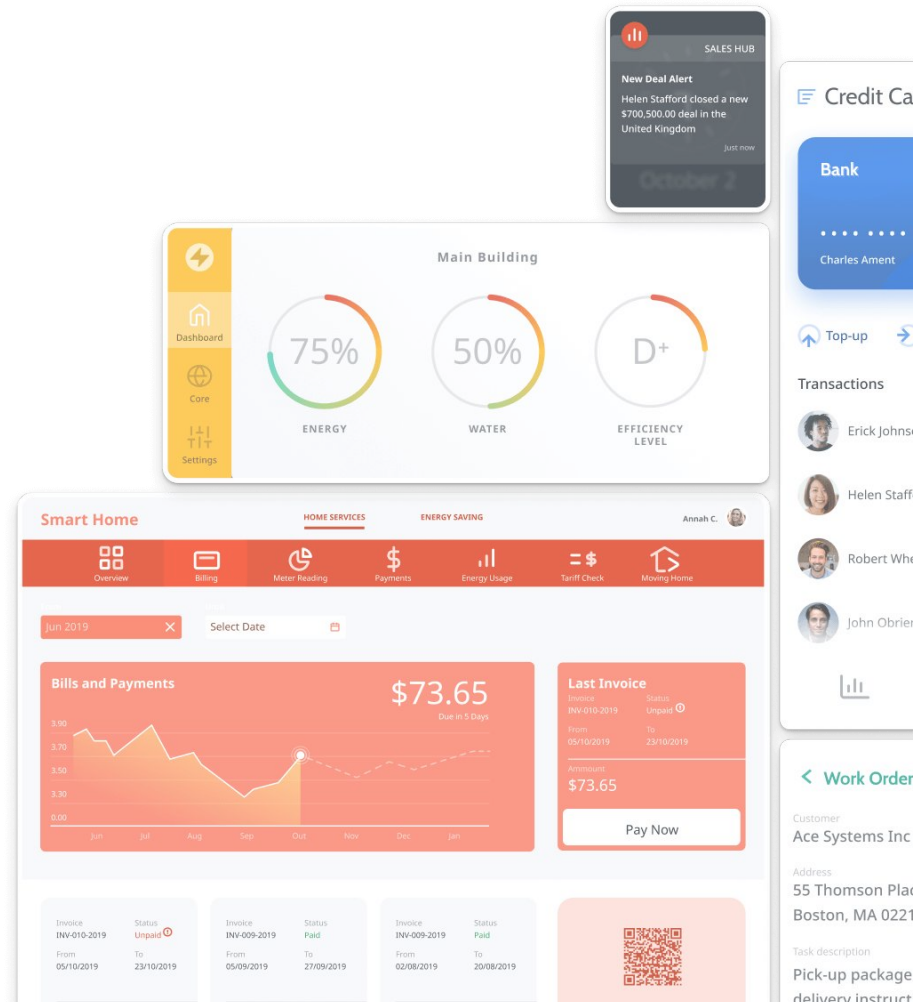




Logic Actions

Reactive Developer Boot Camp



What you will learn here

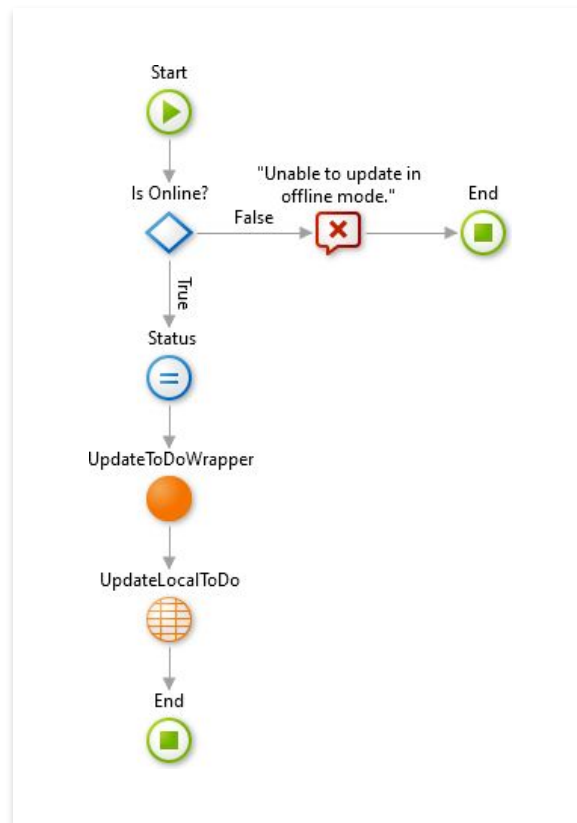
- What is an Action?
- Action Flows
- Code Reusability

What is an Action?

An **Action** is an element that **allows** us
to define logic flows that run
on the server or client-side

Action Flows

- An Action Flow is where a piece of logic is defined
- It can only have one Start node
- Every Action Flow can end with multiple nodes
 - End
 - Destination (Screen Actions only)
 - Download (Screen Actions only)



Actions



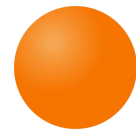
Screen Actions

Logic specific
to a single screen



Client Actions

Logic to be used
on the device



Server Actions

Logic to be used
on the server side

Code Reusability

In OutSystems, code reusability is provided through Actions



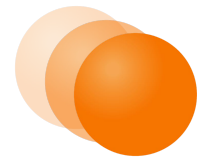
Screen Actions

Logic specific
to a single screen



Client Actions

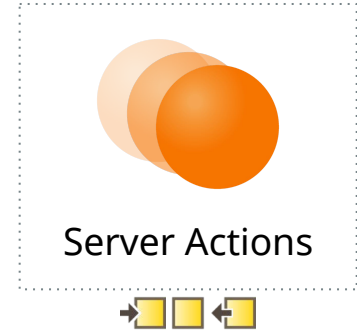
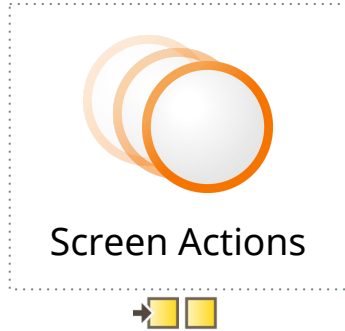
Logic to be used
on the device



Server Actions

Logic to be used
on the server side

Code Reusability



Input Parameters

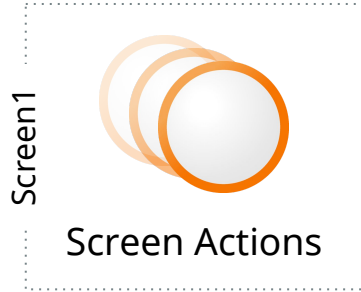


Local Variables

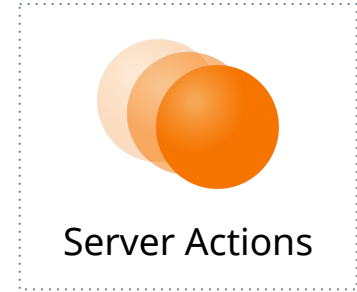


Output Parameters

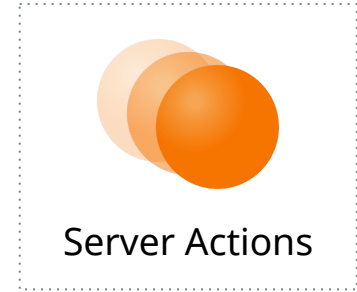
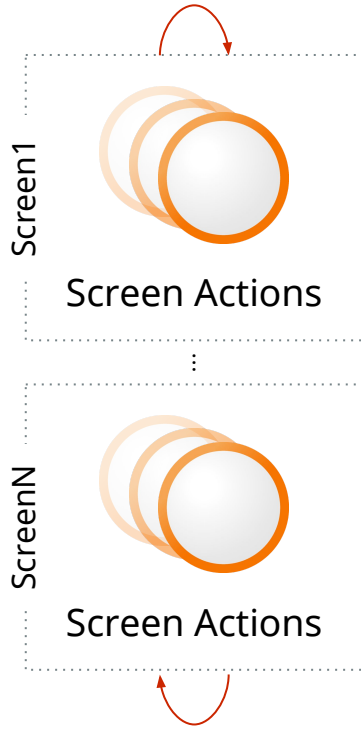
Code Reusability



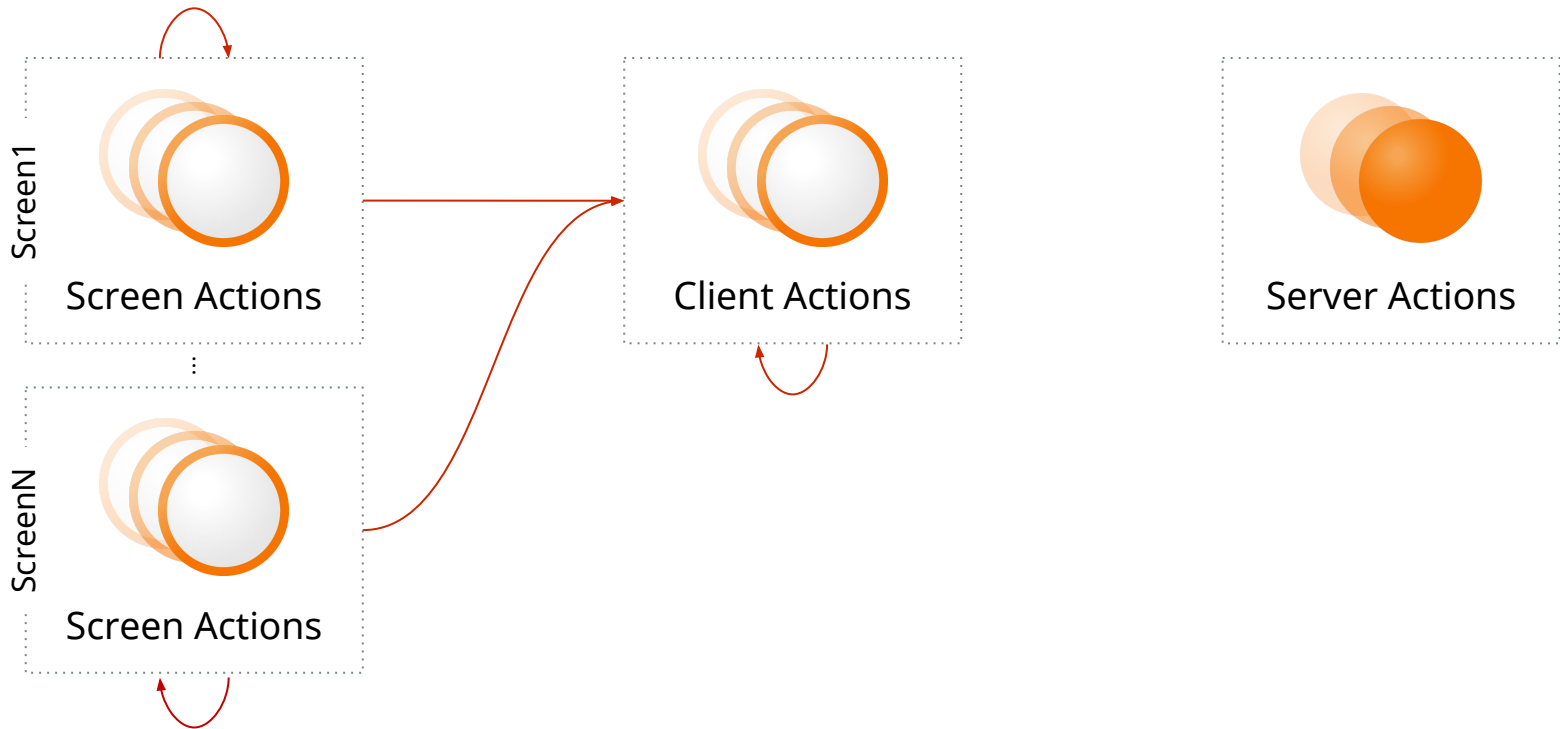
⋮



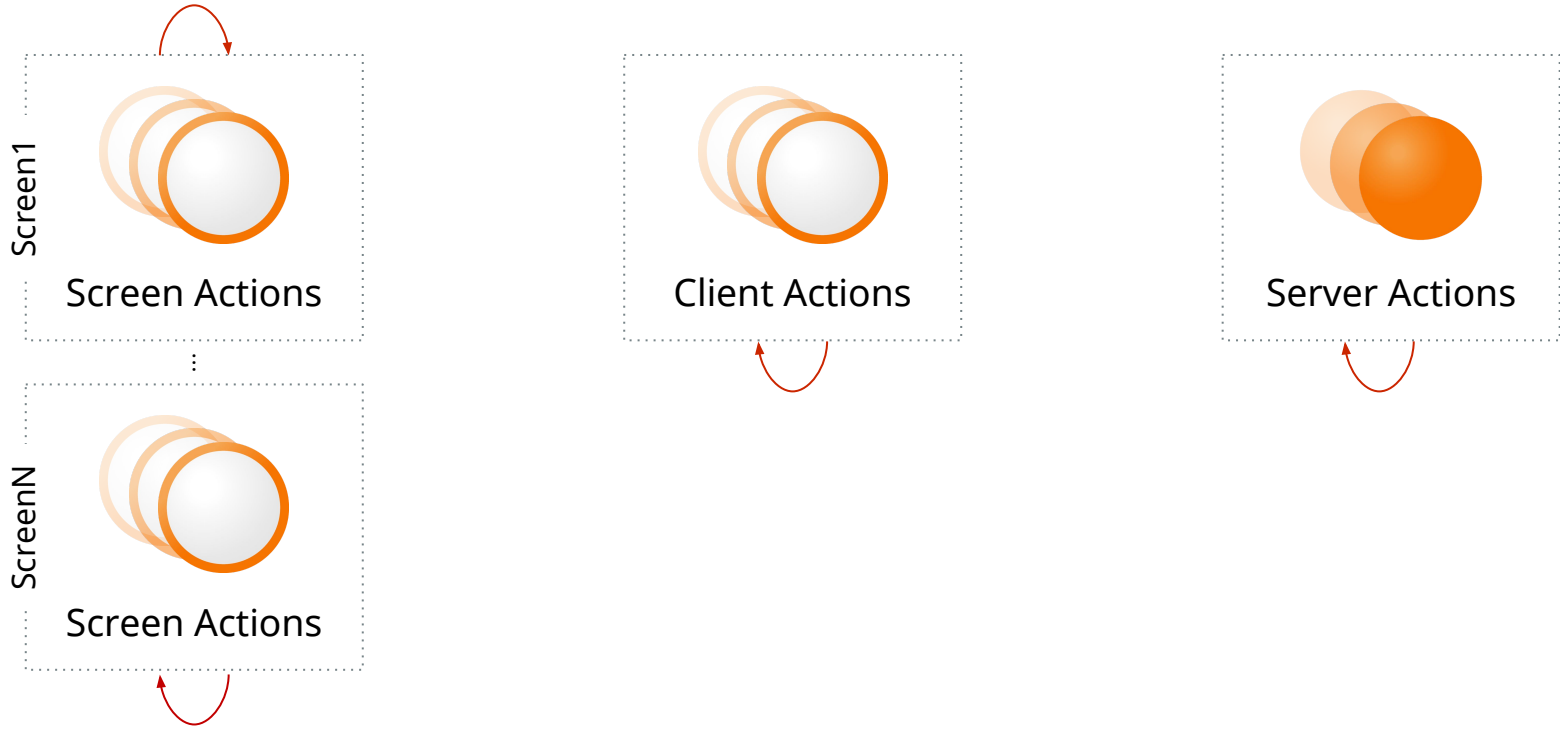
Code Reusability



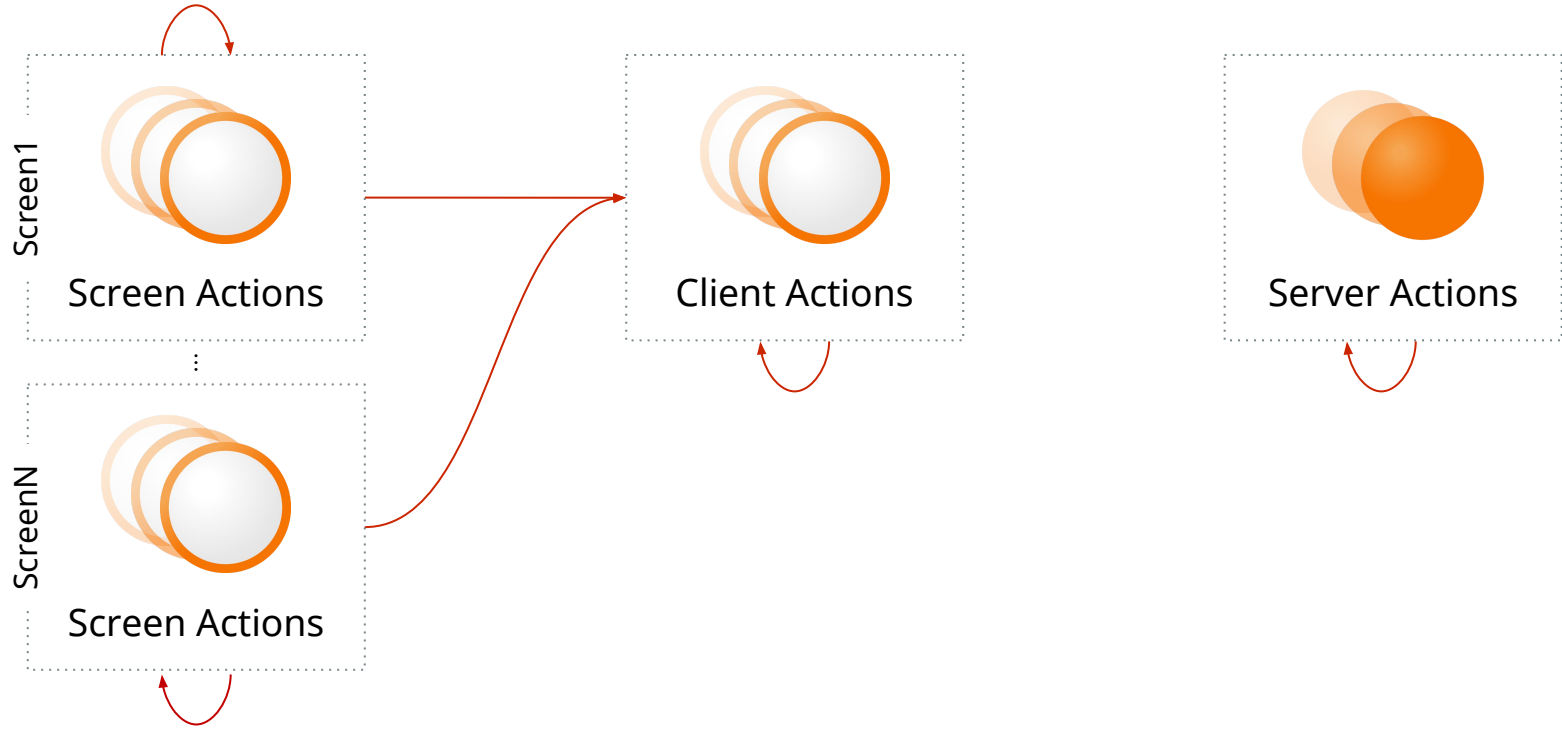
Code Reusability



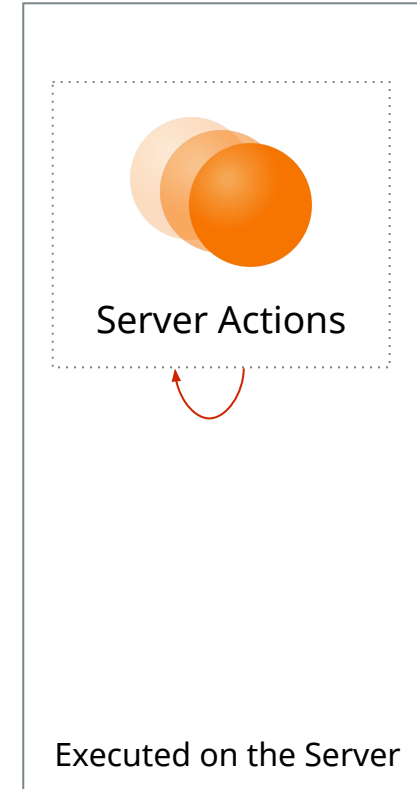
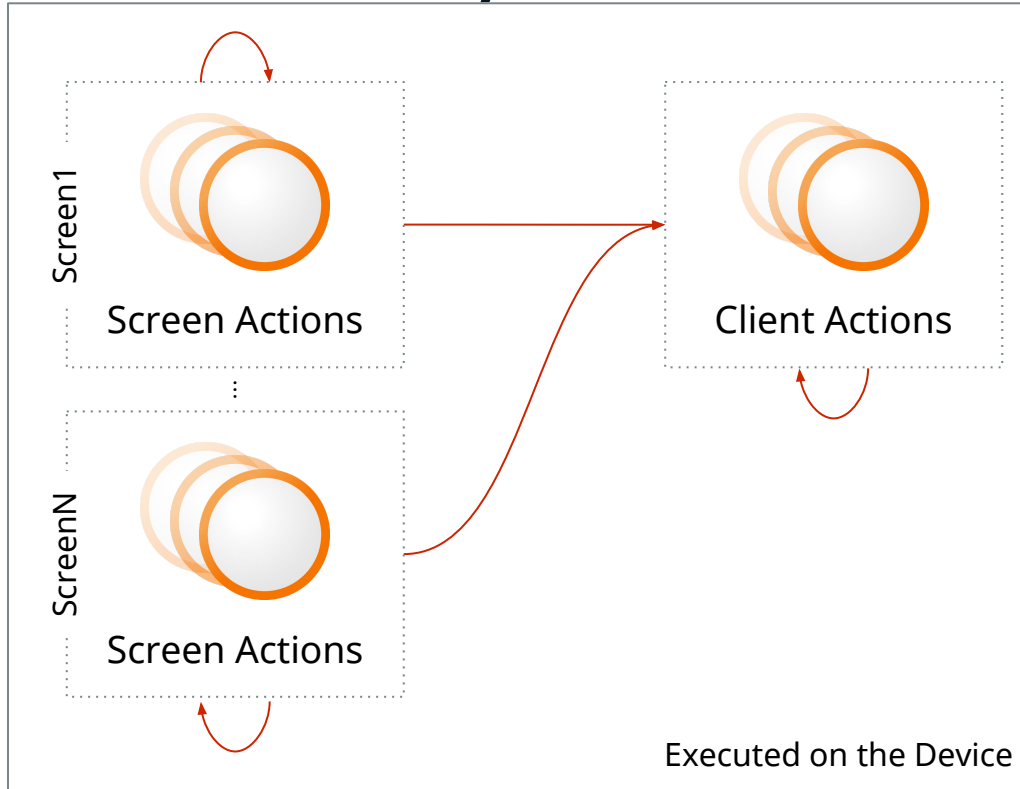
Code Reusability



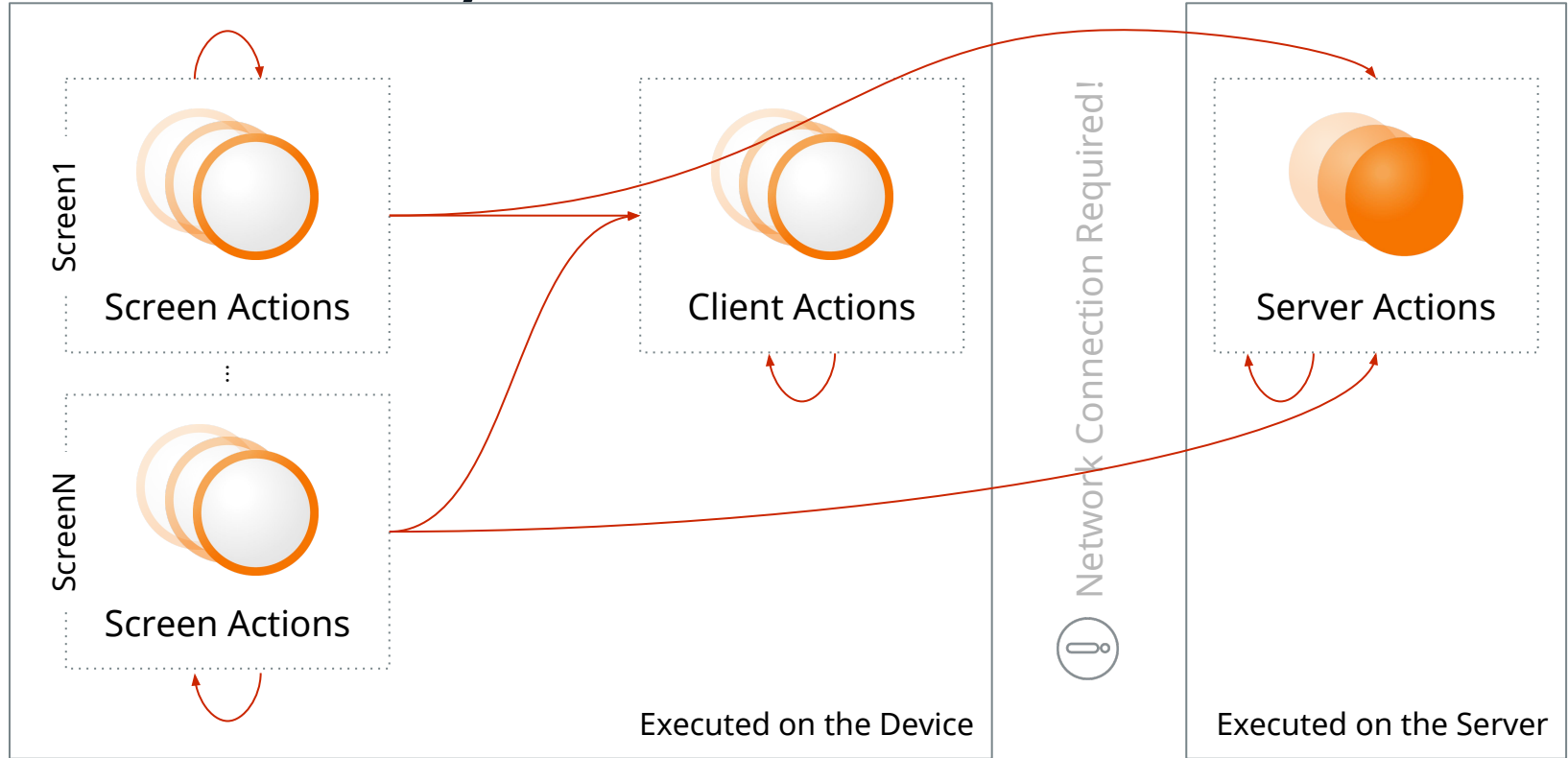
Code Reusability



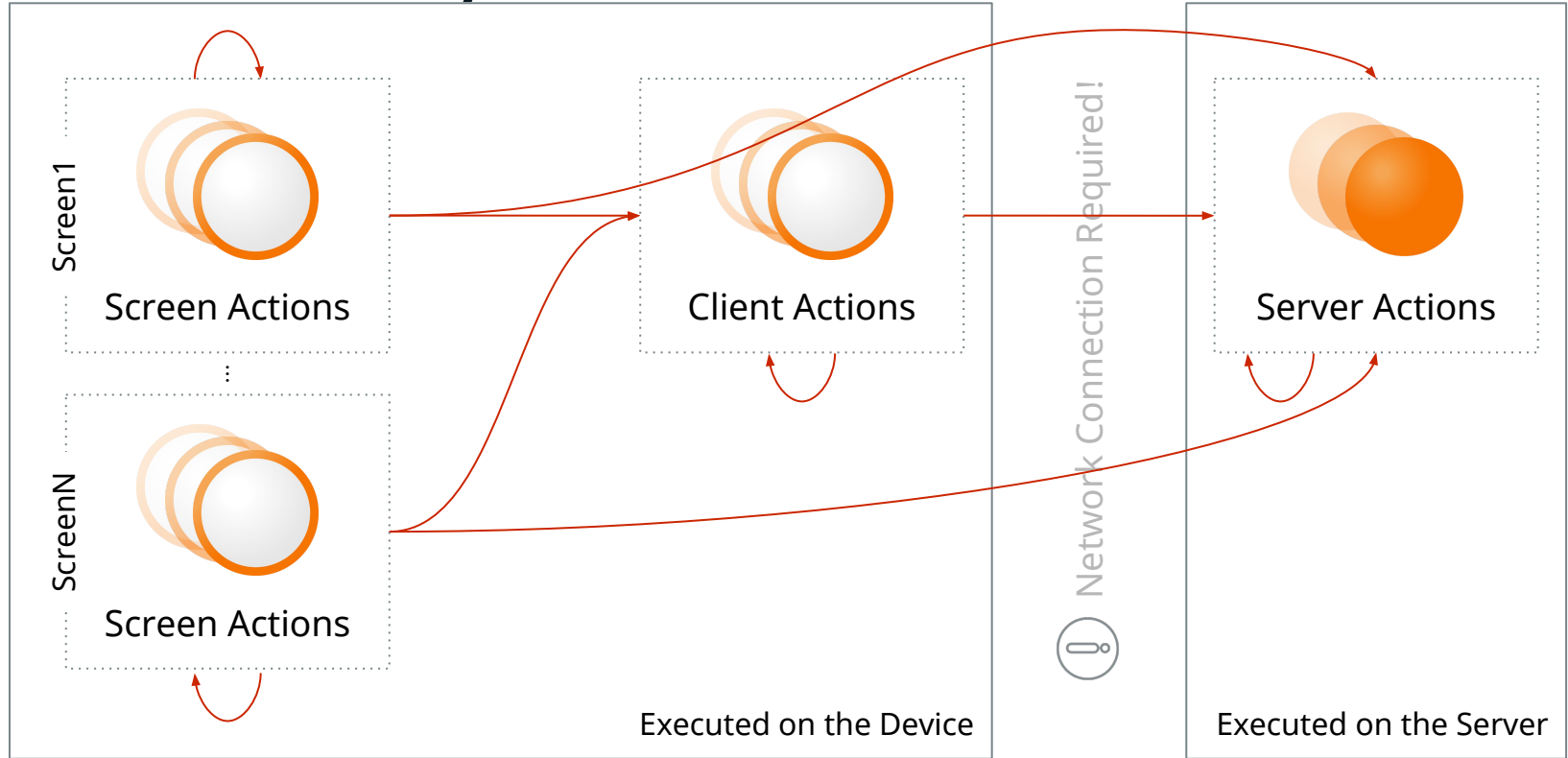
Code Reusability



Code Reusability



Code Reusability



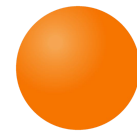
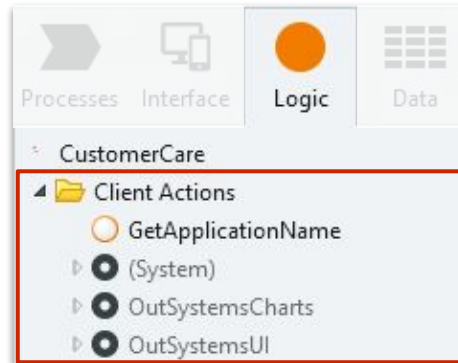
Where are Actions defined?



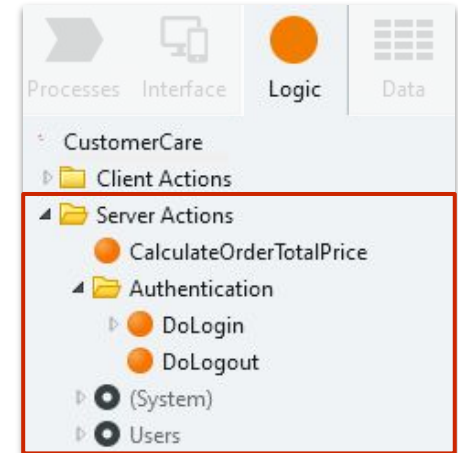
Screen Actions



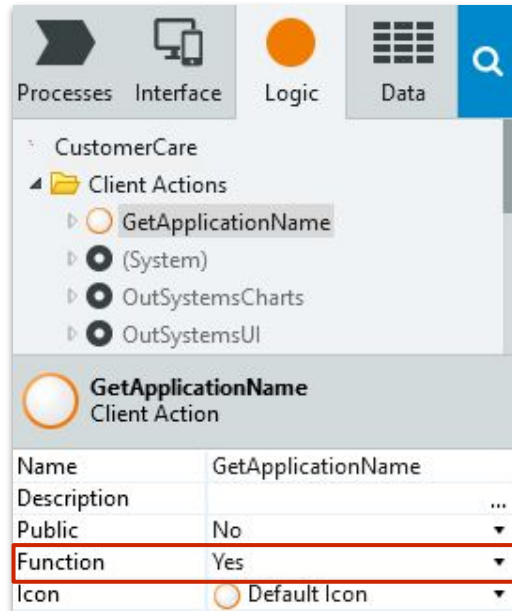
Client Actions



Server Actions



Functions



- Client Actions and Server Actions can be set as a **Function**
 - Restricted to one Output Parameter
 - Available in Expressions
- Client Actions set as Function cannot call Server Actions

Questions?



Thank You!

