11-10-2023 TASKS

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Task 1

Don't Give any History Template to Itemtype and check Track history while creating Properties of the Itemtype and check if we can see the history of the items of that item type or if we cannot see, what error occurs.

So we cannot see the history of the items of the Itemtype whose History template is not selected and the error which comes is "No History Containers Found."

Suppose I created a itemtype (sg_h) and and did not selected any history template for it.
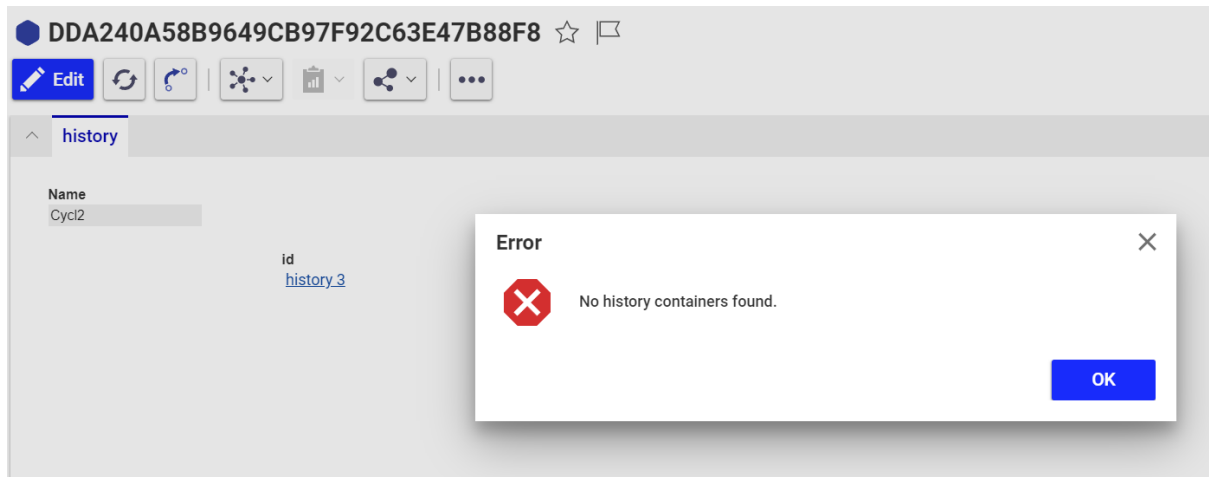

And I added two properties name and Id and checked track History template while creating the Properties.

Now the task was to create the items for this item type and check the History of the that items but we cannot see the history as history template was not selected and below is the error that we get.

Same error comes when we check history of the itemtype.

Task 2

What is difference between History and Version.

There are similarities and differences in History and the version of items of the itemtype.

In history of the item we can see what changes are made, when the changes are made, who made the change, current generation and revesions.

While in version we can only see what major_rev, current generation and what change is made.

Below is the history of itemtype:

Item History

Item
B492993FC0774E929908E530C19D32CC

History

● History ∨ ☆

When [...]	Who [...]	Action	Comment [...]	Item State	Rev	Gen	Created_on... ↑
10/11/2023 5...	Innovator Ad...	Add	int: "5"		A	1	63832621848...
10/11/2023 5...	Innovator Ad...	Update			A	1	63832621849...
10/11/2023 5...	Innovator Ad...	Update	int: "5" > "7"		A	2	63832622297...
10/11/2023 5...	Innovator Ad...	Update			A	2	63832622298...

Below is the version of itemtype:

Item versions   ✕

major_rev	generation	int
A	1	5
A	2	7

Task 3

Customized History Template.

      In this task we had to create a customized History Template and add that to a itemtype and create a item of that itemtype and check the history of that item.

So I created Itemtype Bicycle and gave customized History template(Task) and then gave History Action as Add.

So whenever I check the history of the item only Actions of Add can be seen.

I created a item then updated it but only Add actions were shown in the History and not Update actions even though I updated the item.

Item History

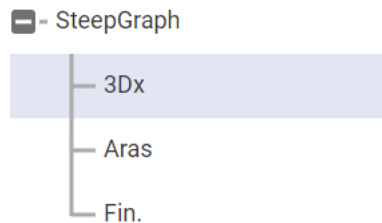Item
D85EFEA22E51443B9457BEFFE577CAB1

History ∨ ☆

When [...]	Who [...]	Action	Comment [...]	Item State	Rev	Gen	Created_on ↑
10/12/2023 1...	Innovator Ad...	Add			A	1	638326915 40...

Hidden ∨

Task 4

Create Class Structure for a form.

In this task I created an ItemType sg_steepgraph and I created gave a class Structure to it by adding following subclasses Aras, 3Dx , Fin.

I gave 5 properties to this itemtype sg_Name, sg_age, sg_MBA, sg_js and sg_Csharp. One form was created by default and I created 3 other forms as aras, 3dx , fin.

Now I removed sg_MBA, sg_js and sg_Csharp these properties from the main form and added sg_js to aras form , sg_csharp to 3dx form and sg_mba to fin. Form.

In the form I gave classification to each form like Aras form to aras subclass, 3dx form to 3Dx subclass and fin form to Fin. Subclass.

Now while creating a item I get Name and age property and classification in which I get 3 options to choose which are aras , 3Dx and Fin. And after choosing the option respective property comes.

sg_steepgraph 1

Save   **✓ Done**   Delete

∧   **sg_steepgraph**

Sg_name
Bharat

Sg_age
22

Classification
Aras

Sg_js
☑

sg_steepgraph 2

Save   **✓ Done**   Delete

∧   **sg_steepgraph**

Sg_name
Anup

Sg_age
22

Classification
3Dx

☑ Sg_Csharp

sg_steepgraph 3

Save   **✓ Done**   Delete

∧   **sg_steepgraph**

Sg_name
Ganesh

Sg_age
22

Classification
Fin.

☑ Sg_mba

Below are the items that I created with each Classification.

● sg_steepgraph ⌄ ☆

| [search] Search | [✕] Clear | Simple ⌄ | Default ⌄ | [◉]⌄ | [▦]⌄ | [⬡]⌄ | ⚙ |

⚐	sg_name	sg_age	sg_mba	sg_Csharp	sg_js
⌄		**22***			
	Ganesh	22	☑	☐	☐
	Anup	22	☐	☑	☐
	Bharat	22	☐	☐	☑

Task 5

Create Class Structure for a LifeCycle.

In this task Itemtype was same as in the above task I created 4 Lifecycles default, aras, 3Dx and Fin.
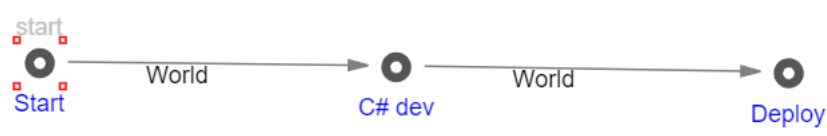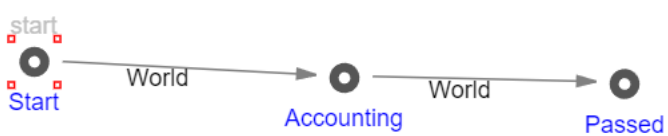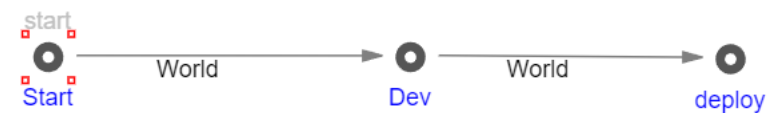
And attached those lifecycles to the Itemtype and assign subclass to each lifecycle.

When I create Item with any classification lifecycle of that item will be Lifecycle assign to its class path and if classification is not selected then default lifecycle will be shown in lifecycle of that item.

In below example I selected classification of Bharat Item as aras then its lifecycle will be Lifecycle corresponding to aras subclass.