

Topics

- Variables
 - Input Parameter
 - Output Parameter
 - Local Variable
- Data Types
 - Structures
 - Lists



Variables

Variables are locations in memory that can hold data

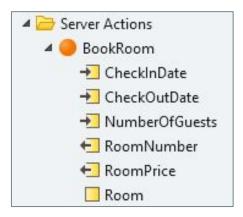
- Hold data of a particular data type
- Can be any data type

Variables are defined and exist in a particular **scope**

- Values can be accessed and modified in that scope
- If execution leaves that scope, the variable is destroyed

Variables can be:

- Input Parameters
- Output Parameters
- Local Variables





Input Parameter

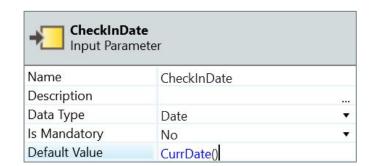
Passes a value **into** its parent's scope from the outside scope

Can be set as **Mandatory**

 Requires that the parameter must have a value assigned it

The variable is destroyed when execution leaves the scope of the parent element





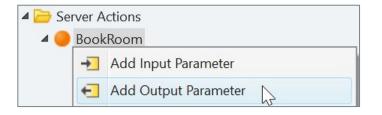


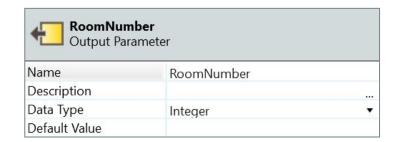
Output Parameter

Returns a value from inside its parent's scope to the outside scope

A value **must be assigned** to the Output Parameter inside its scope

The variable **continues to exist** in the outside scope even after its parent element's scope is gone





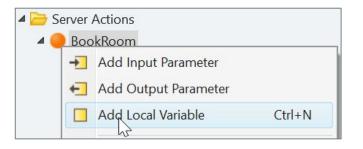


Local Variable

Exists exclusively within the scope of its parent element

Can be assigned and used "locally" inside that scope

The variable is destroyed when execution leaves the scope of the parent element







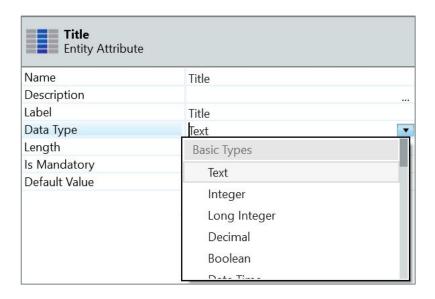
OutSystems Data Types

OutSystems language is **Strongly Typed**

- Every variable must declare its data type
- That data type can not change

OutSystems supports:

- Basic Types
 - o Integer, Text, Date, ...
- Compound Types
 - Entities
 - Static Entities
 - Structures
- Lists





Structures

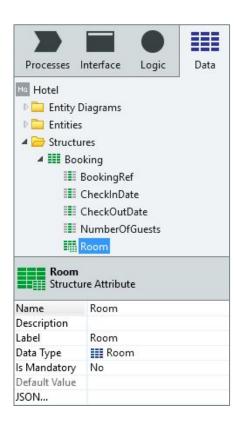
Structures are **custom compound data types**

Used to store compound data in memory

- A Structure is the **definition** of a data type
- The Structure itself does not hold any value
 - Structures are not variables
- The Structure's data type is a collection of other simple and compound data types that are grouped together

Structures are defined by attributes of any data type

Including other Structures, Entities and Lists





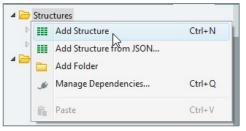
Creating Structures

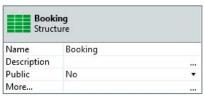
Add Structure and set its Properties

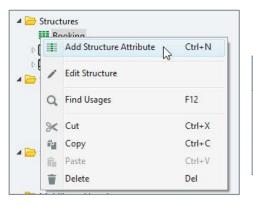
- Set its Name
- Can be public

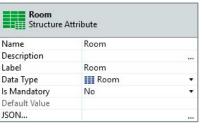
Add Structure Attributes

- Set their Names and Data Types
- Can be mandatory
- Can have a default value











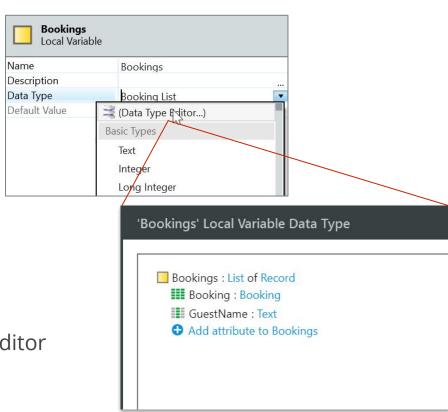
Lists

A List is a collection of elements of the same data type (e.g. List of Integers)

Elements of OutSystems Lists can be:

- Basic types (e.g. Integer)
- Compound types (e.g. Entities or Structure)
- A union record between different types
 - e.g. Integer + Text
 - e.g. Booking + GuestName

Type of List can be defined in the Data Type Editor





Summary

- Variables
 - Input Parameter
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- Data Types
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