Exercise 4 Working with Bootstrap

What you will learn: Modernize your Panther Orders Screen using Bootstrap*

*Bootstrap is an open source front-end web framework

1. In the Panther editor, run the Login screen and login using
   USERNAME = amrith11@gmail.com
   PASSWORD: lucy

2. You will now be directed to the *scoutorders* screen. Choose a Scout name in the pulldown menu and click on the "Go" button. The grid will be populated with cookie orders for each scout. Choose a different Scout and press Go. Some scouts may not have any cookie orders. You will also see Total Owed and Total boxes at the bottom.

3. Now run those same screens in the browser by performing step #1 and #2. Once you login, the screen *scoutorders* will open in the browser. We will next add some Bootstrap library classes to this Panther Screen to spruce up the grid.

4. From the Panther editor, in the *scoutorders* screen, navigate to the property WEB OPTIONS →HTML OPTIONS → HTML Template and set it to *scoutorders.html*. Save the screen.

5. Now let's add calls to a bootstrap class from the Option Menu field (pull down menu) and click on. Select the option menu field, expand WEB OPTIONS →HTML OPTIONS →Attributes and set the value *class = form-control*. "form-control" is a predefined Bootstrap class. It adds properties such as height, font-size, padding etc. to the options widget.

6. Still on the option menu , choose WEB OPTIONS →BROWSER

   OPTIONS →JavaScript, and add the following JavaScript code. This

   JavaScript populates values into the grid when a scout name is selected.

```
//On selecting names from the dropdown list, it invokes the click function of Go button and also clears values of text fields in
//vo_ttlboxes div.
$("#vo_fname").on('change', function() {
        $("input[name='spi_1_go']").click();
        $('tbody input[type="text"]').val('');
        $("#vo_ttlboxes").html('');
});
```

7. Next select the grid and click on WEB OPTIONS →HTML OPTIONS

   →Attributes. Set it to **class=** *table table-bordered table-striped table-*

   condensed. It is a predefined bootstrap class which provides padding,

   margin, overflow, font-size, borders etc. properties to the grid widget.

8. Save the screen and login to the application using

   http://localhost:8080/workshop.exe/login. When you login successfully,

   notice the *scoutorders* screen opens up and what a difference adding

   Bootstrap functionality makes. Select a scout, and data for that scout will

   populate the grid dynamically.

   Take your time and browse *scoutorders.html* and *scoutorders.css*

   What you learnt in Exercise 4: How to use Bootstrap with Panther HTML