GUI_EntityDelete – Entity Delete
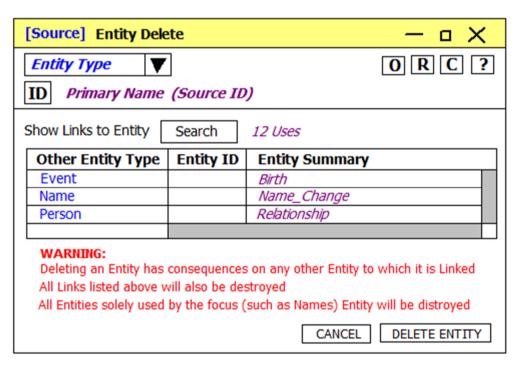
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SCOPE

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. So in this entity deletion process other links and other entities related to the focus entity may be deleted.

LOOK AND FEEL

The screen has 2 horizontal parts:

- The upper right icon buttons provide the following universal features:
    - "O" enables <u>Output</u> of the new project properties list by sending the contents of the Project Properties tabular display to a file or to a printer
    - "R" displays the <u>Reminder</u> content for this screen
    - "C" enables the user to create and retrieve <u>Configurations</u> of this screen's layout
    - "?" displays context <u>Help</u> about the use of this screen
- The <u>heading</u> section shows the ID and name of an Entity
- The second section has a "Search" command button. On clicking this button, the number of related links and other entities will be shown. These are listed in a read-only 3 column summary table
- On clicking the "Delete" command button the deletion series of operations will be performed and then control will be passed back to the calling module
- Clicking the "Cancel" does not delete the entity and returns control back to the calling module.

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.

USED BY
1. All objects (not links) that have "Edit" entries in the menu use this GUI_EndityDelete as their dependent coding
2. Almost any entity 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 PROGGING INTERFACE (API)
1. Need Details.