GUI_EncodedStringDelete – Encoded String Delete

Robin Lamacraft 2017-03-09

SCOPE

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

LOOK AND FEEL

The screen has 4 horizontal parts:

- The <u>heading section</u> 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 <u>collection of buttons</u> including "Configure", "Delete", "Apply", "Cancel" and "Output":
  - "Configure" opens a screen that allows the creation and re-use of screen content and layout
  - "Delete" <u>starts a search</u> 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 screen a scrollable table of the other objects that require the Encoded String to continue to exist.
    - This <u>scrollable table</u> 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 Screen according to its saved Screen Layout (BR_PanelConfig)
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 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_FieldTranslationEdit
3. GUI_Output
4. BR_Setting
5. BR_PanelConfig
6. BR_Encoded String
7. BR_EntityLink.

APPLICATION PROGRAMMING INTERFACE (API)

1. Need Details.