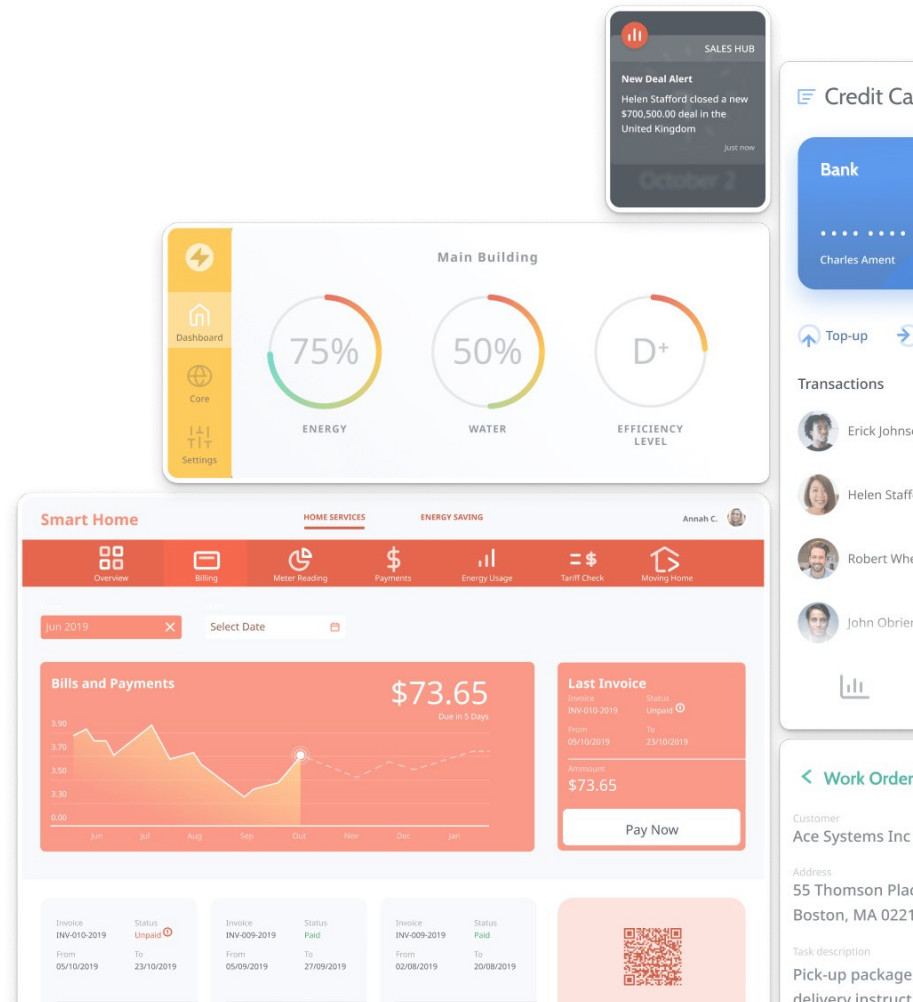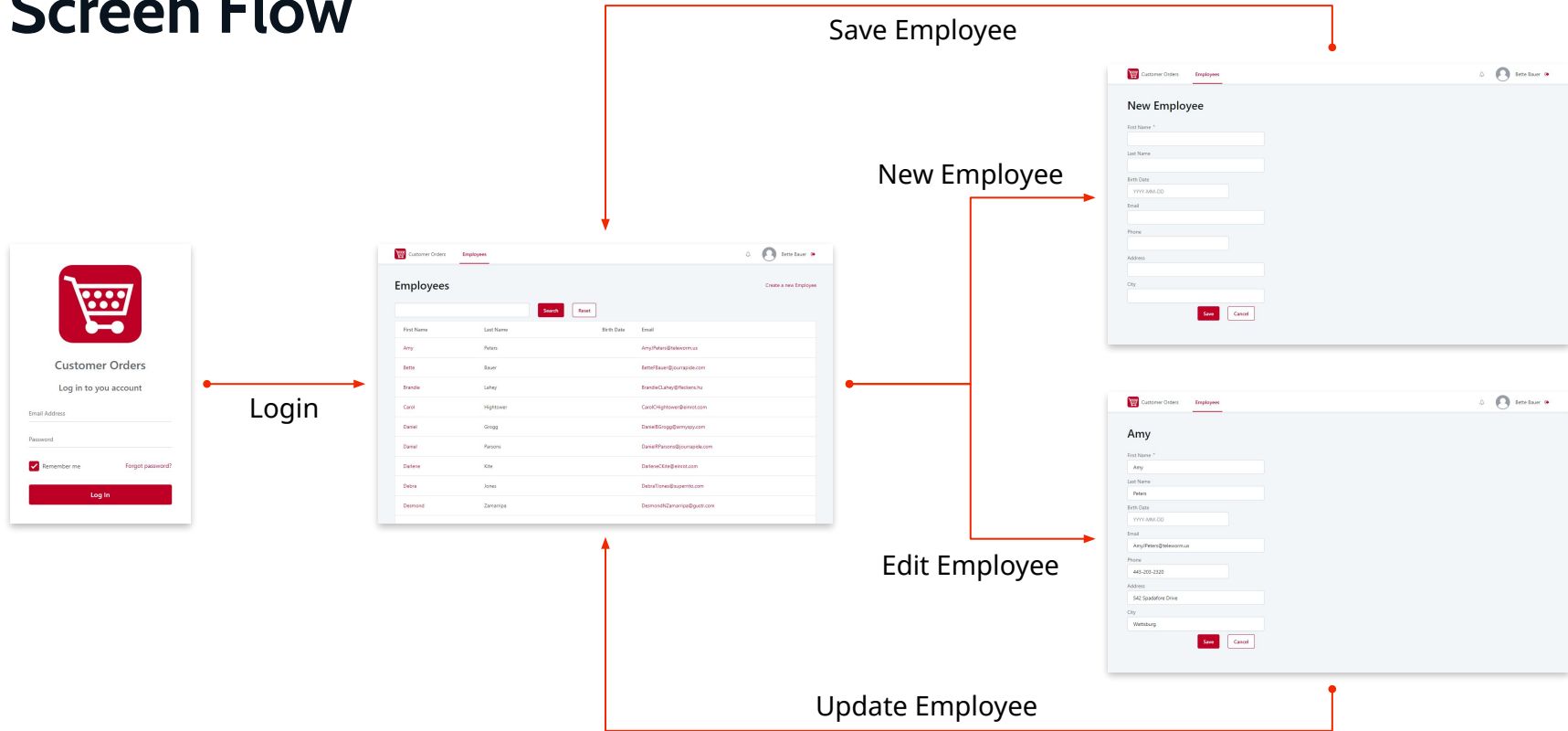outsystems

UI Development

Reactive Developer Boot Camp

What you will learn here

- What is a Screen?

- Screen Templates

- Screen Widgets

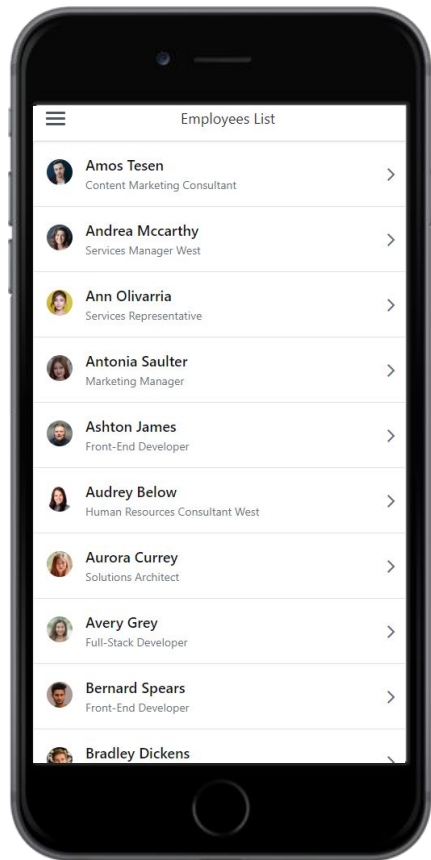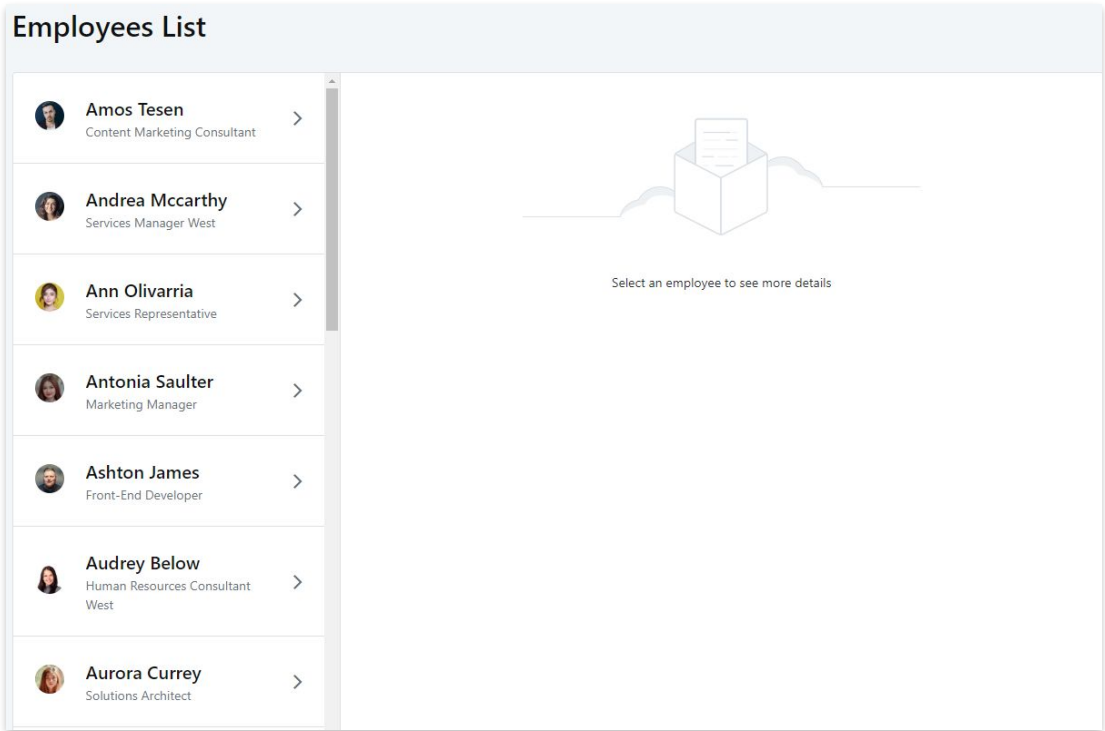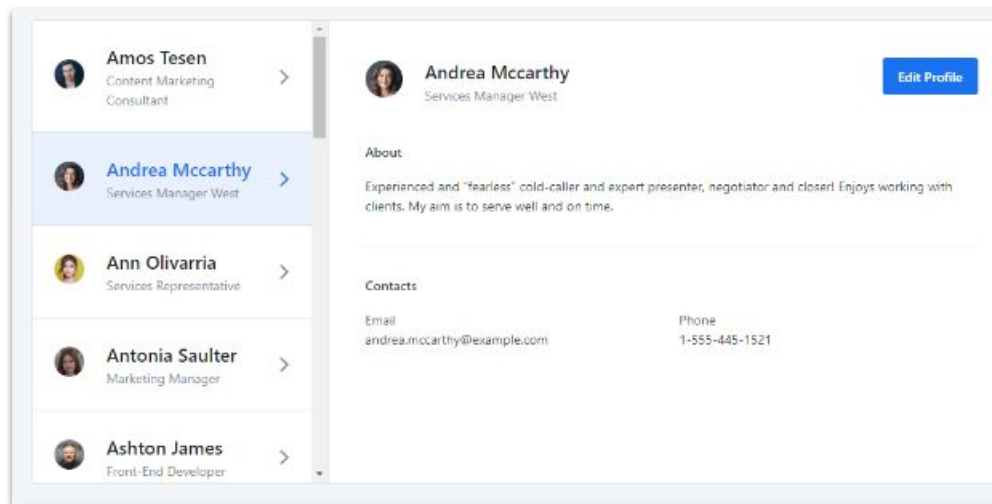- Screen Variables and Inputs

- Client-side Logic

Screen Flow

Save Employee

New Employee

3

What is a Screen?
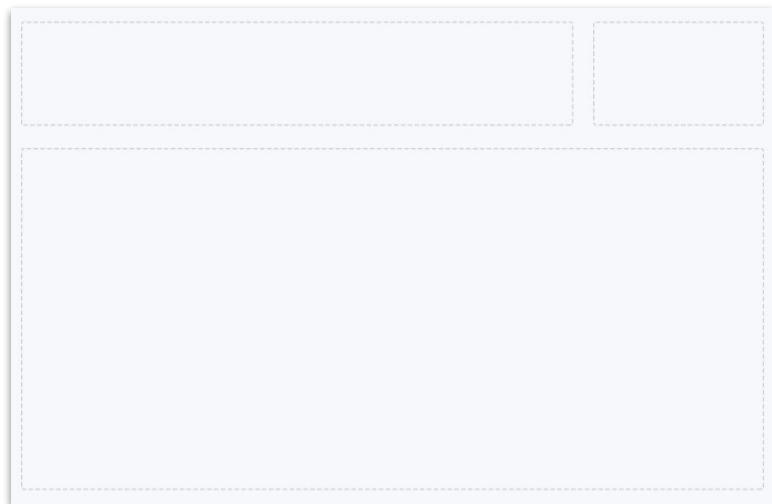
A **Screen** is a user interface element that contains other UI elements for users to interact with

Web and Mobile Screens

Employees List

Amos Tesen	Content Marketing Consultant	>
Andrea Mccarthy	Services Manager West	>
Ann Olivarria	Services Representative	>
Antonia Saulter	Marketing Manager	>
Ashton James	Front-End Developer	>
Audrey Below	Human Resources Consultant West	>
Aurora Currey	Solutions Architect	>

Select an employee to see more details

Employees List

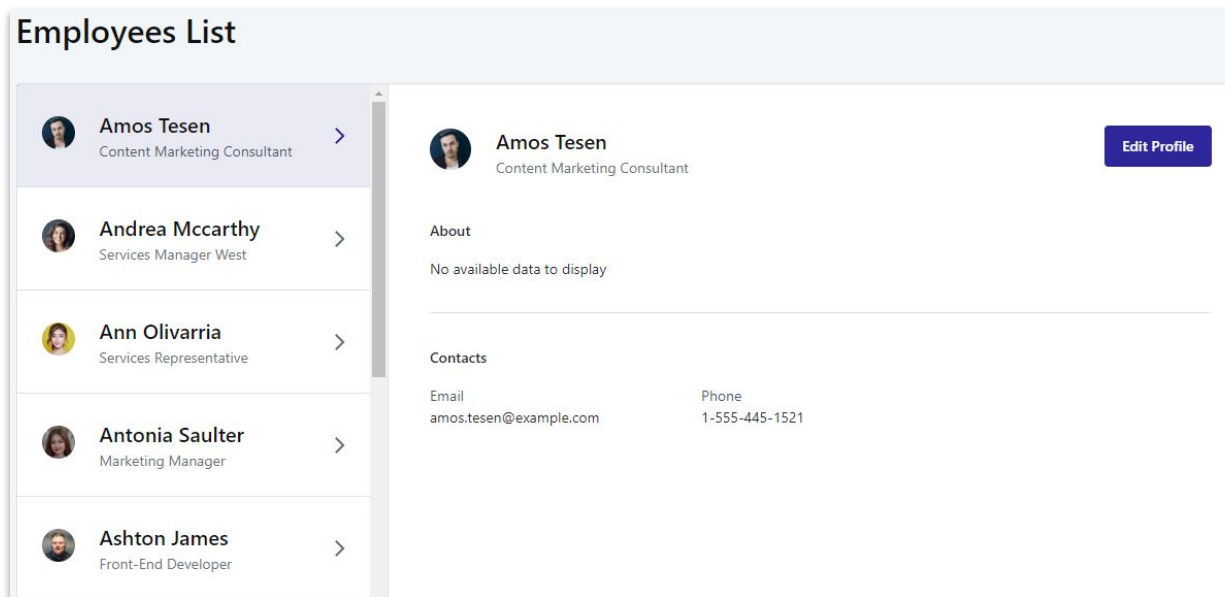|		
Amos Tesen	Content Marketing Consultant	>
Andrea Mccarthy	Services Manager West	>
Ann Olivarria	Services Representative	>
Antonia Saulter	Marketing Manager	>
Ashton James	Front-End Developer	>
Audrey Below	Human Resources Consultant West	>
Aurora Currey	Solutions Architect	>
Avery Grey	Full-Stack Developer	>
Bernard Spears	Front-End Developer	>
Bradley Dickens		

5

Screen Templates

Screens can start from an empty canvas or be based on a Template

Screen Widgets

Responsive components and UI patterns that address common application use cases and interactions

Screen Widgets

Screen Inputs and Variables

- What is displayed to the end-user can depend on data

- Some data can be passed to the Screen
  - Input Parameters

- Screens can also have Local Variables
  - Initialized in the scope of the Screen

- These inputs and local variables only exist in the scope of the Screen
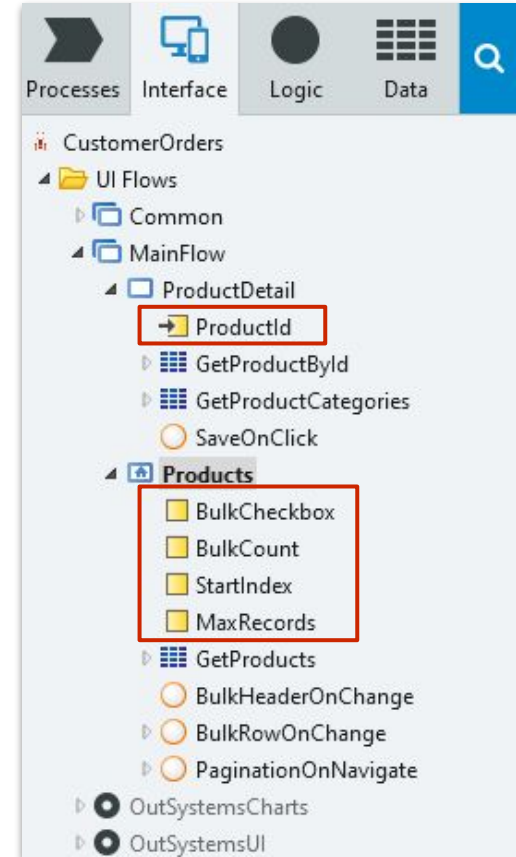
Button / Link Destination
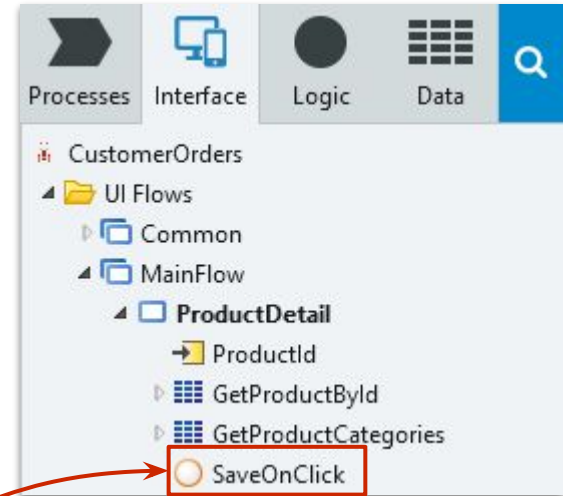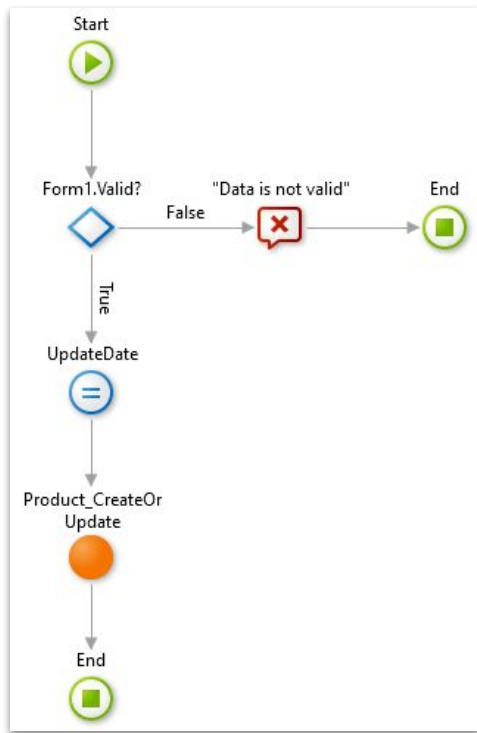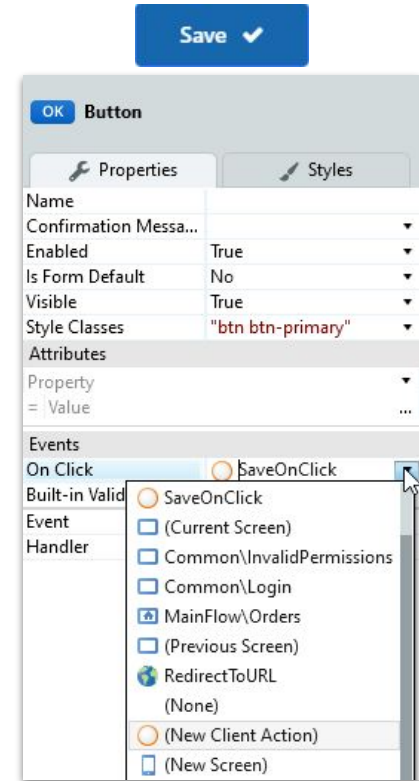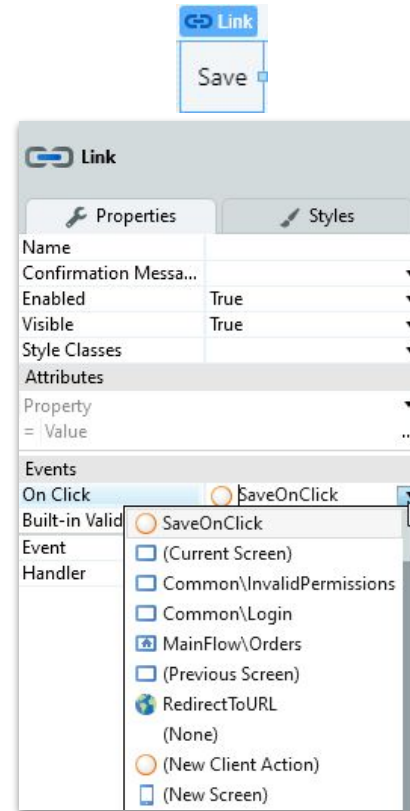
Client-side Logic

- Screen Actions run client-side logic in the scope of the Screen
  - Triggered within the Screen

- Client Actions
  - Visually modeled logic and data
  - Easy to call server-side logic

- UI elements immediately react to data changes

Links and Buttons

- Both widgets have On Click Destinations
  - Screen
  - (Screen) Client Action
  - External URL
  - Event

- The main difference between them is in the UI
  - A Link can enclose other widgets
    - i.   Image, Text, Containers, ...

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Questions?

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Thank You!