

Maru Platform

Html 내부 구조

```
<!DOCTYPE html>
<html>
<head>
</head>
<body>
  <div data-role="page" id="page-aaaa" data-page="aaaa">
    <div data-role="top"></div> <!-- 화면 윗부분 디자인-->
    <div data-role="body" id="aaaa-body">
      <div data-role="content" id="aaaa_111" data-loc="aaaa">

        <!-- 가운데 화면 디자인-->

      </div>
    </div>
    <div data-role="botton"></div> <!-- 화면 아랫부분 디자인-->
  </div>
</body>
</html>
```

- * top, botton은 다른 임의의 단어로 교체가능
- * <div data-role="top"></div> 삭제 가능
- * assets -> html -> layout.js에 등록

* aaaa 와 bbbbbb 는 각 한 화면을 나타냄

assets 파일 구조

```
↓ assets
  ↓ form
    → css
    → fonts
    ↓ html
      ↓ aaaaa
        aaaaa.top.html
        aaaaa.botton.html
        aaaaa_222.html
      ↓ bbbbbb
        bbbbbb.left.html
        bbbbbb.right.html
        bbbbbb_111.html
        bbbbbb_222.html
      aaaaa.html
      layout.js
    ↓ marujjs
      ↓ aaaaa
        WebApp_aaaaa.js
        WebApp_aaaaa_111.js
        WebApp_aaaaa_222.js
      ↓ bbbbbb
        WebApp_bbbbbb.js
        WebApp_bbbbbb_111.html
        WebApp_bbbbbb_222.html
    ↓ source
      → js
      → maru
```

- * source ← 그림파일 모음
- * js ← JQuery 모음

C# Maru -- 1. ActiveForm.cs의 구조

ActiveForm.cs

```
namespace
{
    public partial class ActiveForm : Form
    {
        public ChromiumWebBrowser browser = new ChromiumWebBrowser();
        public static WebApp mMaruApp = null;
        public RMessageBox mMsgBox;

        public ActiveForm()
        {
            mMaruApp = new WebApp(this);
            CefSettings settings = new CefSettings();
            .
            .
            Cef.Initialize(settings);

            string page = Application.StartupPath + @"WassetsWformWhtmlWaaaa.html";
            browser.Load(page);
            mMaruApp.MaruSet(browser, null);

            mMsgBox = new RMessageBox(mMaruApp, this);
        }
    }
}
```

PRJ 파일 구조

```
↓ project
→ ClassBundle
↓ WebAppInterface
    WApp_aaaaa.cs
    WApp_bbbbb.cs
    WebApp.cs
→ assets
    ActiveForm.cs
```

C# Maru -- 2. WebApp.cs의 구조

WebApp.cs

```
public class WebApp
{
    public static ActiveForm mActive = null;
    public ChromiumWebBrowser browser = null;

    private WApp_aaaaa wa_aaaaa = null;
    private WApp_bbbbb wa_bbbbb = null;
    public WebApp(ActiveForm _form) {
        mActive = _form;
    }
    public void MaruSet(ChromiumWebBrowser _WebBrowser, string _uri)
    {
        browser = _WebBrowser;

        .
        mActive.Controls.Add(browser);

        .
        browser.BrowserSettings = browserSettings;

        wa_aaaaa = new WApp_aaaaa (this, mActive);
        wa_bbbbb = new WApp_bbbbb (this, mActive);
        browser.JavascriptObjectRepository.Register("Maru_aaaaa", wa_aaaaa, false);
        browser.JavascriptObjectRepository.Register("Maru_bbbbb", wa_bbbbb, false);
    }
}
```

C# Maru -- 3. Button의 동작 흐름

html

```
<p class="SYS-BTN-TOUCH" ></p>
```

WebApp_aaaaa.js or WebApp_aaaaa_xxx.js

```
var add_Evnt = {  
  "btn": {  
    "TOUCH": {  
      Request: function (e, PageBlock) {  
        Maru_aaaaa.btn_TOUCH_CLICK();  
      },  
    },  
  },  
};
```

WApp_aaaaa.cs

```
public void btn_TOUCH_CLICK ()  
{  
  .  
  .  
  .  
}
```

* C#에서는 반드시 "btn_ "으로 시작하는 함수명

C# Maru -- 4. javascript <--> cs

html

```
<div id="SYS-CMODAL-CONFIRM" class="modal">  
.  
</div>
```

WebApp.cs

```
[MethodImpl(MethodImplOptions.Synchronized)]  
public void OpenModal(String _sModal, String _sName, String _sMessage)  
{  
    String sModal = _sModal.ToLower();  
    String Other;  
    if (sModal.IndexOf("confirm") >= 0) {  
        Other = $"ConfirmModal.{sModal}Box('show', '{_sName}', '{_sMessage}')";  
    }  
    browser.ExecuteScriptAsync("javascript:" + Other);  
}
```

WebApp.site.js

```
var ConfirmModal = {  
    confirmBox: function (view, kinds, message) {  
        dialog.modal('show');  
    },  
}
```