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Blocks

Reactive Developer Boot Camp

What you will learn here

- What is a Block?
- Why use Blocks?
- Using Blocks
- Placeholder

What is a Block?

A Block is a **reusable** user interface **component** that can hold widgets, patterns and other blocks

Why use Blocks?

Promote reusability

Develop once, use it many times across other Blocks or Screens

Encapsulates its own logic, independently and isolated

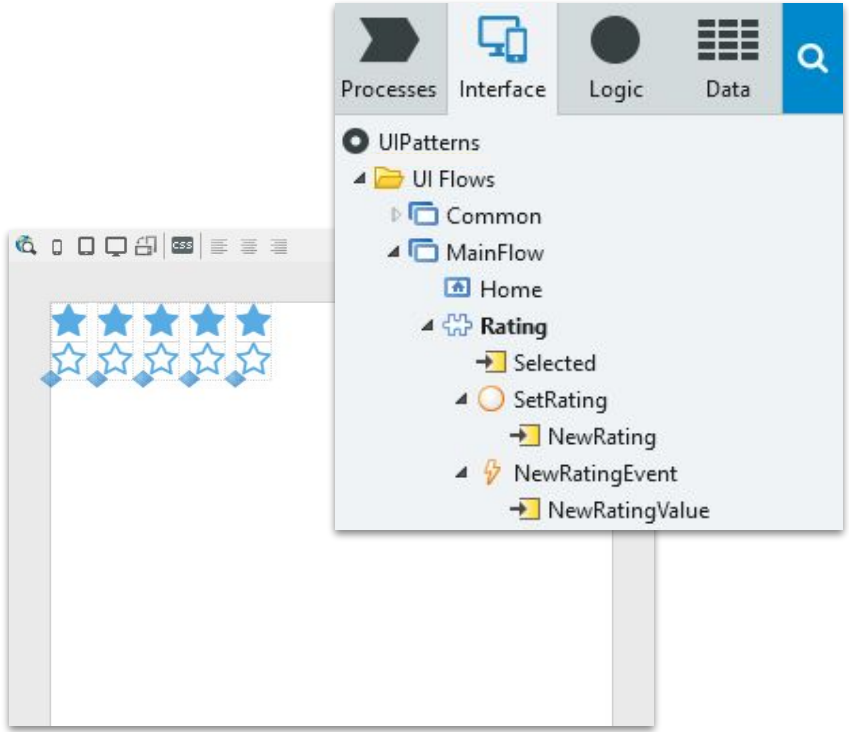
Improve maintainability

Changes are reflected in every instance of the Block

Inputs and Placeholders enable customization of each instance

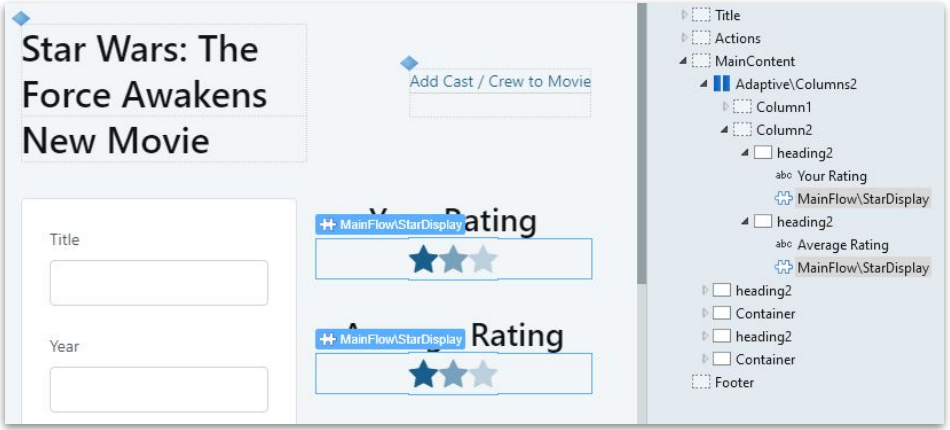
Block

- Blocks are designed just like Screens
- Blocks have their own scope
  - Input Parameters
  - Local Variables
  - Screen Actions
  - Placeholders
  - Events
- Blocks do **not** have Output Parameters



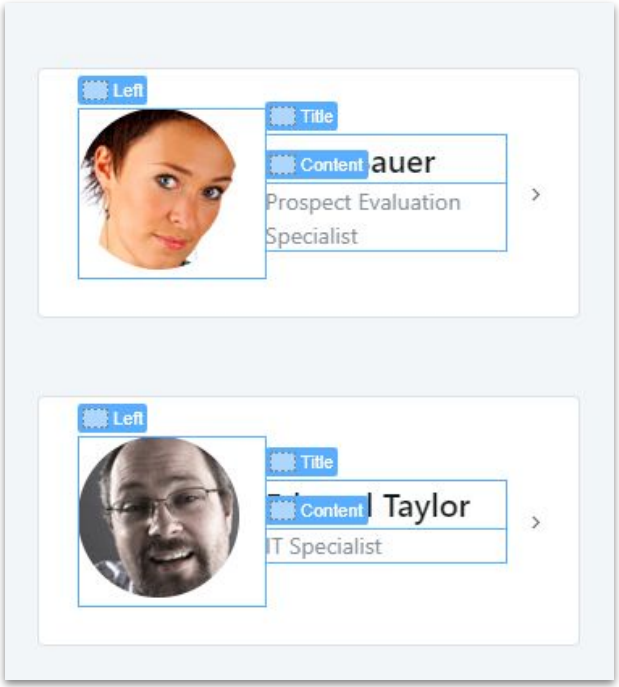
Using Blocks

- Can be placed inside Screens or other Blocks
  - **Parent** of the Block
  - Recursion not allowed
- Parents can have multiple instances of a Block
- Parents do **not** have access to elements inside the Block and vice-versa
  - Events can be used to *communicate* with the parent



Placeholder

- Reserves space for dynamic interface content
  - Defined when instantiated
- Every instance of a Block can have different content inside the placeholders
- Only available inside Blocks



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Questions?

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Thank You!