

# Day 2

# Technical Training

Odoo JavaScript Framework

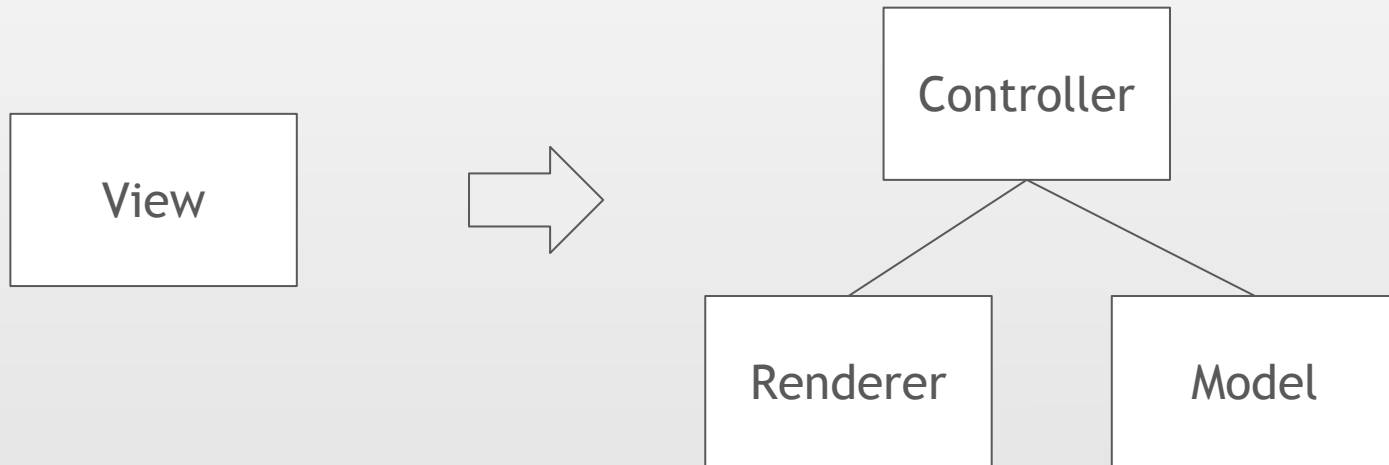
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RD Framework Team

**Welcome back!**

Topic of the day:

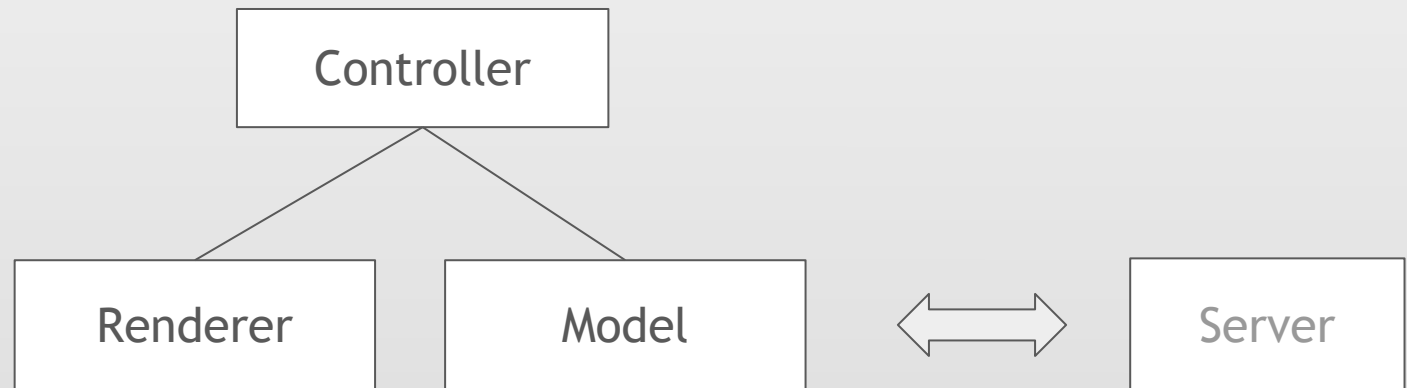
working with JS views

# Views Architecture: MVC



# Views Architecture: main classes and roles

- *AbstractView*: factory, set up the MVC, parse the arch, configure renderer, controller, model
- *AbstractController*: coordinate the renderer/model, coordinate with the rest of the web client (and the search view, indirectly), take care of the control panel
- *AbstractRenderer*: rendering
- *AbstractModel*: load and process data, talk to the server

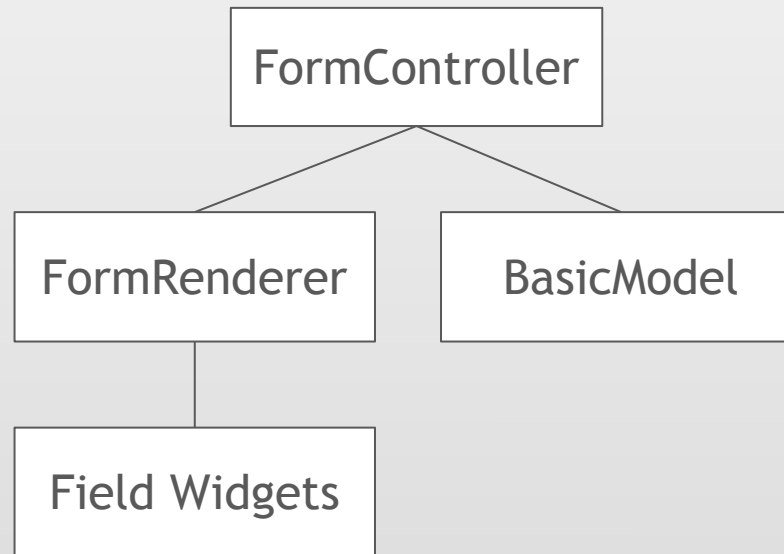


# Basic Views

BasicView: Form, List, Kanban

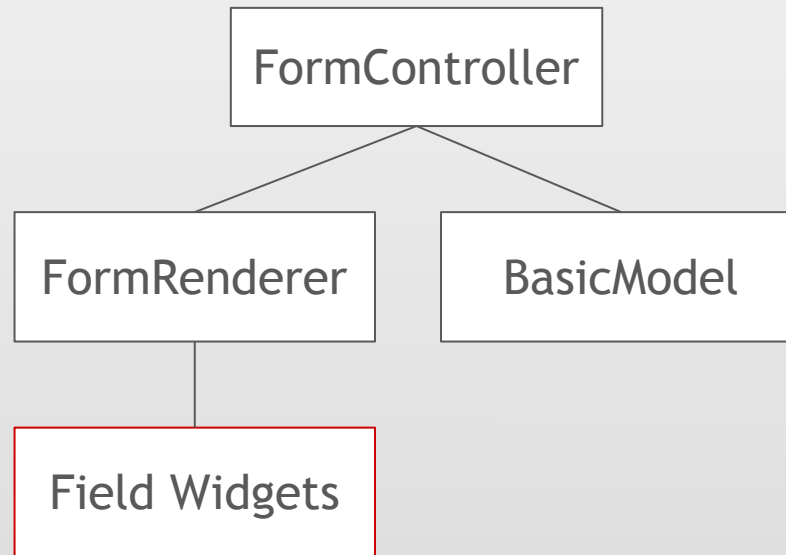
Common base: BaseModel, BasicRenderer, BasicView, BasicController

Support for field widgets, for modifiers (readonly/invisible/...), ...



# AbstractField

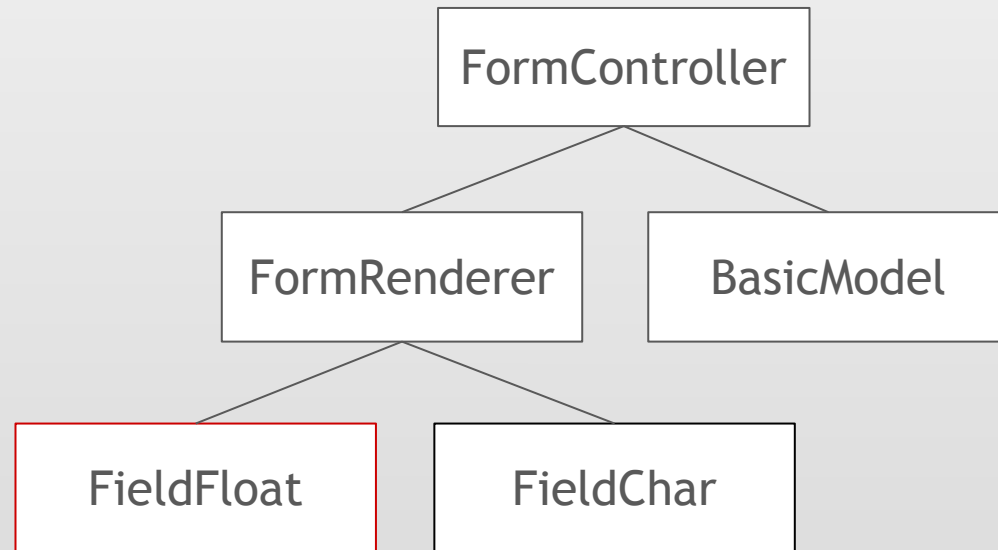
- 2 modes: readonly, edit
- does not switch between mode (is destroyed and recreated)
- represent a value, but is not the owner of the state
- works in all basic views (form/list/kanban)



# AbstractField:

## what happens when a value change

1. the user changes a value (for ex, in a float field, form view, edit mode)

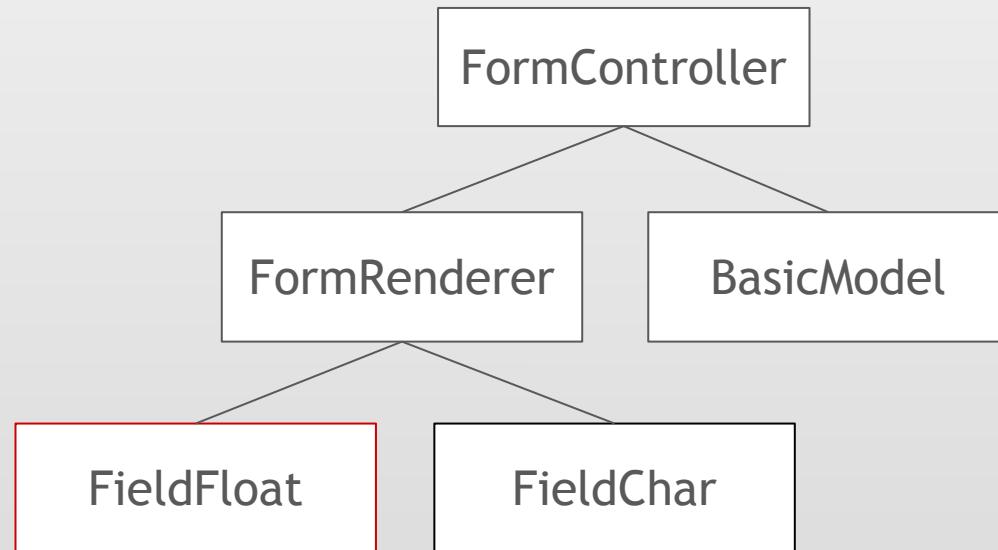




# AbstractField:

## what happens when a value change

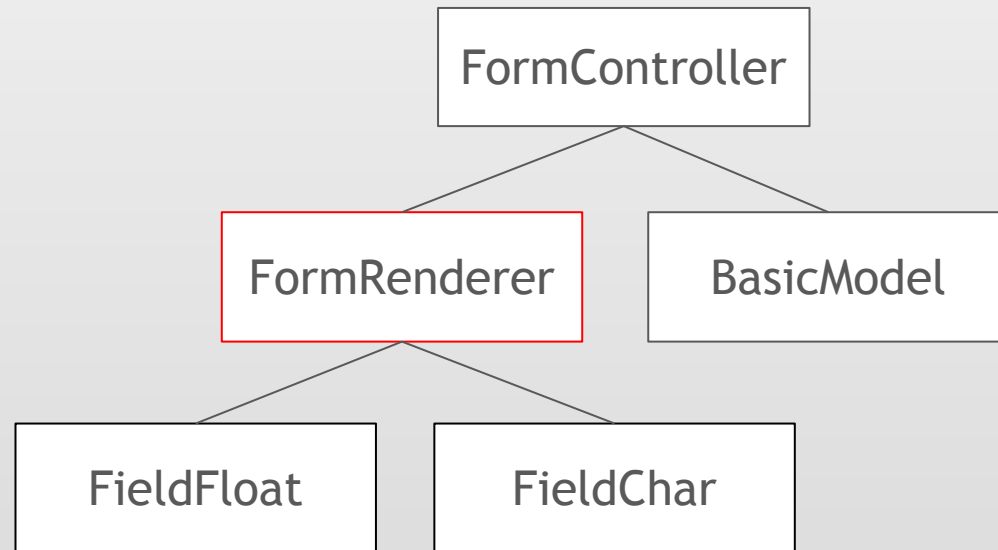
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2. the widget call the `_setValue` method, it triggers up an event



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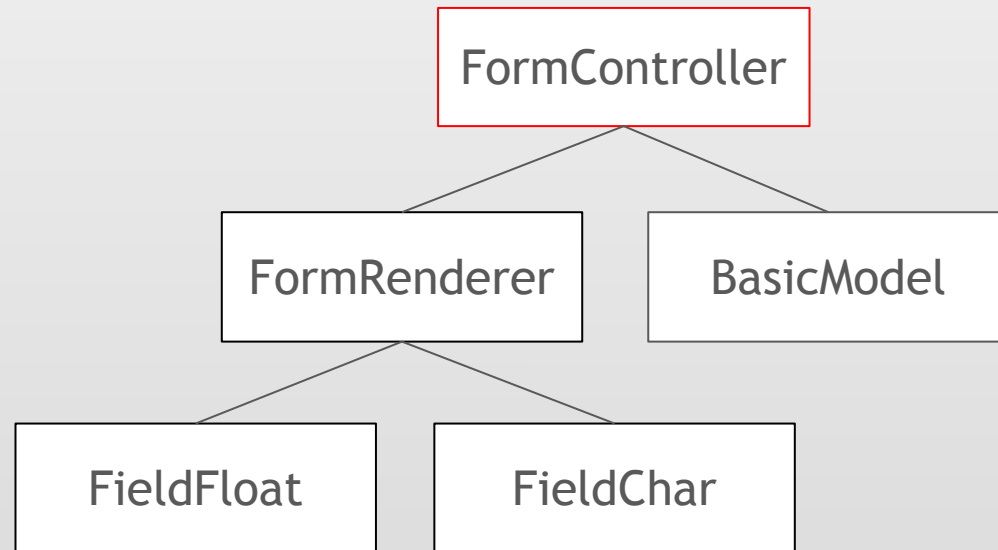
1. the user changes a value (for ex, in a float field, form view, edit mode)
2. the widget call the `_setValue` method, it triggers up an event
3. the event bubble up to renderer, nothing happens



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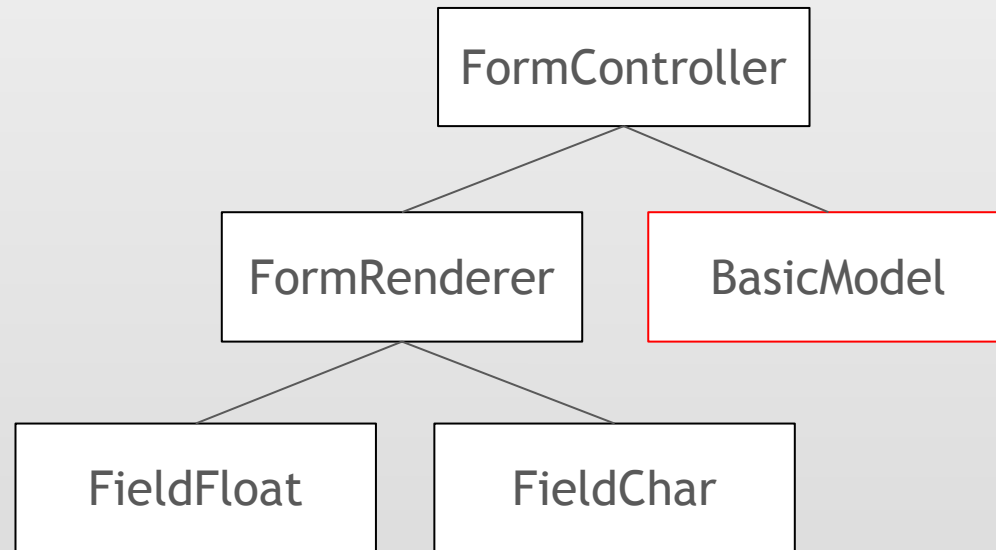
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2. the widget call the `_setValue` method, it triggers up an event
3. the event bubble up to renderer, nothing happens
4. it arrives in controller



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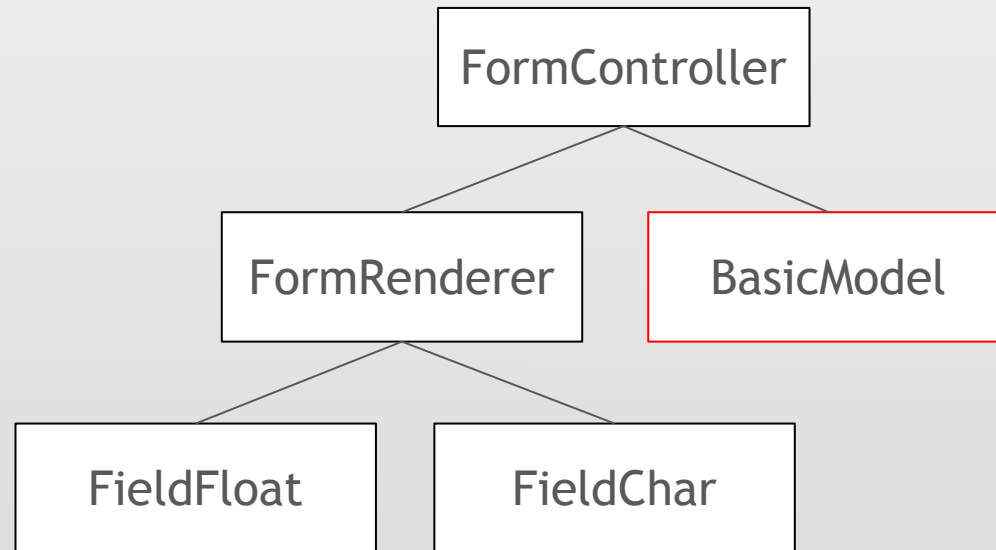
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2. the widget call the `_setValue` method, it triggers up an event
3. the event bubble up to renderer, nothing happens
4. it arrives in controller
5. controller notifies model



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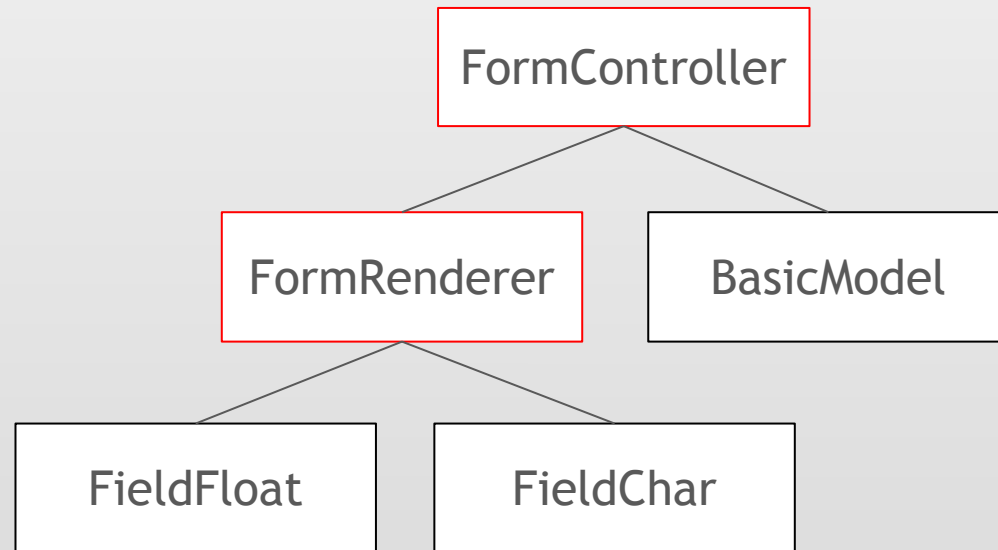
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2. the widget call the `_setValue` method, it triggers up an event
3. the event bubble up to renderer, nothing happens
4. it arrives in controller
5. controller notifies model
6. model apply change, apply onchanges if necessary (async: talk to server)



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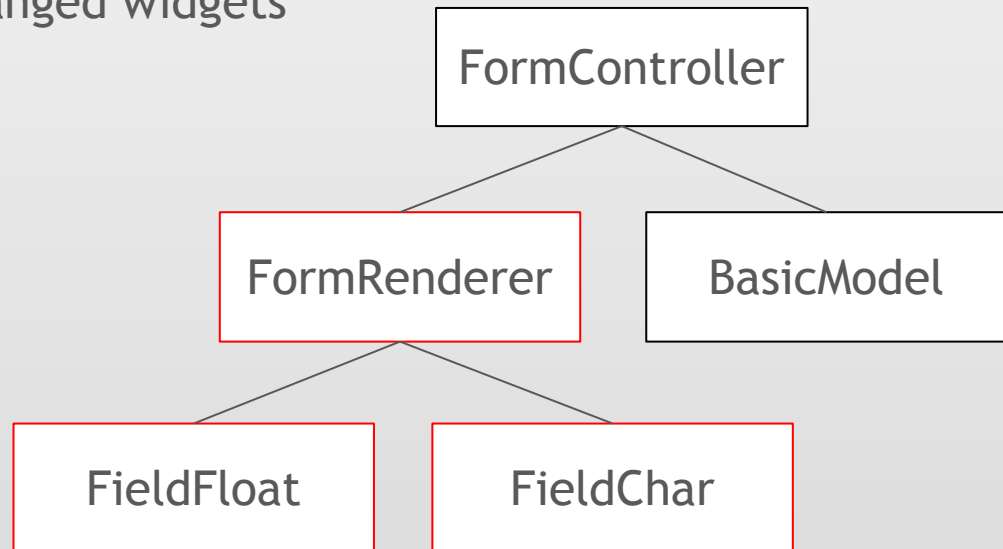
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6. model apply change, apply onchanges if necessary (async: talk to server)
7. the controller get new values and update renderer



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## what happens when a value change

1. the user changes a value (for ex, in a float field, form view, edit mode)
2. the widget call the `_setValue` method, it triggers up an event
3. the event bubble up to renderer, nothing happens
4. it arrives in controller
5. controller notifies model
6. model apply change, apply onchanges if necessary (async: talk to server)
7. the controller get new values and update renderer
8. renderer update all changed widgets



Let's get to work.