MOBILE NUMBER

msMobilenumber :

This widget is used to get the mobile number along with the country code.

Properties of Mobilenumber are mentioned below,

- ✓ Id*
- ✓ Savefield
- ✓ Minlen
- ✓ Maxlen
- ✓ Countrycode
- ✓ Loop

ID*:

It specifies the input id of a particular widget. Each and every widget must have an UNIQUE id. Id should accept only the numbers, alphabets and underscore.

It does not allow to type special characters in an ID and not allow to type negative integers.

Mandatory : TRUE

Example:

id - Test_123 (Will work)

id - Test-@@ (Will not accept as a widget id)

id = -123 or -test (Will not accept as a widget id)

SAVEFIELD*:

This savefield property accept only the boolean values like, True or False. It is a mandatory field.

True - All the values are saved in database

False - Values are not saved in database

MINLEN:

This property is used to set the minimum numbers in the msMobilenumber widget.

User cannot allow to submit less than the minimum limit.

Example:

Minlen - 5 (User can meet the minimum requirements (i.e) user can type numbers at least 5 or more)

MAXLEN:

This property is used to set the maximum length of mobile number should be enter in the msMobile number widget.

User cannot allow to type the mobile numbers more than the maximum limit.

Example:

Maxlen - 10 (User can type the mobile numbers up to the maximum limit)

COUNTRY CODE:

This property is used to give the country code of the mobile number.

Example:

Countrycode - +91 (User can type the country code up to the maximum limit)

LOOP:

User can use this loop with in the msMobilenumber then, it should mention the loop id in a particular Mobilenumber's loop property.

User can mention the loop in ui and rule,

Syntax:

UI --> loop (Loop id is unique and user defined)

RULE --> screenid_widgetid of loop (Like this mentioned in rule)

Mobilenumber widget works within the loop.

PARENT GROUP:

Mobilenumber widget is also used within the parent group, but should follow some rules like parent group id is properly mentioned in ui and rule.

User can mention the parent group in ui and rule,

Syntax:

UI --> pgroup (Parent group id is unique and user defined)

RULE --> screenid_parentgroupid (Like this mentioned in rule)

Mobilenumber widget will works within the parent group.

ACTION NAME:

Actions available for the Mobilenumber widget in framework 2.0 are mentioned below,

- ➢ Mandatory
- ➢ Optional
- ➢ Show
- ➢ Hide
- ➢ Enable
- ➢ Disable
- ➢ Setmaximum
- ➢ Setminimum
- ➢ Setval

Mandatory*:

User must enter the country code and mobile number in ms Mobilenumber widget. They cannot skip this field, if they can try to skip means cannot allowed to submit the form.

Mandatory field is mentioned as red asterisk symbol.

Syntax:

APPLY [Mandatory] ON [#screenid_widgetid]

Example:

APPLY [Mandatory] ON [#config_test_mobilenumber1]

Optional:

User can select or they can skip a particular widget, Which is allowed to submit a form.

Syntax:

APPLY [Optional] ON [#screenid_widgetid]

Example:

APPLY [Optional] ON [#config_test_mobilenumber1]

Show:

This widget will show/display to the user, so that the user can type the numbers in msMobilenumber widget.

Syntax:

APPLY [Show] ON [#screenid_widgetid]

Example:

APPLY [Show] ON [#config_test_mobilenumber1]

Hide:

This rule is to hide a mentioned widget. So it is not visible to the user.

Syntax:

APPLY [Hide] ON [#screenid_widgetid]

Example:

APPLY [Hide] ON [#config_test_mobilenumber1]

Enable:

It enables the msMobilenumber widget, so the user can able to type the numbers and an enable action is used to activate the widget from disabled state.

Syntax:

APPLY [Enable] ON [#screenid_widgetid]

Example:

APPLY [Enable] ON [#config_test_mobilenumber1]

Disable:

It disables the msMobilenumber widget. The user cannot type or select the numbers and country code. It appears like blurred.

Syntax:

APPLY [Disable] ON [#screenid_widgetid]

Example:

APPLY [Disable] ON [#config_test_mobilenumber1]

Setmaximum:

i) It allows to type up to the maximum length, which is mentioned in the setmaximum rule, using static.

Syntax:

APPLY [SetMaximum] ON [#screenid_widgetid] VALUE ["10"];

Example:

APPLY [SetMaximum] ON [#config_test_1] VALUE ["10"];

ii) User can pass the values through variable,

Syntax:

APPLY [SetMaximum] ON [#config_test_1] VALUE ["+$countrycode+-+$mobilenumber+"];

Example:

APPLY [SetMaximum] ON [#config_test_1] VALUE ["+$91+-+$1234567890+"];

iii) It allows to type up to the maximum length, which is mentioned in the setmaximum rule, send the values through an another widget.

Syntax:

APPLY [SetValue] ON [#screenid_widgetid1] VALUE [#screenid_widgetid2];

Example:

APPLY [SetValue] ON [#config_test_1] VALUE [#config_test_2];

Setminimum:

i) User can select at least 2 characters in the mobile number text box, which is mentioned in the setminimum in rule, through static.

Syntax:

APPLY [SetMinimum] ON [#screenid_widgetid] VALUE ["2"];

Example:

APPLY [SetMinimum] ON [#config_test_1] VALUE ["2"];

ii) User can pass the values through variable,

Syntax:

APPLY [SetMinimum] ON [#config_test_1] VALUE ["+$countrycode+-+$mobilenumber+"];

Example:

APPLY [SetMinimum] ON [#config_test_1] VALUE ["+$91+-+$1234567890+"];

iii) User can select at least 2 characters in the mobile number text box, which is mentioned in the setminimum in rule, through an another widget.

Syntax:

APPLY [SetMinimum] ON [#screenid_widgetid] VALUE [#screenid_widgetid];

Example:

APPLY [SetMinimum] ON [#config_test_1] VALUE [#config_test_2];

Setvalue:

1. The user can set the value to "static," which means that when the form is initially opened, it displays the mentioned image in a specific msMobilenumber widget.

Syntax:

Setvalue = "countrycode - mobile number"

APPLY [SetValue] ON [#screenid_widgetid] VALUE ["+91-1234567890"];

Example:

Setvalue = "countrycode - mobile number" (So, this value is reflected in the initial page of the form)

APPLY [SetValue] ON [#config_test_mobilenumber1] VALUE ["+91-1234567890"];

2. User can pass the values through variable,

   Syntax:

   APPLY [SetValue] ON [#config_test_1] VALUE ["+$countrycode+-+$mobilenumber+"];

   Example:

   APPLY [SetValue] ON [#config_test_1] VALUE ["$+91+-+$1234567890+"];

3. User can get values from the another widget,

   Syntax:

   APPLY [SetValue] ON [#screenid_widgetid] VALUE [#screenid_widgetid];

   Example:

   APPLY [SetValue] ON [#config_test_1] VALUE [#config_test_2];

EVENT NAME:

Events in rule files are,

   ✓ Load

   ✓ Change

Load:

This event is should display all the values while loading on an initial page.

Syntax:

APPLY [SetMinimum] ON [#screenid_widgetid] VALUE ["2"];

APPLY [SetMaximum] ON [#screenid_widgetid] VALUE ["10"];

Example:

```
FIELD_BEGIN [NAME = "config_test"]
RULE_BEGIN [NAME = "Initial Load", ORDER = "1"]
APPLY [SetMinimum] ON [#config_test_1] VALUE ["2"];
APPLY [SetMaximum] ON [#config_test_1] VALUE ["10"];
RULE_END
FIELD_END
```

Change:

Change event is triggered when the value of the widget is changed by the user.

Syntax:

```
IF ((#screenid_widgetid != ""))
BEGIN
APPLY [Hide] ON [#screenid_widgetid];
END
ELSE
BEGIN
APPLY [Show] ON [#screenid_widgetid];
END
```

Example:

```
FIELD_BEGIN [NAME = "config_test_1"]
RULE_BEGIN [NAME = "condition1", ORDER = "1"]
IF ((#config_test_1 != ""))
BEGIN
APPLY [Hide] ON [#config_test_2];
END
ELSE
BEGIN
APPLY [Show] ON [#config_test_2];
END
RULE_END
FIELD_END
```

ORIENTATION:

In an application displays the form in 2 ways. They are,

- ✓ Vertical orientation
- ✓ Horizontal orientation

Vertical orientation:

An application shows in portrait mode.

Horizontal orientation:

An application shows in landscape mode.