

Advanced GUI Programming Guideline

➤ Class structuring

- GUI class
 - Control configuration
 - Control visibility
 - Control validations [using validation rules of dev extreme]
 - Object creation [only GUI related]
 - oEntry access or set GUI related properties
- Process class
 - Default process properties/URLs
 - Set properties
 - Prepare models
 - Validations [using value of controls from oPHolder → saveModel or oEntry]: might return error code/message to GUI class
 - Object creation [only Process related]
 - oEntry assignment for save model fields
- Setup class
 - Default setup properties
- Navigation class
 - Caller of GUI/Process class will behave as navigator class
 - Store and pass data to process class for further storage
 - Prepare default models, load setup, prepare process and GUI class objects

➤ Method and variable signature

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○ Methods

- **'PascalCase'**
- Must not include GUI events in process class names
- Must include multiline comments above every method
 - Caller method and class
 - Purpose of method
 - Parameters: names and purpose
 - Return value
- Must specify event, action object, purpose. If long names then may use valid abbreviations
 - Ex. SetExpAccOnEffChange
 - Event: Effect change
 - Process: Set expense accounts
 - Action Object: Expenses
- In logic execution, check logical condition first
 - Ex.
 - Right: If (isTDS && tdsAccVal === '1' && appDate <= '26/12/2022')
 - Wrong: If (appDate <= '26/12/2022' && tdsAccVal === '1' && isTDS)
- Include async-await only if needed
 - Async is needed only in case any process is awaited in method
 - Await is needed only if any server call response is pending

○ Variables

- **'camelCase'**
- Must start with is/has if Boolean value variable
- Must specify change event, purpose
 - Ex. selDataOnPLChng
 - Change event: Pricelist change
 - Purpose: Store new selected data