



--- Hands on

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Portugal 

Index

Week #3 – Practical Lesson #3

1. Adding logic
2. Validations
3. Automation

Project: Build a Warship App

So now we have our basic app in place and users can maintain data and manage the project. However, we have some business rules for these type of projects that we'd like to put into place.

Building a War Ship is not all sunshine, rainbows and lollipops. It's hard work that has to be done right.

We want to prevent our enemies from blowing up our Ship by fully staffing our project with enough Flaw Inspectors to catch unsecured weak points. The Flaw Inspectors need to be fully staffed on each project and even put in overtime hours. The boss can spot a weak spot from 100 nautical miles away!

You'll need to create a validation rule that prevents users from saving a record for a Flaw Inspector if the utilization is less than 150%. Let's hope this keeps our War Ship from being blown to smithereens.

Before Start: Is your Developer Org up and running? Have you created the data model from last class?

Validations



Create a Validation Rule for the Resources

1. **Rule Name:** Inspectors_Must_Work_Overtime
2. **Error Condition Formula:** The name of the Resource is “Flaw Inspector” and the utilization is less than 150%
3. **Error Message:** “Flaw Inspectors must work at least 150%. No coffe breaks!”
4. **Error Location:** <You choose>

Automation

Use the Process Builder

1. **Process Name:** Fully Operational War Ship
2. **Process starts when:** A record changes
3. **Object :** War Ship
4. **Start the process:** when a record is created or edited
5. **Criteria:** When the Weapon Status becomes “Fully Operational”
6. **Actions:**
 - a. Alterar o valor do campo “Project Status” para **Complete**
 - b. Postar uma mensagem no Chatter: {![Warship__c].Name} is complete! Now witness the power of a fully armed and operational War Ship!



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