

GUI_EncodedStringDelete – Encoded String Delete

Revision history

2017-03-09	Robin Lamacraft	Original draft
2018-06-13	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig Revise 'Configure' text

SCOPE

This GUI module displays a window to delete an Encoded String. This window does not extend its scope beyond ensuring that no data depends on the existence of this Encoded String.

LOOK AND FEEL

The window has 4 horizontal parts:

- The heading section shows
 - the HRE-ID
 - the name of the Encoded String (if it has one)
 - the Usage Type of the Encoded String
 - the Encoding Type.
- A collection of buttons including “Configure”, “Delete”, “Apply”, “Cancel” and “Output”:
 - “Configure” enables the user to create and retrieve recent or favorite Configurations of this window’s layout
 - “Delete” starts a search to check that it is possible to delete the Encoded String without causing inconsistency in the database (A local Encoded String, like a Sentence can be deleted via a single check, but an application original global Encoded String cannot be deleted):
 - This search lists on the window a scrollable table of the other objects that require the Encoded String to continue to exist.
 - This scrollable table that has columns HRE-Id, Object Type, Object Name (if it has one).
 - This search has 2 possible outcomes:
 - “Apply” is enabled on clicking it as no dependent objects were found. “Apply” removes the Encoded String
 - “Output” - If there are other objects that require the Encoded String to continue to exist, then “Output” can save this list for analysis as a file or to print it. There may be several reasons the Encoded String can’t be removed
 - “Cancel” does not delete the Encoded String.

[Needs a mockup diagram here]

ACTIONS

The fundamental operations are:

1. Open the window according to its saved Window Layout (BR_WindowConfig)
2. Populate the property editor pane with values for the selected object
3. Populate the heading
4. Perform the search
5. Delete the Entity
6. Output the result of the search.

USED BY:

1. All links (not objects) that have “Edit” entries in the menu use this GUI_EncodedStringDelete as their dependent coding.
2. Almost any link type if it is project-oriented or application-oriented has a GUI_EncodedStringDelete variant. Because these GUI elements create mouse and keyboard events each of these GUI windows must have unique identities. This means that the basic window layout can be defined as an abstract class where each separate real class contains the object type specific code when listening for its specific events to act upon.

DATA CONTROLLED BY THIS MODULE

None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

HRE-ID.

REQUIRED SERVICES

1. GUI_Select Configuration
2. GUI_FieldTranslationEdit
3. GUI_Output
4. BR_Setting
5. BR_WindowConfig
6. BR_Encoded String
7. BR_EntityLink.

APPLICATION PROGRAMMING INTERFACE (API)

1. **Need Details.**