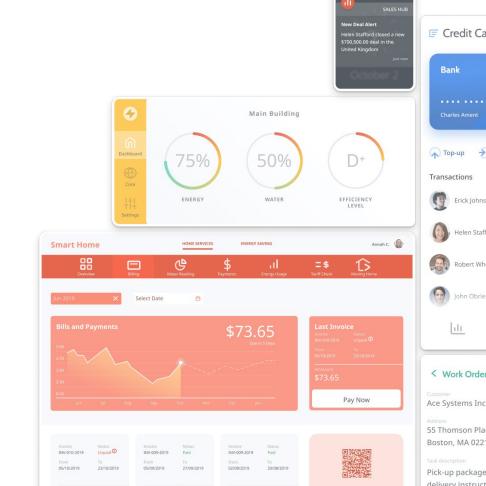


#### **Block Events**

Reactive Developer Boot Camp



# What you will learn here

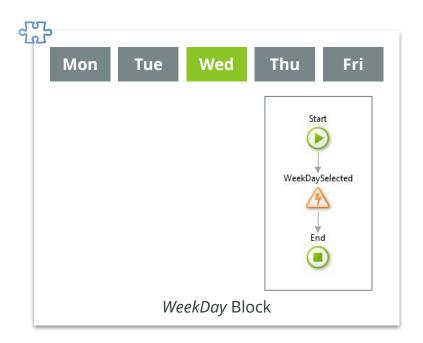
- What is an Event?
- Triggering and Handling Events
- Execution Flow
- On Parameters Changed Event

#### What is an Event?

An **Event** allows a Block to **notify** its Parent **of an occurrence** 

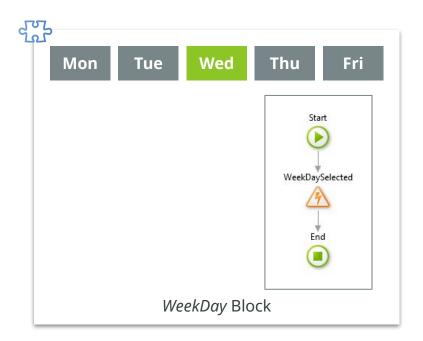
## **4** Events

- Interaction with parent is done using Events
  - Block triggers an Event
  - Parent handles it
- Events are created inside Blocks
  - Have Input Parameters to send data to the parent
  - Be defined as mandatory



#### Why do we need to Trigger Events?

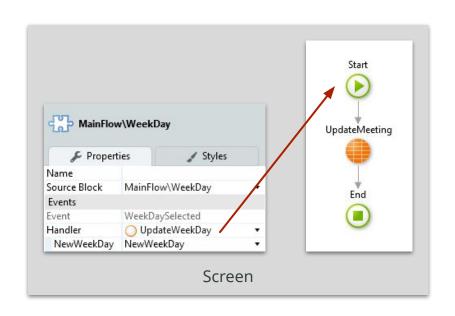
- Blocks and their parents have different scopes
- Parent may have elements that depend on actions performed inside the Block instance
- Triggering an Event allows the Block to notify the parent



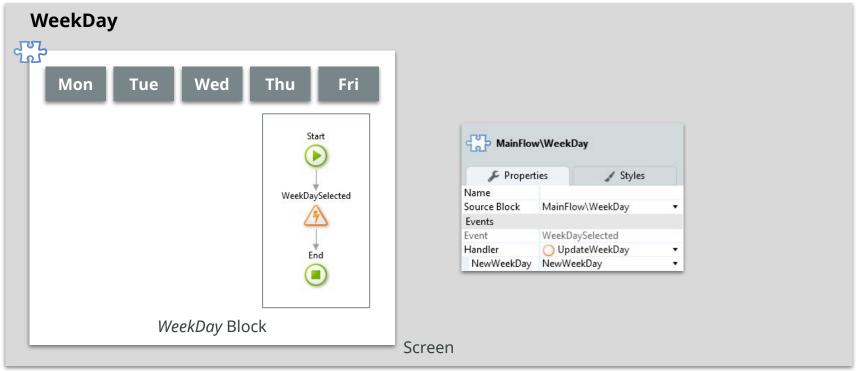


#### Handling Events

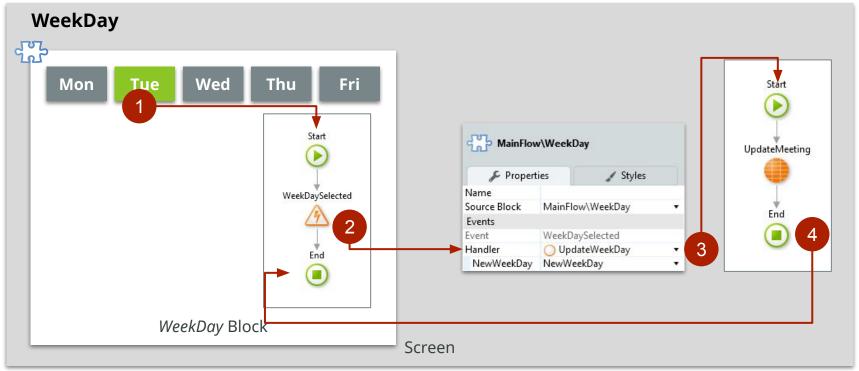
- When a Block triggers an Event...
  - ... the Event Handler is executed
- An Event Handler
  - Defines the logic to execute when an event is triggered
  - Has access to the Input Parameters
    of the Event
  - Has access to the parent's scope



#### **Event Execution Flow**



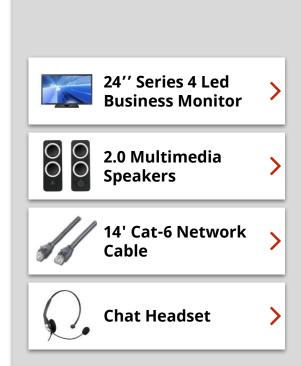
#### **Event Execution Flow**



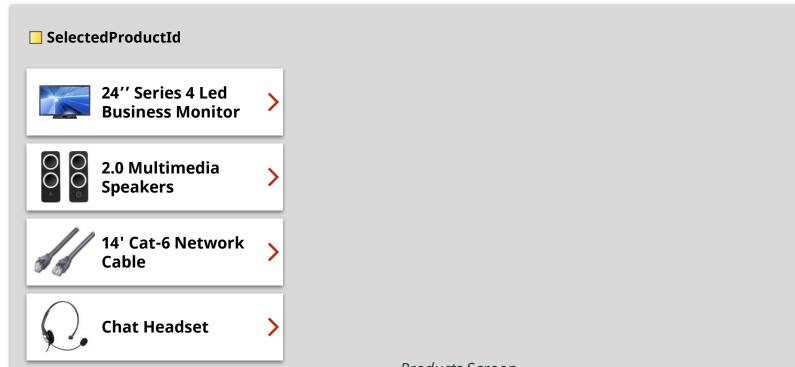
#### On Parameters Changed

- Only available in Blocks
- Triggered automatically
  - Anytime the parent changes the Block's Input Parameters value
- Changes to Input Parameters inside the block do not trigger the event



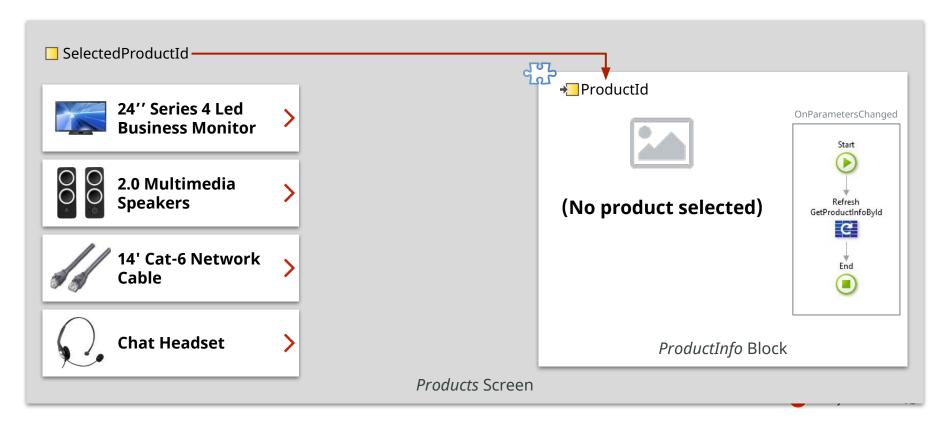


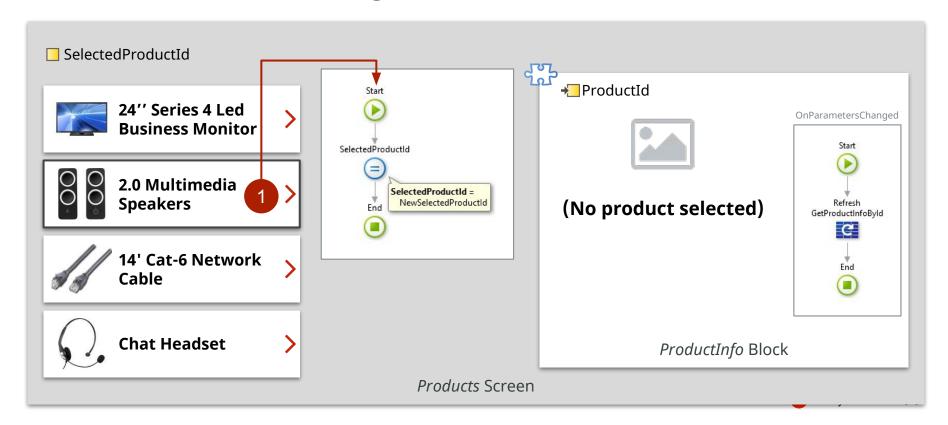
**Products Screen** 

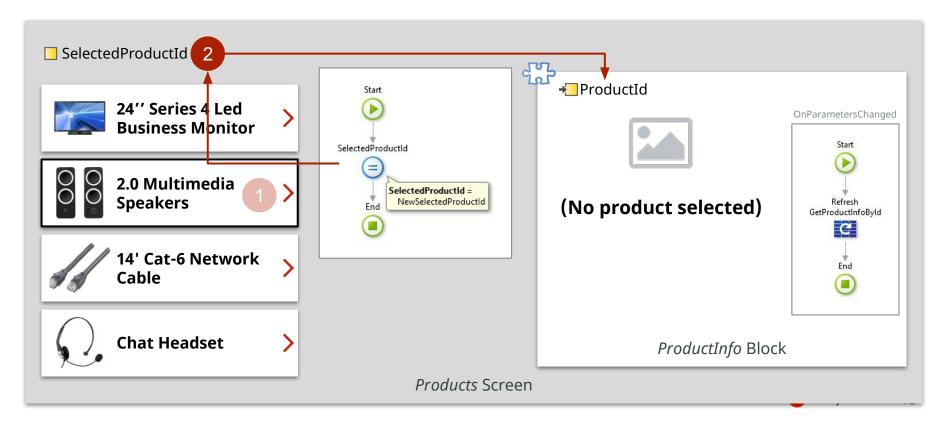


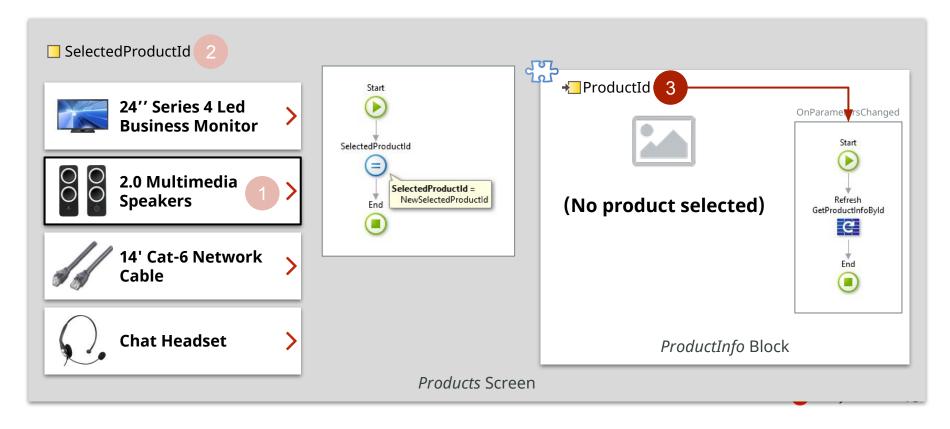
**Products Screen** 

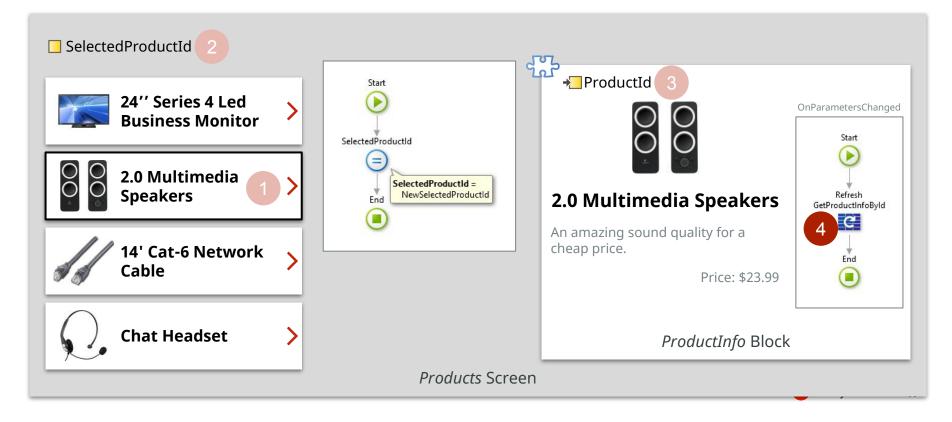


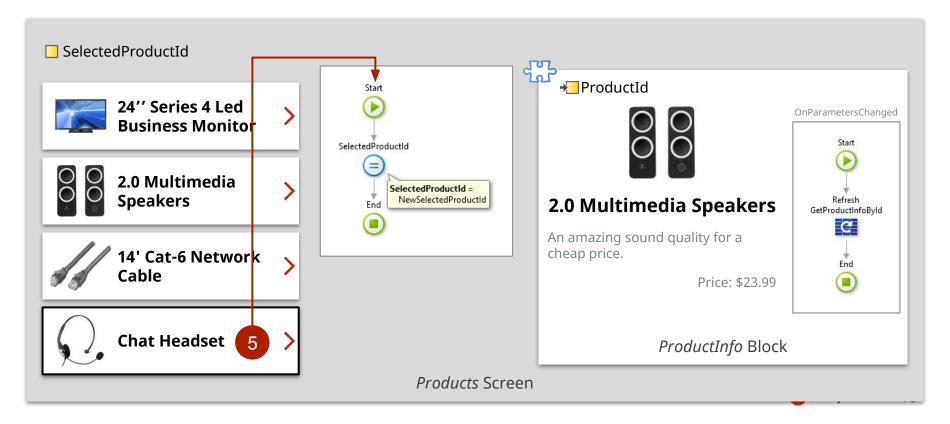


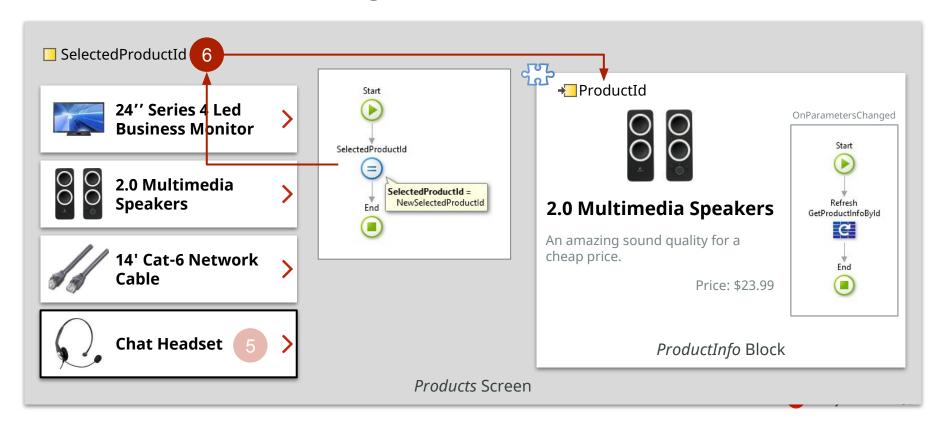


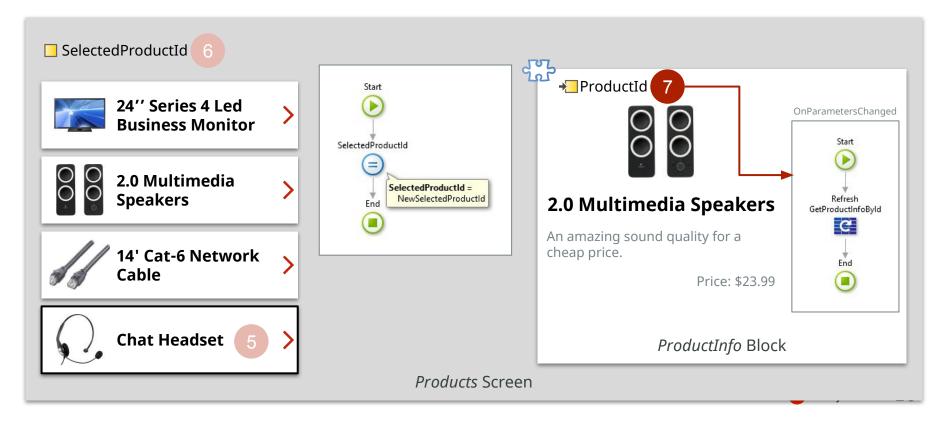


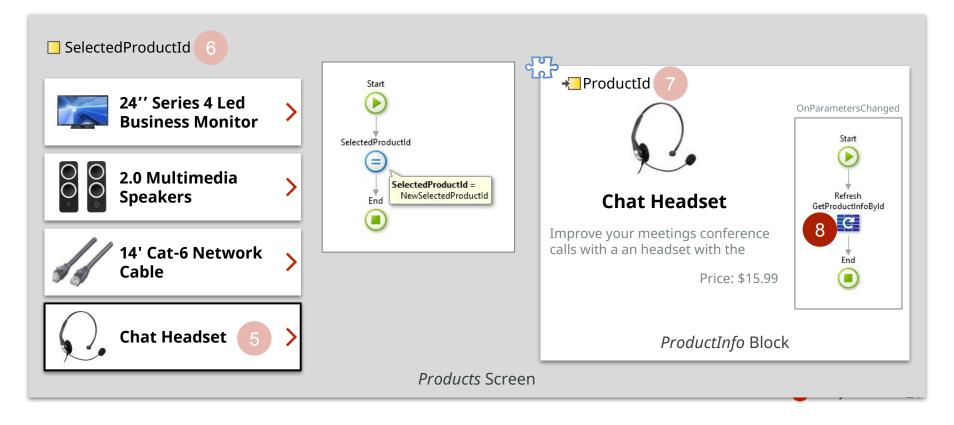














## **Questions?**

