# Policy Center

### Lesson Outline

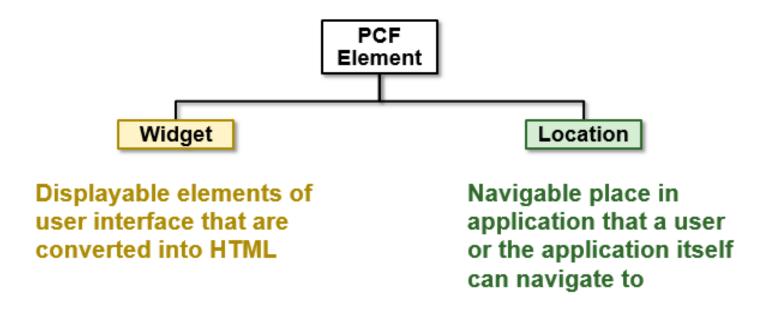
- User Interface Architecture
- PCF Files
- Atomic Widgets
- Input Set
- Display Keys

### Recap

- Data Modal
  - Entity eti , eix , etx
  - Entity Fields define the state or nature of a specific instance of the entity
  - Typelists tti , tix , ttx
- Extending and Creating Entities
  - Datakey eg.HouseName
  - Arraykey eg. RouteDetails
  - Foreignkey eg. HouseDetails
- Typelist and Typefilters
  - Typekey eg. Occupation
  - TypeFilter eg. Hospital
- Data Dictionary Documents the entities and typelists in the application
  - gwXX regen-dictionary

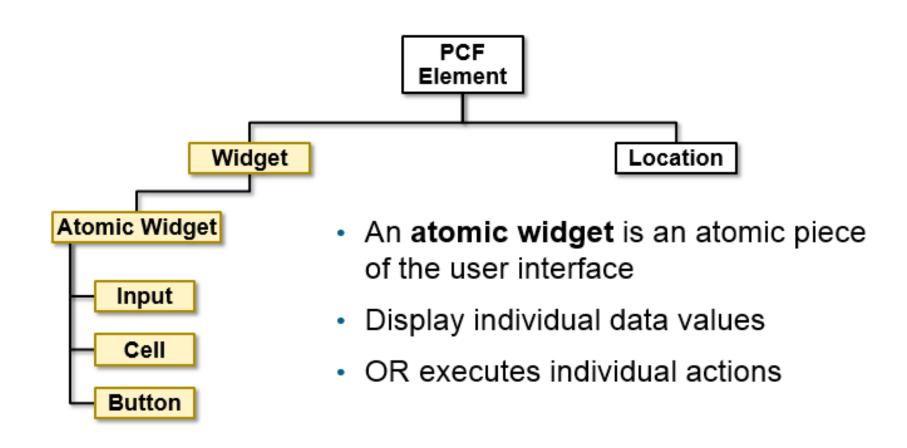
## User Interface Architecture

#### User Interface Architecture

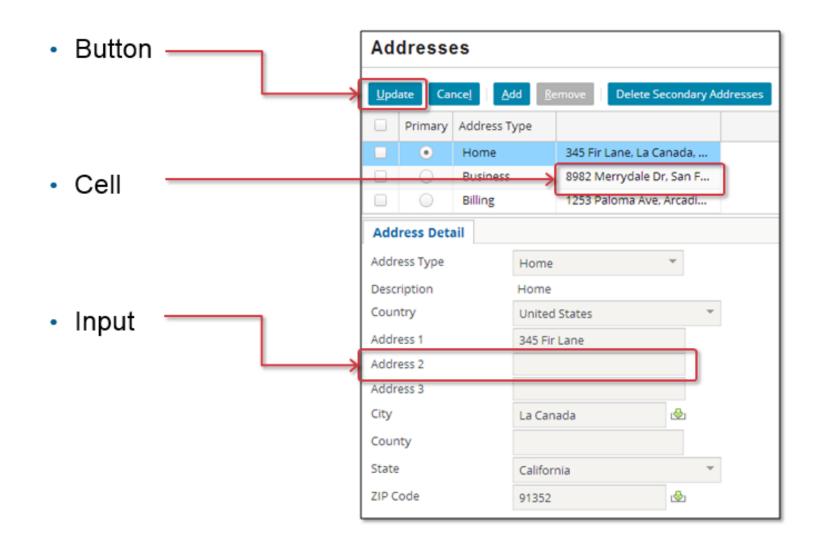


The **PCF (Page Configuration File)** object model is a proprietary application framework used to create all Guidewire end-user interfaces

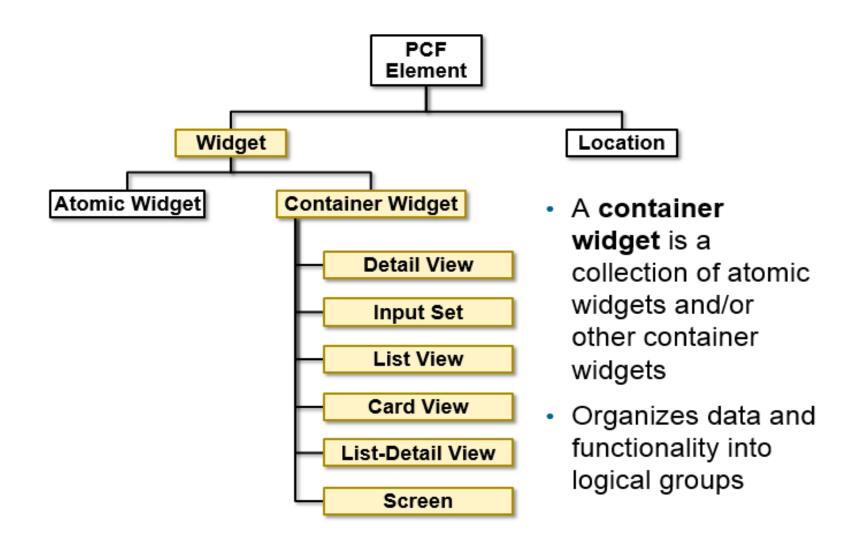
### Atomic Widget



### Atomic Widget Example



### Container Widget

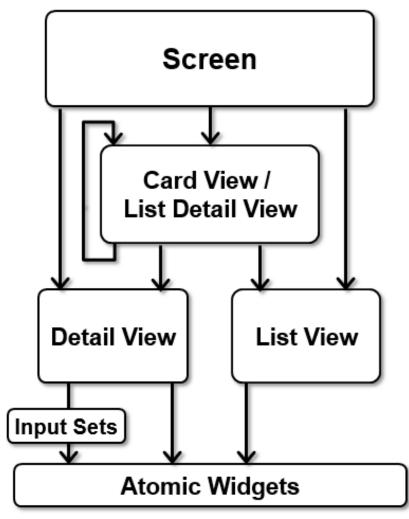


#### Screen

- Screens are top-level containers
- Every atomic widget, primary view, and secondary view is contained (directly or indirectly) in a screen

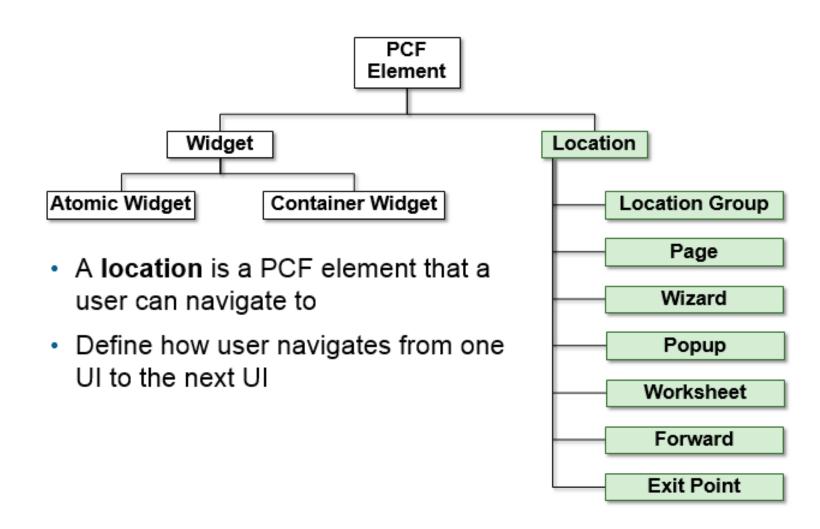


## Widgets Hierarchy

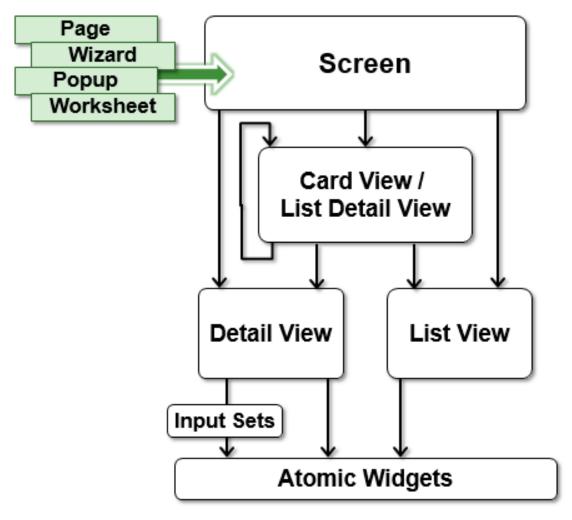


- Screen
  - a top-level container one can navigate to
- Secondary views
  - collections of primary views organized for usability
- Primary views
  - a single object (and its related data) or set of objects
- Atomic widgets
  - individual elements of data and/or functionality

#### Location

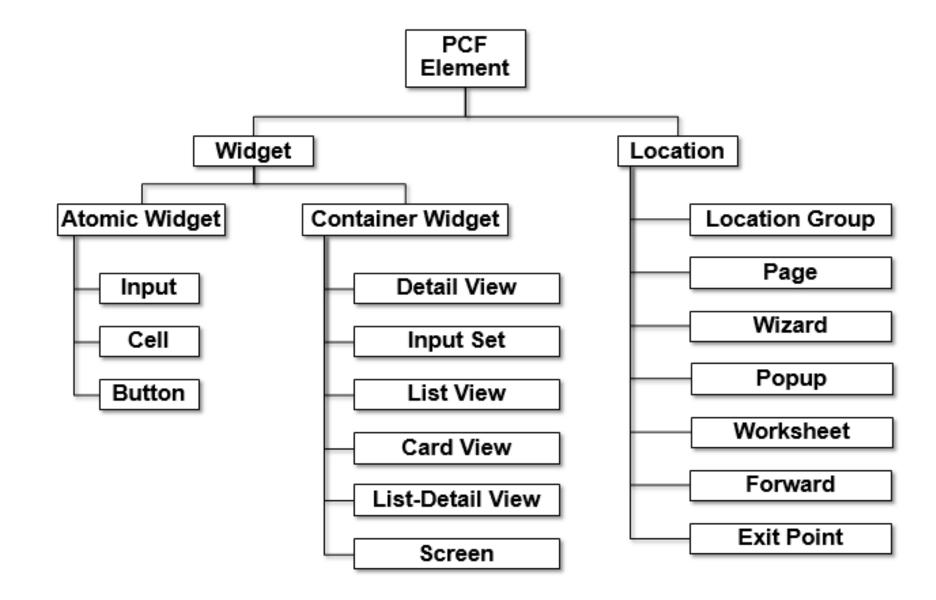


### Container widgets and Location



- A location references a specific screen
- Screens form the bridge between what the application displays and how users work and navigate in the application

### PCF hierarchy



## PCF Commands

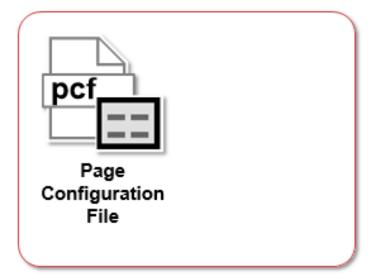
#### Basic PCF commands

- ALT+SHIFT+I: Location info
- ALT+SHIFT+L : Reload PCFs
- ALT+SHIFT+W: Widget Inspector
- ALT+SHIFT+E : Open PCF in Studio

### Deploy PCF Files

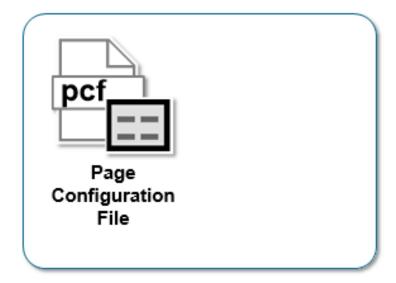
#### Restart Server

 PCFs read at server startup



#### Reload PCFs

- ALT+SHIFT+L
  - Internal debug tools enabled
- Internal Tools
  - Reload → Reload PCF Files



# Atomic Widgets

### Steps to creating an atomic widget

- 1. Find tool for given type of widget in PCF editor toolbox
- 2. Drag tool onto PCF editor canvas
- 3. Specify required properties
  - ▶ ID
  - If widget displays data, which field does data come from?
- 4. Specify label
- 5. Optionally specify additional properties

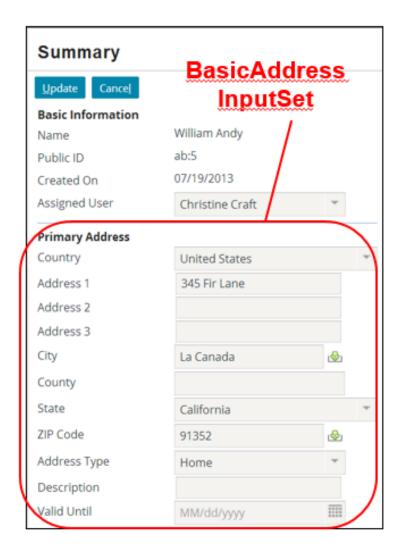
### Task – Add Atomic Widgets

Add the below Input in SubmissionWizard\_PolicyInfoDV.pcf

- House Name
- House Number
- Foundation Date

# Input Set

### Input sets

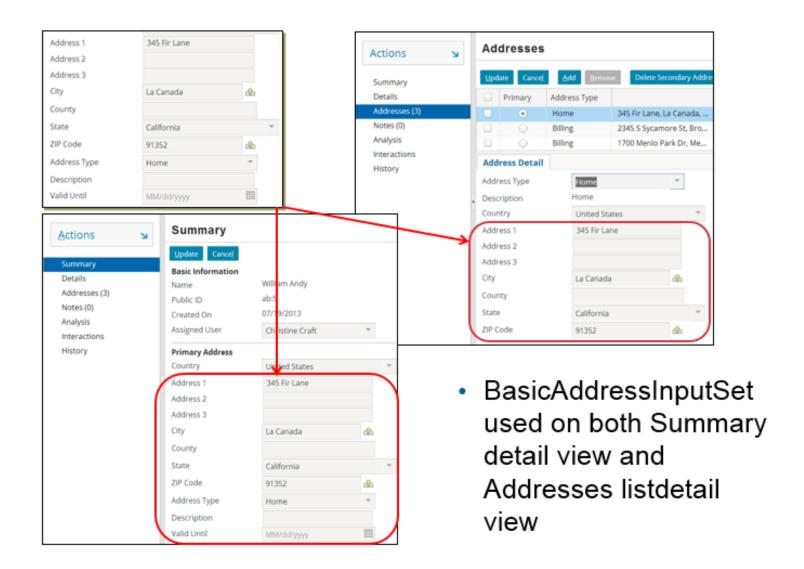


- An input set is a named group of widgets
  - Can contain only widgets that can be put in detail views

#### Uses:

- Reuse single set of inputs across multiple detail views
- Extend single instance of visibility or editability logic across multiple widgets

### Example of input set reuse



### Steps to implement input set

- 1. Create input set PCF
- 2. Specify the required variable(s)
- 3. Add atomic widgets to input set
- 4. Reference input set from parent container(s)
  - Reference can optionally include "shared logic"
- 5. Reload UI metadata

### Task – Create Input Set

Move the House Details to a separate InputSet

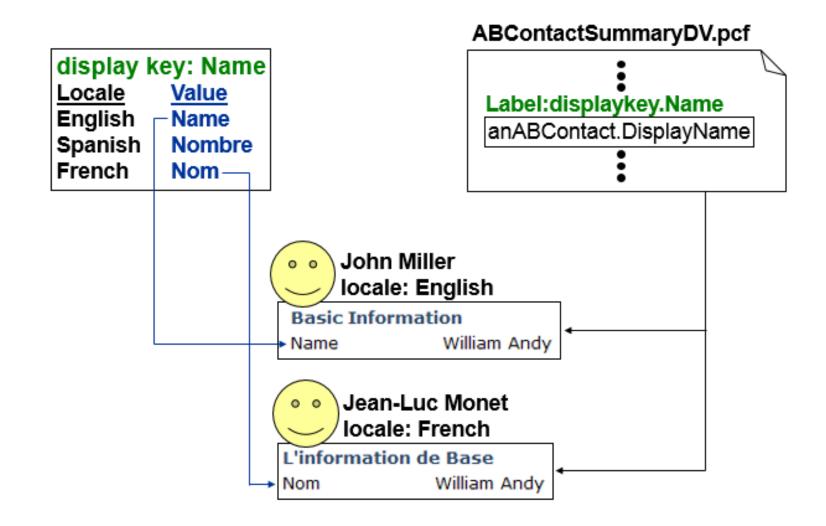
Create an InputSet "HouseDetails"

Add the house details to the input set

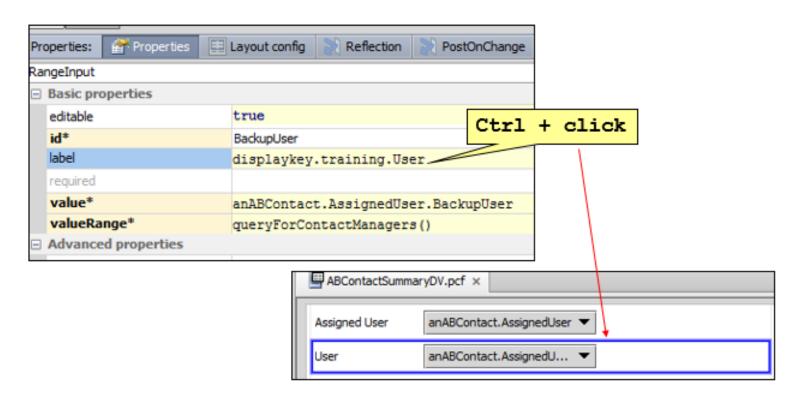
- Refer the Input set in multiple pages using InputSetRef :
  - SubmissionWizard\_PolicyInfoDV.pcf
  - SubmissionWizard\_ReviewSummaryDV.pcf

# Display Keys

## Display Keys



### Viewing display keys from widget



- To view virtually any item referenced in property of PCF file:
  - Hold down Ctrl key
  - Click reference to item

### Task – Label from Display Key

 Populate the Input added to SubmissionWizard\_PolicyInfoDV.pcf through display keys

- House Name
- House Number
- Foundation Date

Change House Name to Home Name

### Summary

- Overview of UI Architecture
- Widgets Atomic and Container Widget
- Locations Page , Popup, Wizard
- PCF Hierarchy
- Create Atomic Widgets
- Create Input Set
- Display Keys

# Thank You