

Topics

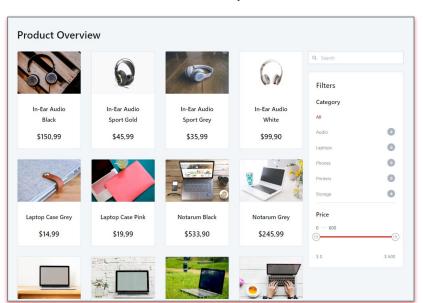
- Screen Templates
 - Creating Template-based Screens
 - Sample Data
 - Replace Data
- Scaffolding Patterns
 - List Screen
 - Detail Screen



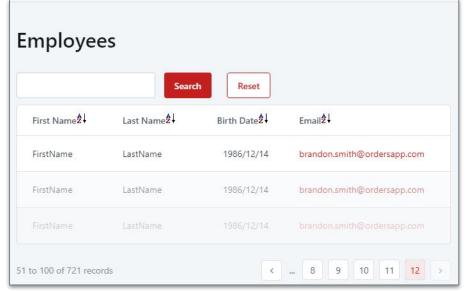
Accelerating UI Development

OutSystems has accelerators that speed up the application development

Screen Templates



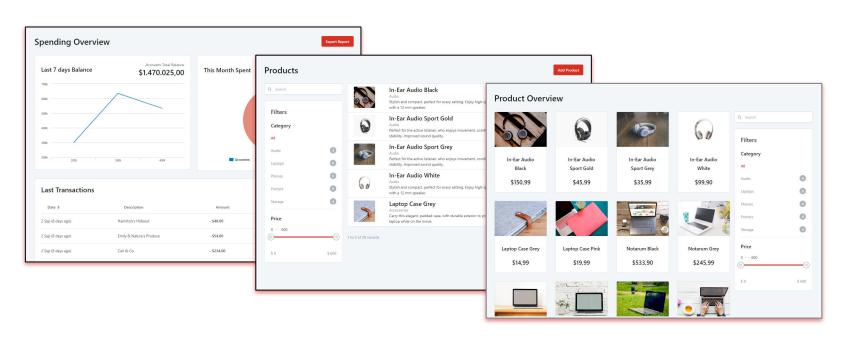
Scaffolding Patterns





Screen Templates

Pre-built Screens that implement typical scenarios with logic and data





Using a Template to create a Screen

The created Screen is a copy of the template including all the layouts, widgets, styles and logic

- Built with OutSystems UI
- Can be published and used immediately
- Speeds up development

The Screen uses **sample data** to populate the UI & enable logic

Will be replaced by your data





Sample Data

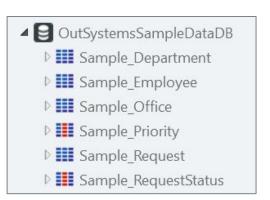
Consists of example entities and records that support the scenarios implemented in the screen templates

Used on Screens created from Templates

OutSystemsSampleDataDB module (dependency)

Backoffice available to view, import and reset data

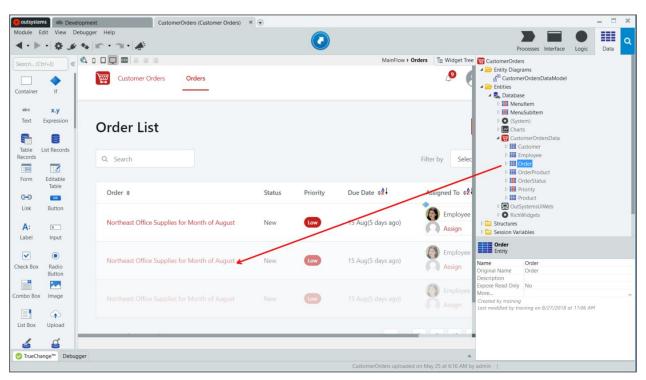
http://<yourserver>/OutSystemsSampleData





Replacing Sample Data

Sample data can be replaced by real data





How "Replace Data" Works

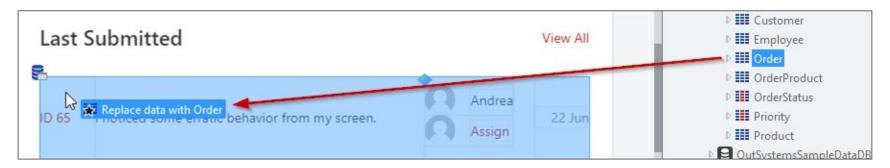
Drag and drop an Entity to a widget that supports automatic data replacement

• Form, List / Table Records, etc.

Service Studio maps the fields from the Sample Entity to the real Entity

- Name or data type
- May not result in "optimal" matches

Also works on Screens **not** based on Templates

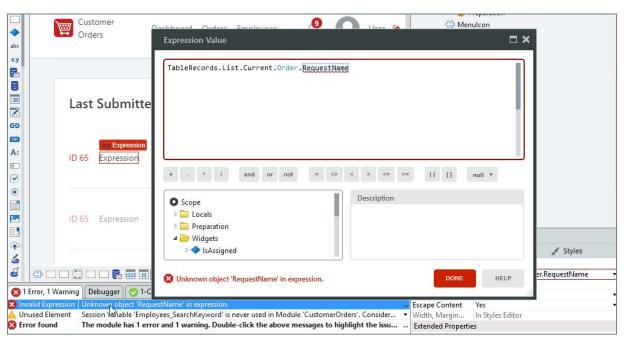




After the Replace Data

Use TrueChange to find the errors and warnings and fix them to use the real data

- Delete unnecessary information
- Check the mappings that did not cause an error





Scaffolding Patterns

Scaffolding patterns provide automation for data driven screens

- Create Screens and logic in a few clicks
- Good starting point for building applications
- Allow further customization to the end-user needs

Scaffolding patterns allow creating:

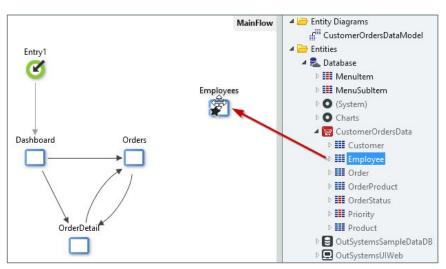
- List and Detail Screens
- Detail Lists in a Master Screen
- Contextual Popup Info Balloons
- And more...

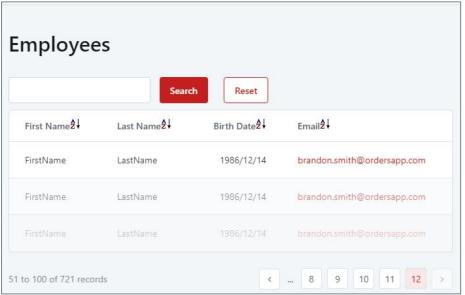


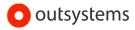
List Screen

Dragging an Entity to a UI Flow creates a List Screen

Logic and UI are automatically created, but can be modified

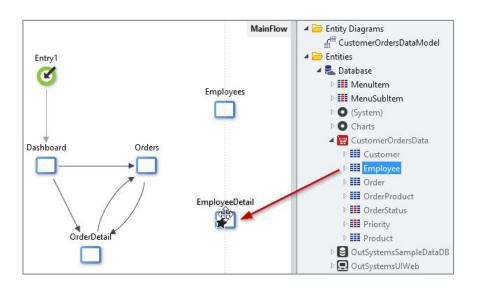


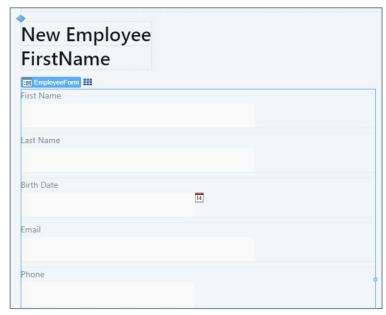




Detail Screen

Dragging an Entity to a UI Flow for the second time creates a Detail Screen Logic and UI are automatically created, but can be modified







Summary

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