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Static Entities

Reactive Developer Boot Camp

What you will learn here

- Static Entities
- Attributes
- Records

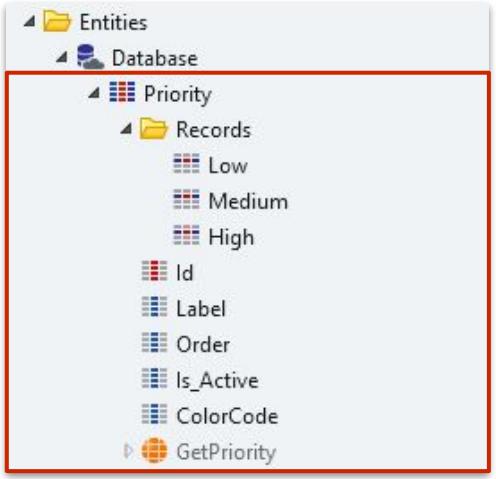
What are Static Entities?

Static Entities are a special type of Entity

that creates a **predefined list of values**

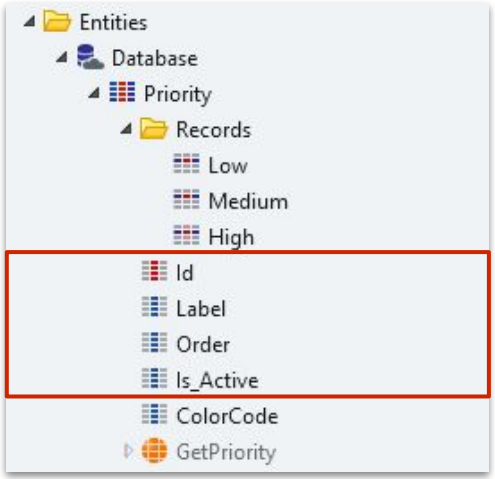
that can be used in our applications

Static Entities



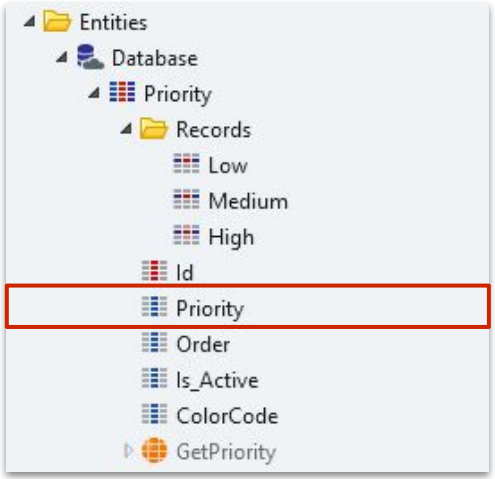
- Static Entities act like enumerations
  - List of items (Records) in a collection
- Static Entities have **Attributes** and **Records**
  - Defined during design and development
  - Cannot be changed at **runtime**
- Only 1 Entity Action
  - The **Get** Entity Action

Attributes



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

Attributes



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  - Id
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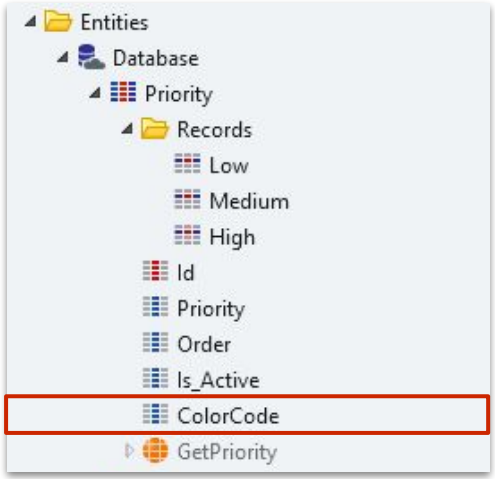
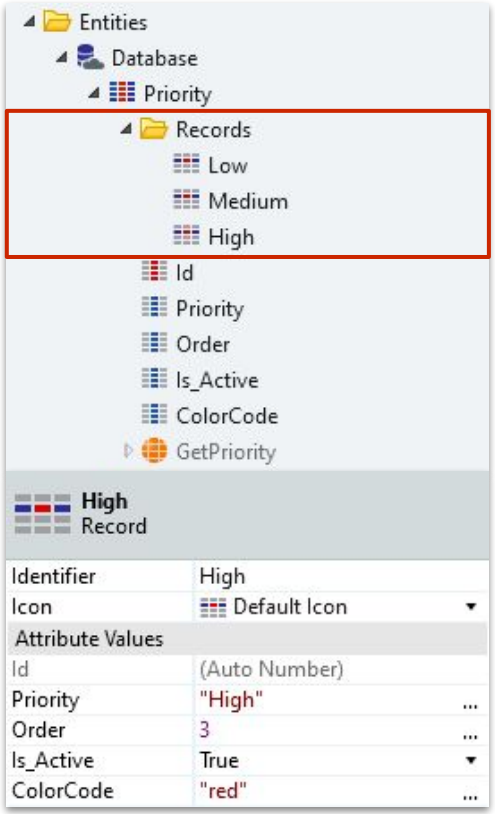
  - Is_Active
- Those attributes can be changed
  - Label > Priority

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



- 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

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Questions?

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Thank You!