

Web Blocks



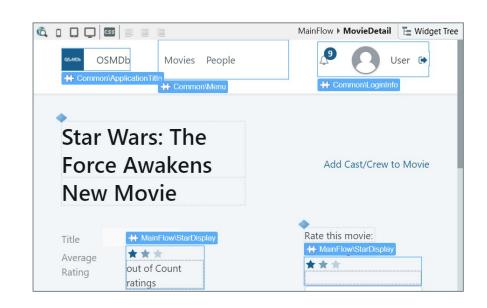
Topics

- Creating a Web Block
- Designing and Using Web Blocks
- Web Block Interactions
 - Events
 - Event Handlers
- Screen Lifecycle with Web Blocks



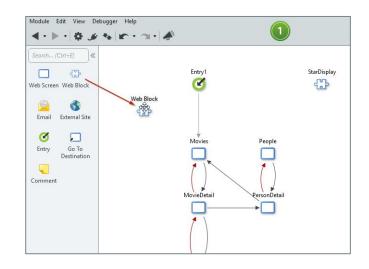
Web Blocks

- A Web Block is a reusable UI component
- Web Blocks promote reusability
 - Develop once, use many times
 - Encapsulates its own logic
- Web Blocks improve maintainability
 - Changes are reflected on every
 Screen that uses the Web Block

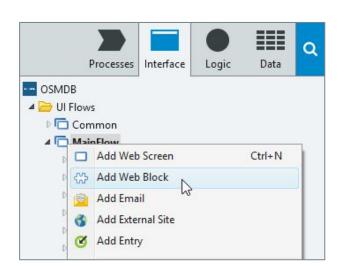




Creating Web Blocks



Drag and Drop



UI Flow context menu



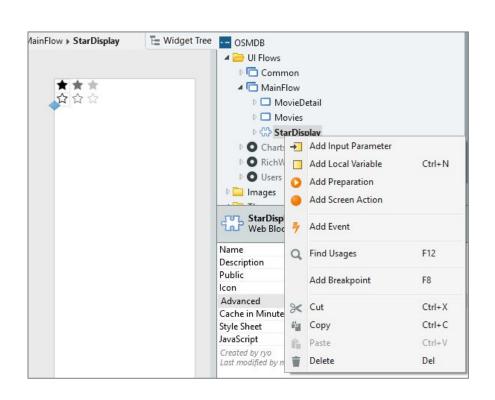
Designing Web Blocks

Web Blocks are designed just like Screens

Web Blocks can have:

- Input Parameters
- Local Variables
- Preparation
- Screen Actions
- Events
- Placeholders

Web Blocks do **not** have Output Parameters



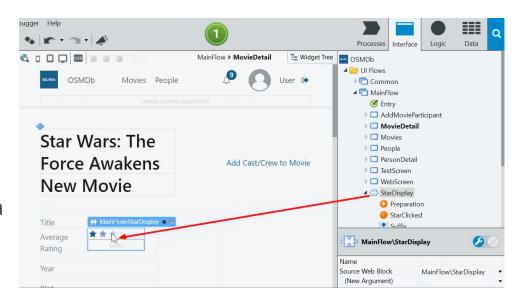


Using Web Blocks

Web Blocks can be placed inside a Web Screen or another Web Block

- **Parent** of the Web Block
- Recursion not allowed

Parents can have multiple instances of a Web Block

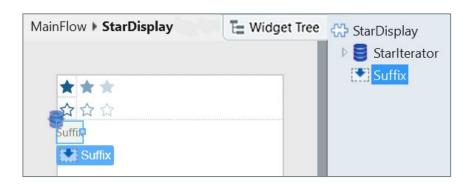




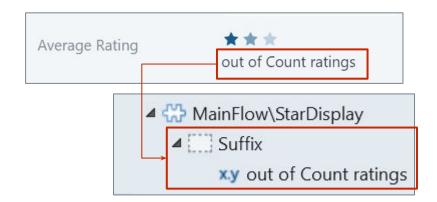
Placeholder Widget

- Only available inside Web Blocks
- Reserves space for dynamic content defined when instantiated

Designing the Web Block



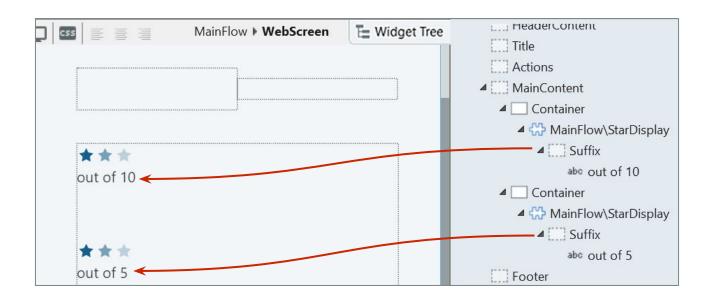
Instance of the Web Block

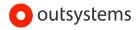


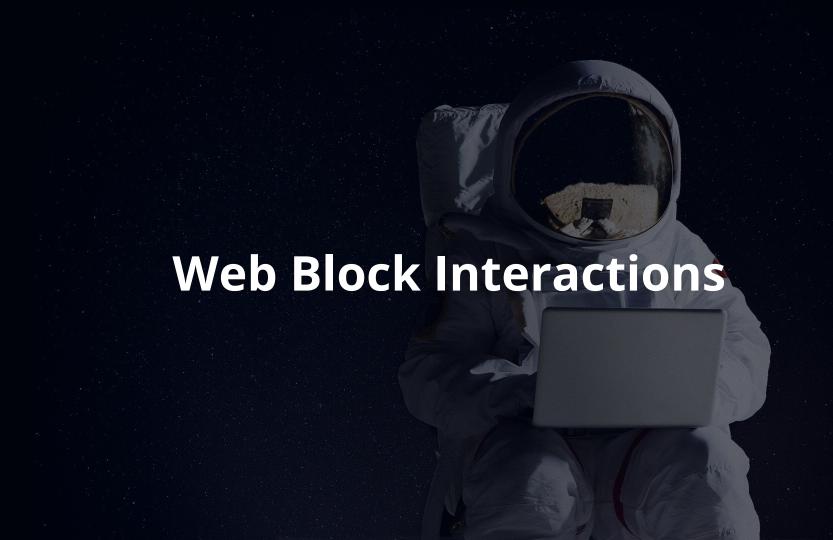


Dynamic Content in Web Blocks

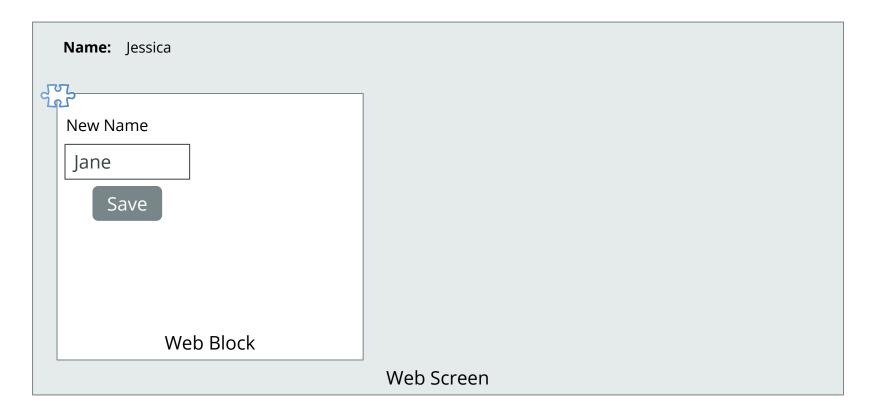
Each instance of the Web Block can have different content inside the Placeholders







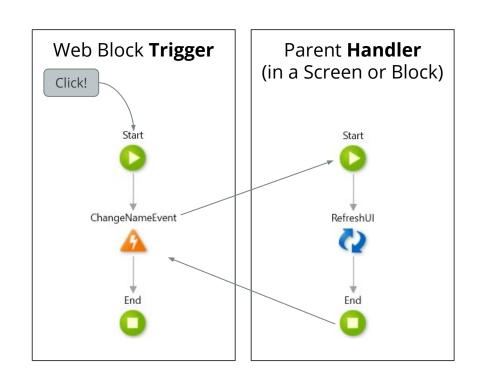
Web Block inside a Screen





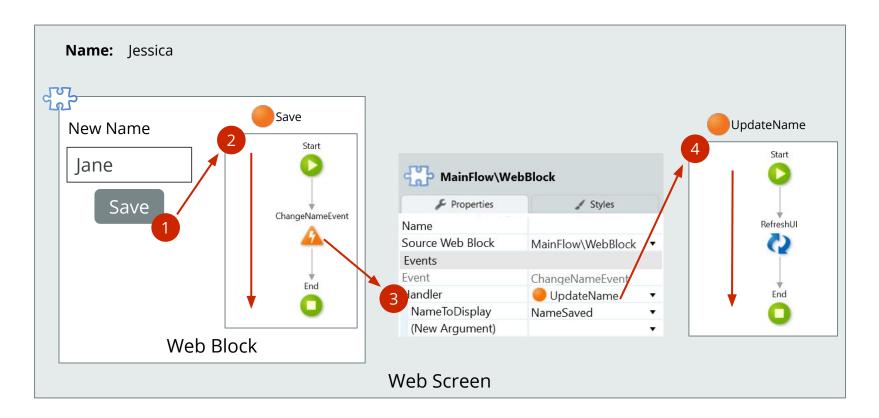
Interaction with the Parent

- Web Blocks have:
 - Their own scope
 - No access to the parent's scope
 - Events to facilitate interaction
- Interaction with the parent is done using events
 - The Web Block **triggers** an event
 - Parent **handles** (reacts to) the event from the block





Triggering and Handling Events

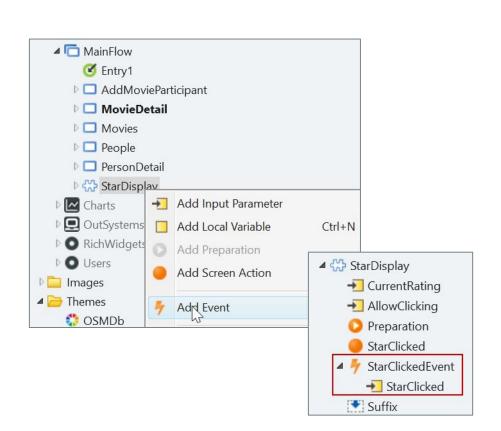


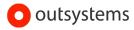




Defining Events

- Events can only be defined in the scope of Web Blocks
- Events can have Input Parameters to send data to the parent
- Input parameters can be defined as mandatory (or not)

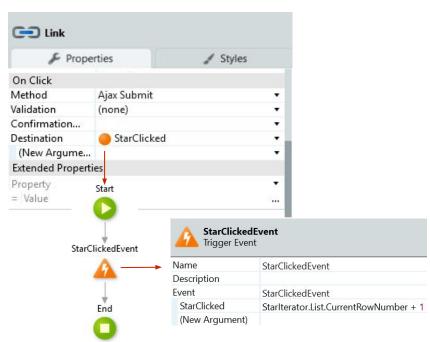




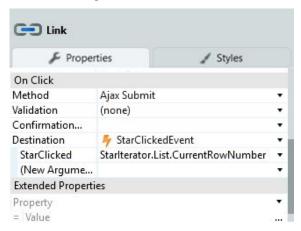
Triggering Events

Events can only be triggered within a Web Block

Inside a Screen Action



Directly as Destination





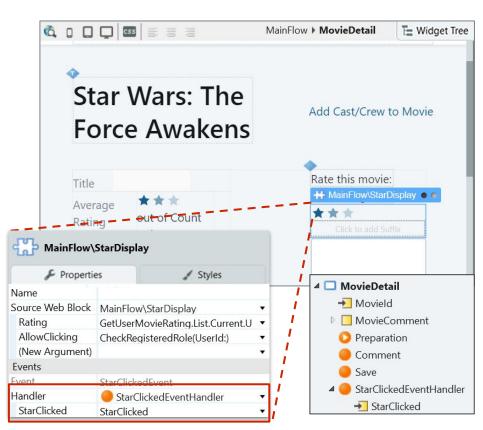
Handling Events

Event handlers

- Screen Actions defined in the scope of the parent
- Specify the logic to handle an Event
- Have access to the Event Input Parameters

When a Web Block triggers an Event

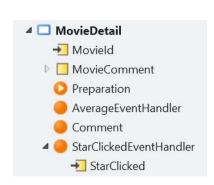
The Event handler Action is executed

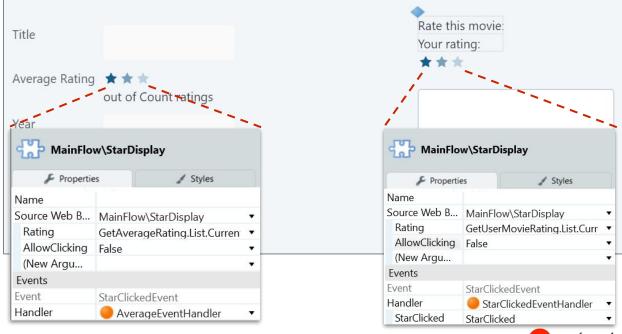




Different Event Handlers

- Each Handler can use a different Screen Action
- The same Screen Action can be used in multiple handlers

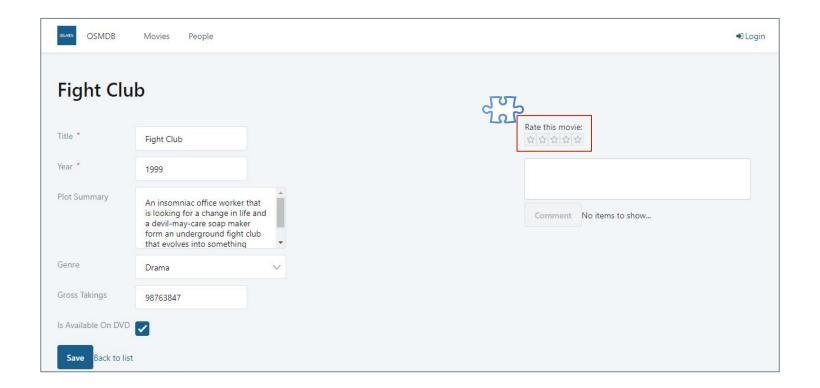






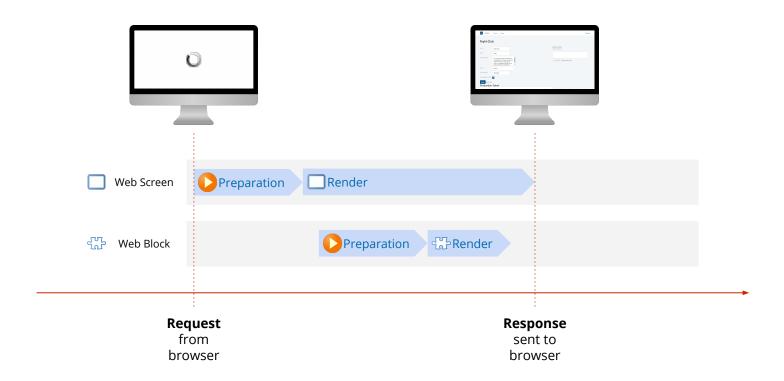


Web Blocks Lifecycle



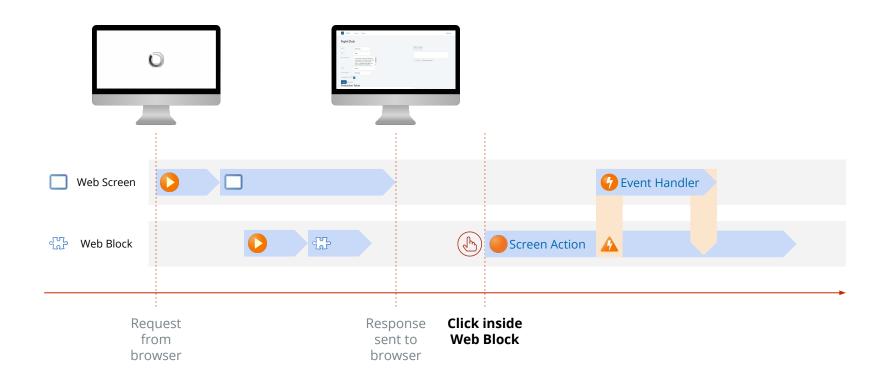


Screen Lifecycle with Web Blocks



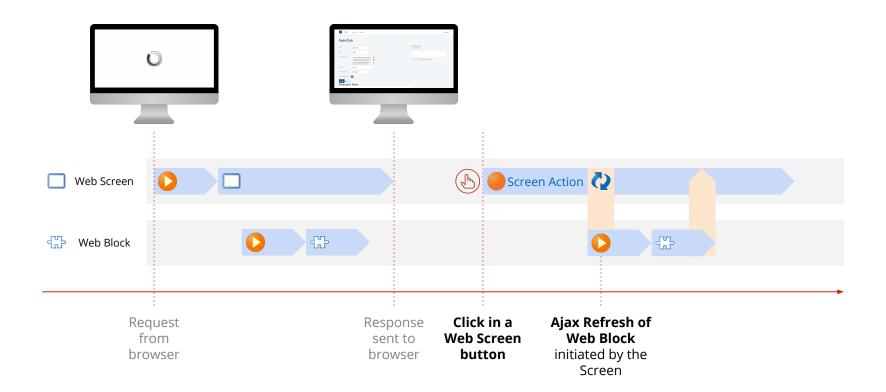


Web Blocks Events Lifecycle





Ajax Refreshing a Web Block





Summary

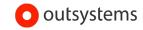
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Web Screen Request

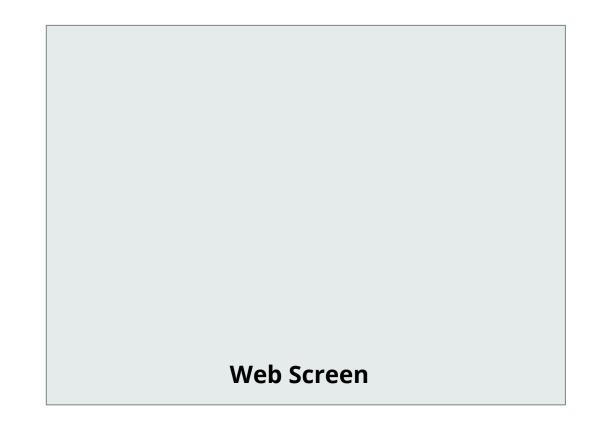




Screen's Preparation Runs



Screen's Preparation

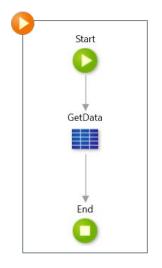




Screen rendering...



Web Block's Preparation



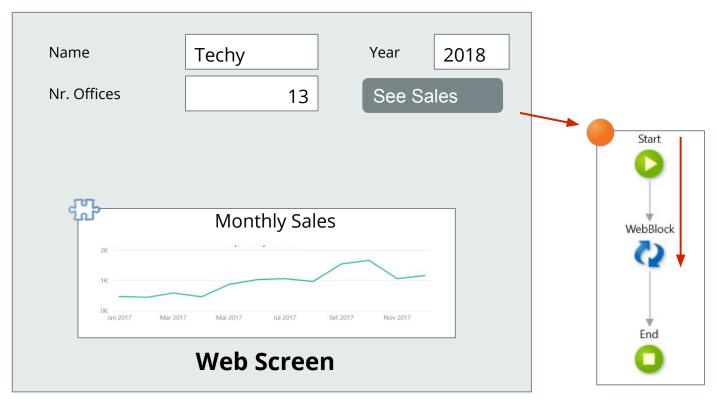


Web Block Rendered



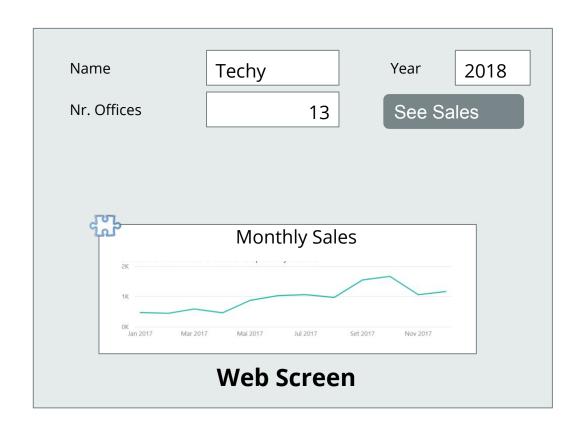


Ajax Request of a Web Block

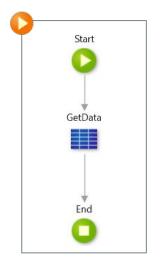




Web Block's Preparation Runs



Web Block's Preparation





Web Block UI is rendered



Web Block's Preparation

