

Part 4: Behavior Implementation (Logic)

We implement the logic in a local handler class `lhc_ZIW_Products`.

1. Determinations

What: Automatically calculate or set data.

Example: `setCurrency`

- **Trigger:** `on modify` (when data changes).
- **Logic:** If `prd_currency` is empty, set it to 'EUR'.
- **EML:** Uses `MODIFY ENTITIES` to update the field.

2. Validations

What: Check data consistency before saving.

Example: `validatePrice`

- **Trigger:** `on save`.
- **Logic:** Check if `prd_price <= 0`.
- **Reporting:** If invalid, add to `failed` (stops save) and `reported` (shows message).

3. Actions

What: Custom business logic triggered by a button.

Example: `applyDiscount`

- **Logic:** Reduce price by 10%.
- **EML:**
 1. `READ ENTITIES` : Get current price.
 2. Calculate new price.
 3. `MODIFY ENTITIES` : Update the price.
 4. Return result for UI update.

4. Entity Manipulation Language (EML)

EML is the ABAP syntax for interacting with RAP business objects.

- `READ ENTITIES` : Read data from the buffer or DB.
- `MODIFY ENTITIES` : Change data in the buffer.
- `%tkey` : Transaction Key (handles draft/active distinction automatically).