

## Chapter III

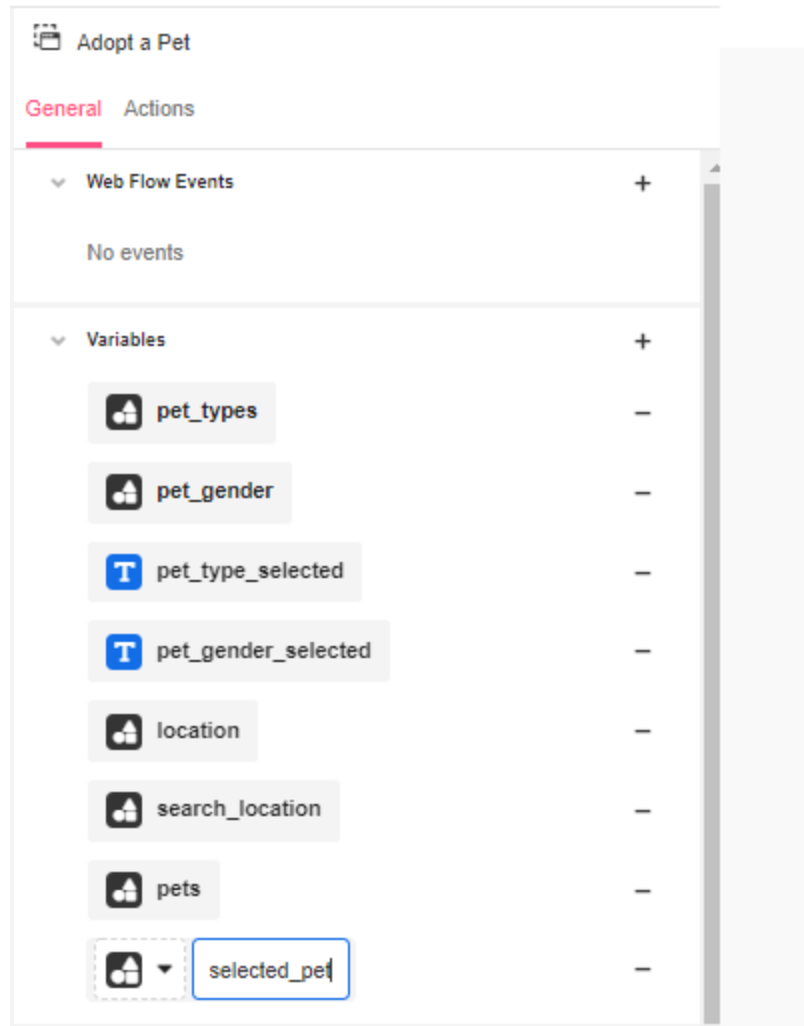
- Building the Display Pets Web Page
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  - Uploading Images to Media Library
  - Adding and Configuring Controls
    - Configuring the Repeater
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## Building the Display Pets Web Page

At the end of Chapter II, we added a third Web Page to the app. This Web Page will list all adoptable pets and allow the user to check the information on each one of them before adopting. To resume building it, let's follow these steps:

### Creating the Variables

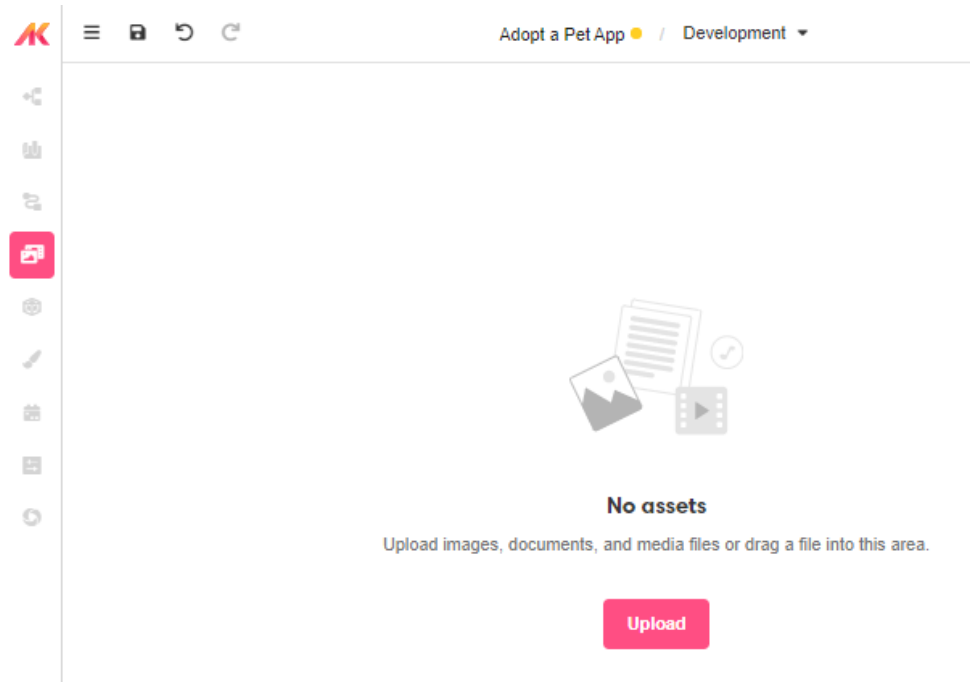
1. In Web Builder, at the Web Flow level, add the following Variable of type Any that is going to be used in this Web Page:
  - a. **selected\_pet**



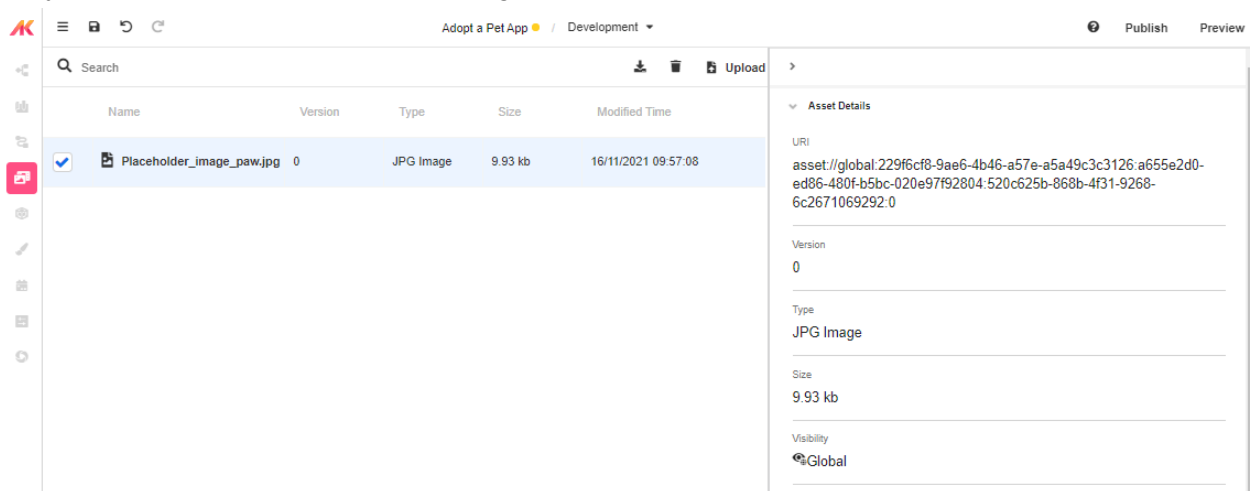
## Uploading Images to Media Library

In Media Library, we will add a placeholder image that will be used later on when adding the list of pets to the app.

1. Go to Media Library and click on Upload to drag or choose from your computer the image to be used as a placeholder.

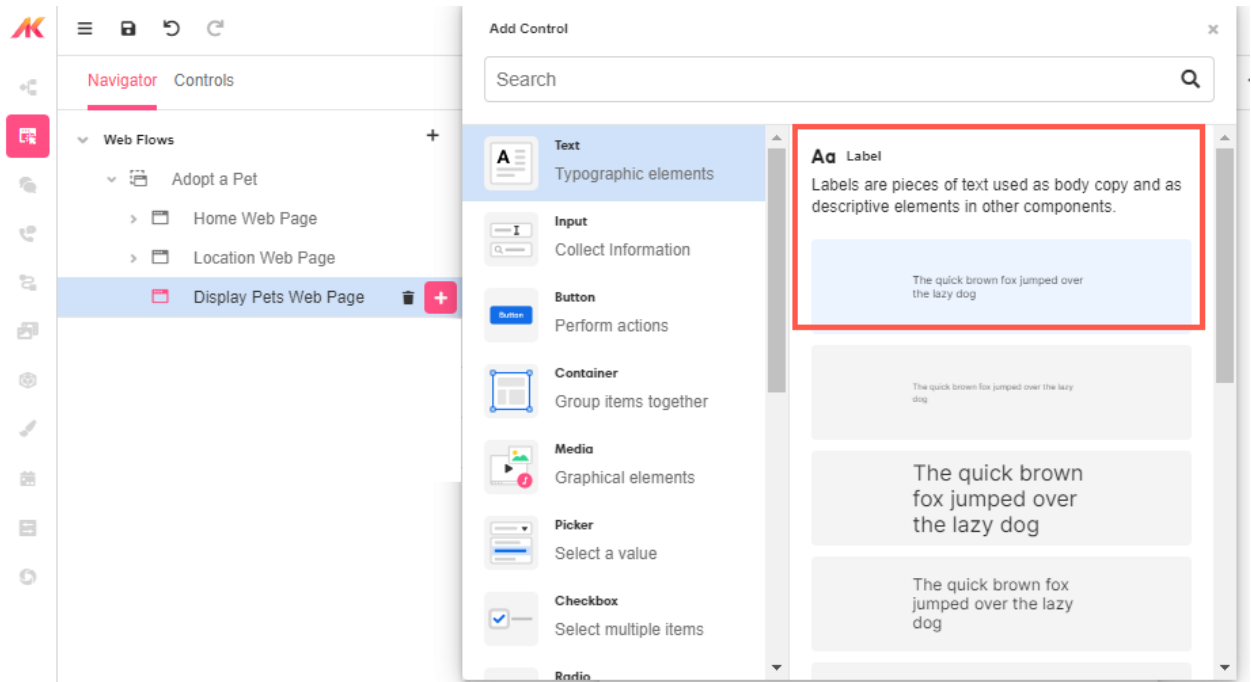


2. Once uploaded, check the URL in Asset Details since you'll need to come back here to copy and paste it later on when building the app in Web Builder.

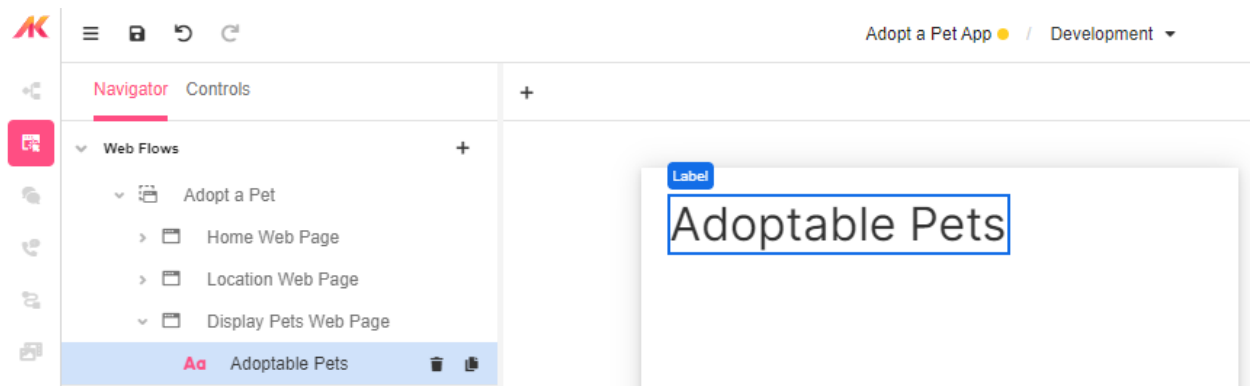


## Adding the Controls

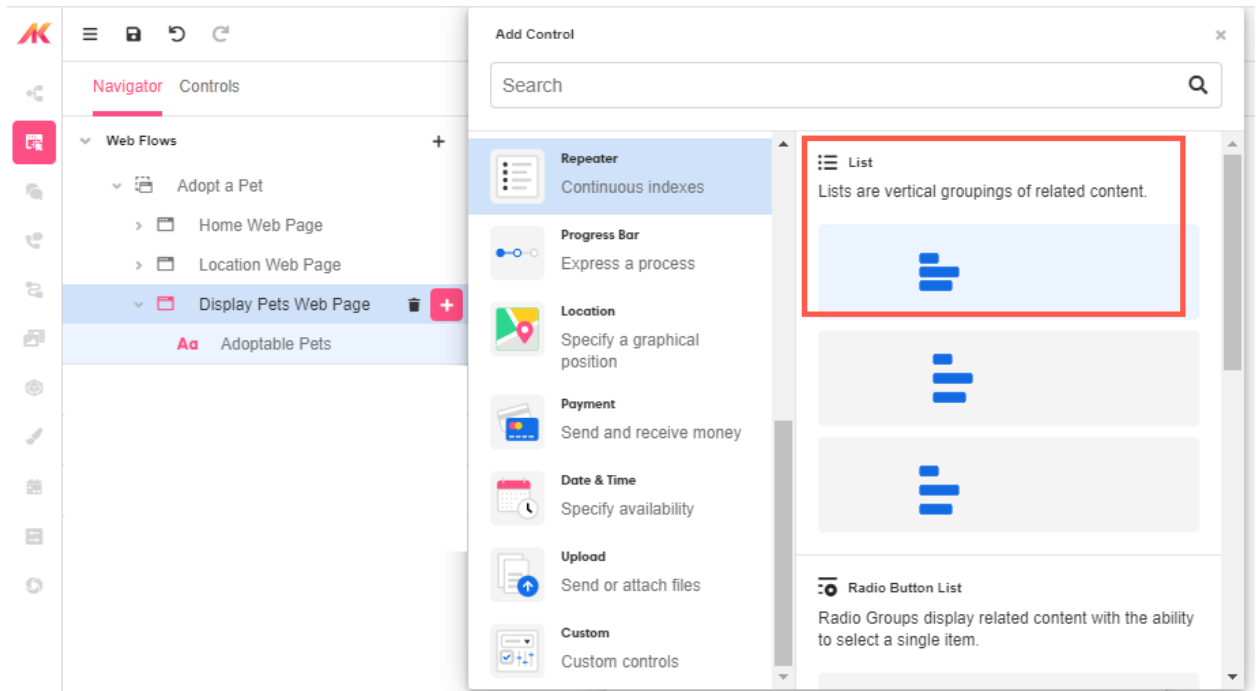
1. In Web Builder, rename the third Web Page to Display Pets Web Page and click on the '+' icon next to it to add a Label.



Let's rename it to "Adoptable Pets" and select the headingLabel Variant.



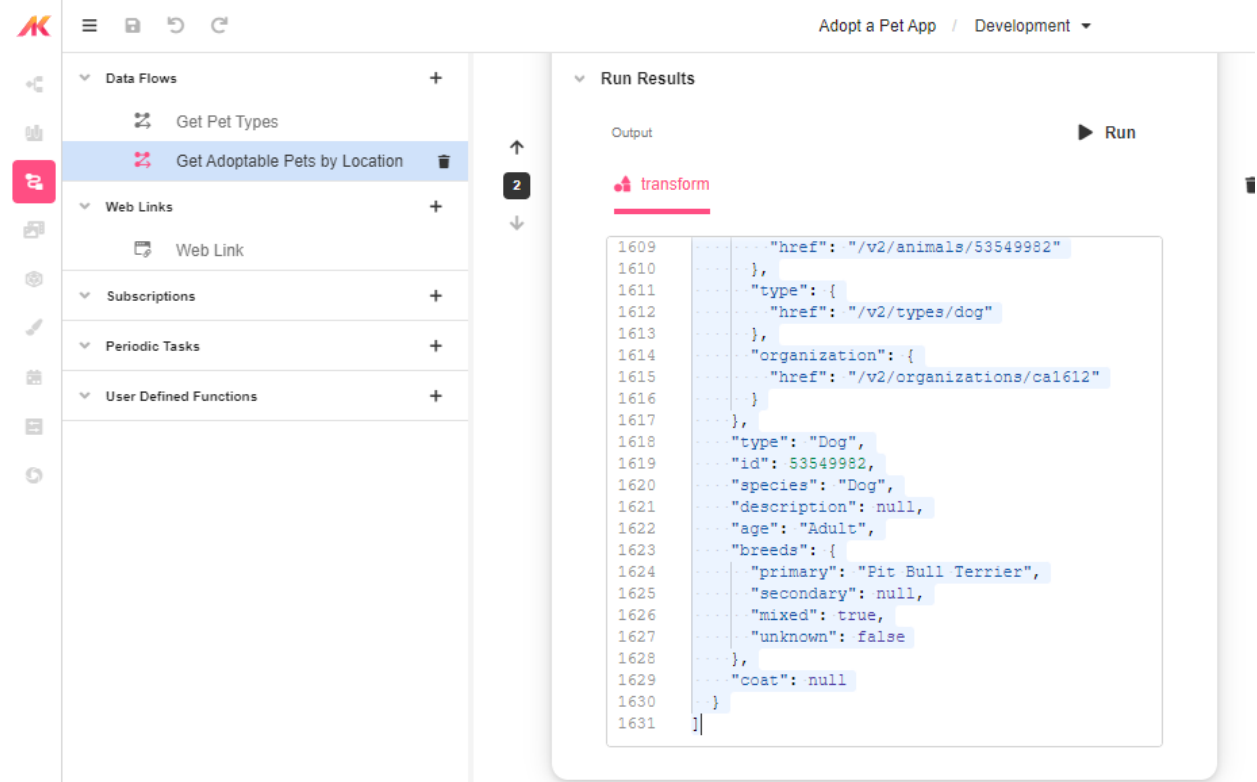
1. Then add List from the Repeater options. This control will allow you to pass data to show all the available pets.



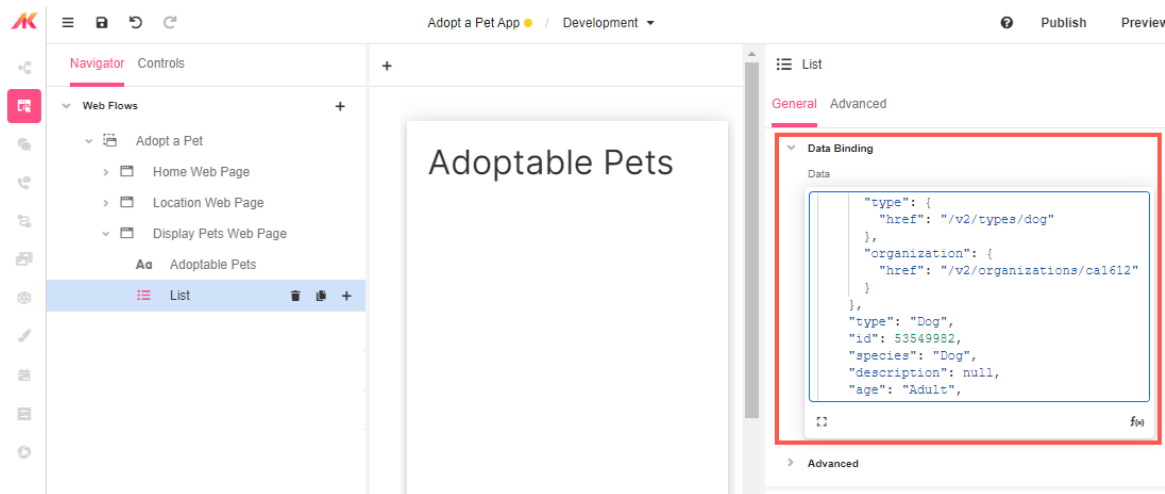
## Configuring the Repeater List

In order to test the Repeater as we build the UI, let's add some sample data. We can get this sample data from the Get Adoptable Pets Data Flow in Connection Builder.

1. Copy the transform results of the Transform Data Operation:



## 2. And then paste them in the Data Binding of the List



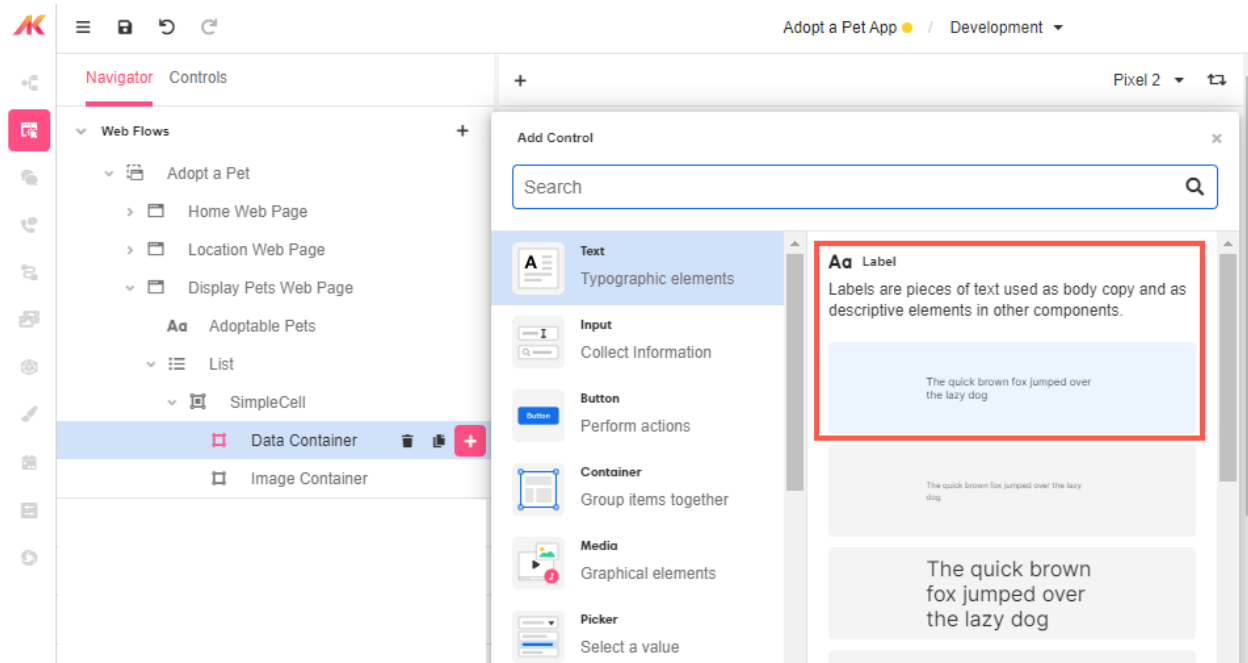
This way, we have data to work with.

3. Add a Simple Cell to the List and then add two Containers to it. The first Container will broadcast data, so let's name it Data Container, and the second one will show the pictures of the pets, so rename it to Image Container.

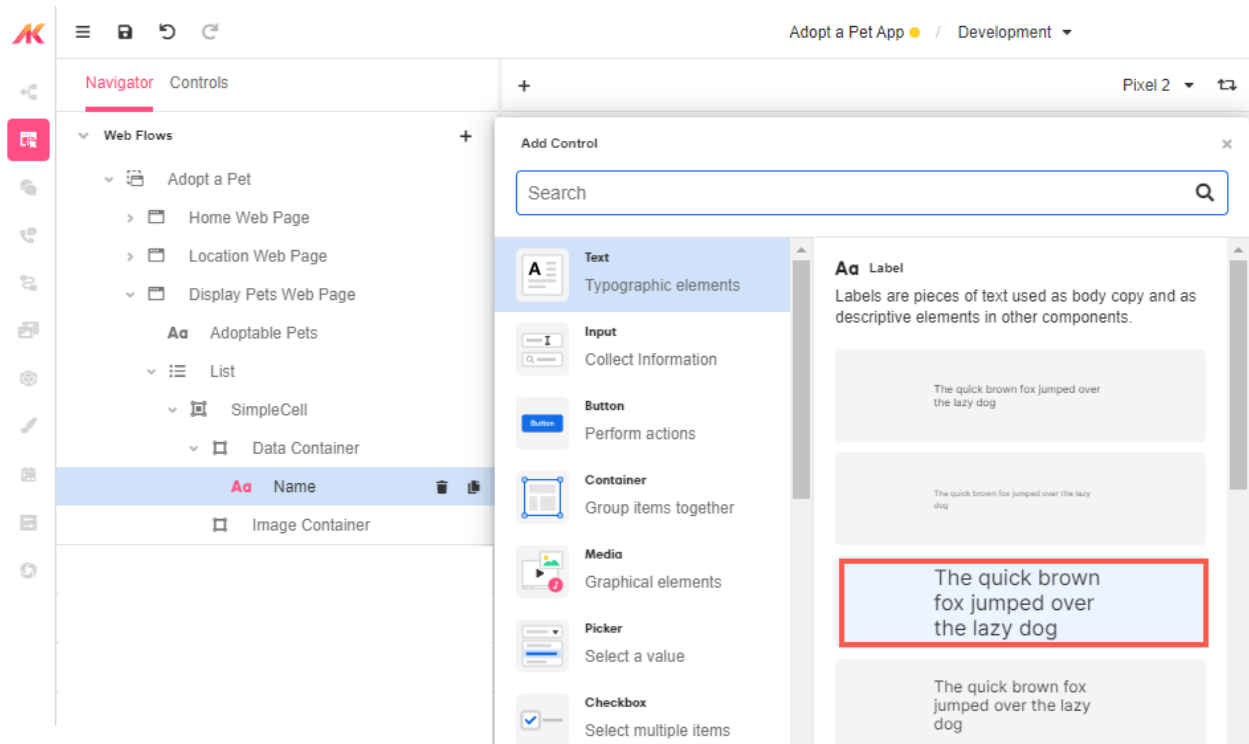
### Data Container

In this Container we will add three pairs of Labels to introduce and display a block of details for each pet. The blocks will replicate for all the pets in the list.

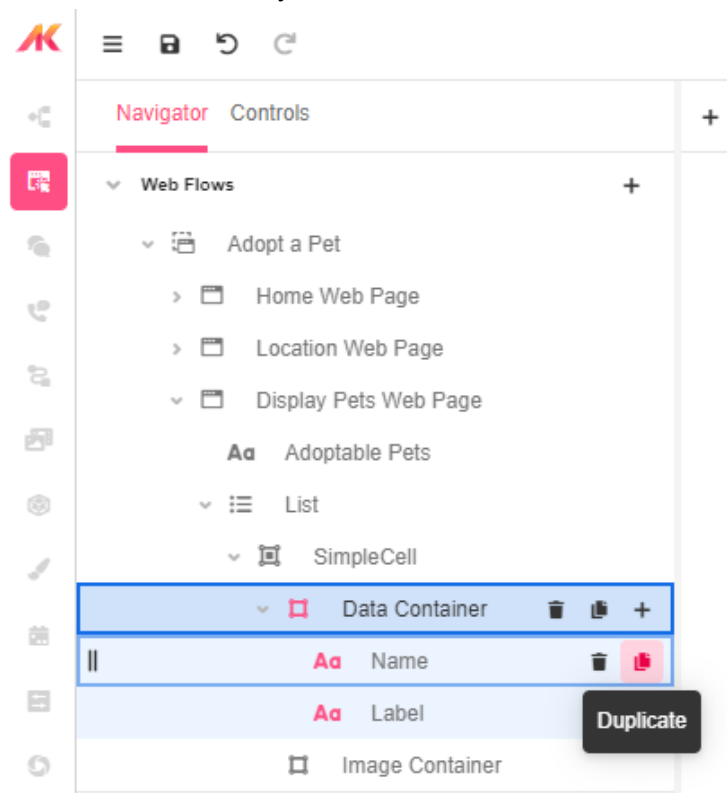
- a. For the Labels introducing the details, we will use a small-size font:



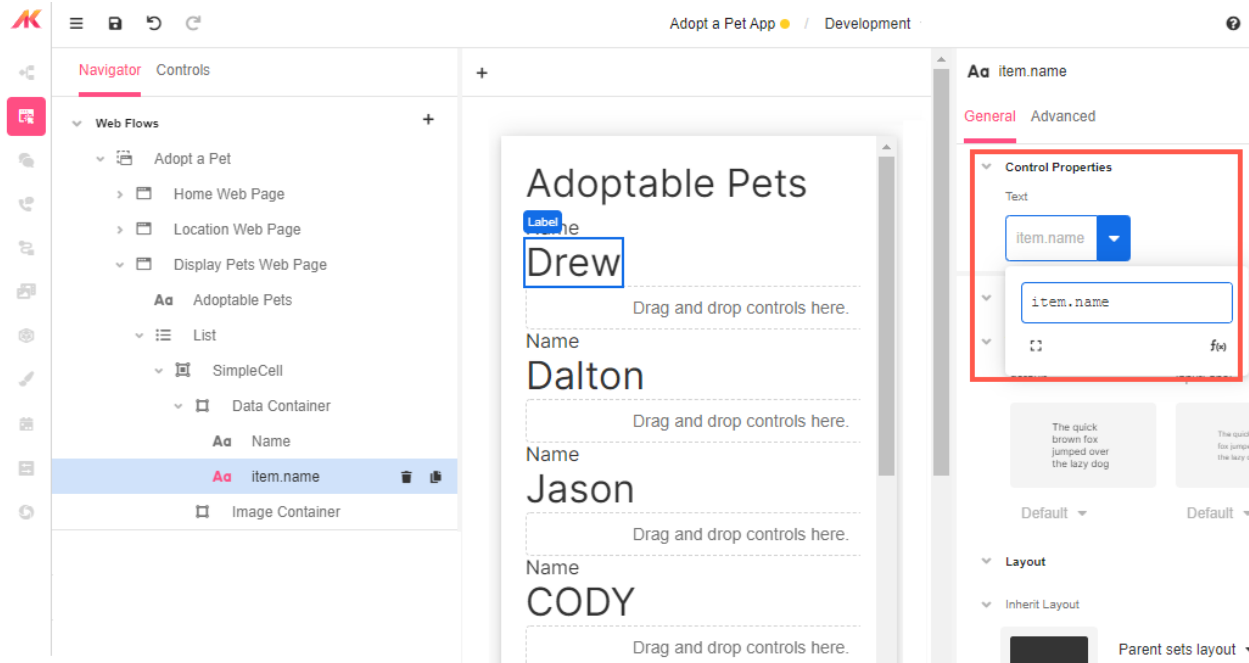
- b. For the Labels displaying the information, we will use a medium-size font:



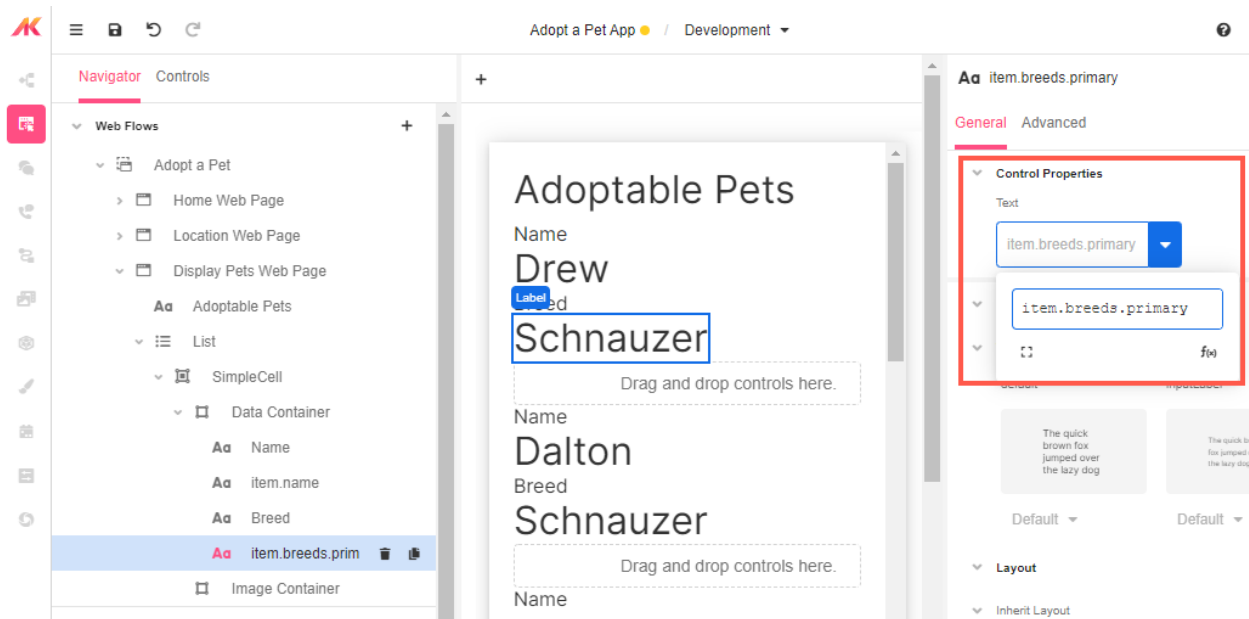
- c. Once the first pair of Labels is added, you can duplicate them from the Tree section so you don't have to add them one by one:



- d. The first pair of Labels will broadcast the name of the pet. So the introduction will be "Name" and for the second one add **item.name** in the Control Properties > Text.

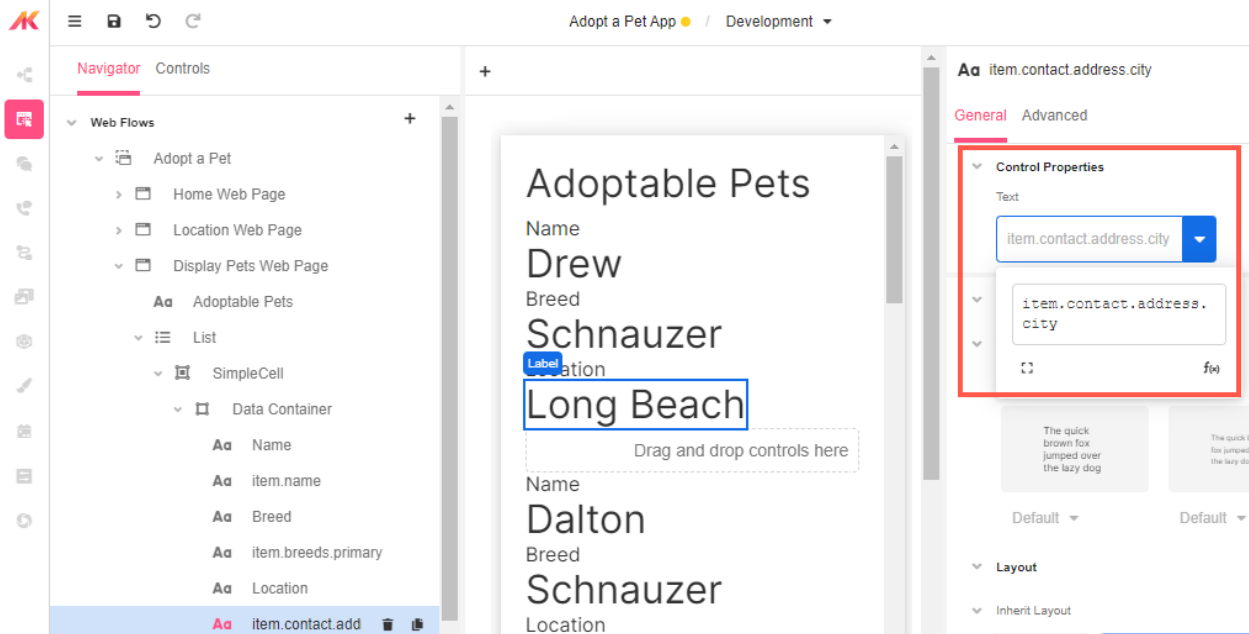


- e. The second pair of Labels will broadcast the breed of the pet. So the introduction will be "Breed" and for the second Label add the variable **item.breeds.primary** in Control Properties > Text.

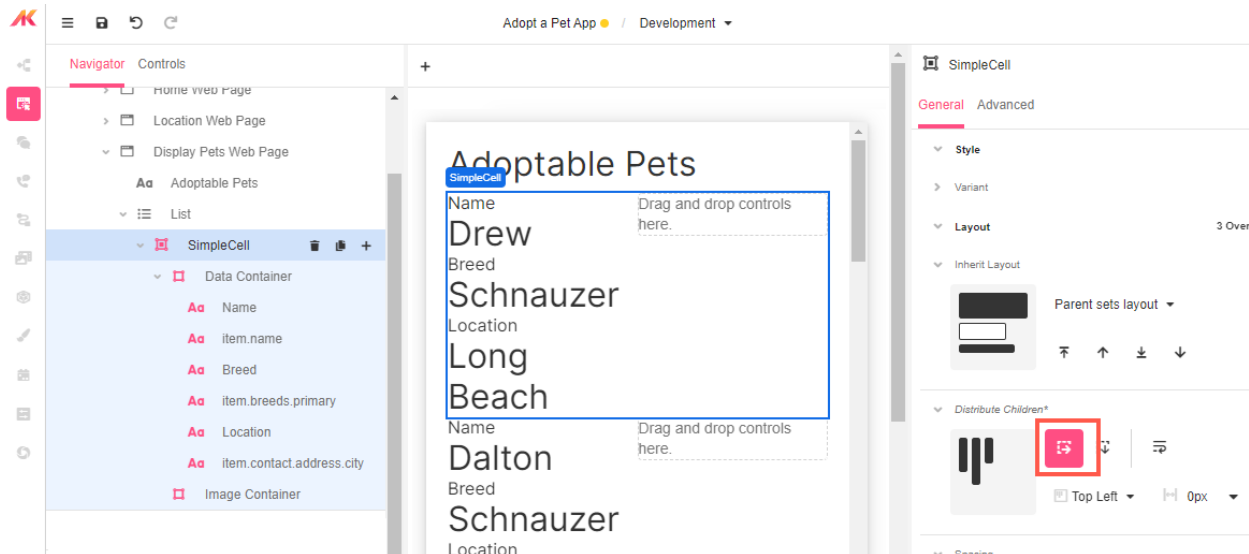


- f. The third pair of Labels will broadcast the location of the pet. So the introduction will be "Location" and for the second one add the variable **item.contact.address.city** in the Control Properties' Text.

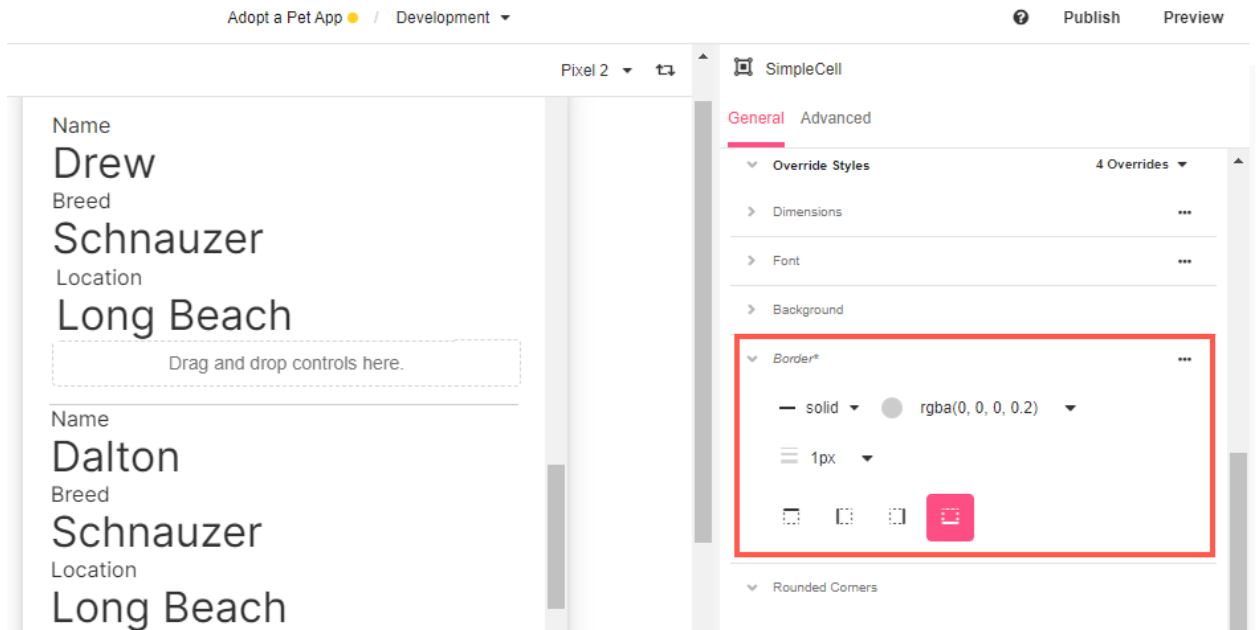




- g. Finally, so that it looks better and in order to make some room for the controls in the Image Container, click on SimpleCell in the Tree and go to the Inspection section to select Stack Horizontal in Distribute Children. This way, the Data Container and the Image Container will sit side by side.



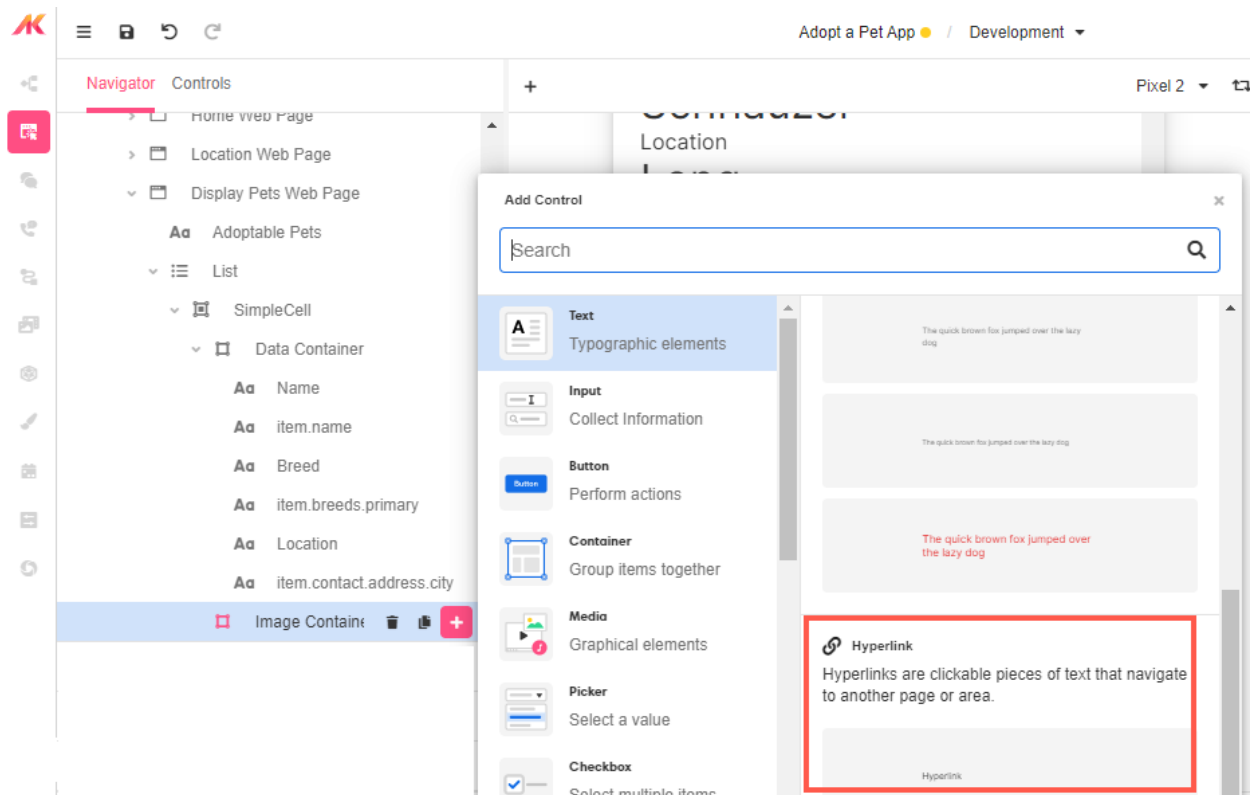
- h. Then in Override Styles > Border, we are going to create a separator by selecting a solid bottom border of 1 pixel. Make sure you choose the borderSecondary Theme:



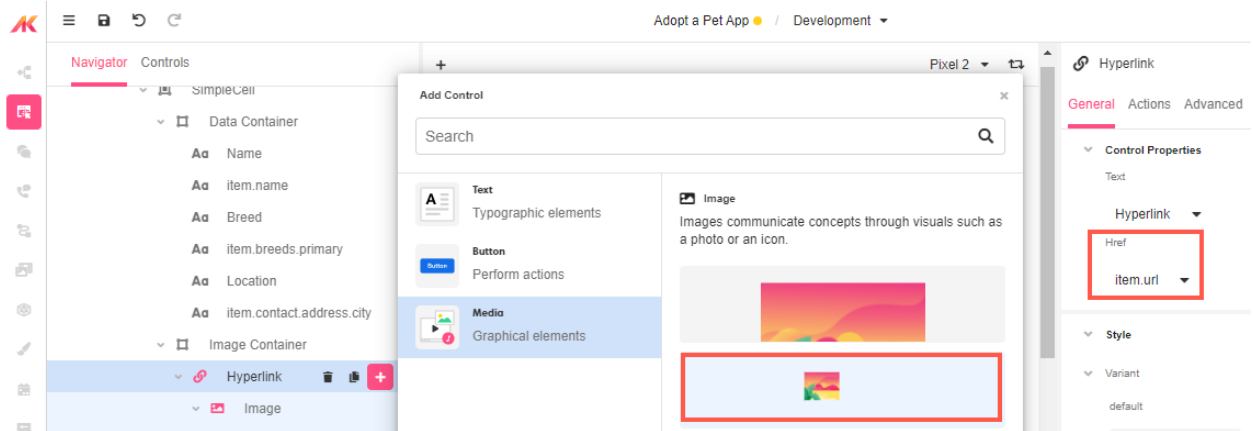
## Image Container

This Container will present the pictures of the pets and a button that will take the user to the selected pet's profile in Petfinder.

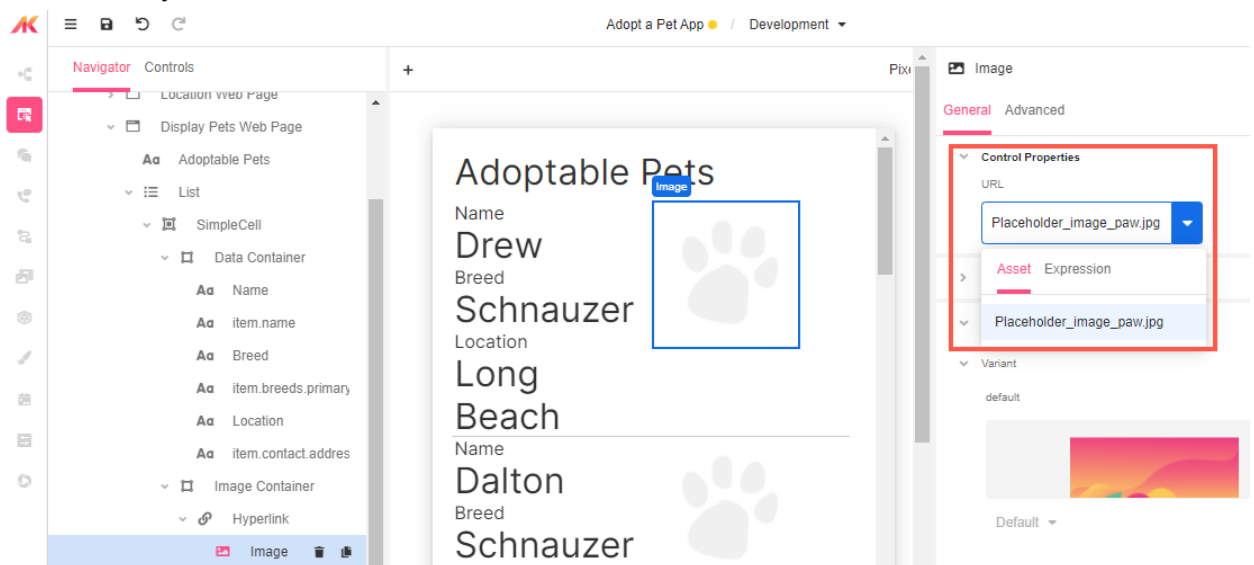
- To create a clickable image, let's add a Hyperlink Text control first.



- With Hyperlink selected, set the Href as **item.url** and then add an Image control



- c. With Image selected, go to the Inspector section. In Control Properties click on the dropdown of URL to select from Asset the image that you have previously uploaded to Media Library



- d. Also in Control Properties, go to Expression and add the following conditional statement. Bear in mind that you will need to include the Asset URL of the image you have uploaded before to Media Library, so make sure you replace the Asset URL in the following expression with the Asset URL of your image:

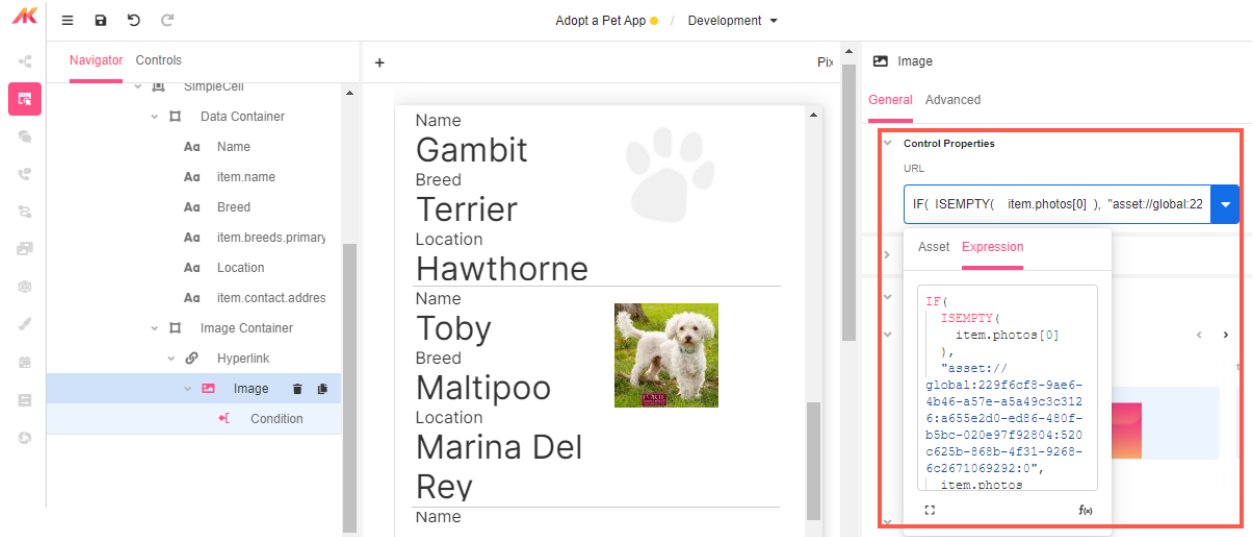
```
IF(
  IEMPTY(
    item.photos[0]
  ),
```

```
"asset://global:229f6cf8-9ae6-4b46-a57e-a5a49c3c3126:a655e2d0-ed86-480f-b5bc-0
20e97f92804:520c625b-868b-4f31-9268-6c2671069292:0",
  item.photos
  [1]
```

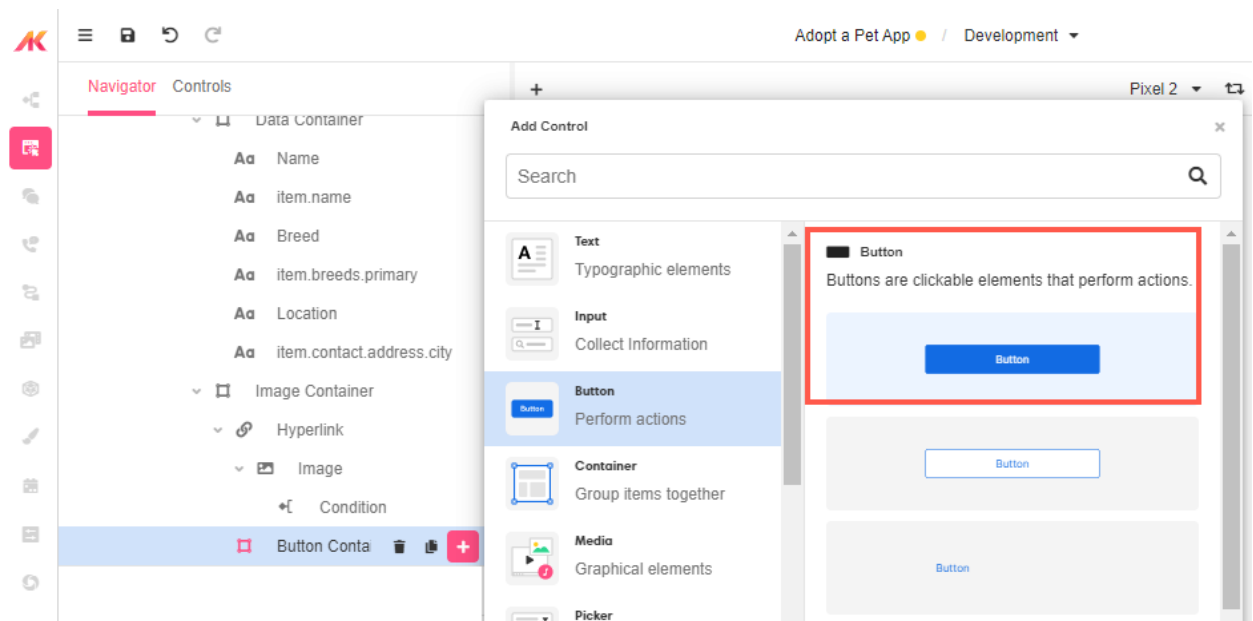
.small

)

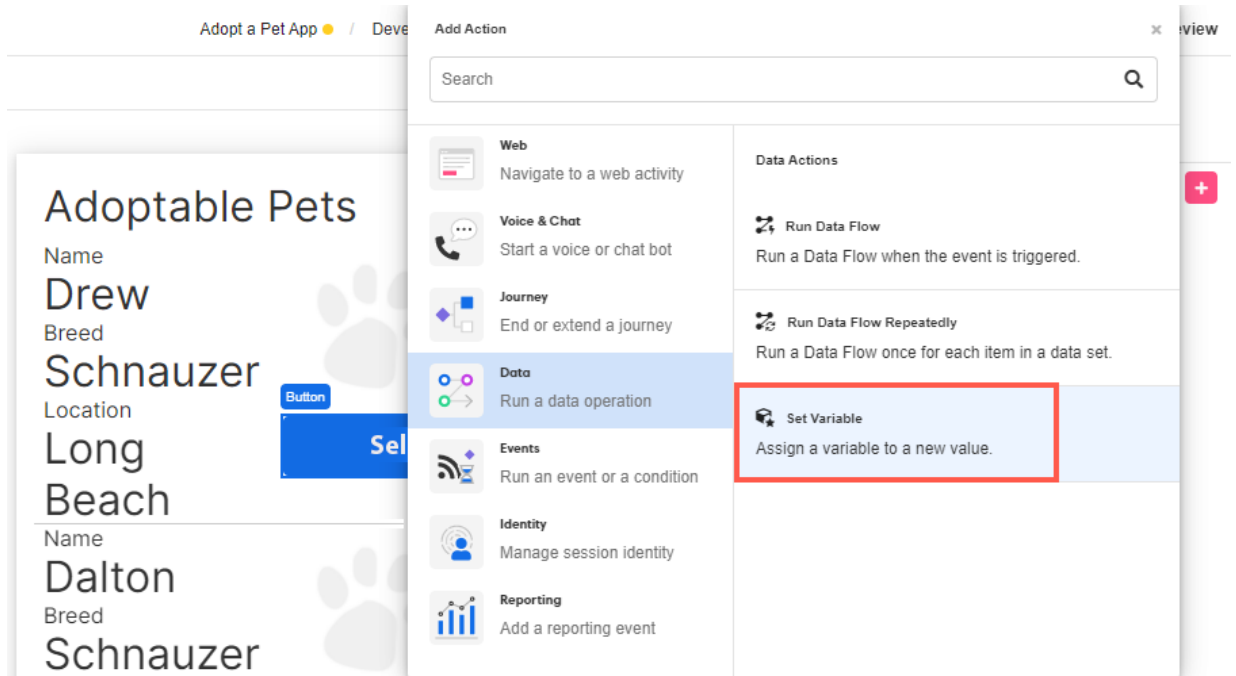
This condition allows users to see the placeholder image in those cases where the pet profile does not have a picture of the pet.



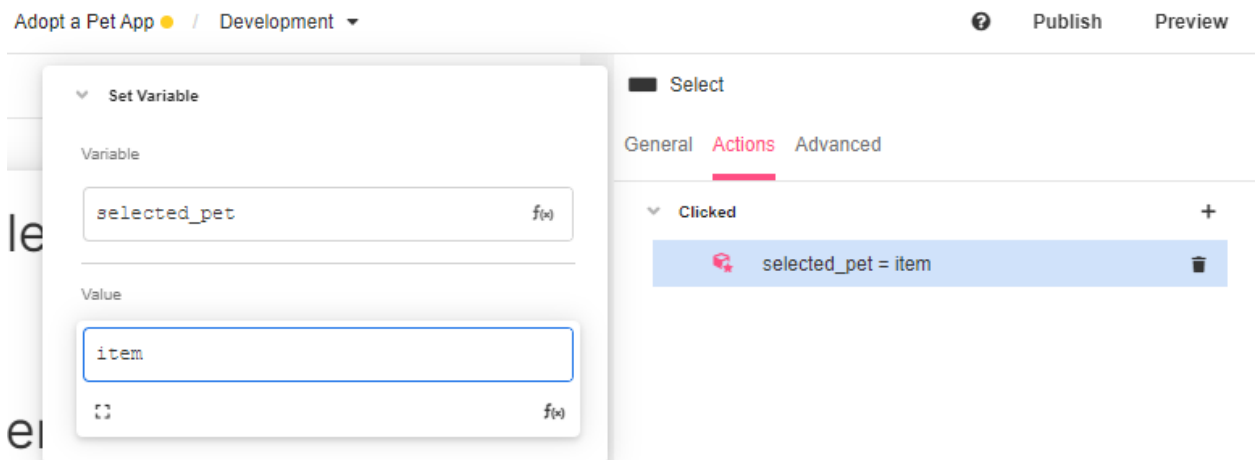
- e. Now, at the Image Container level, let's add another Container and inside of it, add a Button. Let's rename the Container to Button Container and the Button to Select.



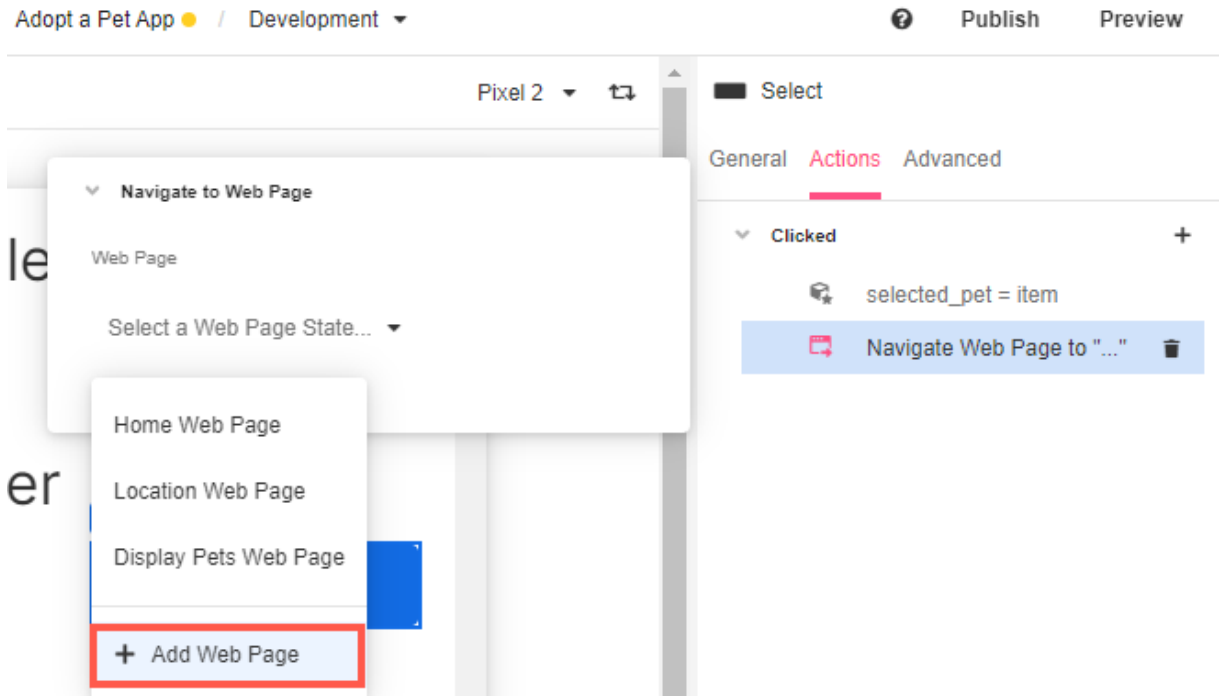
- f. With the Button selected, go to the Actions tab in the Inspector section. Click on the '+' icon next to Clicked and add a Set Variable action:



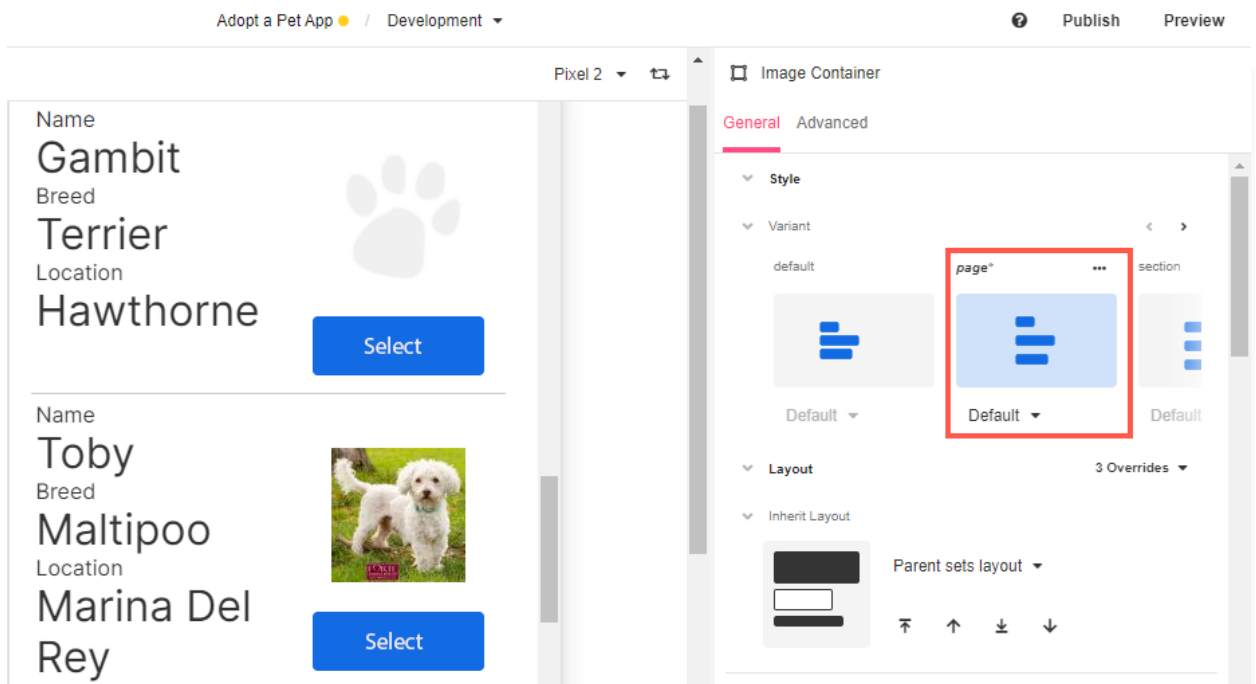
Here we are going to pass the “selected\_pet” Variable we created before.



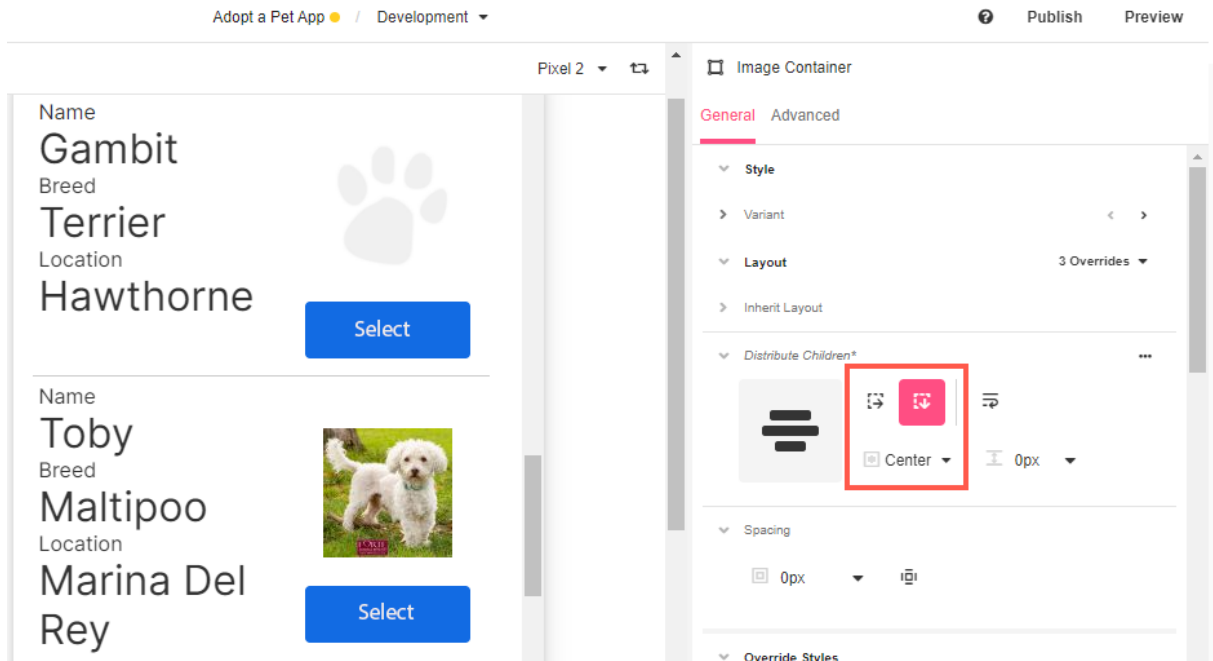
- g. Then, add a Navigate to Web Page Action to this same button and add a New Web Page to continue building the app in the next Chapter.



- h. Finally, let's make some changes to this Image Container to give it a more uniform look. In the Inspector section, change the Variant to Page, for spacing:



- i. And in Distribute Children, select Stack Vertical and Center:

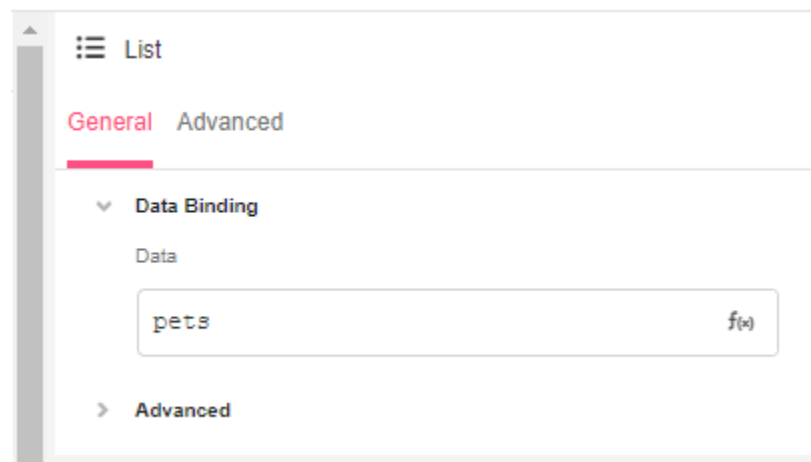


j. Save the app.

## Using Live Data

Now that the Web Page is ready, we can change the sample data we were using to test the app with live data.

1. To do so, select List in the Tree section and remove the sample data we have previously added in Data Binding.
2. Add the **pets** Variable and save the app.



Bear in mind that when changing the content in Data Binding, the Web Page in Web Builder will go blank as all sample data will be erased. Don't worry about that since you will be able to see live data when previewing the app.

## Previewing the Display Pets Web Page

Go to Preview to check that the Display Pets Web Page of your app is running smoothly. Scroll down to see all adoptable pets and click on Select to move forward.

