

GUI_LinkDelete – Link Delete

Robin Lamacraft 2017-03-09

SCOPE

This GUI module displays a frame to delete a link between 2 objects as represented in a selected HRE data record. This screen does not extend its scope beyond both the objects at the end of the link, except where that the link may have properties that refer to other types (say a Citation).

LOOK AND FEEL

The screen has 4 horizontal parts:

- The heading section shows the ID and name of a link. It also shows the ID and name of the objects at each end of the 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 a search to check that it is possible to delete this link without causing inconsistency in the database:
 - This search lists on the screen the other objects that require the link to continue to exist
 - The resultant scrollable table 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 link
 - “Output” - If there are other objects that require the link 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 link.

[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_LinkDelete as their dependent coding.
2. Almost any link type that is project-oriented or application-oriented has a GUI_LinkDelete 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_LinkDelete
3. GUI_FieldTranslationEdit
4. GUI_Output
5. BR_Setting
6. BR_PanelConfig
7. BR_EntityLink.

APPLICATION PROGRAMMING INTERFACE (API)

1. **Need Details.**