Rule Formats

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| Version | Date | Author | Remarks |
| 1.0 | 09/11/17 | Pradeep |  |

# Introduction

## Purpose:

This document provides the information about how to apply rule for widget in form handler.

# Feature design

### Feature description or change description:

Based on the requirements, we can modify status of widgets like Hide, Enable and Disable etc which is defined in rule file.

## 3. Rule Config File:

### 3.1 Format:

* Always this file name will be in this format “rule\_form\_handler\_(form\_name)\_(client\_id)\_(country\_code).txt” only.
* In this rule file having ‘Apply’ field. In ‘Apply’ field we need to specify particular rule word.

Common Structure:

OBJECT\_BEGIN [NAME = "obj\_name"]

EVENT\_BEGIN [NAME = "event\_name"]

FIELD\_BEGIN [NAME = "field\_name"]

RULE\_BEGIN [NAME = "rule name", ORDER = "order\_no"]

Apply [properties1] ON [widget\_name];

RULE\_END

FIELD\_END

EVENT\_END

OBJECT\_END

Ex:

OBJECT\_BEGIN [NAME = " screen"]

EVENT\_BEGIN [NAME = " load"]

FIELD\_BEGIN [NAME = " form\_handler\_fsr\_form"]

RULE\_BEGIN [NAME = "rule fsr hide", ORDER = "1"]

Apply [Hide] ON [form\_handler\_fsr\_form\_fsr\_no];

RULE\_END

FIELD\_END

EVENT\_END

OBJECT\_END

### 3.1 Common properties:

### OBJECT\_BEGIN:

### There are three objects:

* + - 1. screen - only for ‘load’ event - on screen load, rule will be applied.
      2. field - only for ‘change’ event - on field change, rule will be applied.
      3. button - only for ‘click’ event - on button click, rule will be applied.

**EVENT\_BEGIN**:

### There are three Event:

* + - 1. load
      2. change
      3. click

**FIELD\_BEGIN**:

It may be a form name or widget name.

**RULE\_BEGIN**:

In that we need to specify rule name and order.

### 3.2 List of Rule Words:

Rule words going to place in Apply attribute like following:

Widget name should start with [form name\_widget id]

Apply [Hide] ON [form\_handler\_fsr\_form\_fsr\_no];

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### 3.2.1 OtherfieldPattern:

* Only a-zA-Z0-9\_-\\#/& :@;.,()[] are allowed.
* “APPLY [OtherfieldPattern] ON [#form\_handler\_fsr\_form\_name];”

### 3.2.2 SetValue :

* Set specific value to particular wizard.
* “APPLY [SetValue] ON [#form\_handler\_fsr\_Engineer\_name] VALUE [‘Pradeep’];”

For mDatebox :

APPLY [SetValue] ON [#form\_handler\_fsr\_form\_date] VALUE [NEWDATE];

OR

APPLY [SetValue] ON [#form\_handler\_fsr\_form\_Fail\_dt] VALUE [$my\_calls.variable.selectedRecord.call\_object\_name];

For mTimebox:

APPLY [SetValue] ON [#form\_handler\_fsr\_form\_time] VALUE [CONCAT(:,$my\_calls.variable.selectedRecord.created\_on\_hour,$my\_calls.variable.selectedRecord.created\_on\_minute)];

### 3.2.3 Mandatory:

* Should not be empty.
* “APPLY [Mandatory] ON [#form\_handler\_fsr\_form\_name];”

### 3.2.4 Enable:

* It will enable a wizard.
* “APPLY [Enable] ON [#form\_handler\_fsr\_form\_nam\_del];”

### 3.2.5 Disable:

* It will disable wizard.
* “APPLY [Disable] ON [#form\_handler\_fsr\_form\_nam\_del];”

### 3.2.6 Hide:

* It will hide Wizard.
* “APPLY [Hide] ON [#form\_handler\_fsr\_form\_nam\_del];”

### 3.2.7 Show:

* It will show Wizard.
* “APPLY [Show] ON [#form\_handler\_fsr\_form\_nam\_del];”

### 3.2.8 KeyfieldPattern:

* Only a-zA-Z0-9.\_-/ are allowed.
* “APPLY [KeyfieldPattern] ON [#form\_handler\_fsr\_form\_nam\_del];”

### 3.2.9 NumberPattern:

* This is accepts only number (eg - 121212).
* “APPLY [NumberPattern] ON [#form\_handler\_fsr\_form\_nam\_del];”

### 3.2.11 DecimalPattern:

* It will accepts number as well as decimal pattern (eg - 1212.121).
* “APPLY [DecimalPattern] ON [#form\_handler\_fsr\_form\_nam\_del];”

### 3.2.13 Optional:

* It will clear all rule attached to that wizard.
* “APPLY [Optional] ON [#form\_handler\_fsr\_form\_nam\_del];”

### 3.2.16 email:

* It will accepts only email pattern.
* “APPLY [email] ON [#form\_handler\_fsr\_form\_nam\_del];”

### 3.3 List of Operators: It is used in if statement.

### 3.3.1 AND:

* It is used in if statement to compare two or more condition and all condition should satisfy.

### 3.3.2.2 OR:

* It is used in if statement to compare two or more condition and if one condition should satisfied it’s enough.

### 3.3.2.2.1 EQ: Equal to

* It is used in if statement two compare two condition using this ‘==’ not use ‘Equal to’.

### 3.3.2.2.1 NEQ: Not Equal to

* It is used in if statement two compare two condition using this ‘!=’ not use ‘Not Equal to’.