

## 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 WINDOWS INTERACTION MAP Add WARNING MESSAGES
2018-06-29	Rod Thompson	Add PROJECT FILESET and NOTES Replace Process flowchart Addition of 'Output' to icon actions Revise Server messages
2018-06-30	Rod Thompson	Replace graphic

### SCOPE

This GUI module is called from the Main Menu (GUI\_UserInterface) to delete an existing project.

### PROJECT FILESET

A set of files required for normal use of HRE projects consists of:

- an H2 database
- A 'User' Auxiliary file
- A 'Project' 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:

- where a project is deleted, the H2 Database and associated Database AUX file are 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.

### LOOK AND FEEL

The window has several parts:

- The upper right icon buttons provide the following universal features:
  - the 'Output' icon enables Output of the Recent Projects list by sending the contents of the Recent Projects tabular display to a file or to a printer.
  - the 'Reminder' icon displays the Reminder content for this window
  - the 'Configuration' icon enables the user to create and retrieve recent or favorite Configurations of this window's layout
  - the 'Help' icon displays context Help about the use of this window

- The “Server” selection list allows selection from various servers known to this installation of HRE. On selection of a Server, the “Login” button allows the user to access that server (if the user is already logged into that server the “Login” button will be hidden). NOTE: If this is an isolated usage of HRE where project files are only used from the same computer then the server aspects of this GUI will not show any server-related elements. There can be a one user environment. If a second computer is used to access those project files over a local network then the login on either computer must invoke the shared server mode.
- The Project “Browse” button allows the user to select the project file to be deleted
- 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 - Mockup

## ACTIONS

The fundamental operations are:

1. Open the window according to its saved window Layout (BR\_WindowConfig)
2. Allow the user to search for 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 Database Auxiliary file.

## REQUIRED DATA CONTROLLED BY OTHER MODULES

1. None.



## REQUIRED SERVICES - Dependencies

First-Order Dependencies	Second-Order Dependencies (if not already listed)	Higher-Order Dependencies (if not already listed)
03.68 GUI_Select Configuration	NIL	
05.31 GUI_Output	NIL	
05.40 GUI_Reminder	03.68 GUI_Select Configuration 05.02 GUI_EncodedStringEdit 07.01 BR_EncodedString 07.24 BR_Setting 07.17 BR_WindowConfig 07.02 BR_EntityLink	
05.14 GUI_Help	03.68 GUI_Select Configuration 07.24 BR_Setting 07.17 BR_WindowConfig 07.11 BR_Logging 07.07 BR_Help 07.02 BR_EntityLink	
04.14 GUI_ProjectSummary	07.17 BR_WindowConfig 07.21 BR_Project	
07.17 BR_WindowConfig4	07.06 BR_GuiElement 07.02 BR_EntityLink 07.29 BR_Translation 07.16 BR_MessagePatterns	
07.04 BR_Files	Local file system interface modules Remote server connection modules Remote or external file system modules 07.16 BR_Message Patterns 07.21 BR_Project 07.24 BR_Setting 07.11 BR_Logging 07.25 BR_Schema 08.01 BCS_Bridge	
07.21 BR_Project	07.06 BR_GuiElement 07.02 BR_EntityLink 07.29 BR_Translation 07.03 BR_FieldDefinition	

## APPLICATION PROGRAMMING INTERFACE (API)

1. Single call with no parameters.

## EVENT ACTIONS

- 1) Keyboard actions

NIL

- 2) Mouse actions

### Left key

- a. click on Server name pulldown expands Server list, and allows selection
- b. click on the Browse button opens the Windows Explorer allowing the user to view the file system to select an existing Folder and Filename, or enter a new Filename
- c. click on the 'Summary' button invokes the GUI\_Project Summary module
- d. click on the 'Cancel' or 'Delete' button, operates the button
- e. click on icons (detailed below)

### Right key

To be determined

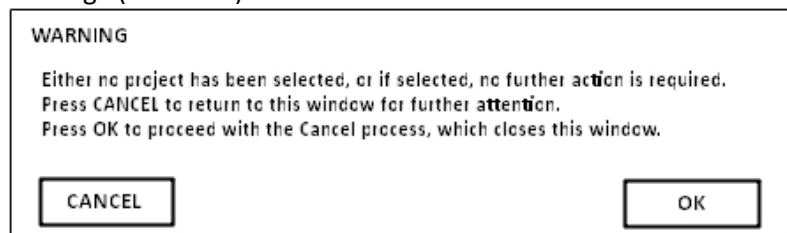
- 3) Icon actions

- a. left mouse key click on icons in the Window Control group:

- a. 'X' icon  
(closes the window)  
NOTE: Same action as in use of the 'Cancel' button
  - b. 'Box' icon  
Toggles the window size between full window, and the preset window size
  - c. 'Dash' icon  
Minimizes the window, to an icon on the window toolbar.  
A click on the toolbar icon restores the display to its previous setting
  - b. left mouse key click on the 'Output' icon:  
(opens the 'Output' window for output to File or Printer)
  - c. left mouse key click on 'Reminder' icon:  
(opens 'Reminder' window for this 'Send to Colleague' Message display)
  - d. left mouse key click on the 'Configuration' icon  
(opens the Configuration Window for this Project Open window)
  - e. 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

1. When the 'Cancel' button is used, then a warning message is displayed.  
Warning Message (WM-PD1)



### Server scenario

Created in and sent from Server to Client

<p>Message M_S_C_1</p> <p>Uses Server Broadcast Message Pattern GUI_Message (SB)</p> <p>Sent to one Client User initiating the 'delete' process</p>	<p>Subject: Project Delete</p> <p>From: Server</p> <p>Text Message: Either the Server is currently taking other actions on the project, or you do not have 'RIGHTS' to delete the project.</p> <p>Requested by: User name</p> <p>Project name: Project name</p> <p>Project folder: Folder name</p> <p>Project filename: Filename</p>
<p>Message M_S_C_2</p> <p>Uses Server Broadcast Message Pattern GUI_Message (SB)</p> <p>Sent to all current users of the selected project</p>	<p>Subject: Project Delete</p> <p>From: Server</p> <p>Text Message: Project deletion queued – multiple users. Deletion will occur when all users are disconnected from the project.</p> <p>Requested by: User name</p> <p>Project name: Project name</p> <p>Project folder: Folder name</p>

	Project filename: <b>Filename</b>
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: <b>Project deletion completed.</b>  Requested by: <b>User name</b> Project name: <b>Project name</b> Project folder: <b>Folder name</b> Project filename: <b>Filename</b>
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: <b>This Project has been deleted.</b>  Requested by: <b>User name</b> Project name: <b>Project name</b> Project folder: <b>Folder name</b> Project filename: <b>Filename</b>

Message window location: centred on the GUI\_ProjectDelete window

Message designator:

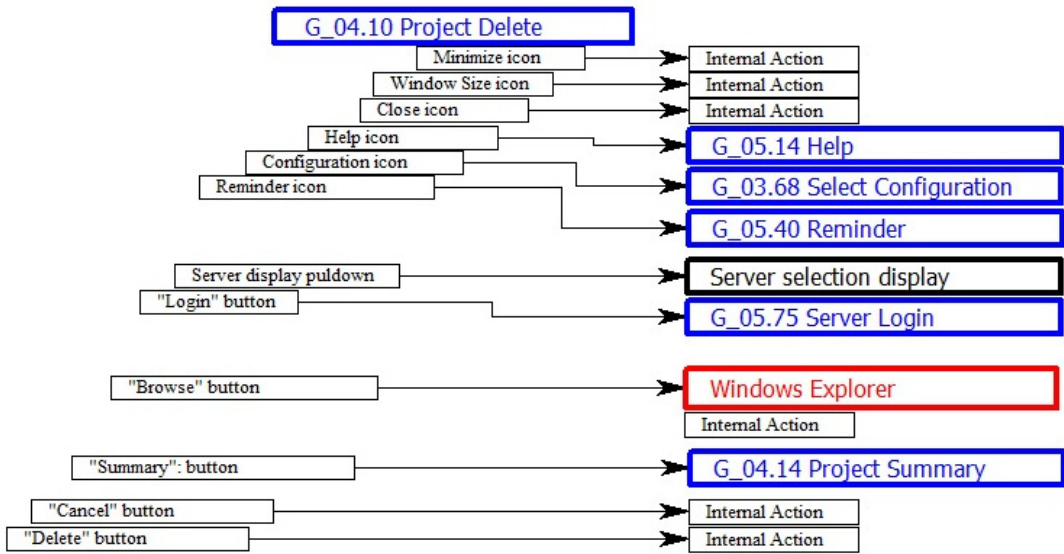
- 1) M\_ signifies a message
- 2) X\_ source
- 3) Y\_ destination
- 4) Z distinguishing number for this window

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.

## ERROR CONDITIONS

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

WINDOW INTERACTION MAP



## PROCESS FLOW CHART

