



4.4 Solution



1. Create an activity and assign it to an underwriter in a new Job enhancement.

JobEnhancement.gsx

```
package gw.acme.pc.enhancements.entity

uses gw.api.locale.DisplayKey

enhancement JobEnhancement: Job {
  function createInspectVehiclesActivity_Ext() : void {
    var isBusinessAuto = this.Policy.ProductCode == "BusinessAuto"
    var answerToAgentInspected = this.LatestPeriod.PeriodAnswers.firstWhere(\q -> q.QuestionCode ==
"AgentInspected" ).BooleanAnswer
    var activityExists = this.AllOpenActivities.hasMatch(\act -> act.ActivityPattern.Code ==
"Inspect_vehicles_Ext")

    if( isBusinessAuto && !answerToAgentInspected && !activityExists ) {
      var pattern = ActivityPattern.finder.getActivityPatternByCode("Inspect_vehicles_Ext")
      var description = DisplayKey.get("Ext.InspectVehicles",
this.LatestPeriod.PrimaryNamedInsured.DisplayName)

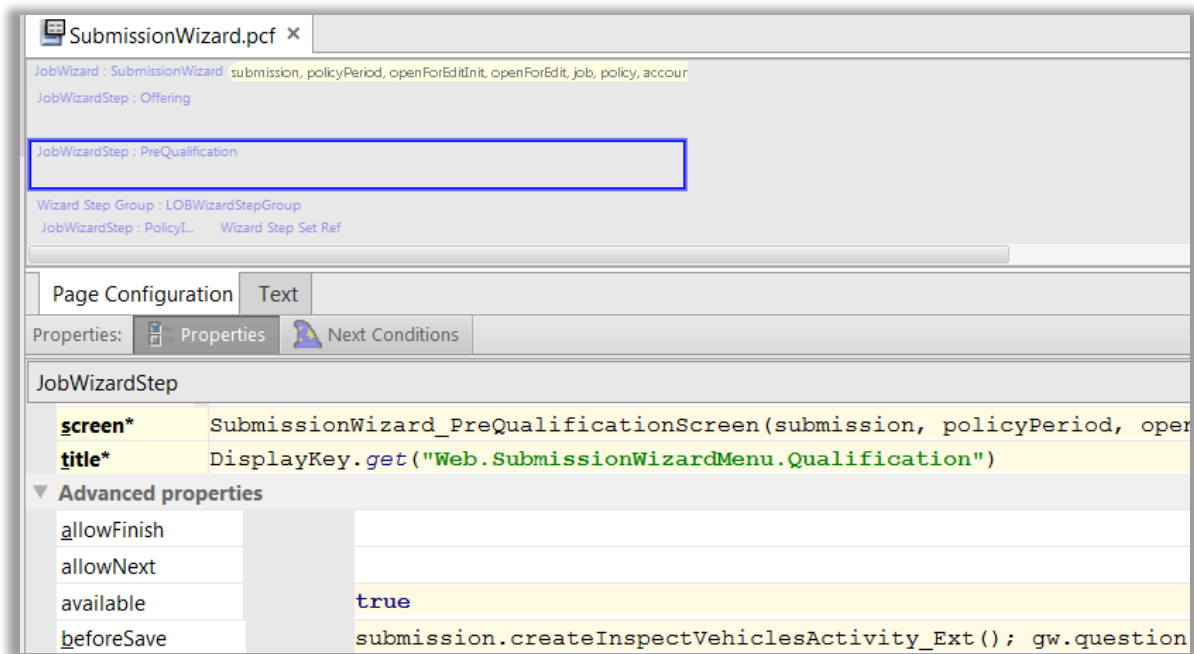
      this.createRoleActivity(typekey.UserRole.TC_UNDERWRITER, pattern, null, description)
    }
  }
}
```

display.properties

```
Ext.InspectVehicles = For customer, {0}, inspect all vehicles.
```

2. Call the new function from the job wizard.

Call `createInspectVehiclesActivity_Ext()` from the PreQualification wizard step in the SubmissionWizard.pcf. Use the `beforeSave` property of the wizard step to call the code.



3. Either reload PCF by clicking ALT + SHIFT + L in the browser or restart the server.

4.5 References

4.5.1 Assignment

1. **Guidewire refers to certain business entities as assignable entities. There are two types of assignable entities: Primary vs Role Based.**
 - **Primary** assignment (discussed in this lesson): The entity can have a single owner only. In the base configuration, this applies to Activity entities. To be primarily assignable, an entity must implement Assignable and PCAssignable delegates, which provide methods and fields needed for assignment.
 - **Role-based** assignment: The entity has a set of users – with different roles – assigned to it. In the base configuration, this applies to Account, Job (and its subtypes), and Policy entities.
2. **An activity can be assigned to a user or a queue. Under no circumstances should you configure the application so that an entity is assigned at the same time to both a queue and a user.**

When an activity is assigned to a user, it is considered owned by both the user and the group. It appears in the user's My Activities desktop list.

3. An activity is assigned either by Assignment rules or assignment classes or combination of both.

4. Assignment rules:

- `GlobalActivityAssignmentRules` and `DefaultGroupActivityAssignmentRules`.
- Calling the `Activity.autoAssign()` and `Activity.autoAssign(group, null)` in the Gosu code will trigger the assignment rules to be run.

Note: Never call the `autoAssign()` methods in the assignment rules. If `userId` is not null in the call to `autoAssign(group, user)`, no assignment rules are run, and the activity is assigned to the specified user directly.

- The assignment rules can then call other Activity assignment methods to construct the assignment logic, such as round robin to a user in a group based on location.

5. Assignment classes

- Some files that contain assignment logics in the default configuration.

```
gsrc/gw/assignment: AssignmentUtil, AuditAssignmentEnhancement,  
JobAssignmentEnhancement
```

- The assignment classes can call the Activity assignment methods to initiate assignment logic.

6. Common assignment strategies

- Assign to a specific group and then round-robin among users
 - Round robin ignores users that lack permission to own the object
 - Round-robin functionality can be configured to take into account user workload/load factors
- Assign to a specific group and user
- Assign to a queue

7. Common assignment methods on the Activity entity

- Assignment methods return boolean values

True: assignment was successful

False: unsuccessful, appropriate group (or user) could not be found

Context	Method	Assigns to
Group	<code>assignGroup</code>	Named group
Group	<code>assignGroupByLocation</code>	Group matching specified location and group type
User	<code>assign()</code>	Named user (and group)
User	<code>assignUserAndDefaultGroup()</code>	Named user (default group)
Queue	<code>assignActivityToQueue()</code>	Named Queue