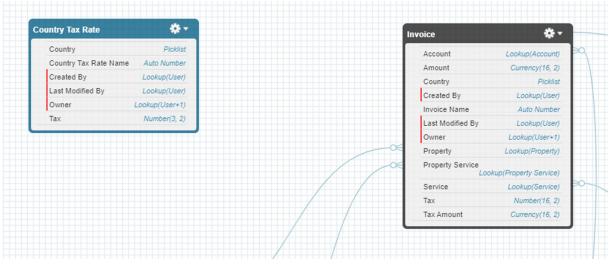
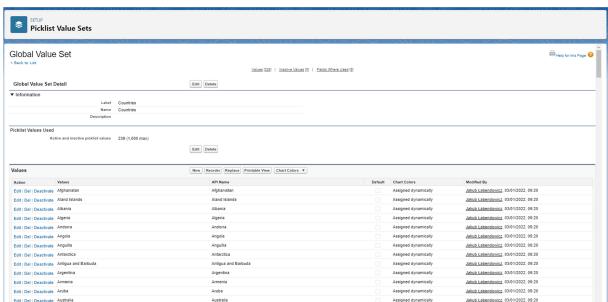
## LABORATORIUM 2. ELEMENTY PROGRAMOWANIA W JĘZYKU APEX.

## ZADANIE 2.2. WZBOGAĆ MODEL DANYCH





- ZADANIE 2.1. STWORZENIE KLASY WYLICZAJĄCEJ PODATEK,
- ZADANIE 2.3. ZMODYFIKUJ KLASĘ WYLICZAJĄCĄ PODATEK,
- ZADANIE 2.4. PRZETWARZANIE KOLEKCJI DANYCH

## ZADANIE 2.5. WYKONAJ LOGIKĘ KLASY PODCZAS TWORZENIA FAKTURY

```
force-app > main > default > triggers > Pollub_InvoiceTrigger.trigger

trigger Pollub_InvoiceTrigger on Invoice_c (before insert, before update, before delete, after insert, after update, after delete) 

new Pollub_InvoiceTriggerHandler().execute();

]
```

```
force-app > main > default > classes > Pollub_InvoiceTriggerHandler.cls

1    public with sharing class Pollub_InvoiceTriggerHandler extends TriggerHandler {
2         private void beforeInsert() {
3             List<Invoice__c> newInvoices = (List<Invoice__c>) Trigger.new;
4             Pollub_InvoiceTriggerHelper.calculateTax(newInvoices);
5             }
6             private void beforeUpdate() {
7                  List<Invoice__c> newInvoices = (List<Invoice__c>) Trigger.new;
8                  Pollub_InvoiceTriggerHelper.calculateTax(newInvoices);
9             }
10             }
11
```

```
force-app > main > default > classes > TriggerHandler.cls
      public with sharing abstract class TriggerHandler {
           protected SObjectType SObjectType { get; private set; }
           public Boolean isExecuting = true;
          public TriggerHandler() {
              if (Trigger.new == null) {
                   SObjectType = Trigger.old.get(0).getSObjectType();
                   SObjectType = Trigger.new.get(0).getSObjectType();
               switchExecuting();
                   if (Trigger.isBefore) {
                       bulkBefore();
                       if (Trigger.isInsert) {
                       } else if (Trigger.isUpdate) {
                           beforeUpdate();
                       } else if (Trigger.isDelete) {
                       postProcessingBefore();
                   } else {
                       if (Trigger.isInsert) {
                       } else if (Trigger.isUpdate) {
                           afterUpdate();
                       } else if (Trigger.isDelete) {
                           afterDelete();
                       postProcessingAfter();
```

```
virtual void switchExecuting() {
    }

virtual void switchExecutingOn() {
    }

virtual void switchExecutingOff() {
    }

virtual void bulkBefore() {
    }

virtual void beforeInsert() {
    }

virtual void beforeUpdate() {
    }

virtual void beforeDelete() {
    }

virtual void postProcessingBefore() {
    }

virtual void afterInsert() {
    }

virtual void afterDelete() {
    }

virtual void postProcessingAfter() {
}
```

## ZADANIE 2.6. STWÓRZ KLASĘ TESTOWĄ