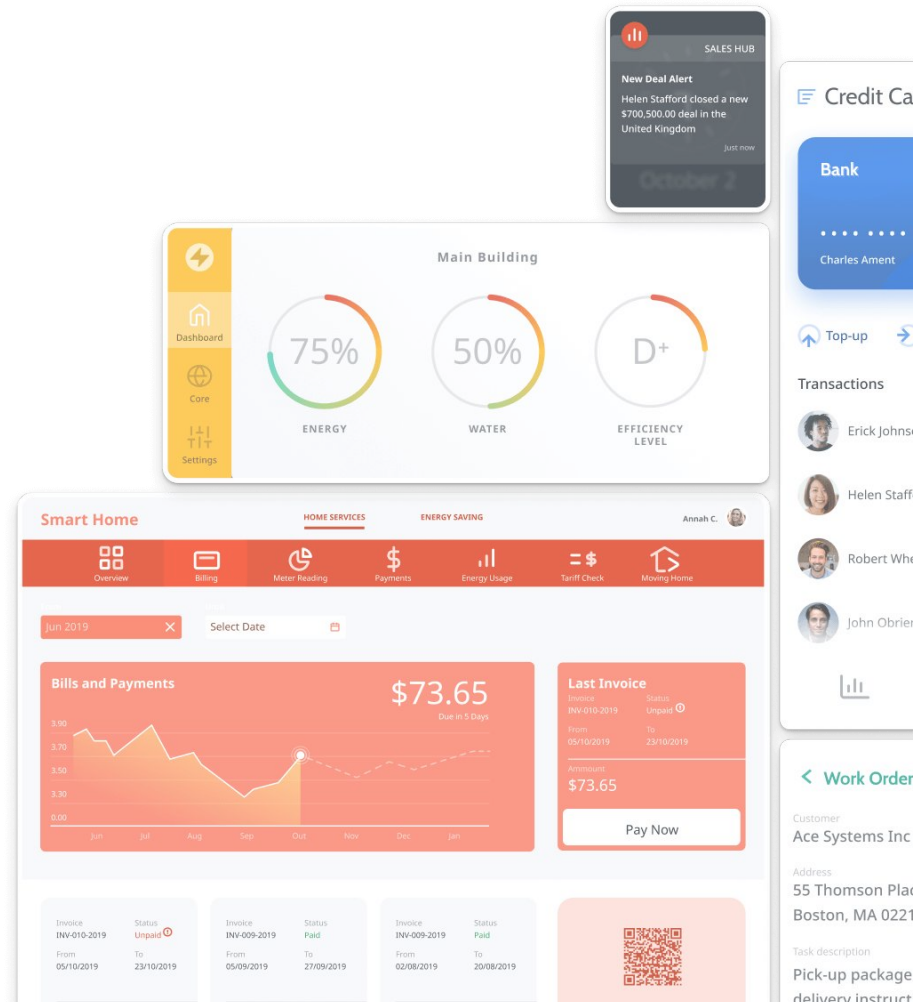


Static Entities

Reactive Developer Boot Camp



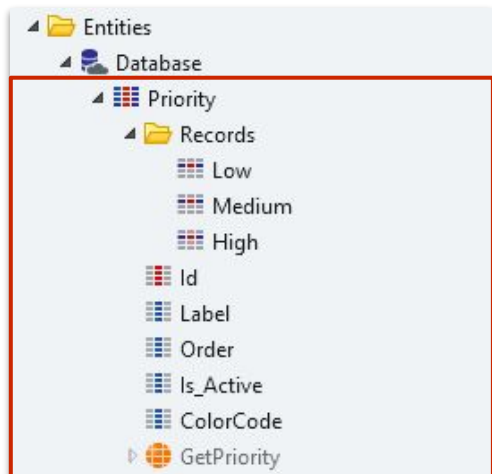
What you will learn here

- Static Entities
- Attributes
- Records

What are Static Entities?

Static Entities are a special type of Entity that creates a **predefined list of values** that can be used in our applications

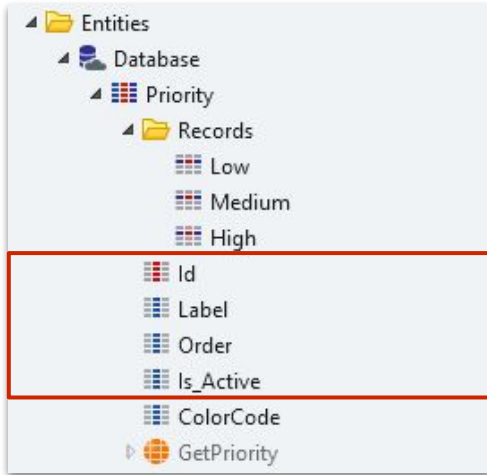
Static Entities



- Static Entities act like enumerations
 - List of items (Records) in a collection
- Static Entities have **Attributes** and **Records**
 - Defined during design and development
 - Cannot be changed at **runtime**
- Only 1 Entity Action
 - The **Get** Entity Action



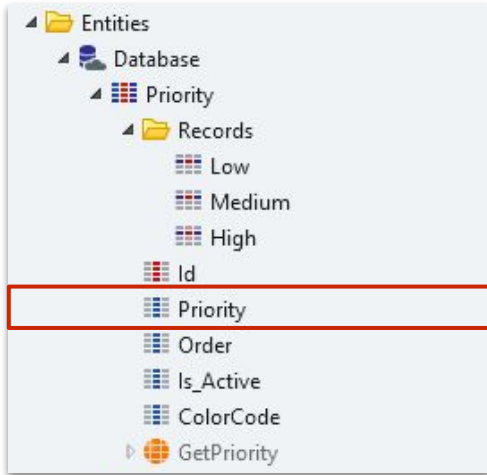
Attributes



- Static Entities are created with 4 default attributes
 - Id
 - Label
 - Order
 - Is_Active



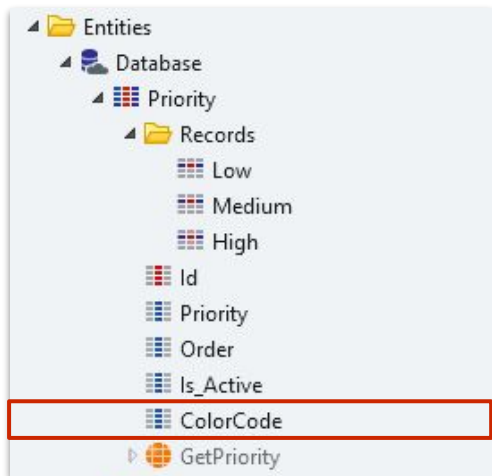
Attributes



- Static Entities are created with 4 default attributes
 - Id
 - Label
 - Order
 - Is_Active
- Those attributes can be changed
 - Label > Priority

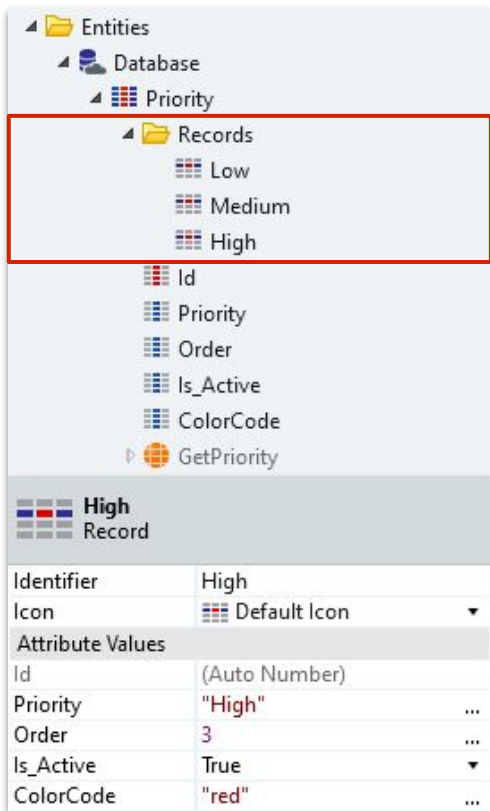


Attributes



- Static Entities are created with 4 default attributes
 - Id
 - Label
 - Order
 - Is_Active
- Those attributes can be changed
 - Label > Priority
- Other attributes can be added

Records



The screenshot shows the OutSystems interface. On the left, a tree view displays the hierarchy: Entities > Database > Priority > Records. The 'Records' folder is highlighted with a red box, showing sub-items: Low, Medium, and High. Below this, a list of attributes for the 'High' record is shown: Id, Priority, Order, Is_Active, ColorCode, and GetPriority. On the right, a detailed view of the 'High' record is displayed. It includes a header 'High Record' with a red icon. Below the header, the record details are shown in a table-like format.

Identifier	High
Icon	Default Icon
Attribute Values	
Id	(Auto Number)
Priority	"High"
Order	3
Is_Active	True
ColorCode	"red"

- Static Entities have a set of Records
- Each Record has...
 - An Identifier
 - E.g. - Low, Medium, High
 - Attribute values
- The Record Identifier can be used in place of the Static Entity Id
 - Easier to remember

Questions?



Thank You!

