

GUI_EntityDelete – Entity Delete

Robin Lamacraft 2017-03-09

SCOPE

This GUI module displays a frame to delete an entity as represented in a selected HRE data record.

This screen does not extend its scope beyond the entity, except in considering all links that are connected to the entity in focus.

LOOK AND FEEL

The screen has 4 horizontal parts:

- The heading section shows the ID and name of a link
- A collection of buttons including “Configure”, “Delete”, “Apply”, “Cancel” and “Output”
 - “Configure” opens a frame that allows the creation and re-use of frame content and layout.
 - “Delete” starts search to check that it is possible to delete this entity without causing inconsistency in the database. This search lists on the screen the other objects that require the link to continue to exist. This scrollable table has columns Link HRE_Id, Link Object Type, Link Object Name (if it has one), Other Object HRE_ID, Other Object Type, Other Object Name (if it has one).

This search has 2 possible outcomes:

 - “Apply” is enabled on clicking it as no dependent links were found. “Apply” removes the object
 - “Output” - If there are other links and entities that require the entity 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 link can’t be removed
 - “Cancel” does not delete the entity.

[Needs a mockup diagram here]

ACTIONS

The fundamental operations are:

1. Open screen according to its saved Screen Layout (BR_PanelConfig)
2. Populate the heading
3. Perform the search
4. Delete the Entity
5. Output the result of the search.

USED BY

1. All objects (not links) that have “Edit” entries in the menu use this GUI_EntityDelete as their dependent coding
2. Almost any entity type type that is project-oriented or application-oriented has a GUI_EntityDelete variant. Because these GUI elements create mouse and keyboard events each of these GUI screens must have unique identities. This means that the basic screen 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_PanelConfigEdit
2. GUI_EntityDelete
3. GUI_FieldTranslationEdit
4. GUI_Output
5. BR_Setting
6. BR_PanelConfig
7. BR_EntityLink.

APPLICATION PROGNG INTERFACE (API)

1. **Need Details.**