outsystems

DEVELOPING OUTSYSTEMS MOBILE APPS

Menu

Introduction

Over the course of this set of exercise labs, you will create a web application. The application will focus on creating and managing To Dos. The To Dos will be persisted in a database so they can be accessed from and shared across multiple devices. To Dos will have attributes such as category, priority (low, medium or high), due date and they can be marked as important (starred) by the user.

Users of the To Do application will be able to access all of this information. This back-office application will allow administrators to manage all existing To Dos.

You constantly will be expanding your application, publishing it to the server and testing your application to the server while learning and applying new OutSystems concepts.

At the end of this set of exercise labs, you will have a small, but well-formed web application, spanning multiple screens and concepts that you can easily access from your browser.

In this specific exercise lab, you will:

- Add links to the application Menu
- Customize the look and feel of the Menu

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Part 1: Add links to Menu

In this part of the exercise, you will add Links to the Menu so that common tasks are more accessible. So far, the Menu contains only one item, a Link to the **ToDos** Screen that was created automatically with the scaffolding operation in the previous Lab. The Menu will be extended to give access also to the "New To Do" and the Categories.

The Menu is a special Web Block that is reused throughout your Screens. In general, Web Blocks provide a simple and quick way to reuse the same interface content in several different Screens, or even inside other Web Blocks.

1. Add a new Menu Item that links to the **Categories** Screen.

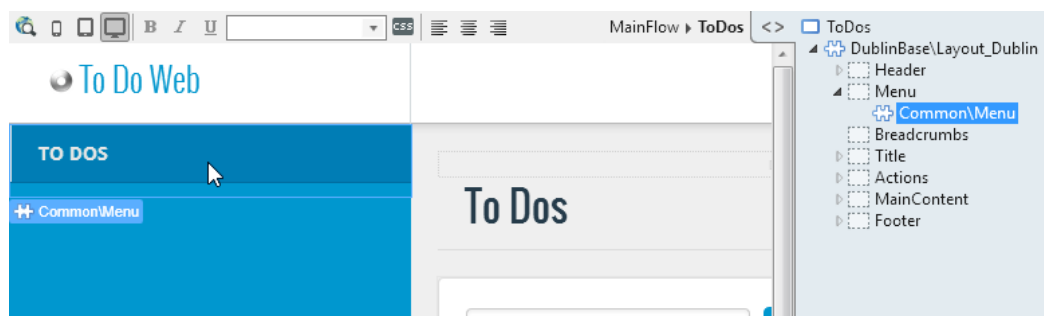**a)** Open the **ToDos** Screen and select the **Menu** Web Block.

Figure 1. Menu Web Block

b) Close the Widget Tree, or click in the **Interface** tab, and expand the **MainFlow** item to see all your screens
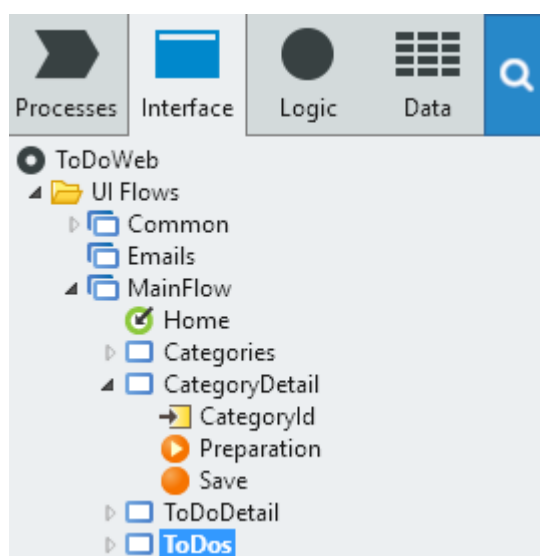

Figure 2. MainFlow Screens

c) Drag and drop the **Categories** Screen and hover it on top of the **Menu** Web Block instance.

Figure 3. Drag and Drop Categories screen to the Menu Web Block

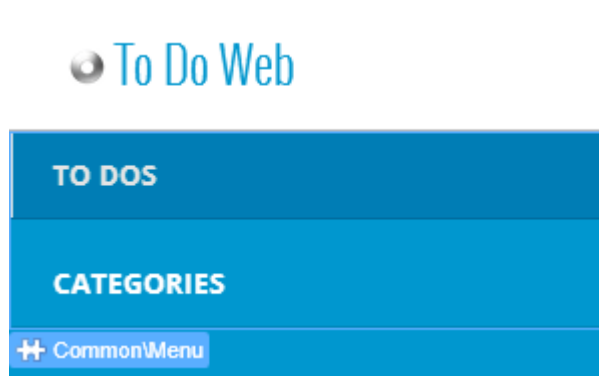**d)** Your **Menu** should look like this

Figure 4. Menu with link to Categories

e) Notice that both items have different colors. Since you are in the context of the **ToDos** Screen, the link to the **ToDos** Screen is highlighted.

f) Open the **Categories** Screen.

g) Notice that in the context of the **Categories** Screen, the **Menu** item that is highlighted is the one that links to the categories.
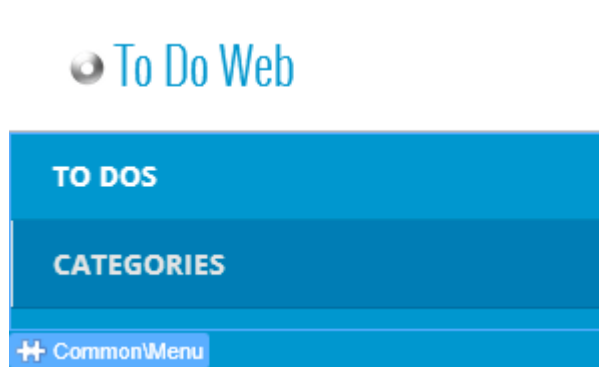

Figure 5. Menu Web Block instance in Categories Screen

2. Add a "Create New To Do" Link to the Menu.

a) Open the **ToDoDetail** Screen.

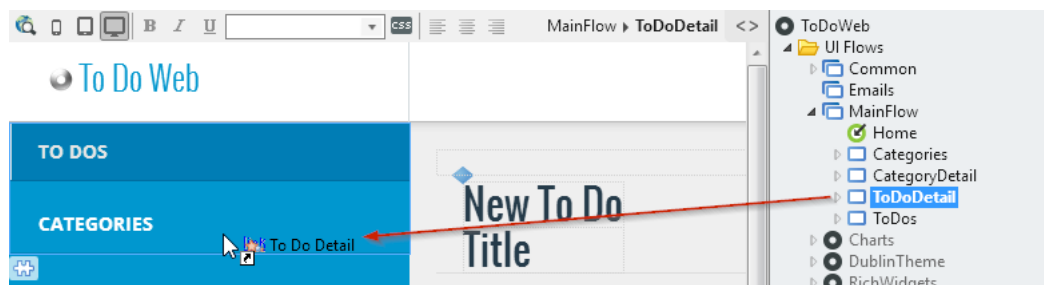**b)** Drag the **ToDoDetail** Screen and drop it on the **Menu** Web Block instance.

c) Notice that the new **Menu** item was added to the end, and the 'To Dos' Link is no longer highlighted. Instead the newly created item is highlighted.

NOTE: The **Menu** Web Block highlights items based on Input Parameters. The Input Parameters **ActiveMenuItemId** and **ActiveSubMenuItemId** denote the items to be highlighted in a two-level **Menu**. These two Parameters are Identifiers of two existing Static Entities, **MenuItem** and **MenuSubItem**.

Every time you drag a Screen onto the **Menu** Web Block, a new record is created either in the **MenuItem** or **MenuSubItem** Static Entity. The record **Caption** is defined using the Screen name.

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d) Notice that the Link **Destination** property is set to the **ToDoDetail** Screen, which asks for a value to its Input Parameter. Set it to

```
NullIdentifier()
```

3. Change the **Caption** of the "Create New ToDo" Menu item.

a) Switch to the **Data** tab and expand the **Records** folder of the **MenuItem** Static Entity.
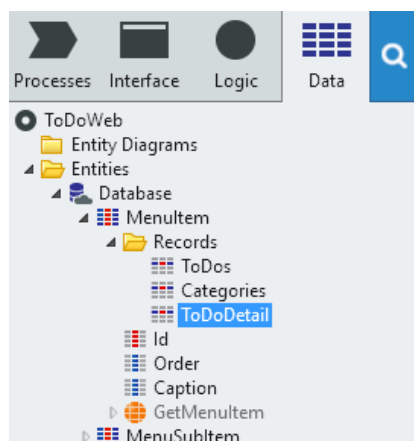
Figure 7. MenuItem Static Entity

b) Notice that the **MenuItem** Static Entity contains three Records, one for each item in the **Menu**.

c) Select the **ToDoDetail** Eecord, and set the **Caption** property to "Create New To Do".

Figure 8. Change ToDoDetail Record Caption

d) The **Menu** Web Block should look like this

Figure 9. Menu Web Block

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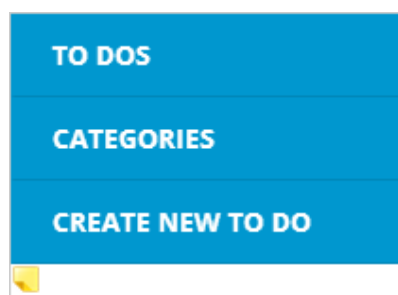
Part 2: Reorder Menu items

In this part of the exercise, you will reorder the existing **Menu** items to group together related items.

1. Move the "Create New To Do" item to the middle of the "To Dos" and "Categories" items.

a) While in the context of the **Menu** web block, open the Widget Tree and expand the **Menu_TopMenus** Container, inside **Application_Menu**.
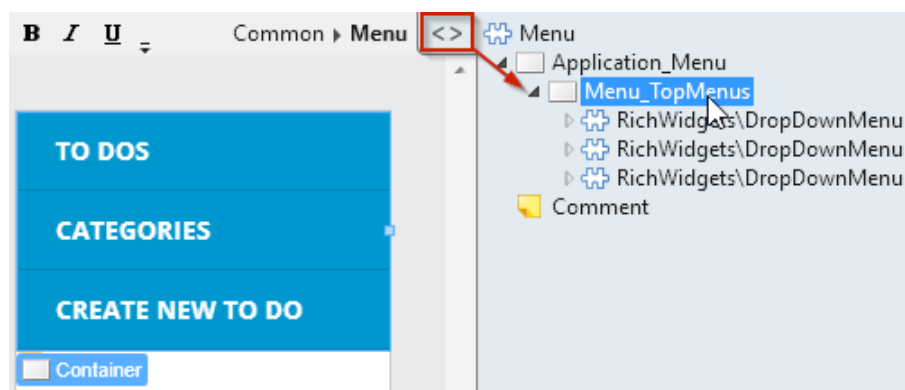

Figure 10. Menu Widget Tree

b) Notice that you have three Web Blocks inside the **Menu_TopMenus** Container, one for each item in the **Menu**.

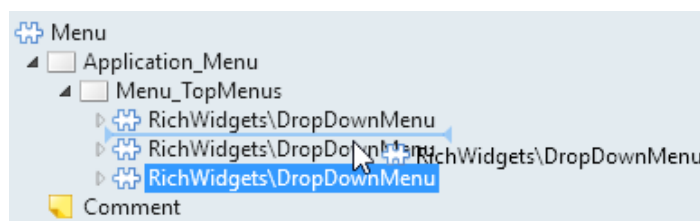**c)** Drag the third Block, and drop it between the first and second Block.

Figure 11. Move Menu item

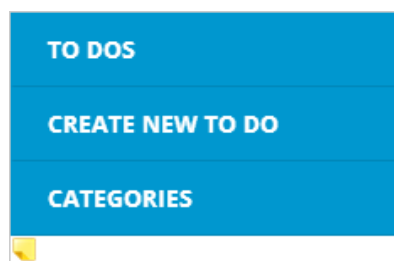**d)** The **Menu** Web Block should look like this

Figure 12. Menu with reordered items

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Part 3: Improve the Menu look and feel

In this part of the exercise, you will add icons to the **Menu** items. The icons will provide a more intuitive look and feel to your application, while providing a better user experience.

1. Add the 'tasks' **Icon** to the 'To Dos' **Menu** item.

   a) Open the **Menu** Web Block, located under the **Common** flow.

   b) Drag an **Icon** and drop it in the beginning of the **To Dos** Link.
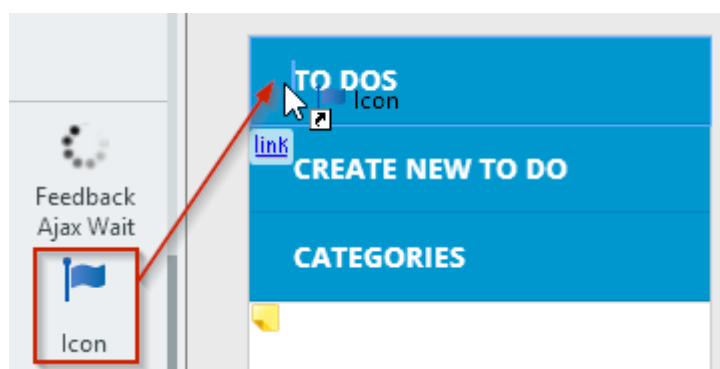
Figure 13. Drag an Icon directly from the Widget toolbar

> **NOTE:** The **Icon** Widget is part of **RichWidgets,** and provides access to the Font Awesome icons. Check http://fontawesome.io/ for more information about Font Awesome.

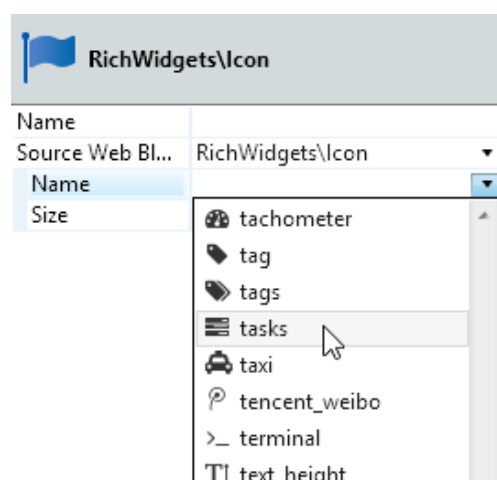   **c)** Select the **Icon** widget, and set the **Name** of the icon to 'tasks'.

Figure 14. Set Icon Widget name to 'tasks'

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2. Add the 'plus' icon to the 'Create New To Do' **Menu** item.

    a) Drag another **Icon** Widget, and drop it in the beginning of the **Create New To Do** Link.

    b) Set the **Icon Name** property to 'plus'.

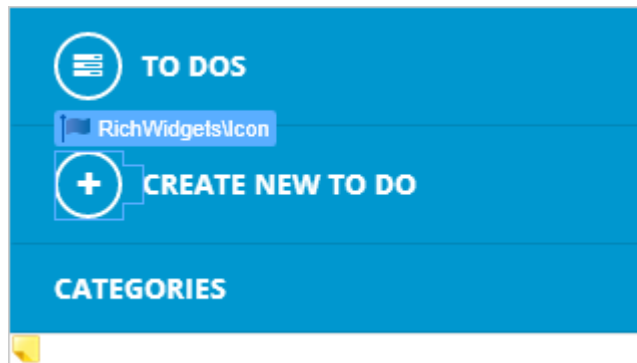   **c)** Your Menu should look like this

<p align="center">Figure 15. Menu with Icon for 'Create New To Do'</p>

3. Add the 'tags Icon to the 'Categories' **Menu** item.

    a) Drag another **Icon** Widget and drop it in the beginning of the **Categories** Link.

    b) Set the **Icon Name** property to 'tags'.

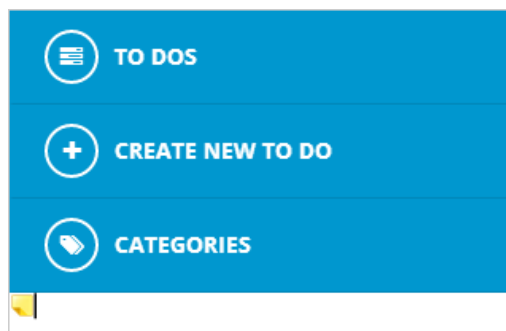   **c)** Your **Menu** should look like this

<p align="center">Figure 16. Menu with Icons for all items</p>

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Part 4: Publish and test Menu

In this part of the exercise, you will publish the changes made to the **Menu** and test the navigation between Screens, using the Links from the **Menu**.

1. Publish the module and navigate using the **Menu** Links.

a) Click the **1-Click Publish** button to publish the module.

b) Click the **Open in Browser** button. If required, login again with the same credentials as before.

c) Navigate to the **Categories** Screen using the **Menu** Link, and check that the highlighted item changes to the 'Categories' **Menu** item.

d) Click the 'Create New To Do' **Menu** item, fill the form with a new To Do, and then click **Save**.
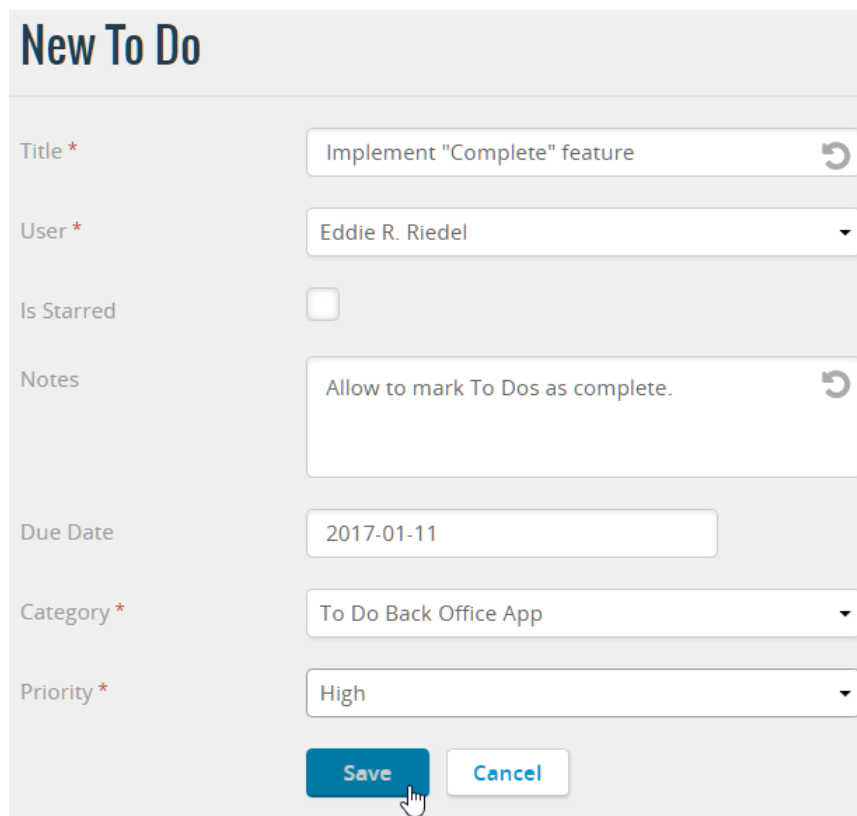
Figure 17. Create a New To Do

e) You should be redirected to the **ToDos** Screen and see the new To Do in the list.

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End of Lab

In this exercise, you added new Links to the **Menu**, then customized the look and feel of the Links with Icons, to better illustrate each one of them.

The application module was published to the server, and the new Links in the **Menu** allowed to quickly navigate from each main concept of the application.

List of Figures

Here is the list of screenshots and pictures used in this exercise.