file system interface modules Remote server connection modules Remote or external file system modules
07.11 BR_Logging	

APPLICATION PROGRAMMING INTERFACE (API)

1. Single call with no parameters.

LOGGING

Use of this module will create log entries.

Commit Logging -NIL

General Log
This includes:

- Project Delete action.

EVENT ACTIONS

1) Keyboard actions
   NIL

2) Mouse actions
Drag and drop mouse actions to move the window
Setting changes saved to database for User>Project>Window
<u>Left key</u>
    a. click on the 'Summary' button invokes the GUI_Project Summary module
    b. click on the 'Cancel' or 'Delete' button, operates the button
    c. click on icons (detailed below)
<u>Right key</u>
To be determined
3) Icon actions
    a. left mouse key click on icons in the Window Control group:
      'X' icon closes the window
      NOTE: Same action as in use of the 'Cancel' button
    b. left mouse key click on 'Reminder' icon:
      (opens 'Reminder' window for this 'Send to Colleague' Message display)
    c. left mouse click on 'Help ' icon:
      (opens the Help System, searches for the section on 'Send to Colleague Message')
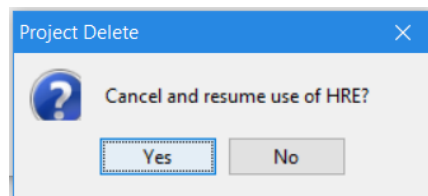4) Keyboard shortcuts
To be determined

WARNING CONDITIONS

Display Location: centered on the GUI_ProjectDelete window
1. When the 'Cancel' button or the screen 'X' icon is used, then a warning message is displayed.

Text Version:
"Cancel and resume use of HRE?".

<u>Server scenario</u>
Created in and sent from Server to Client

| Message
M_S_C_1

Uses Server Broadcast Message Pattern
GUI_Message (SB)

Sent to one Client User initiating the 'delete' process | Subject: Project Delete
From: Server
Text Message:
You do not have 'RIGHTS' to delete the project.

Requested by: User name
Project name: Project name
Project folder: Folder name
Project filename: Filename |
| Message
M_S_C_2

Uses Server Broadcast Message Pattern
GUI_Message (SB)

Sent to all current users of the selected project | Subject: Project Delete
From: Server
Text Message:
Project deletion queued – multiple users.
Deletion will occur when all users are disconnected from the project.

Requested by: User name
Project name: Project name |

	Project folder: Folder name Project filename: Filename
Message M_S_C_3 Uses Server Broadcast Message Pattern GUI_Message (SB) Sent to one Client User initiating the process	Subject: Project Delete From: Server Text Message: Project deletion completed. Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename
Message M_S_C_4 Uses Server Broadcast Message Pattern GUI_Message (SB) Sent to all Client Users record in the Project AUX file, with access to this project Queued till next Login	Subject: Project Delete From: Server Text Message: This Project has been deleted. Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename
Message M_S_C_5 Uses Server Broadcast Message Pattern GUI_Message (SB) Sent to the Administrator, advise of the attempt by a User without rights to deleted a Project For Administrator action	Subject: Project Delete From: Server Text Message: A request was made to delete this Project by the User, without RIGHTS. Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename

Message window location (at client): centred on the GUI_ProjectDelete window
Message window location (for Administrator) - how to deal with this??

Message designator:
1) M_   signifies a message
2) X_   source
3) Y_   destination
4) Z   distinguishing number for this window

Messages from the Server to the Client utilize the Server Broadcast Message Pattern.
Such messages result in a window opening on the client, to display information (detailed above)
That specification requires amendment to allow use for sending to selected Users.

Use (or otherwise) of Confirmation Messages in HRE is a User controlled preference, set through the
Application Settings management module.
According to the User preference for these, the display of such messages is bypassed, with action
taken by the software equivalent to the User operation of the OK button.

ERROR CONDITIONS

1. Need to record the condition that raised the error, example message and possible next steps.

TESTING

Testing to prove the functionality of this module in use with others of the HRE application.

Limited 'Project' functionality (see below).

Prior testing of the module in the code development process is assumed.

General requirements	Code element requirements
HRE installation	Main GUI
1) Single computer	Project Open
2) Client-Server	Project Close
3) Test Project fileset	Project Delete
	ExitHRE

Process
1) Run HRE
   a. Open the Test Project
   b. Close the Project
   c. Delete the Test Project
   d. Exit HRE
2) Check result (how?)