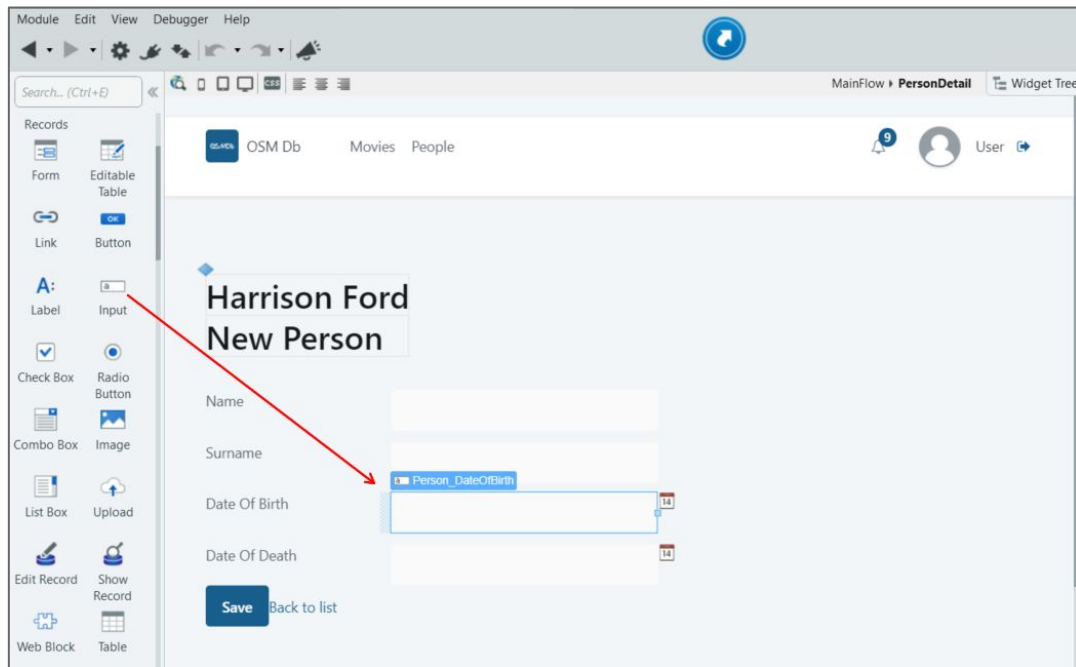# Widgets I

Topics

- Widgets and their properties
- Simple Widgets
  - Text and Expression
  - Image
- Multiple Record Widgets
  - Table Records
  - List Records
- Input Widgets
  - Label and Input
- Form Widget

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Widgets: Basic Building Blocks of Screens

Widgets are visual elements that make up Screens; just drag and drop one on the Screen
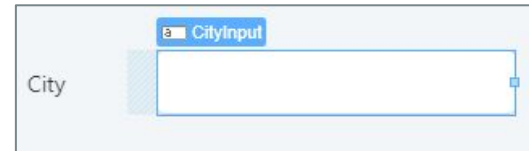
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Widgets Properties

Every widget has a set of properties
which can be defined, when applicable:
- Source data
- Behavior
- Styles

The properties should be set properly
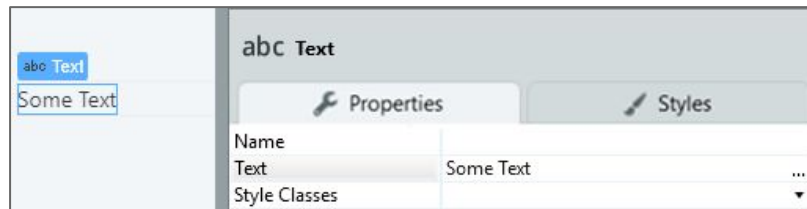after dragging the widget to the Screen

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Displaying Text

abc Text Widget

- Displays static text
- Text property defines what appears on the Screen

x.y Expression Widget

- Displays "calculated" values
- *Value* property is evaluated at runtime and the result is displayed
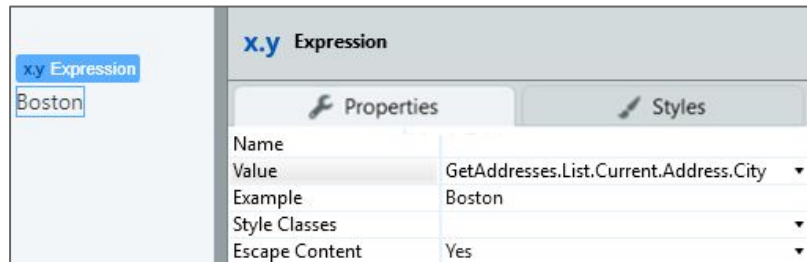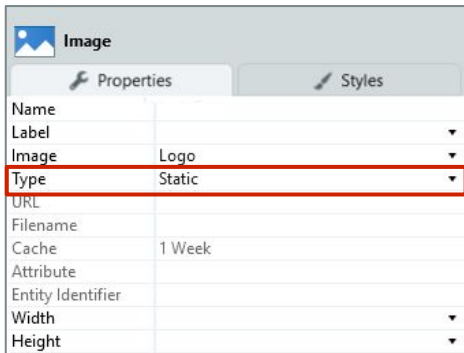- *Example* property is displayed for preview purposes

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Image Widget

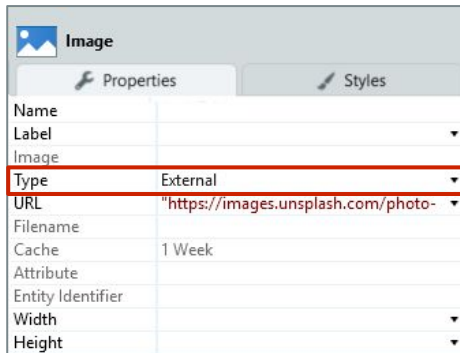Displays an Image on a Screen; the source of the image is defined in the *Type* property

Static image	External	Database
Image must be included in the module as a resource	Accessible through an URL	Binary Data Entity attribute
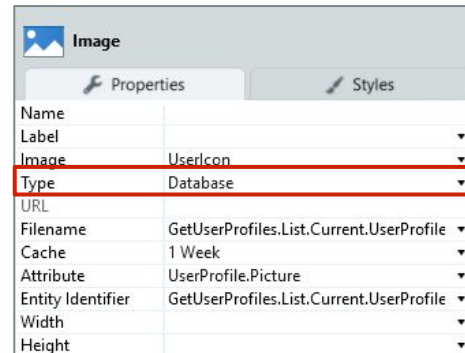
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Table Records Widget

Displays multiple records in a tabular layout
- One record per row
- Each cell holds other widgets
- Cell dimensions depend on the size of the returned value of the expression element

Bound to a *Source Record List*
- Source of data to be displayed

Holds a copy of the Source Record List
- The copy is iterated to display the data on the Screen

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Table Records Widget Layout

Accelerators create one column per attribute of the Entity

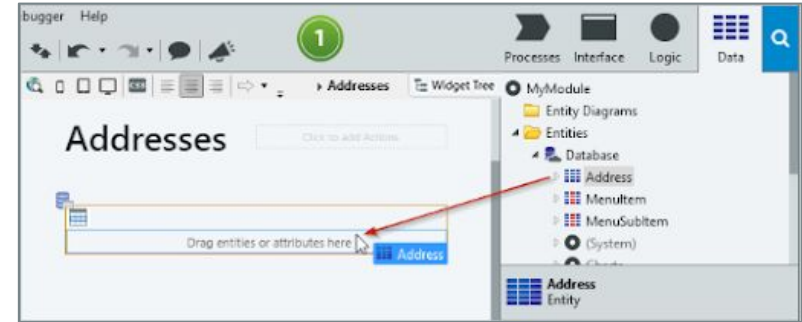- Initial columns created can be changed!

Table toolbar allows editing the Table

- Add new column
- Delete columns
- Move columns

Widgets can be dragged and dropped between columns

- Styles can also be adjusted

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List Records Widget
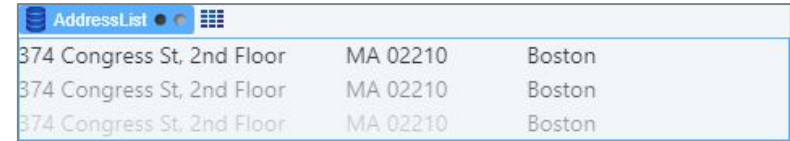
Displays multiple records in a free-form layout

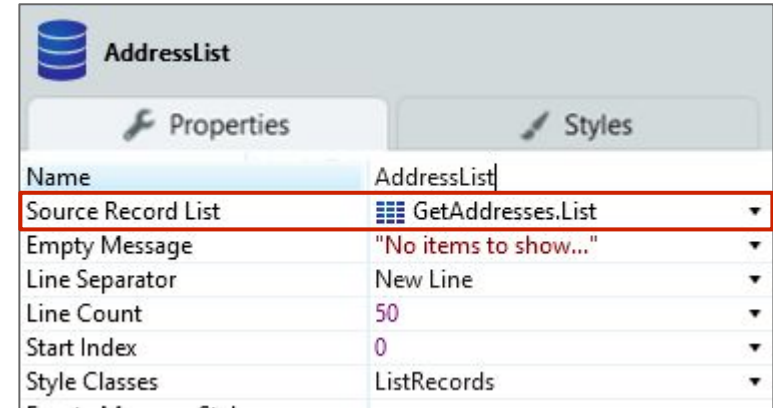- Records separated by the *Line Separator*

Bound to a *Source Record List*

- Source of data to be displayed

Holds a copy of the Source Record List

- The copy is iterated to display the data on the Screen

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Input Widgets

Input Widget

- Allows an end-user to submit data by entering information in it
- Bound to a variable that will hold the data entered by the user
- Can be set to mandatory
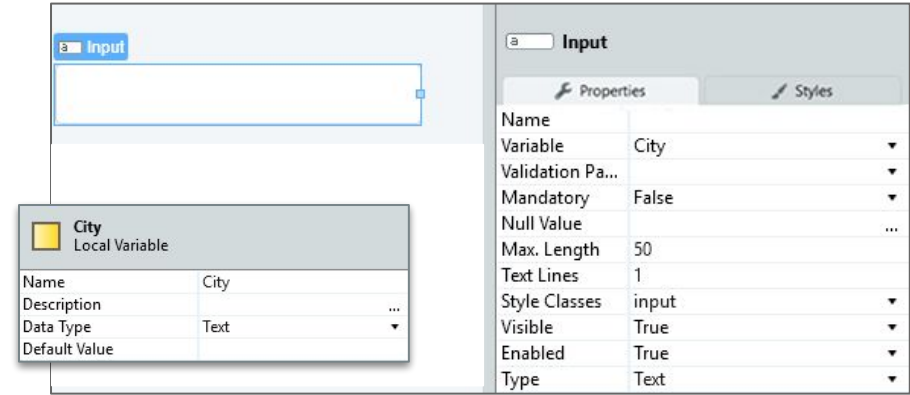
Input Password Widget
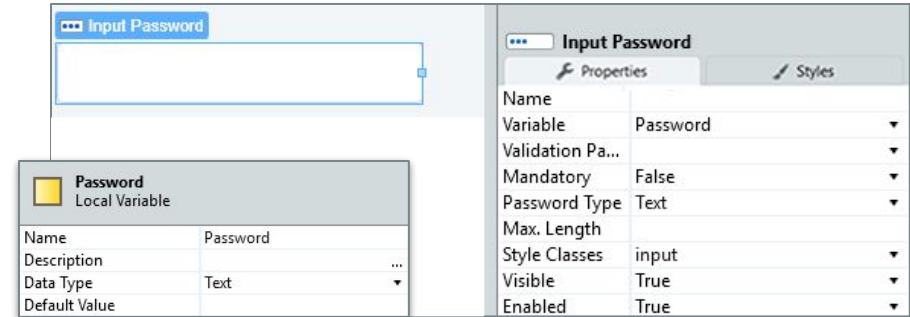
- Similar to the Input widget, but with the content entered in the widget is **masked**
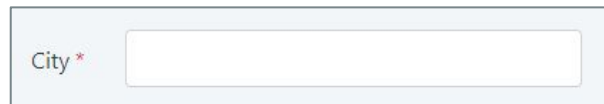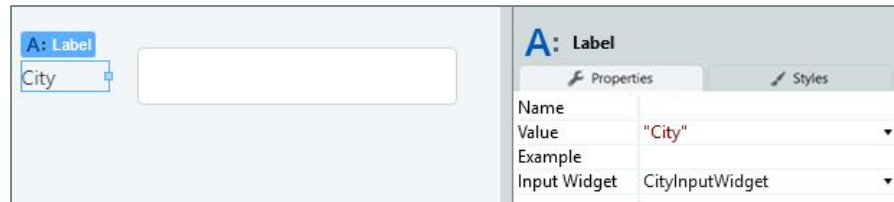- Can have text or numeric values

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A: **Label Widget**

A label to be displayed next to an Input Widget

Evaluates the *Value* property and displays the result

Can be bound to an *Input Widget*
- Mandatory Inputs generate a visual cue on the Label at runtime

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Form Widget

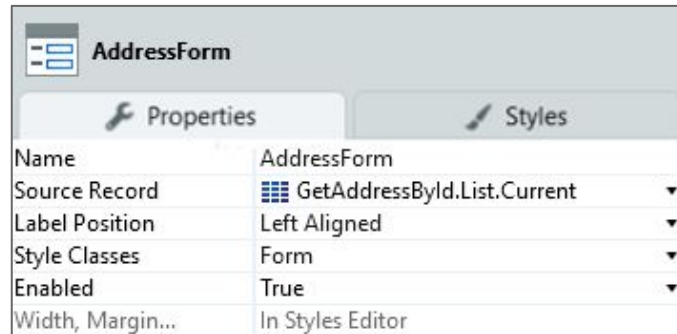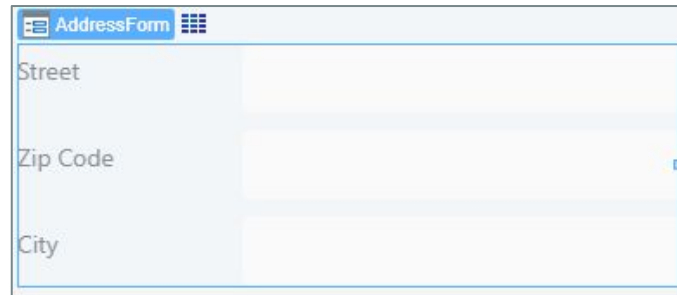Presents a single record for display or editing
- No layout constraints

Bound to a Source Record
- Source of data to be displayed or edited

Holds a copy of the Source Record
- Displays the copy if it has data
- Otherwise appears empty

AddressForm	
Properties	**Styles**
Name	AddressForm
Source Record	GetAddressById.List.Current
Label Position	Left Aligned
Style Classes	Form
Enabled	True
Width, Margin...	In Styles Editor

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Form Widget

Accelerators create a row which will contain
a Label and an Input Widget by default

- e.g. Drag and drop an Entity attribute
- The Input's *Variable* references the Form's
  copy of the Source Record

Important to note:

The Form can contain other widgets!

Summary

- Widgets and their properties
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  - Text and Expression
  - Image
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Widgets I

Thank You!