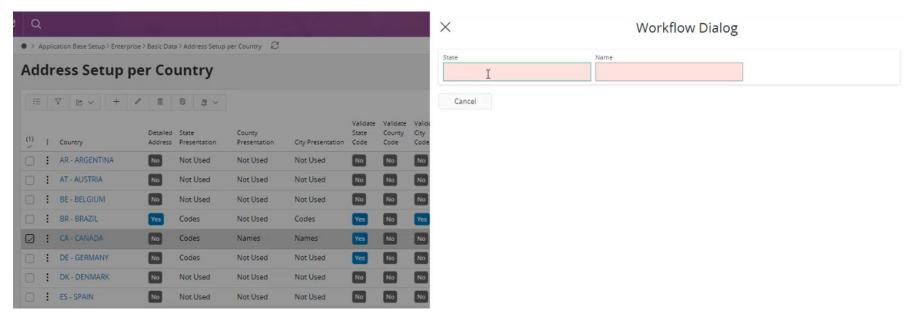


USER INTERACTION BPA'S BACKGROUND

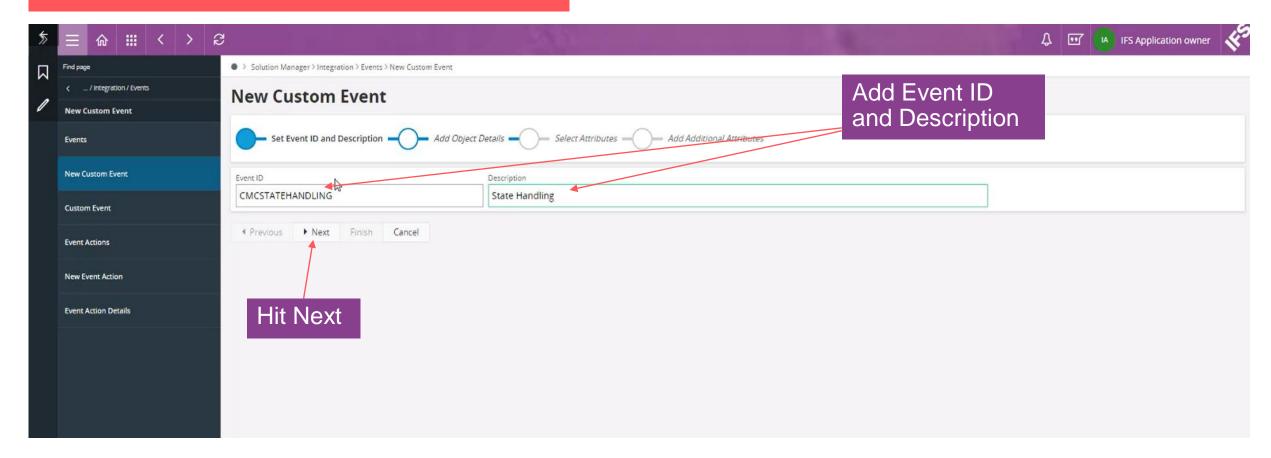
User Interaction BPA's are used when a user performs an action and the business process requests the user to enter additional information regarding that transaction. This information can then be used within a CRUD operation when calling different projections.

The next example shows creating a user interaction BPA but also passing the information in a projection call to create a State.



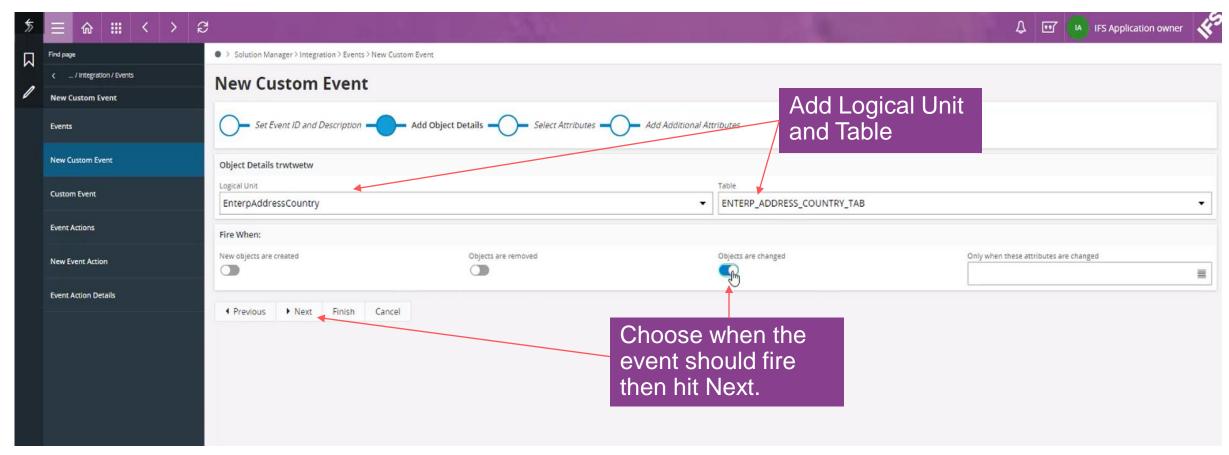


USER INTERACTION BPA'S CUSTOM EVENT



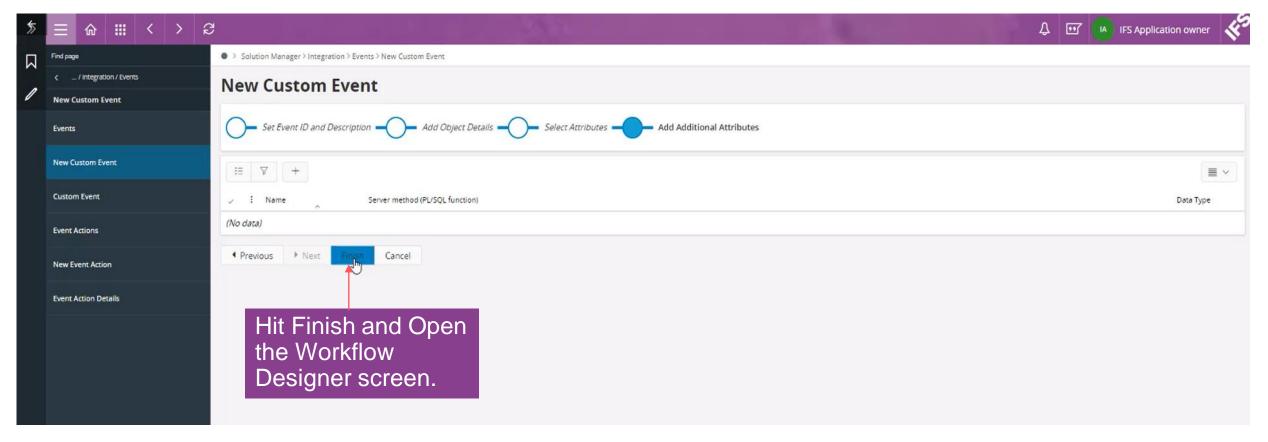


USER INTERACTION BPA'S CUSTOM EVENT





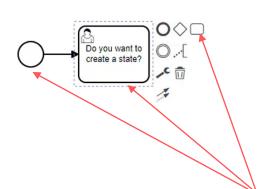
USER INTERACTION BPA'S CUSTOM EVENT



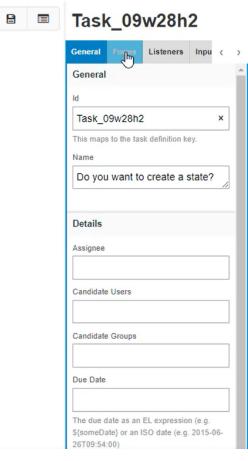


BPA CREATION



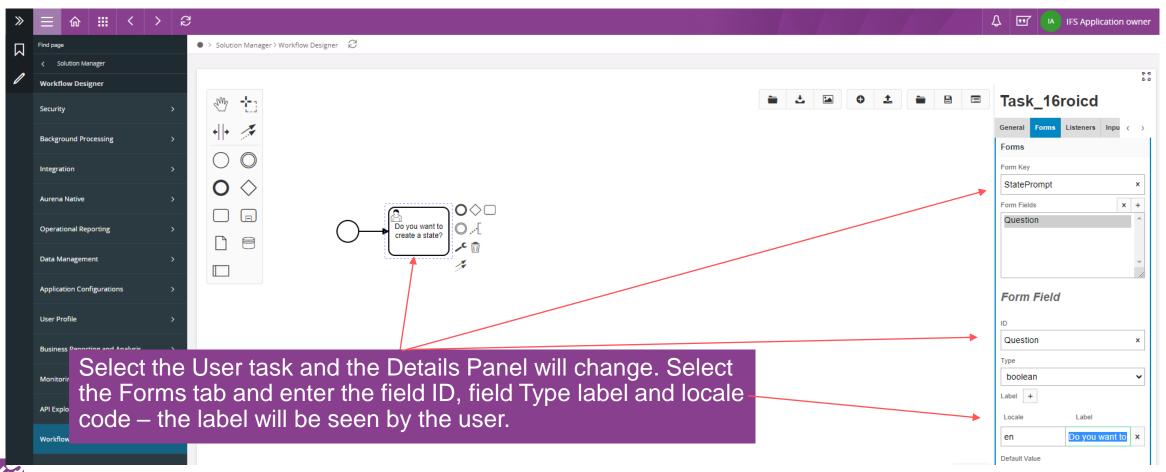


The Start Event will automatically be added to the screen, now add the next steps in the BPA either by drag and drop or selecting the task and selecting Append Task, Decision/Gateways or events.





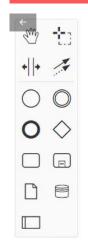
BPA CREATION – USER TASK

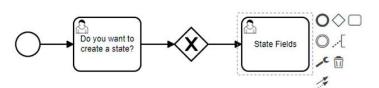




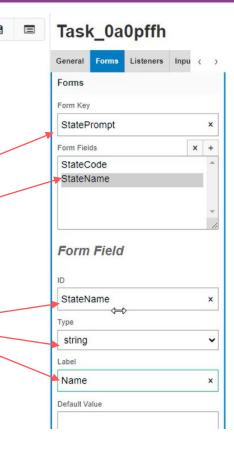
2ND USER TASK

A Gateway/Decision (No conditions added yet) has been added and then another User Task.





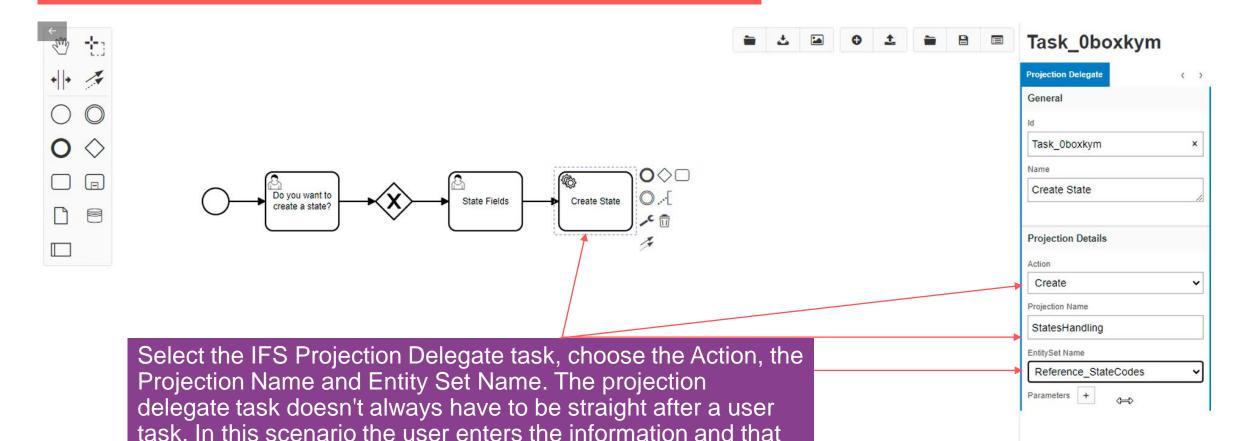
Enter the Form Key and the different form fields required to be made visible to the user. The fields that are in this example are projection fields that will be used in the final projection call. Enter Name and Type of field.





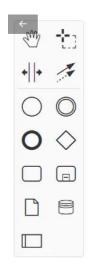
USER INTERACTION BPA PROJECTION DETAILS

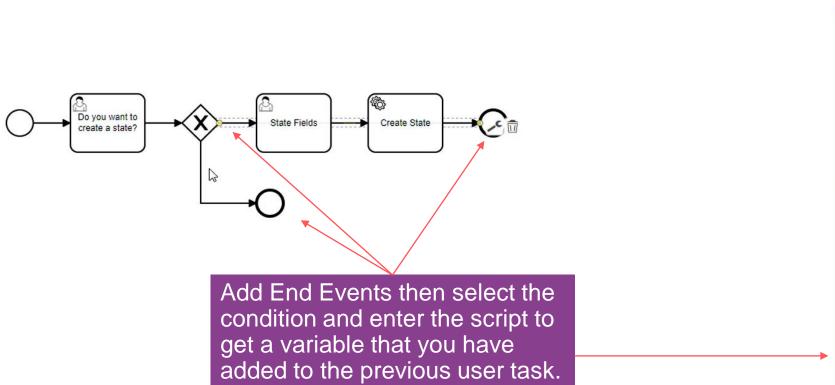
information is used to create the State record.





ADD CONDITION TO DECISION





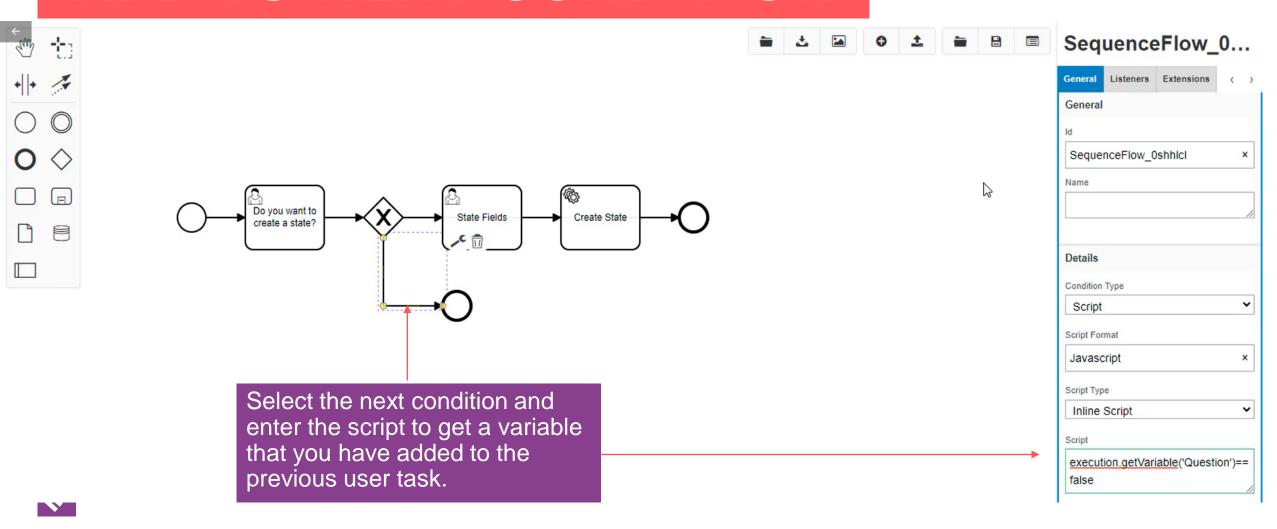


SequenceFlow_1...

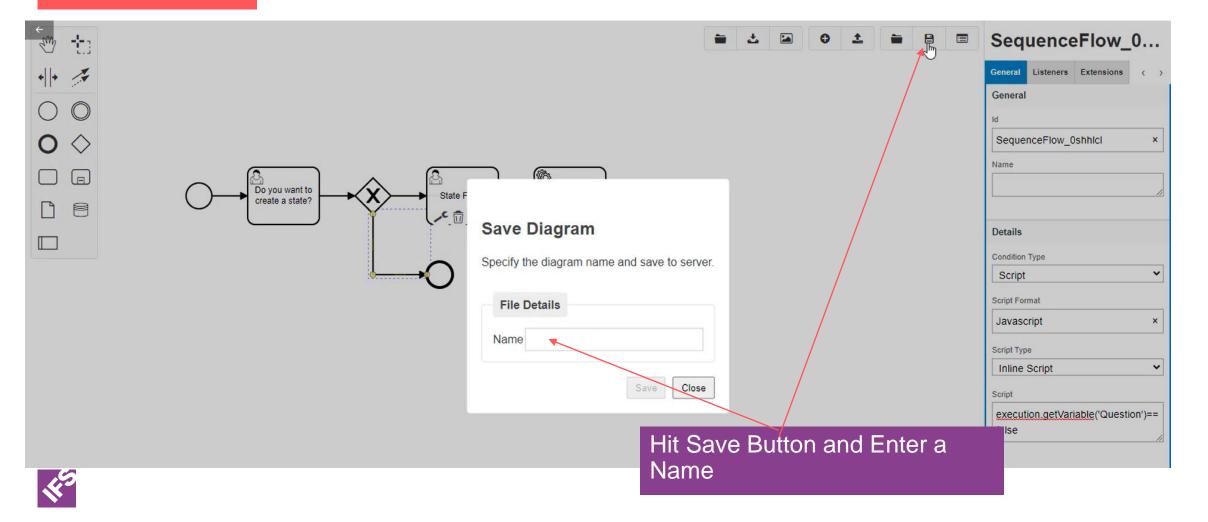
Listeners Extensions



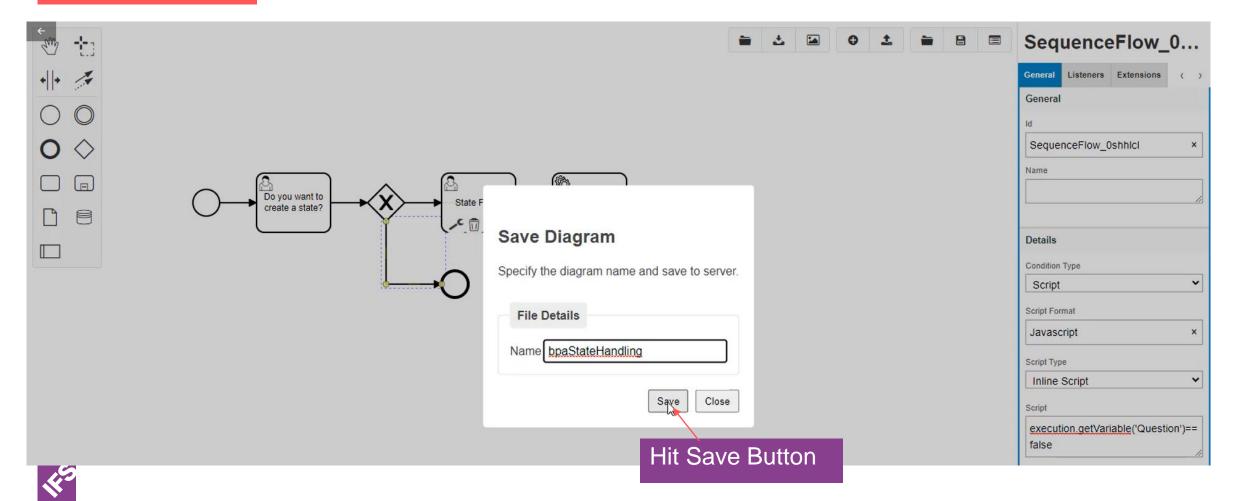
ADD TO NEXT CONDITION



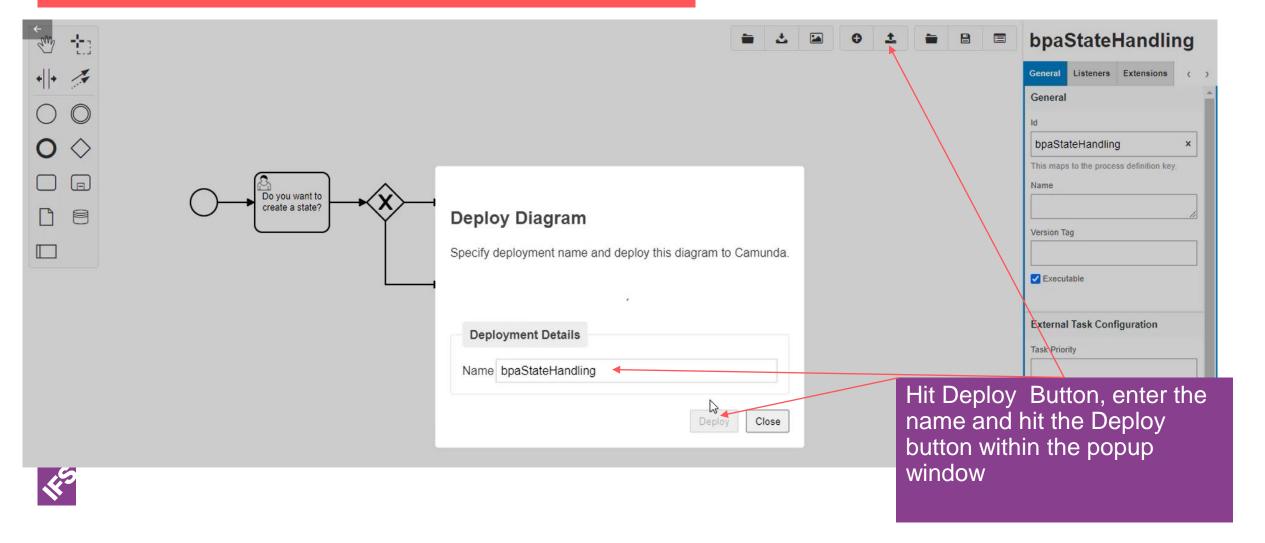
SAVE



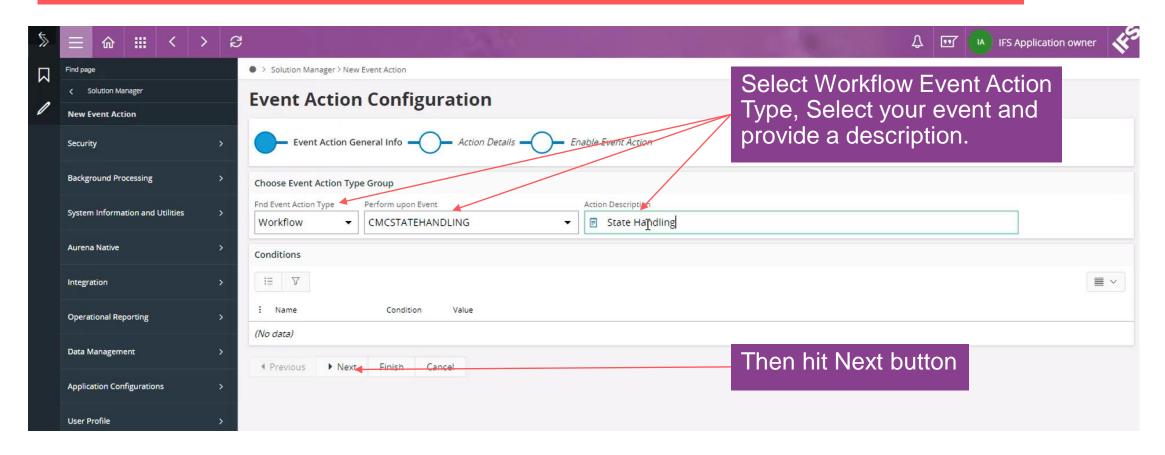
SAVE



USER INTERACTION BPA DEPLOY TO SERVER

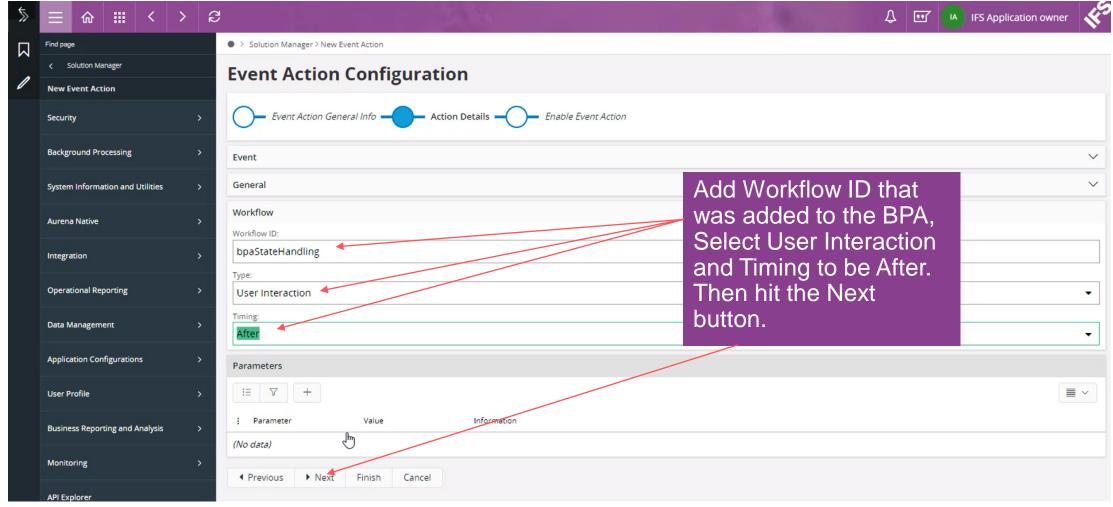


GO TO EVENT ACTION SCREEN



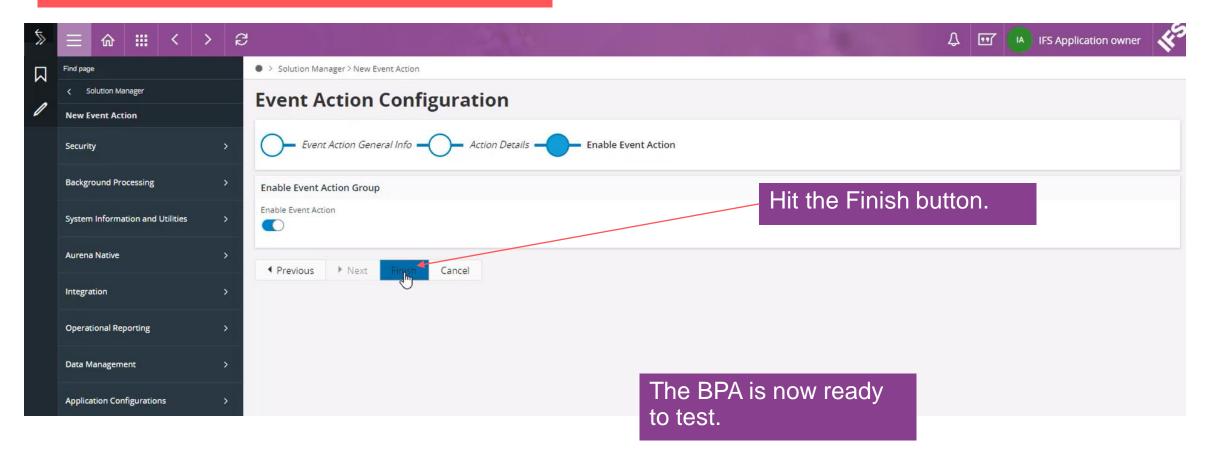


USER INTERACTION BPA EVENT ACTION



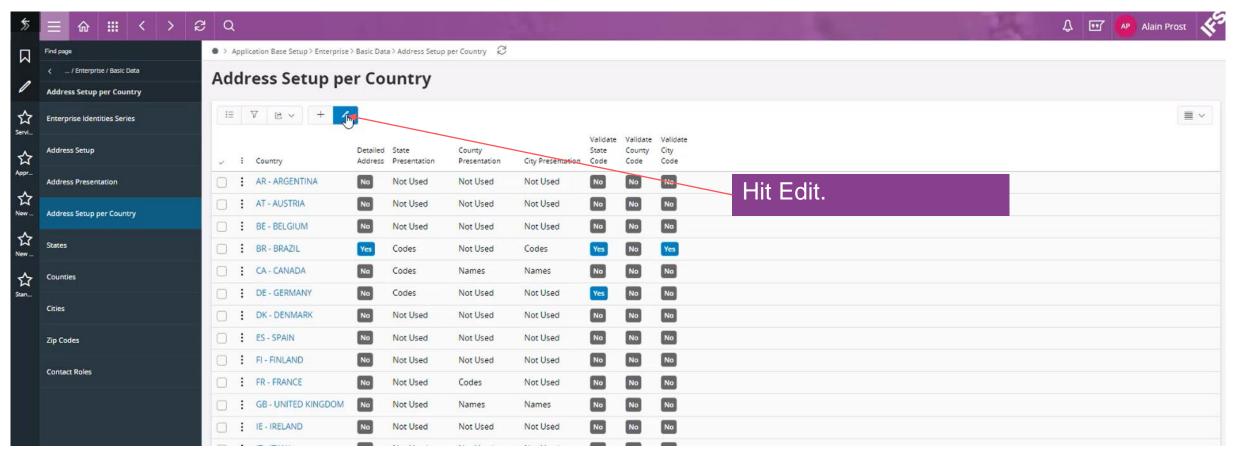


USER INTERACTION BPA EVENT ACTION



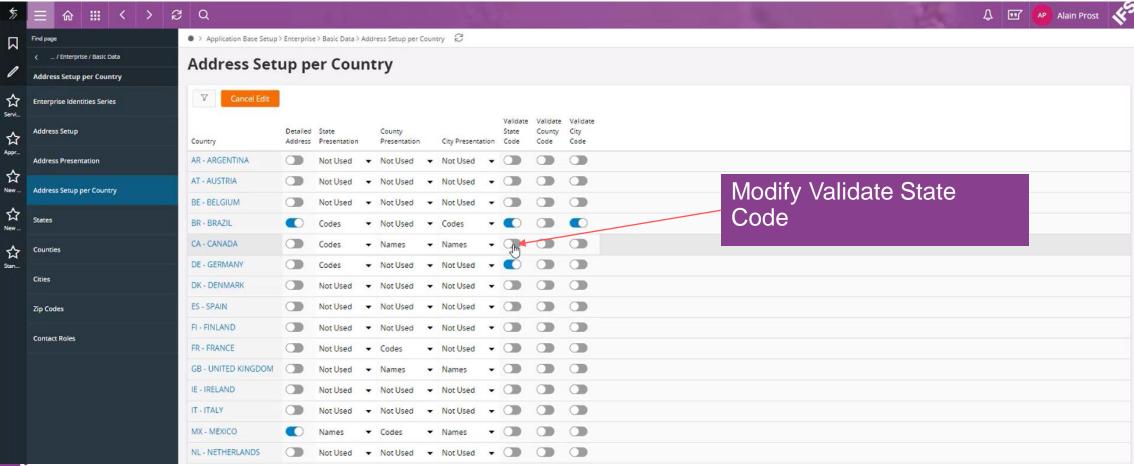


DEMO/TEST BPA CONFIGURED



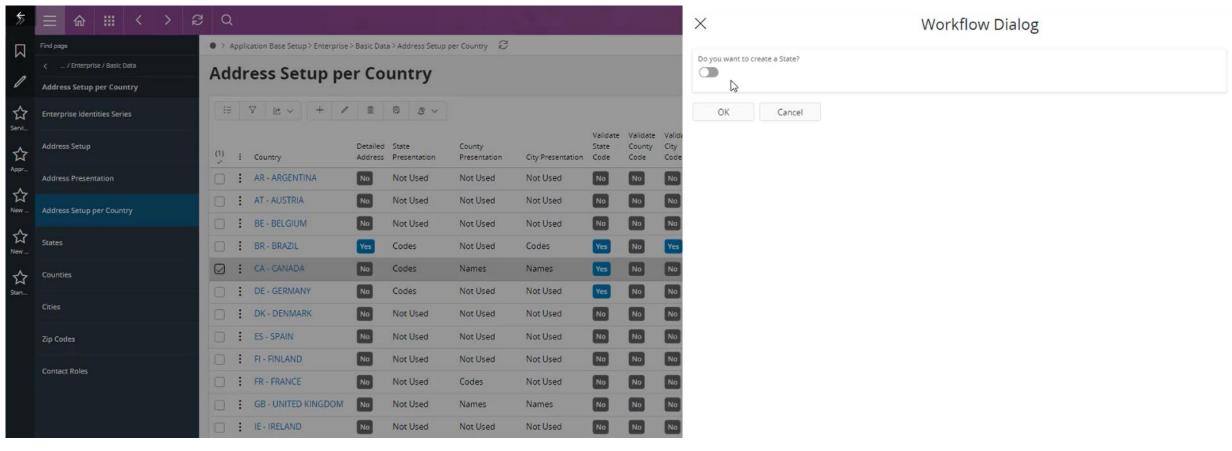


MODIFY VALIDATE STATE CODE



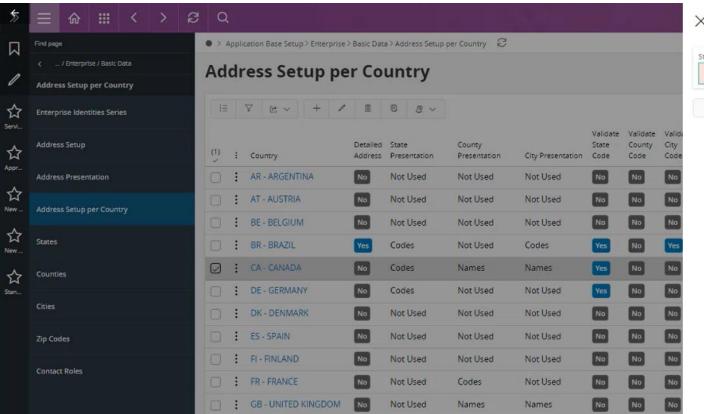


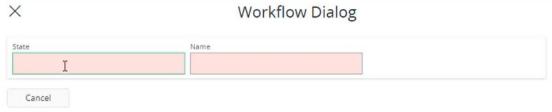
USER INTERACTION FORM





USER INTERACTION BPA ENTER INFORMATION







HIT OK

