



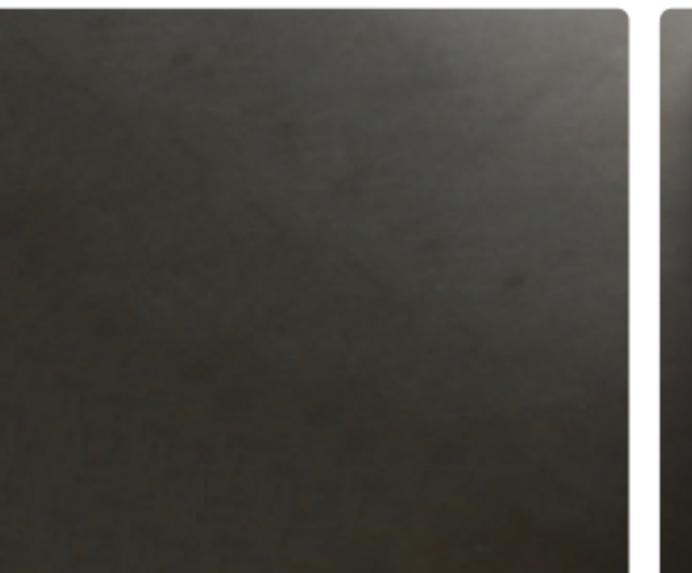
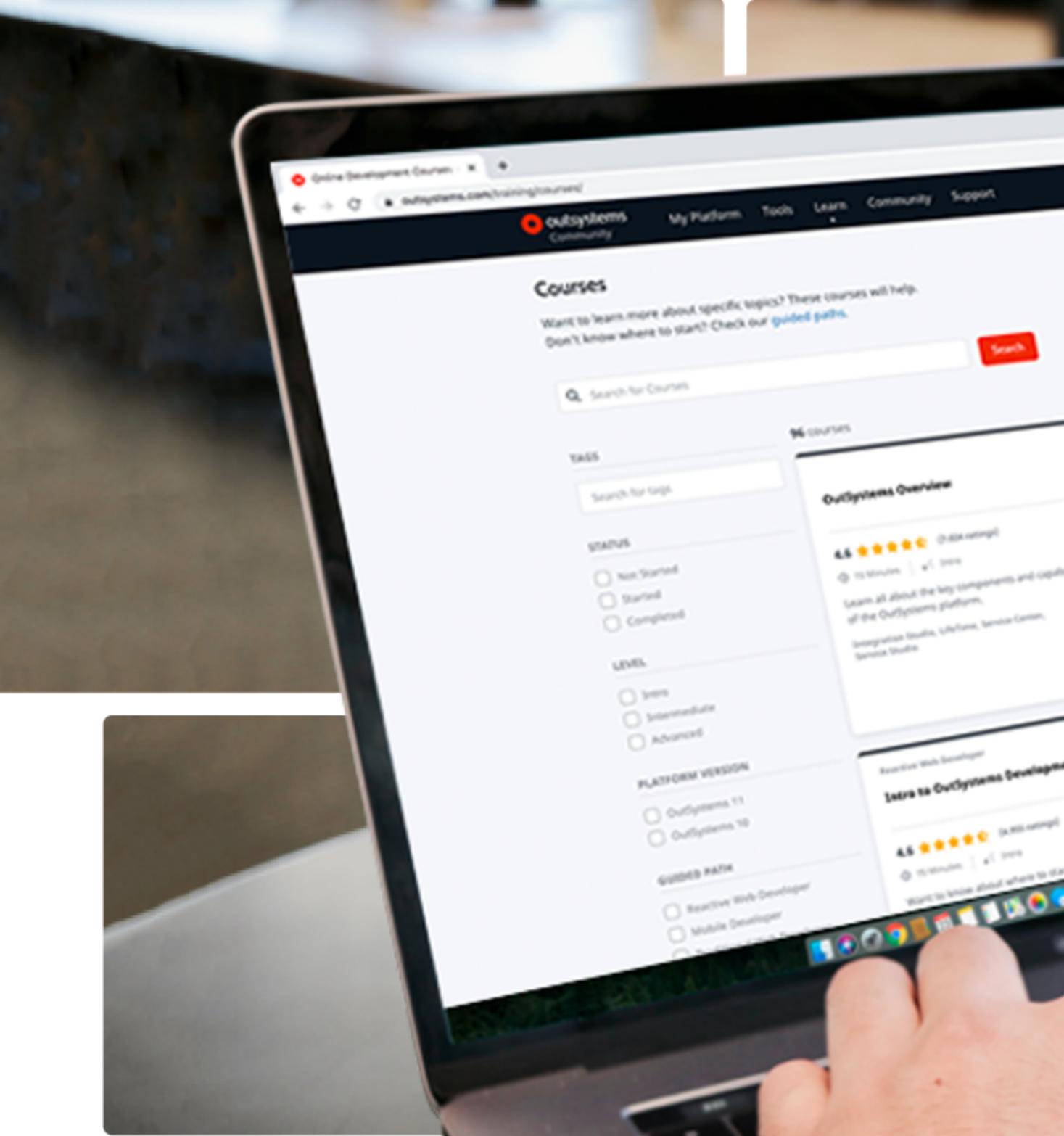
Screen events

On Initialize

On Ready

On Render

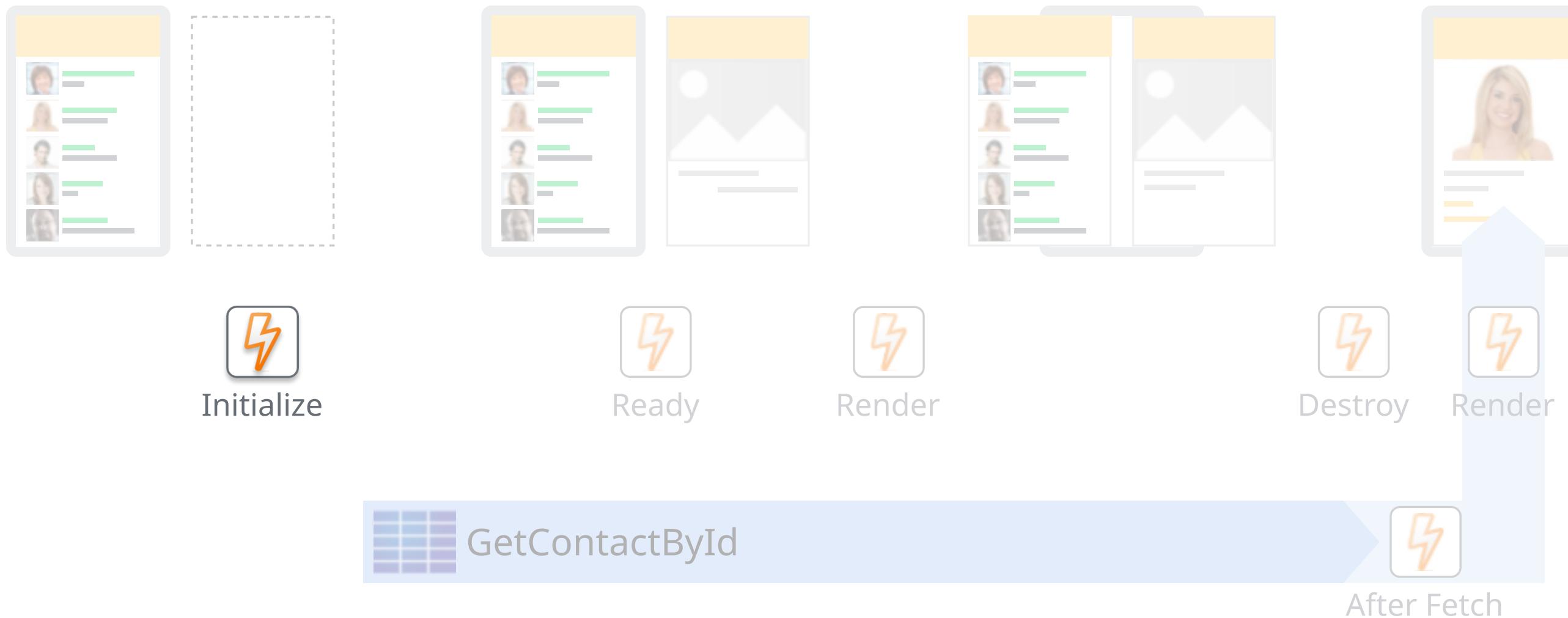
On Destroy



⚡ On Initialize

Triggered

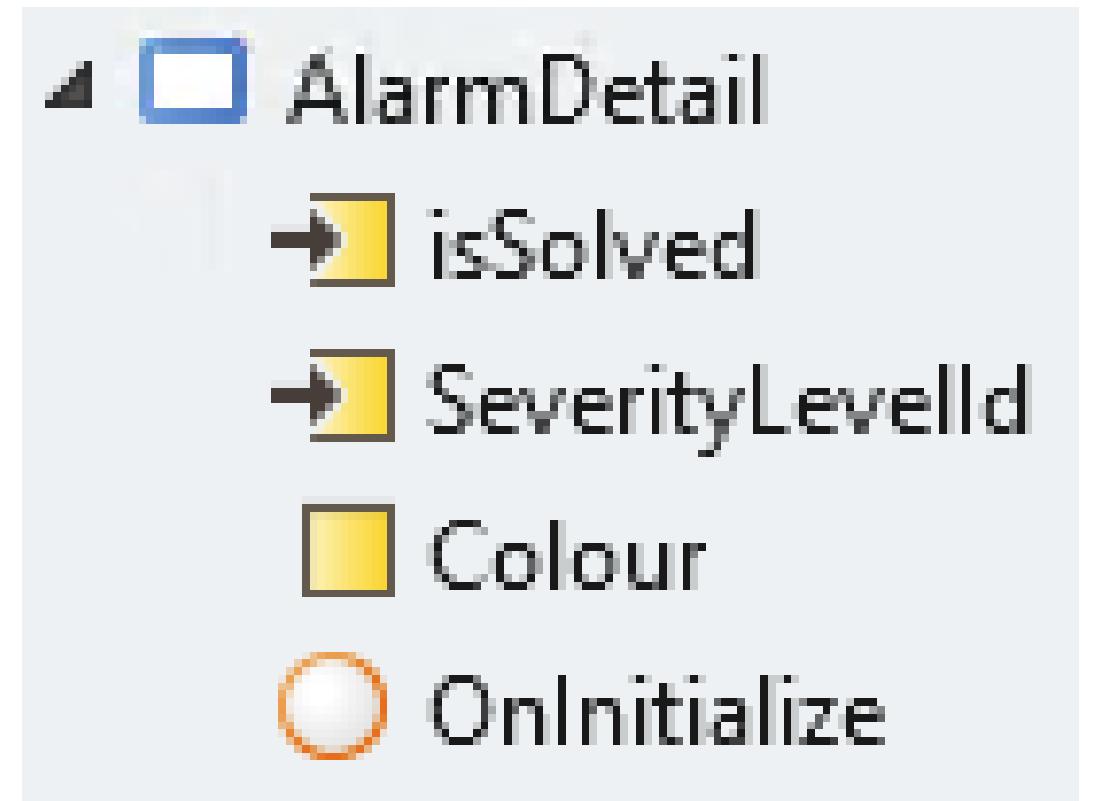
- Before starting to load DOM
- Concurrently with fetching data



⚡ On Initialize

Scenario: Run initialization logic

- Inspect input parameters

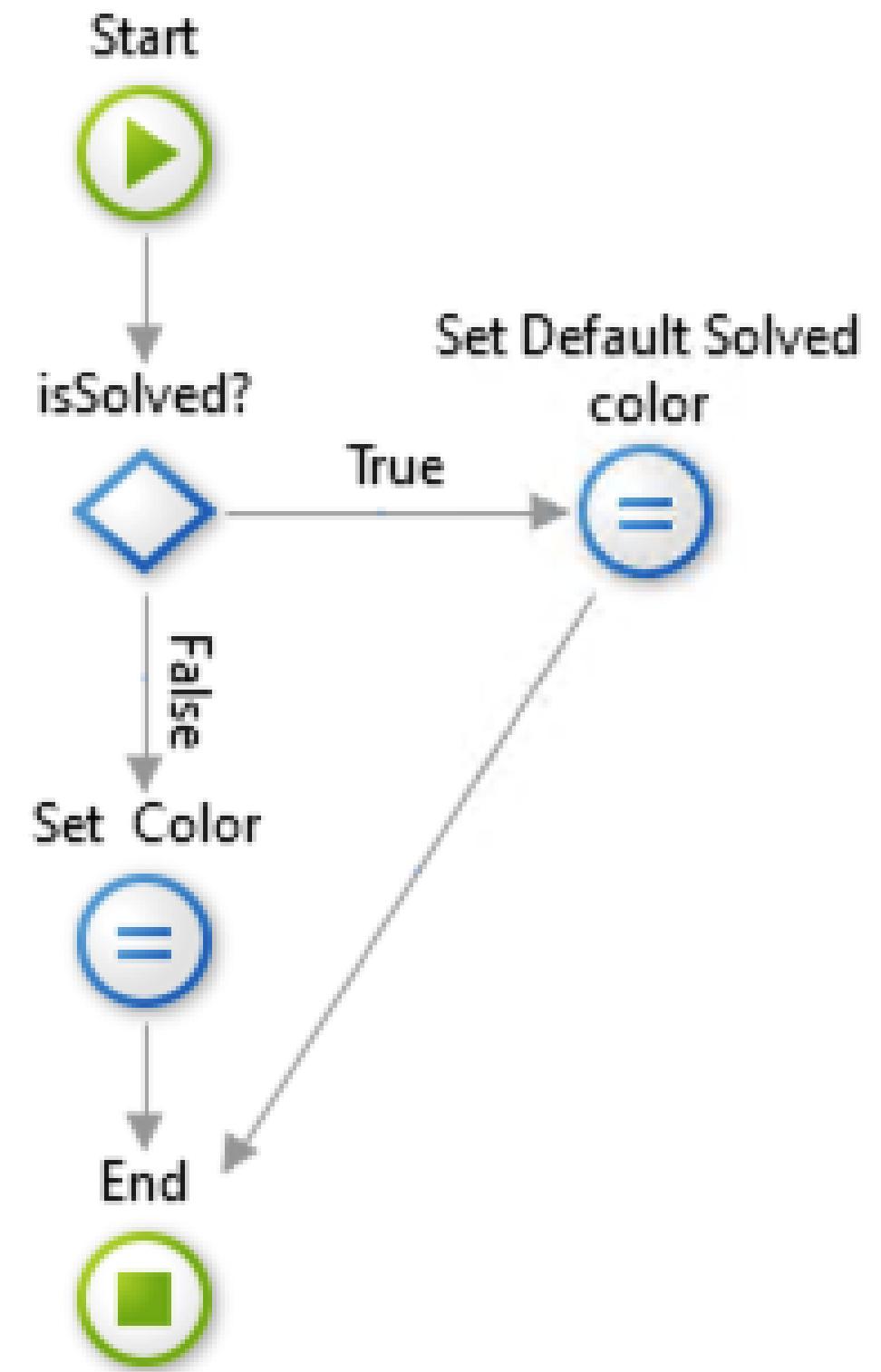


⚡ On Initialize

Scenario: Run initialization logic

- Inspect input parameters
- Update local screen variables

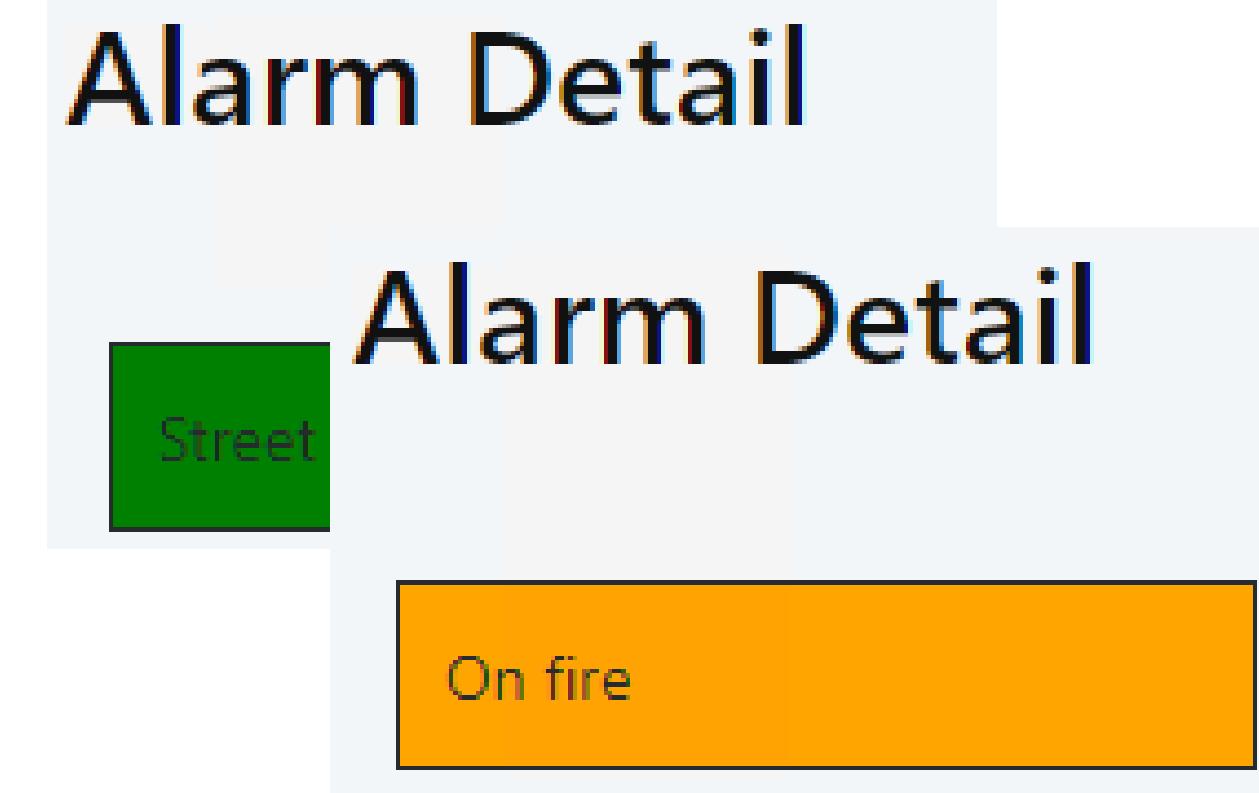
MainFlow ▶ AlarmDetail ▶ OnInitialize



⚡ On Initialize

Scenario: Run initialization logic

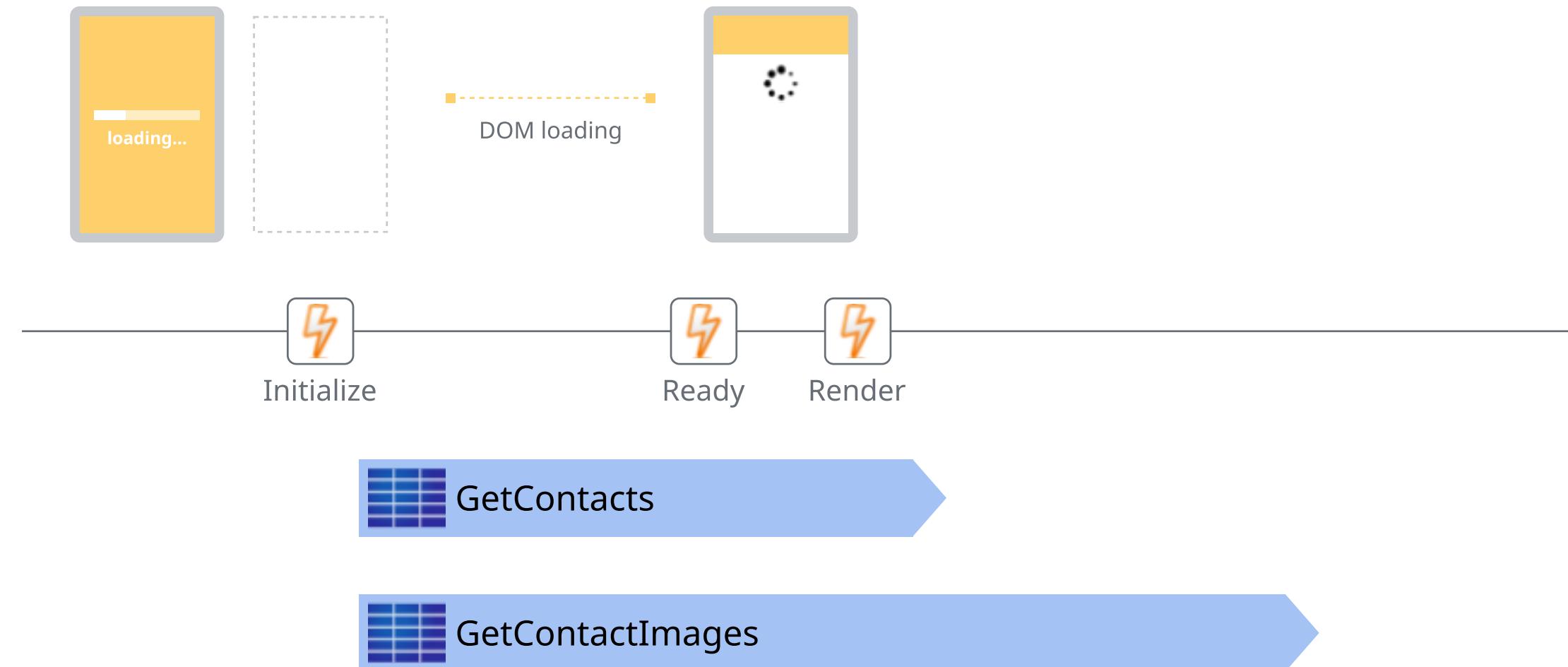
- Inspect input parameters
- Update local screen variables
- Screen widgets render with initialized value



⚡ On Ready

Triggered

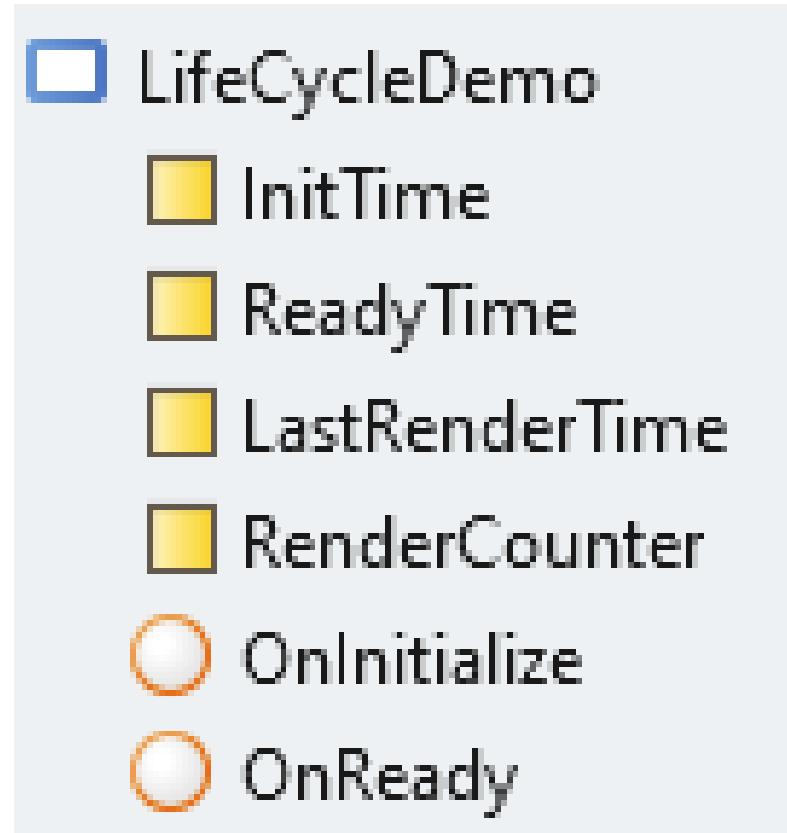
- Single time
- After DOM is loaded



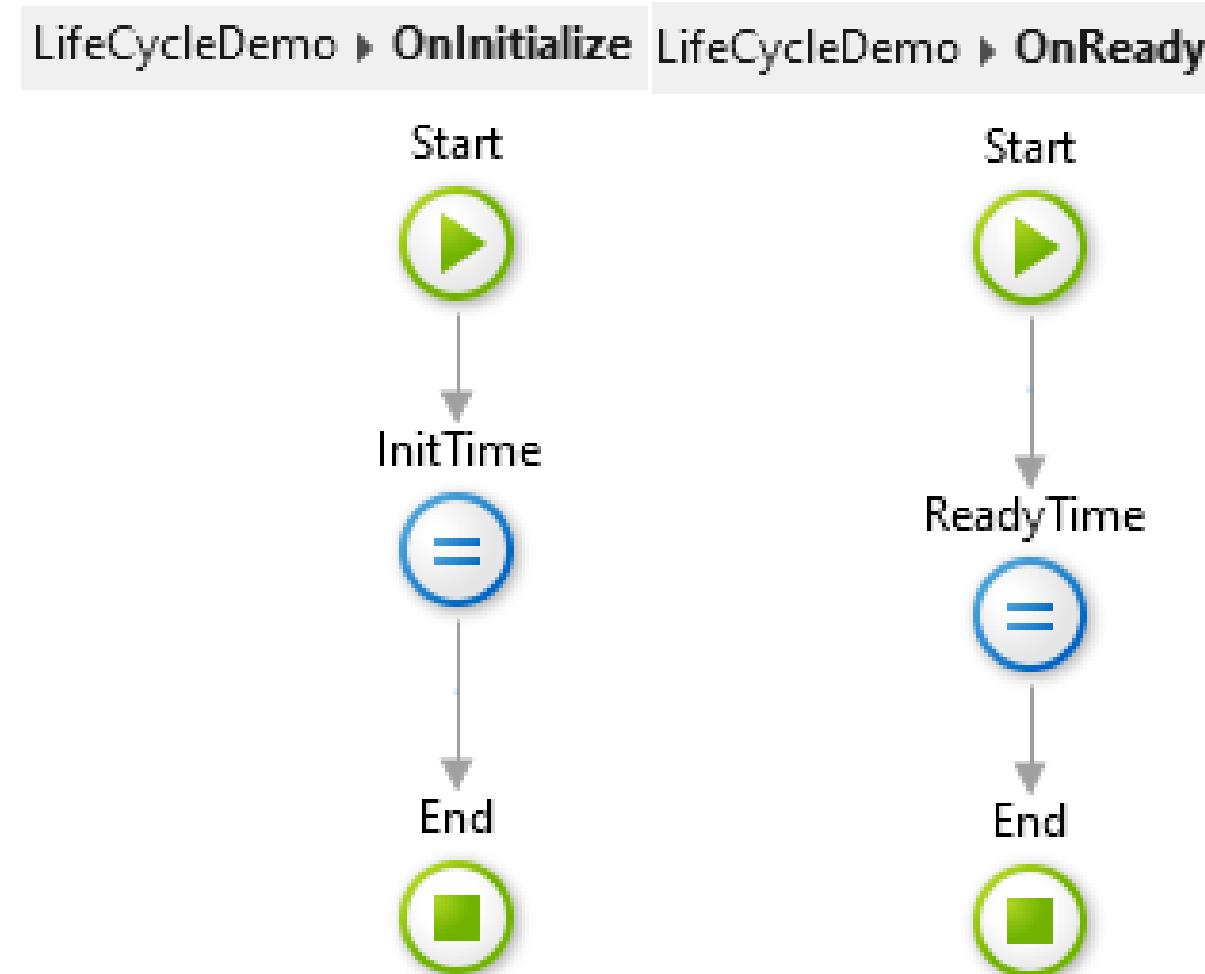
⚡ On Ready

Scenario: Screen Analytics

- Local timestamp variables



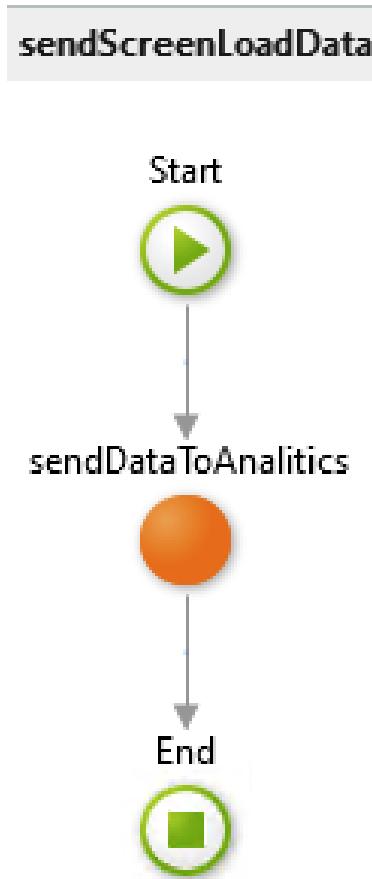
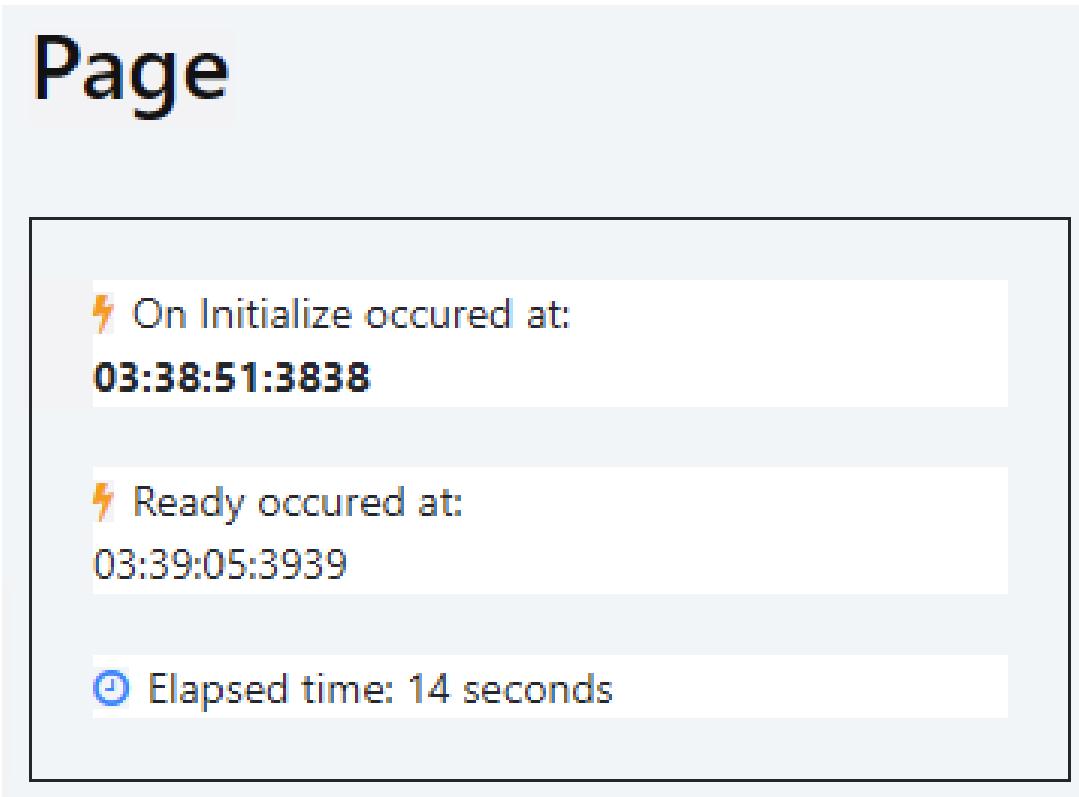
⚡ On Ready



Scenario: Screen Analytics

- Local timestamp variables
- Compute delta

⚡ On Ready



Scenario: Screen Analytics

- Local timestamp variables
- Compute delta
- Store collected data

On Ready

Other scenarios

- Manipulate DOM elements

On Ready

Other scenarios

- Manipulate DOM elements
- Register JavaScript callbacks

On Ready

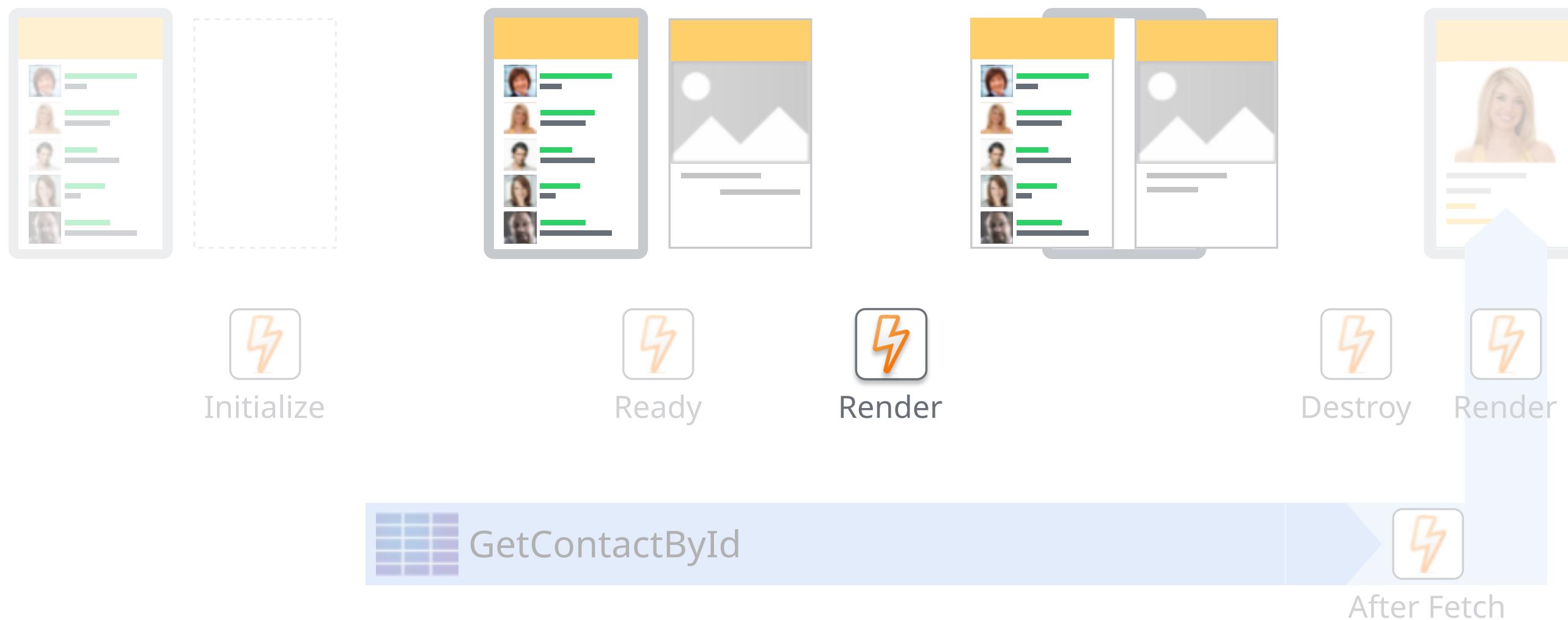
Other scenarios

- Manipulate DOM elements
- Register JavaScript callbacks
- Initialize JavaScript libraries

⚡ On Render

Triggered

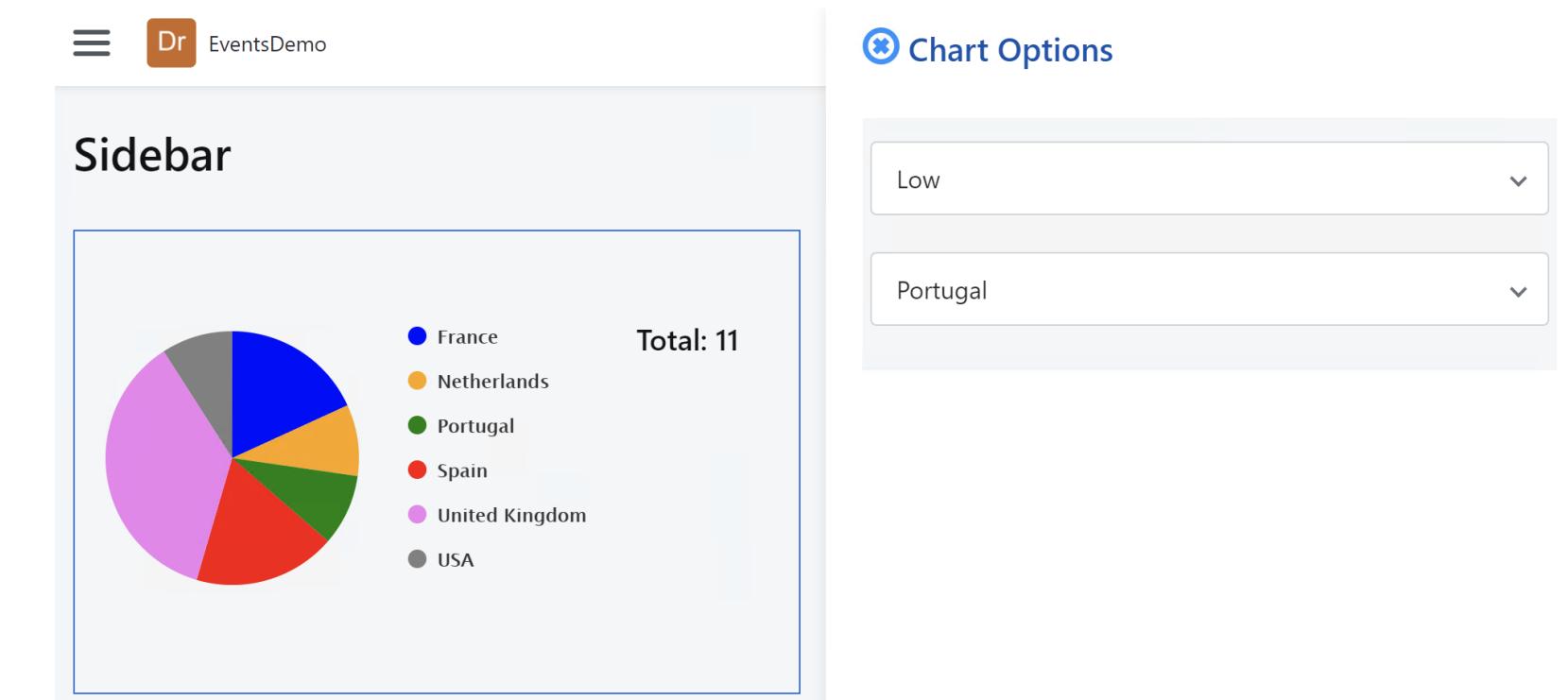
- Every time part of the screen is rendered
 - Including the first time



⚡ On Render

Scenario: Reconfigure other elements

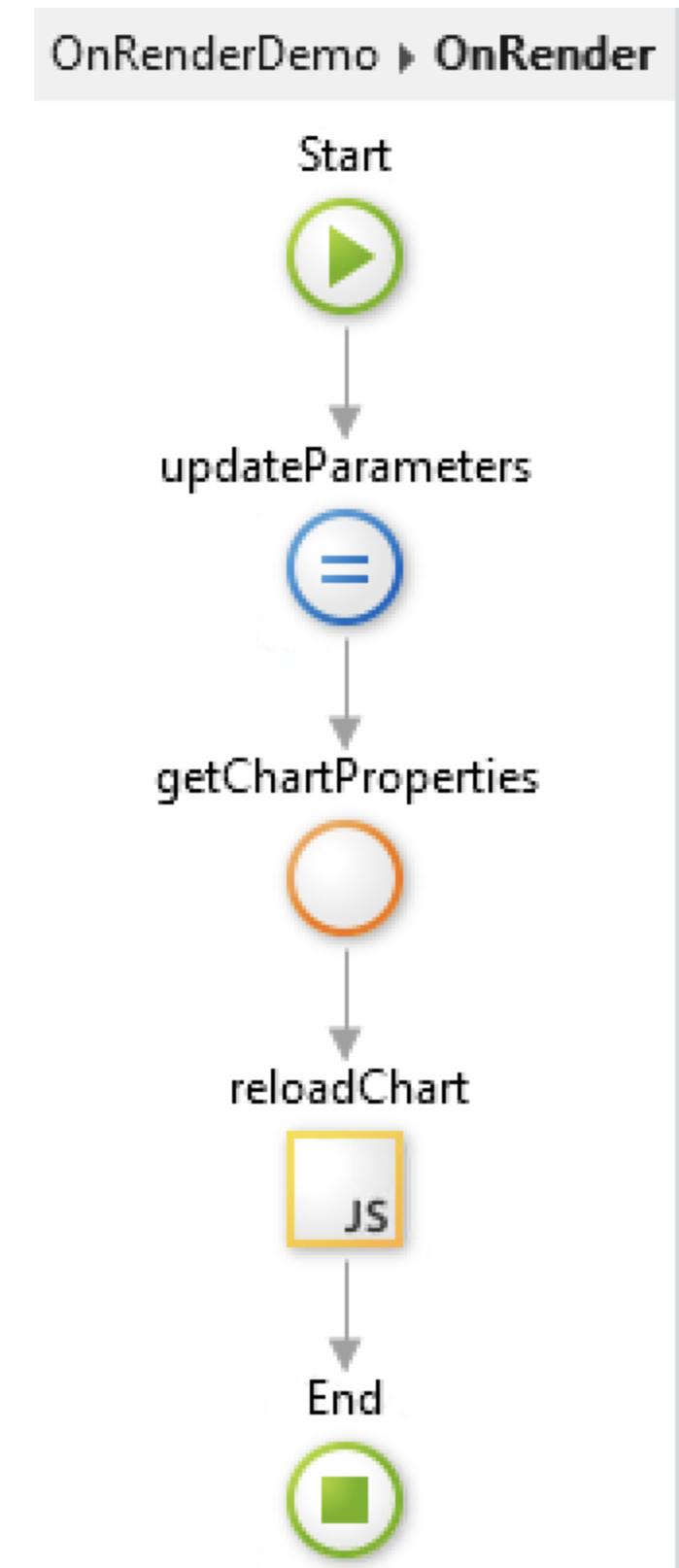
- UI elements dependency



⚡ On Render

Scenario: Reconfigure other elements

- UI elements dependency
- Execute custom changes upon widget render



⚡ On Render

Scenario: Reconfigure other elements

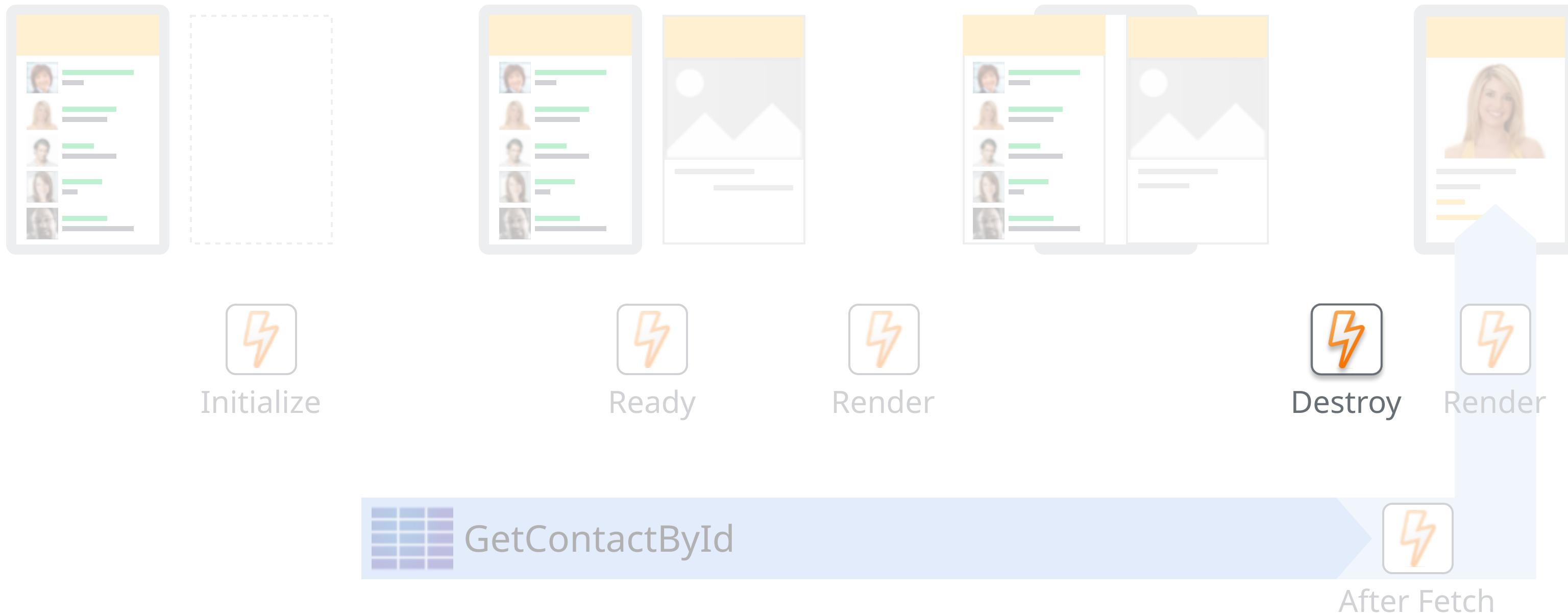
- UI elements dependency
- Execute custom changes upon widget render
- Assign event handler

<input type="checkbox"/>	OnRenderDemo
Screen	
Name	OnRenderDemo
Description	
Title	
Public	No
Roles	
Anonymous	<input type="checkbox"/>
Registered	<input checked="" type="checkbox"/>
UserManager	<input checked="" type="checkbox"/>
Events	
On Render	<input type="radio"/> OnRender

⚡ On Destroy

Triggered

- When navigating to a new screen



⚡ On Destroy

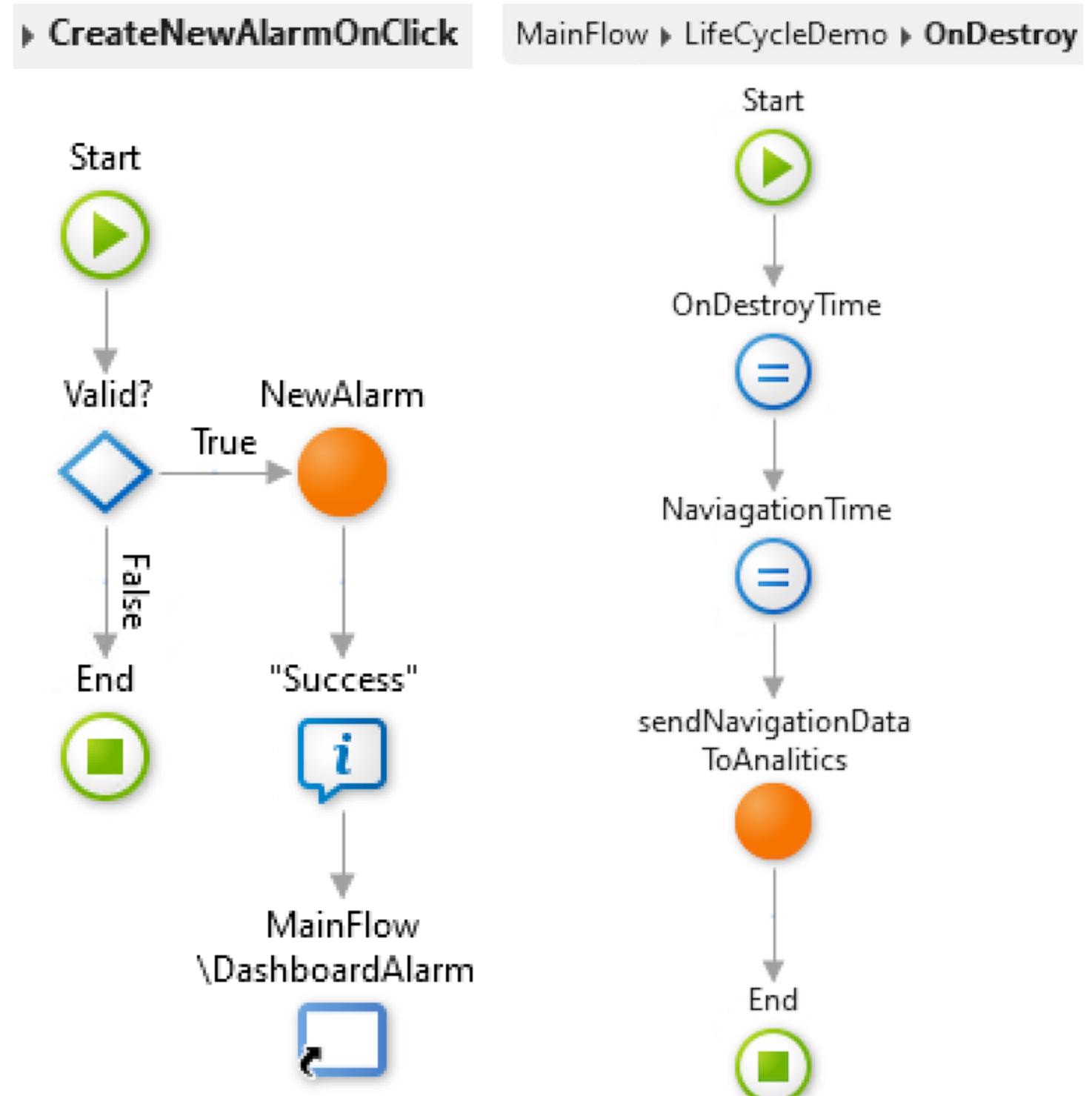
Scenario: Screen analytics

- Usage time

The screenshot shows a user interface for creating an alarm. On the left, there is a form titled "Alarm Form" with fields for "Description" (a text input box) and "Severity Level" (a dropdown menu set to "Low"). At the bottom of this form is a blue button labeled "Create new Alarm". On the right, there is a sidebar menu titled "LifeCycleDemo" which contains the following items:

- InitTime
- ReadyTime
- OnDestroyTime
- NavigationTimeSeconds
- OnDestroy
- OnInitialize
- OnReady

⚡ On Destroy



Scenario: Screen analytics

- Usage time
- Compute delta

On Destroy

Other scenarios

- Reset DOM

On Destroy

Other scenarios

- Reset DOM
- Deregister JavaScript callbacks

On Destroy

Other scenarios

- Reset DOM
- Deregister JavaScript callbacks
- Cleanup JavaScript libraries