

## GUI\_Notification – Display Notifications

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### SCOPE

This GUI module is called from many modules. Its aim is to provide feedback to the user. When a notification is created it is displayed as a modal screen on top of any other content. It has 4 distinct types of communication:

1. Displaying **warnings** about user-driven operations that need user recognition of their consequences
2. Displaying **errors** which have the potent of data corrupting
3. Displaying **system advisors** about equipment or file access disruption
4. Displaying **inter-user messages** for coordination of actions on the same projects.

### LOOK AND FEEL

These 4 types of screen are formed from the same frame

<div><div>Warning</div><div>Module: <i>Project Copy As</i> Location: <i>Trap 23</i> <input type="button" value="Show Trace"/> <i>This source project is in use elsewhere</i> <i>It can not be copied at this time</i> What do you want to do next? <input type="button" value="RETRY"/> <input type="button" value="IGNORE"/> <input type="button" value="CANCEL"/></div></div>	<div><div>System Advisory</div><div>Sender: <i>Server X Admin</i> Sent at: <i>2017-06-19 13:42</i> Sent to: <i>All users</i> Subject: <i>Server maintenance</i> Start Time: <i>Now</i> End Time: <i>2017-06-19 15:00</i> Detail: <i>blah blah blah</i></div></div>
<div><div>Error</div><div>Module: <i>Server Bridge</i> Location: <i>Trap 4</i> <input type="button" value="Show Trace"/> <i>The communication with the Server</i> <i>can not be re-established</i> What do you want to do next? <input type="button" value="Compose Note"/> <input type="button" value="RETRY"/> <input type="button" value="ABORT PROJECT"/> <input type="button" value="EXIT HRE"/></div></div>	<div><div>User Message</div><div>Sender: <i>Robin</i> <input type="button" value="Write"/> Sent at: <i>2017-06-19 13:42</i> <input type="button" value="ACK"/> Sent to: <i>Don</i> <input type="button" value="Reply"/> Subject: <i>Need exclusive access</i> <input type="button" value="Fwd"/> Detail: <i>blah blah blah</i> <input type="button" value="Save"/></div></div>

### ACTIONS: Warnings and Errors

1. The screen with composed error message is displayed with a module and location
2. These error messages are in the form of encoded translated strings where supplied values from the warning or error site are substituted into the message according to that encoding syntax
3. The **Warning** case has 3 methods of exiting the screen:
  - i. "RETRY" – attempt to perform the same action as before
  - ii. "IGNORE" – accept the warning and continue the previous operation
  - iii. "CANCEL" – return control to the last user screen action location.
4. The **Error** case has 3 methods of exiting the screen. The "Compose Note" button allows the user to compose a note about the nature of the error:

- i. "RETRY" – attempt to perform the same action as before
- ii. "ABORT PROJECT" – abort project
- iii. "EXIT HRE" – exit HRE.

**ACTIONS: System Advisories** – The screen displays advisories messages sent by managers of computing equipment

**ACTIONS: User Messages** – The screen displays inter-user messages to coordinate actions on projects. This screen has a series of buttons:

1. "Write" – to compose an inter-user message
2. "ACK" – to acknowledge that the message has been read
3. "Reply" – to compose a reply to the current message
4. "Fwd" – forward a message to other users
5. "Save" – save the message as a file or print it.

#### **USED BY**

All HRE users.

#### **DATA CONTROLLED BY THIS MODULE**

1. None.

#### **REQUIRED DATA CONTROLLED BY OTHER MODULES**

1. None.

#### **REQUIRED SERVICES**

1. BR\_Notification

#### **APPLICATION PROGRAMMING INTERFACE (API)**

1. Need Details.

#### **EVENT ACTIONS**

1. Need Details.

#### **WARNING CONDITIONS**

1. Need details of the condition that raised the warning, example message and possible next steps.

#### **ERROR CONDITIONS**

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