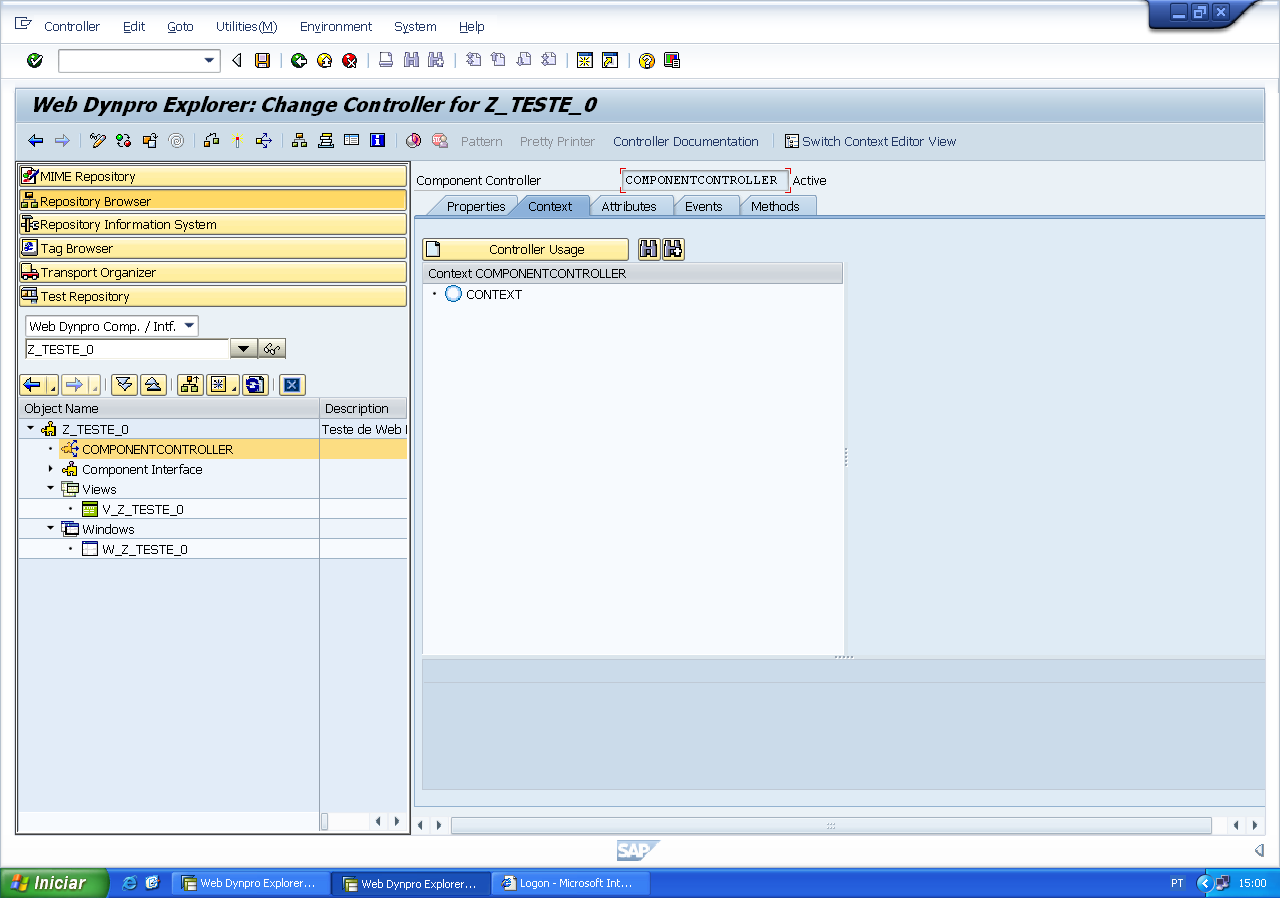


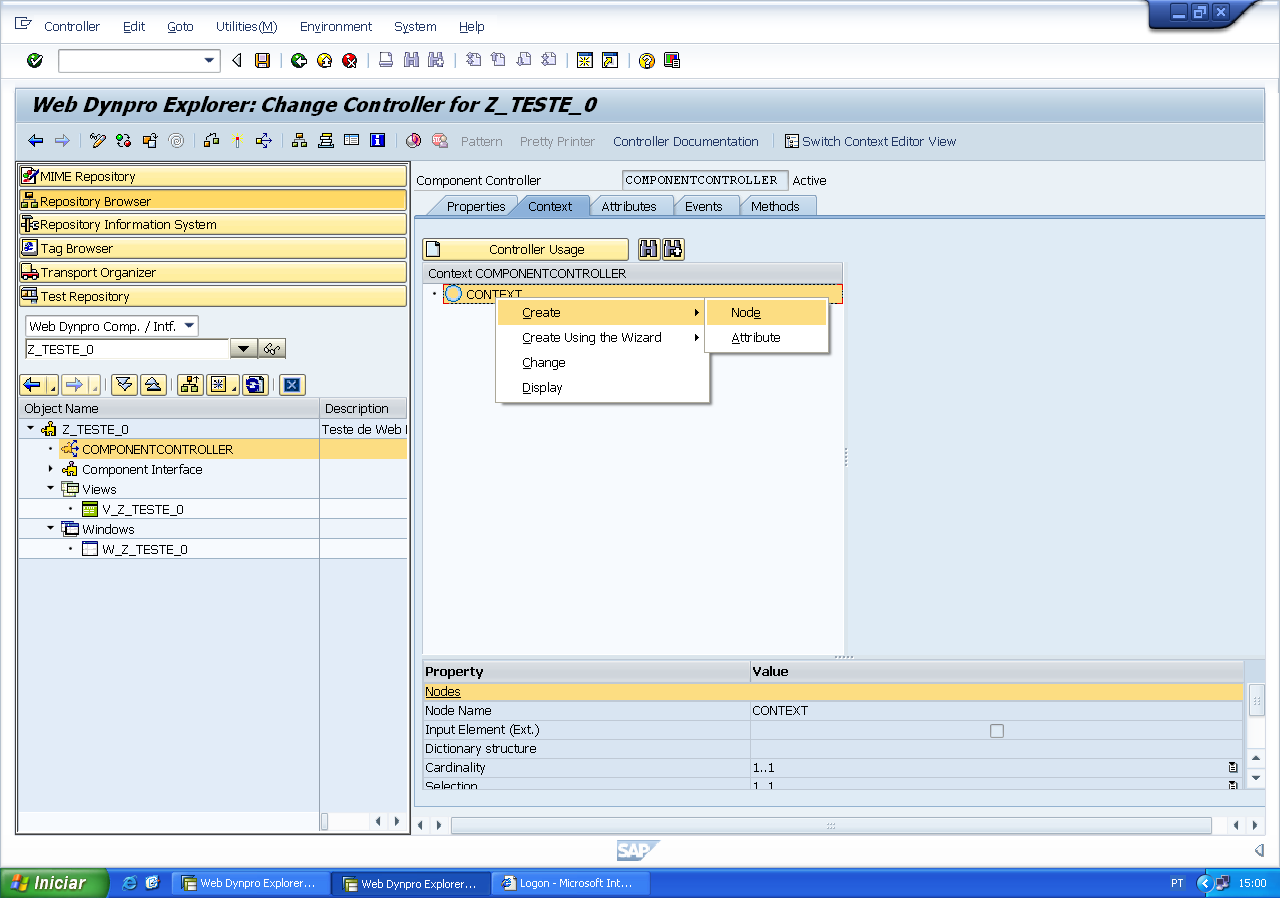


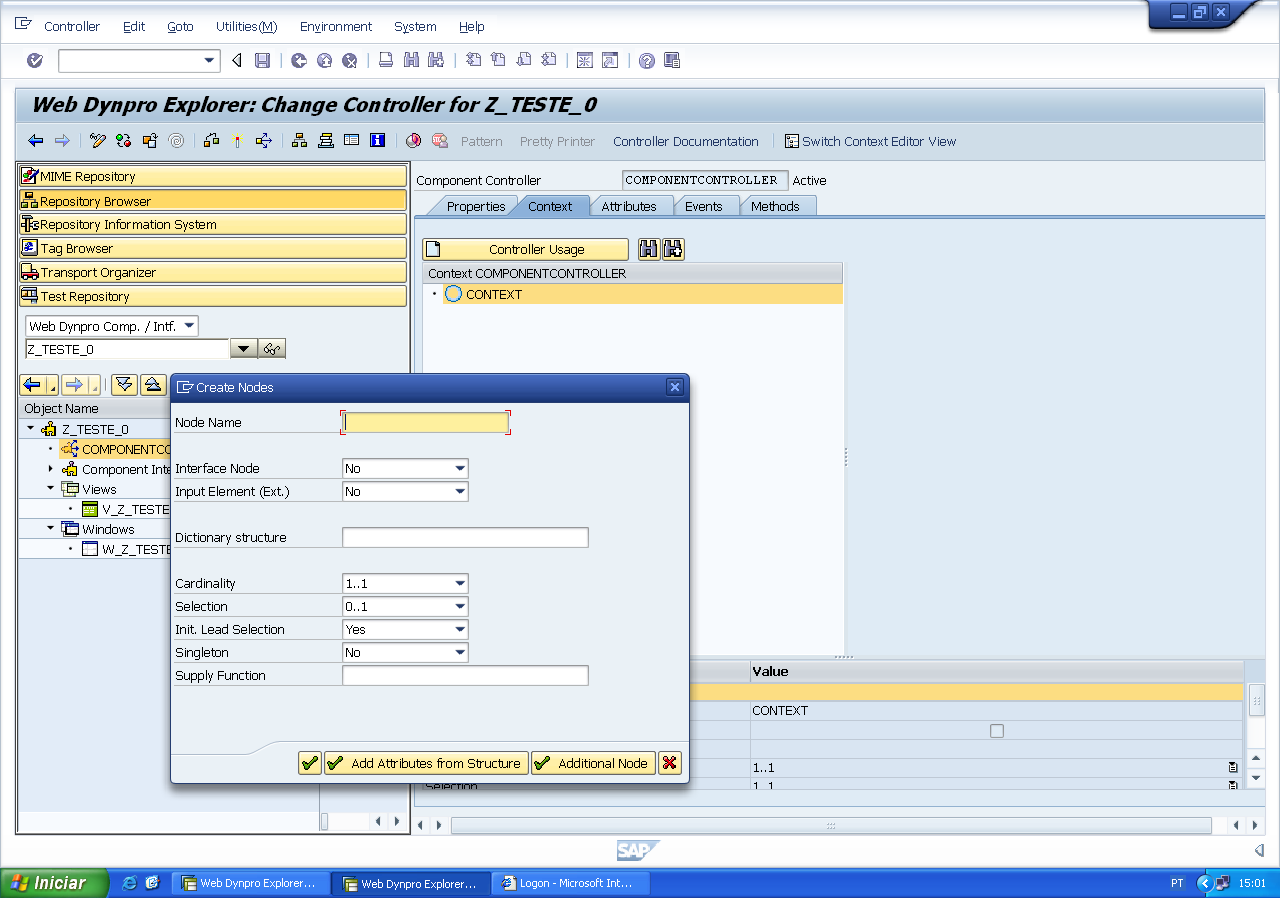
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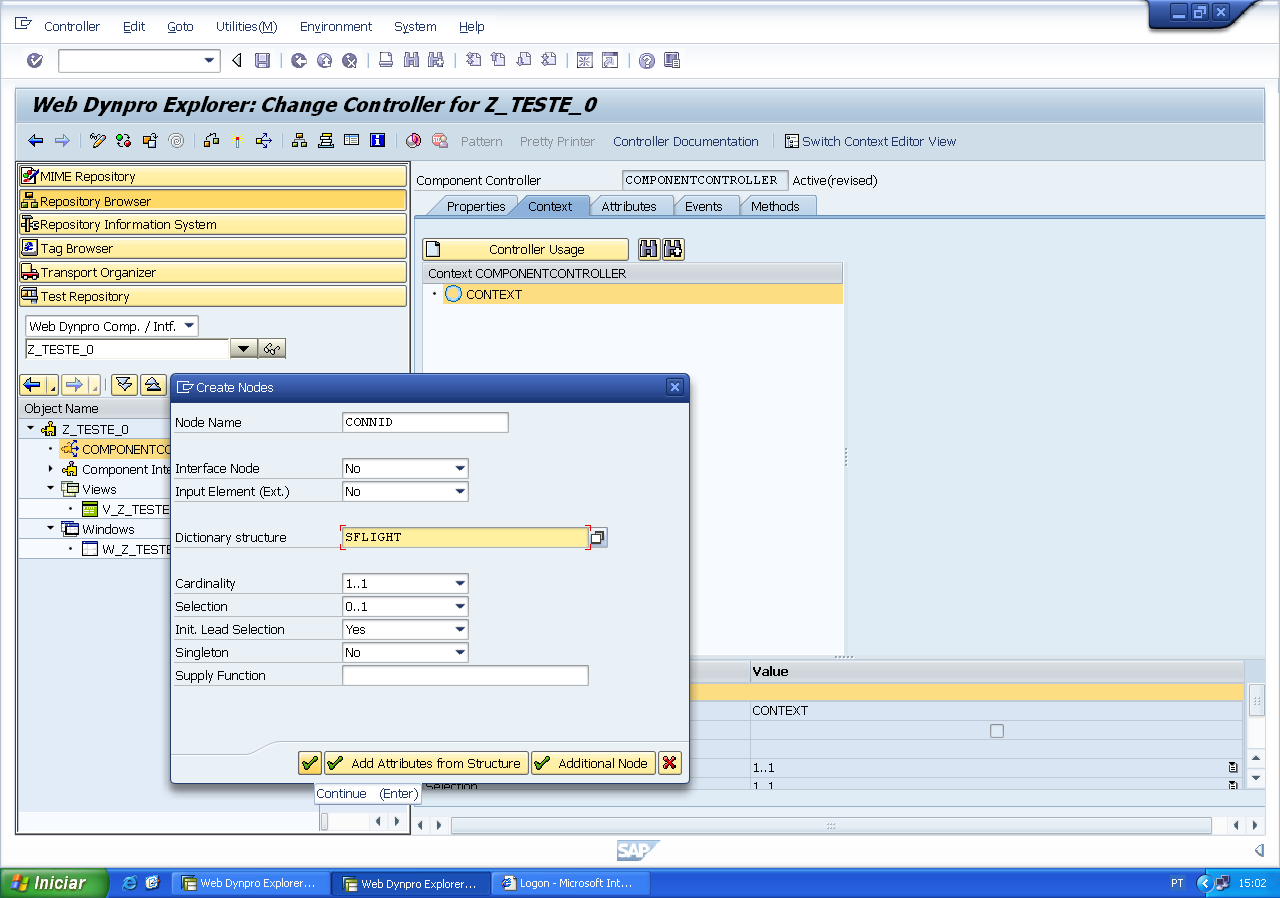
  DATA: t\_sflight TYPE TABLE OF sflight.  
  
  SELECT carrid  
    FROM sflight  
    INTO TABLE t\_sflight.

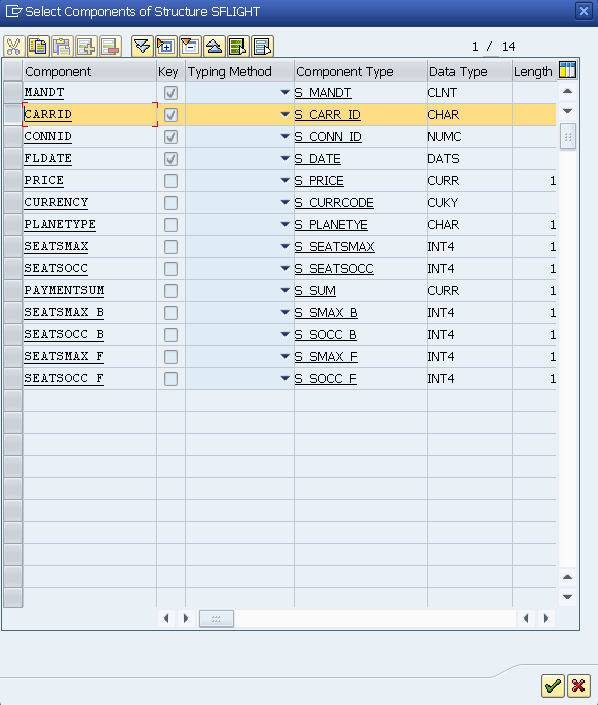
------------------------------------------------------------------

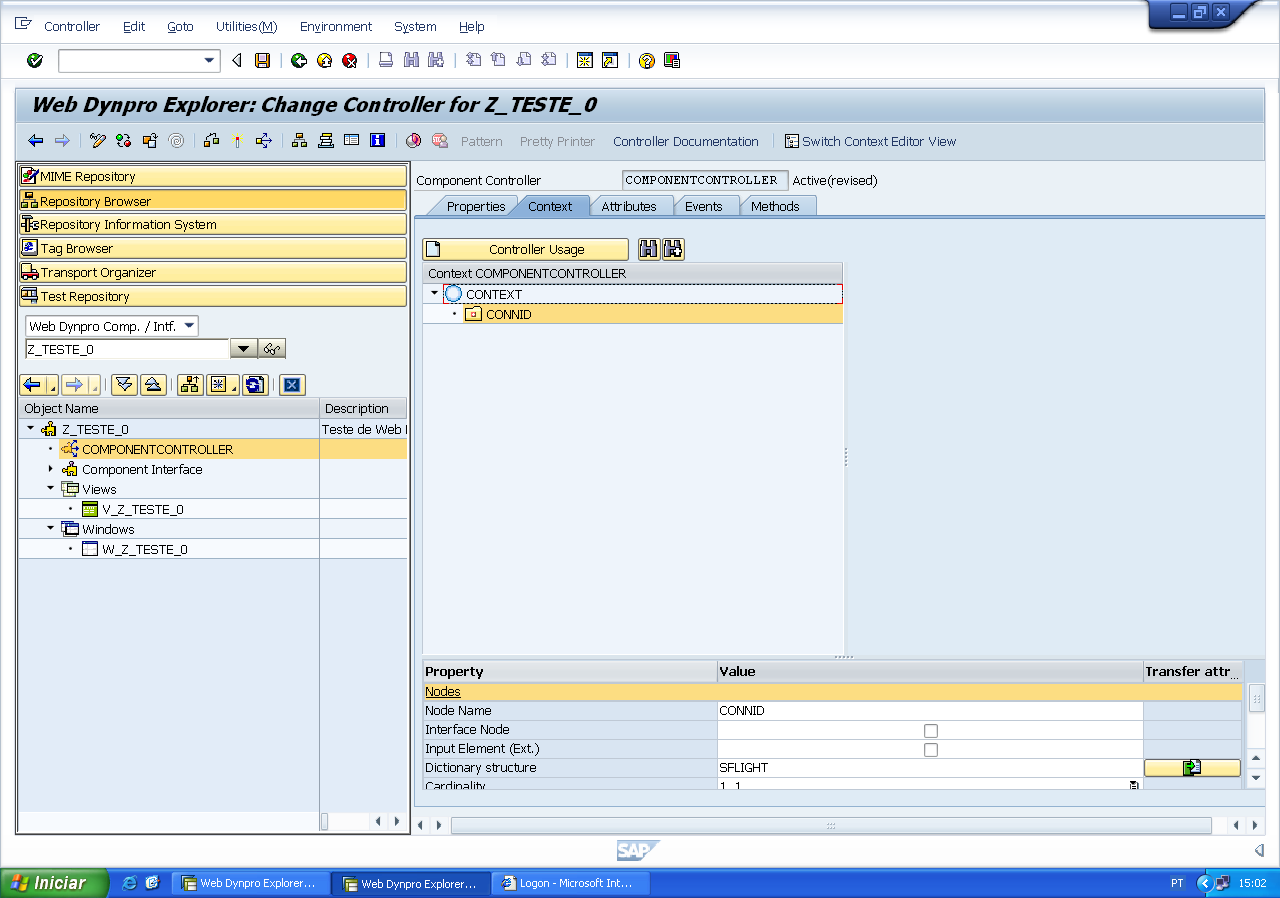


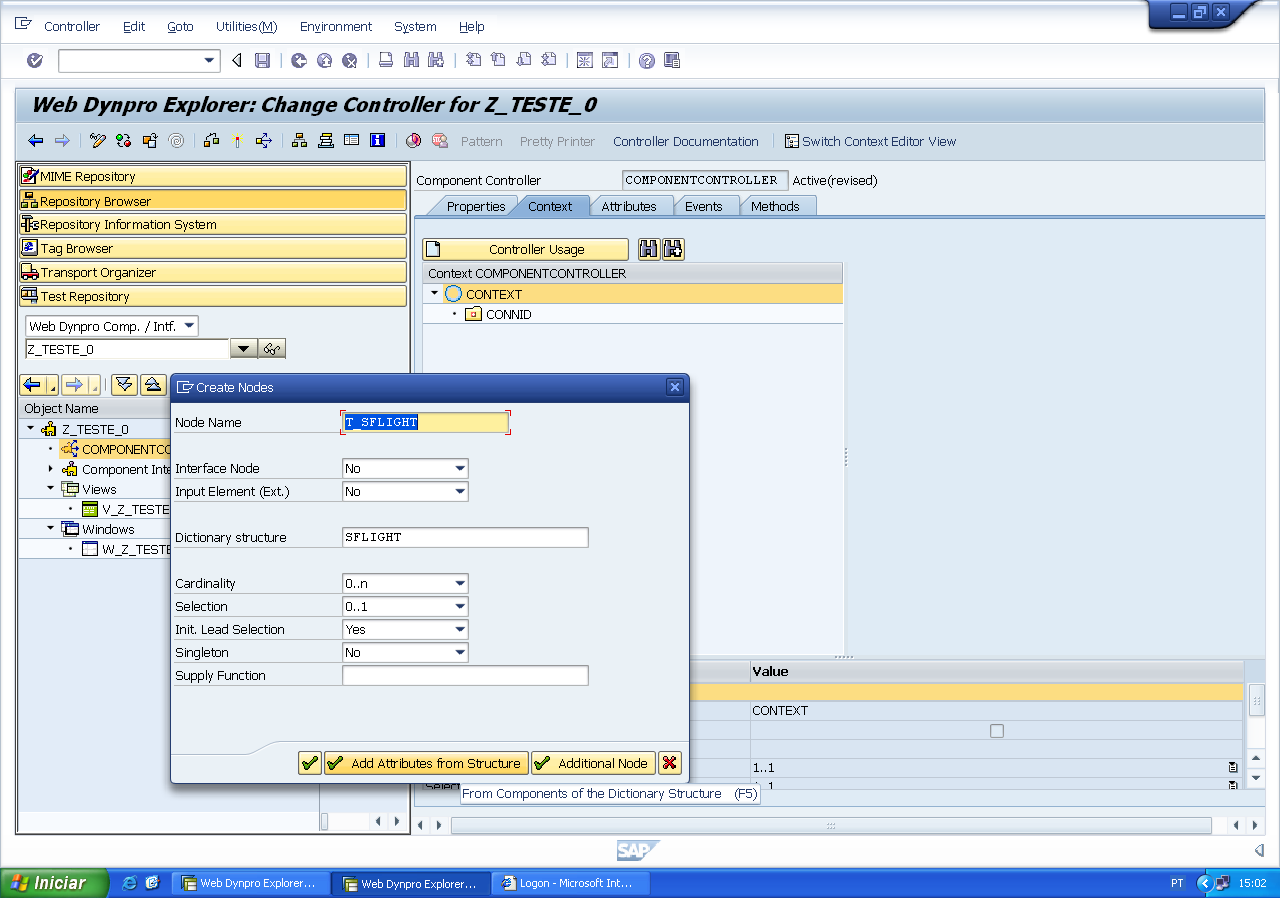


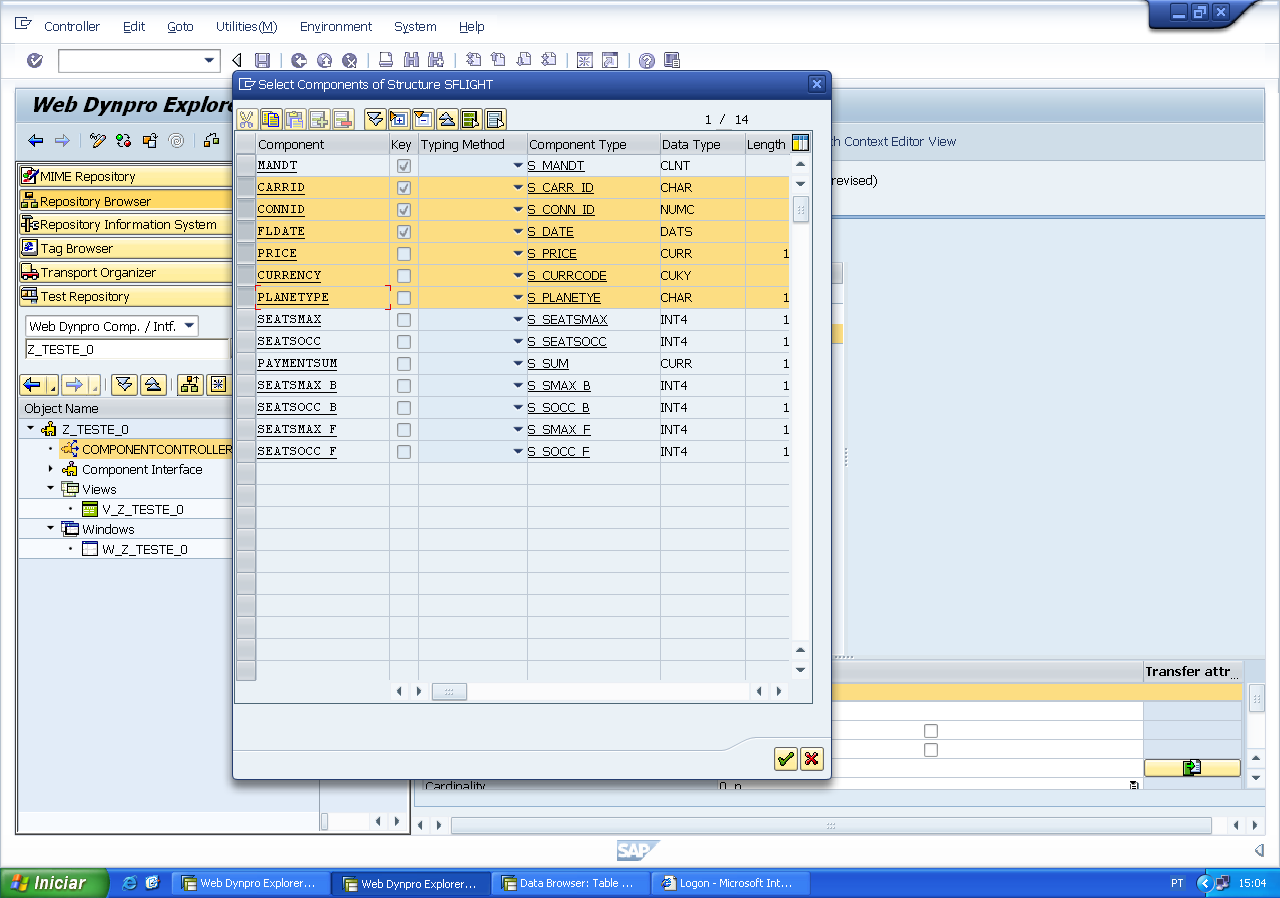


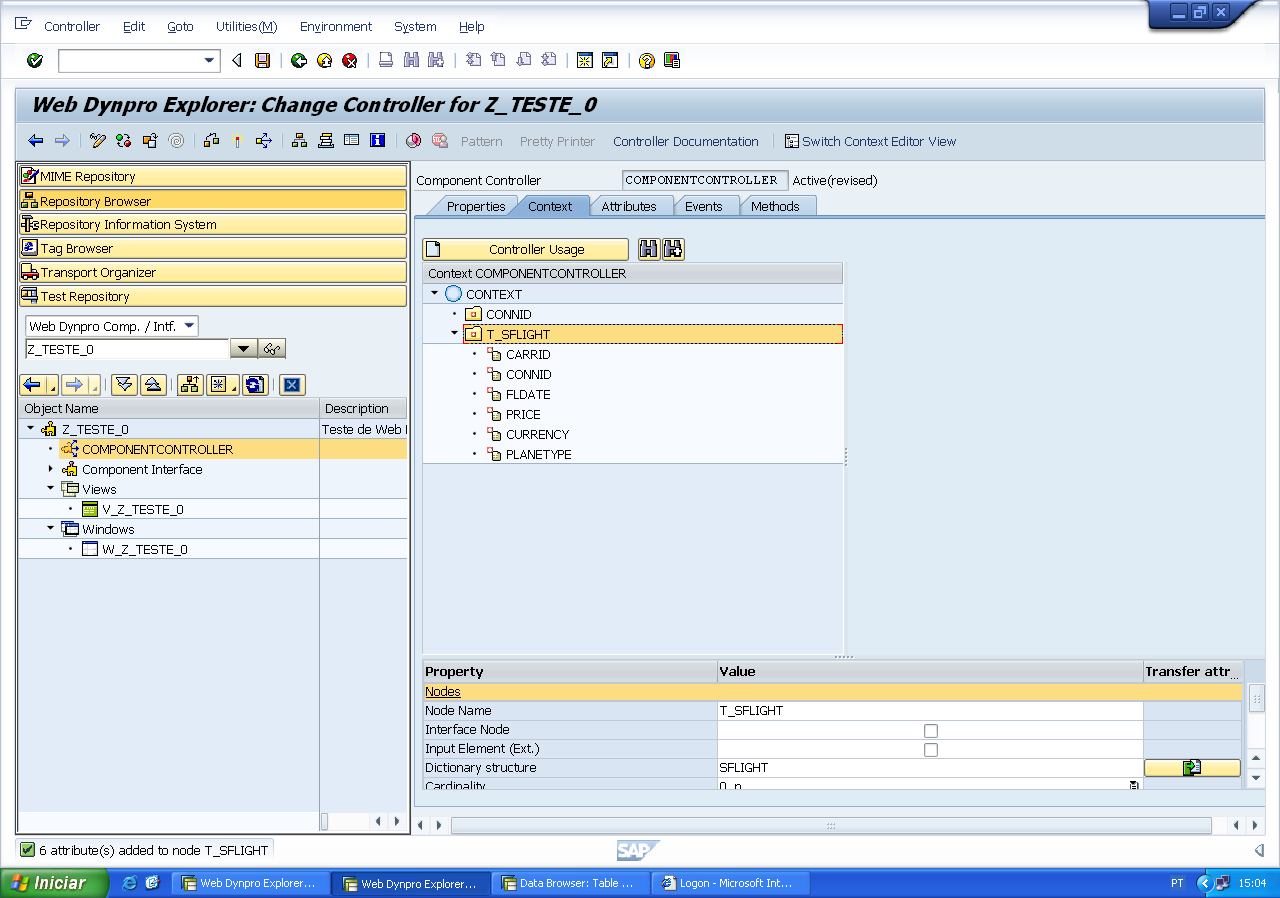






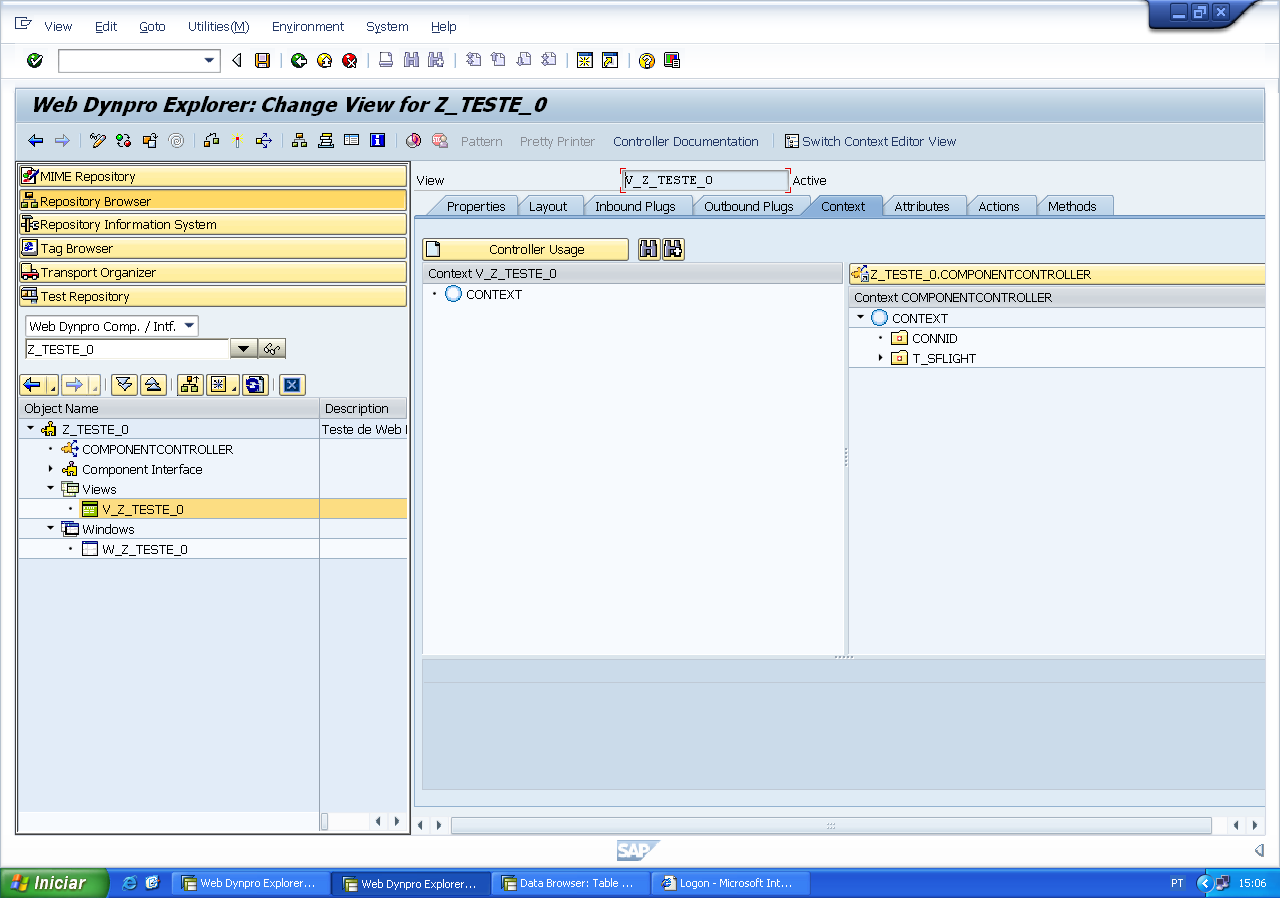


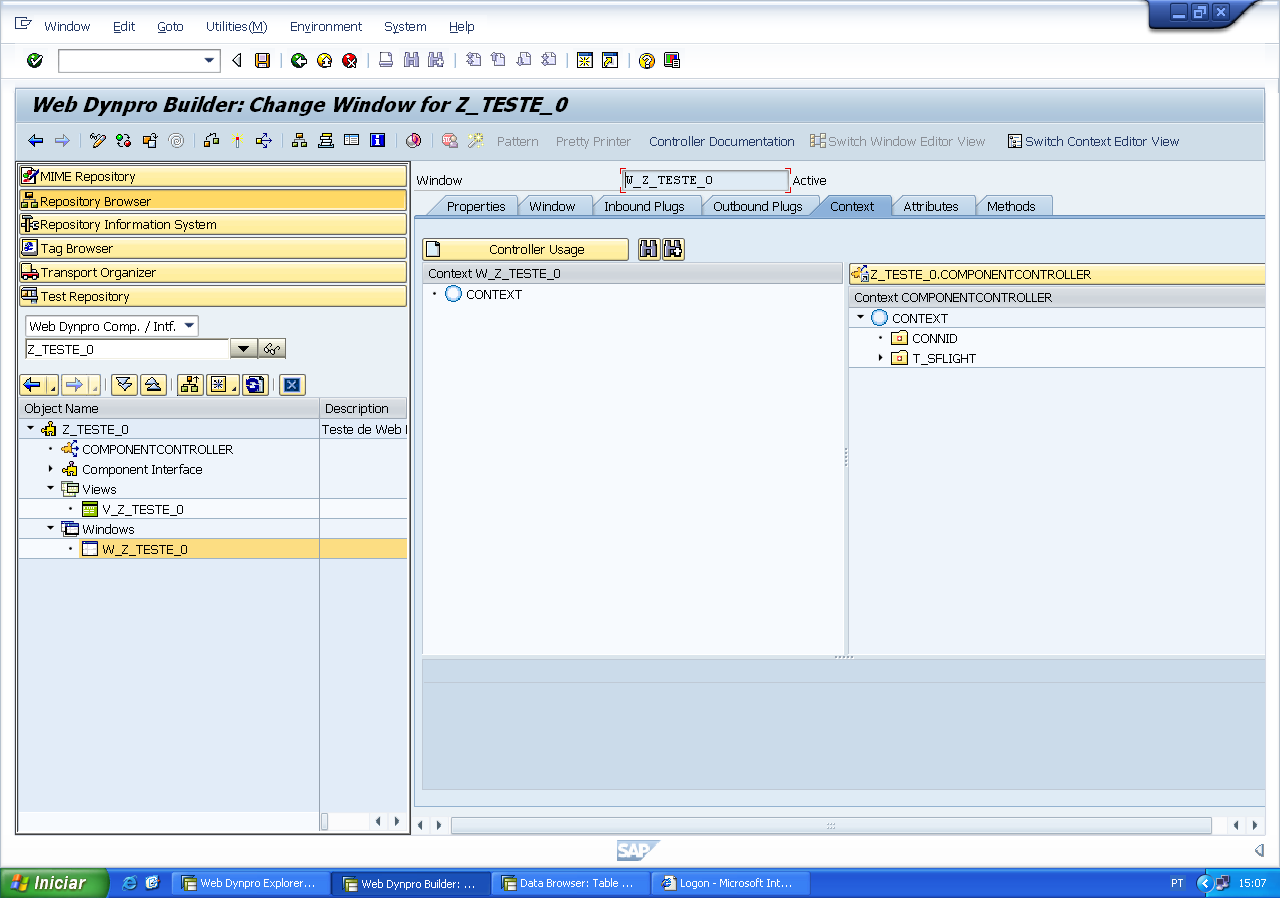


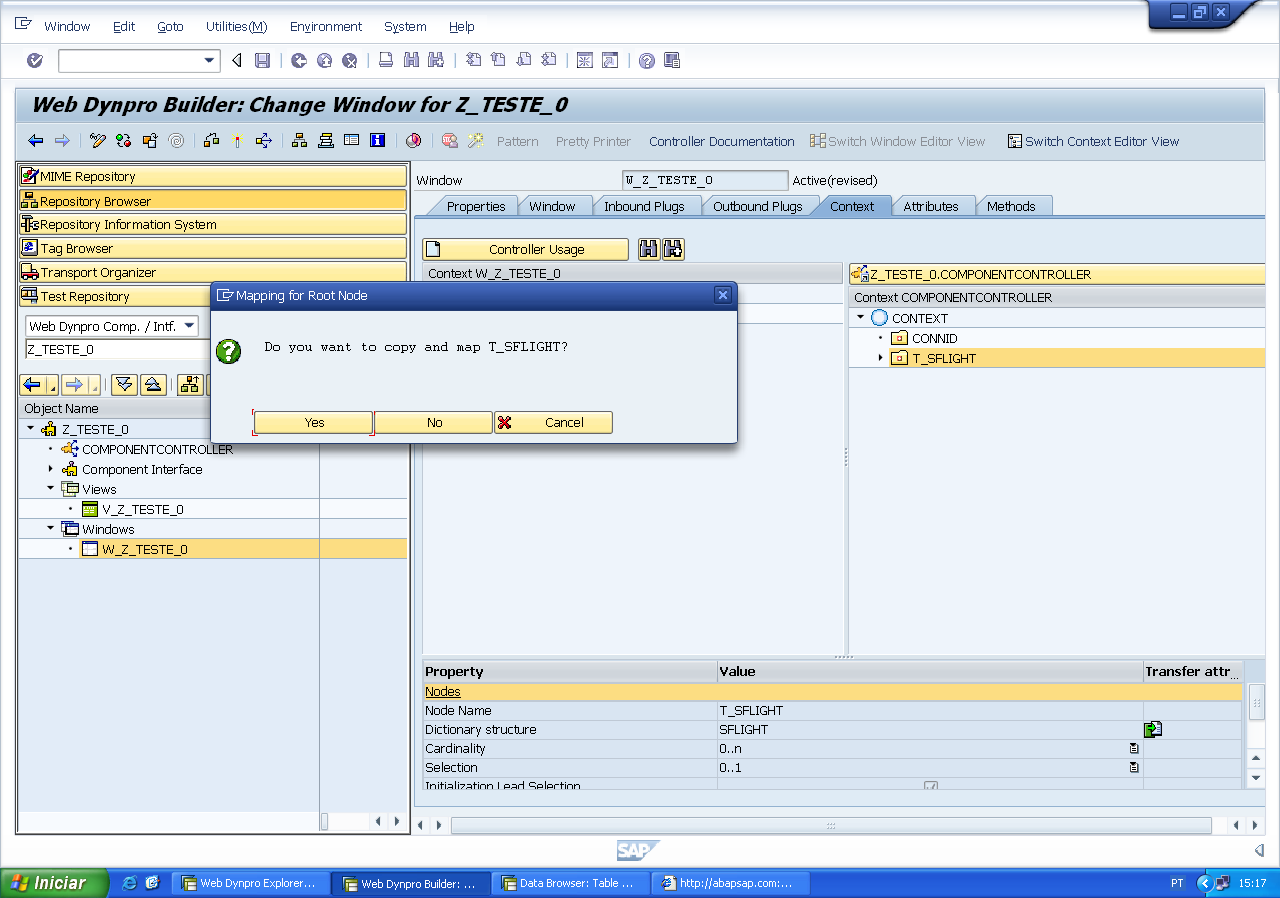


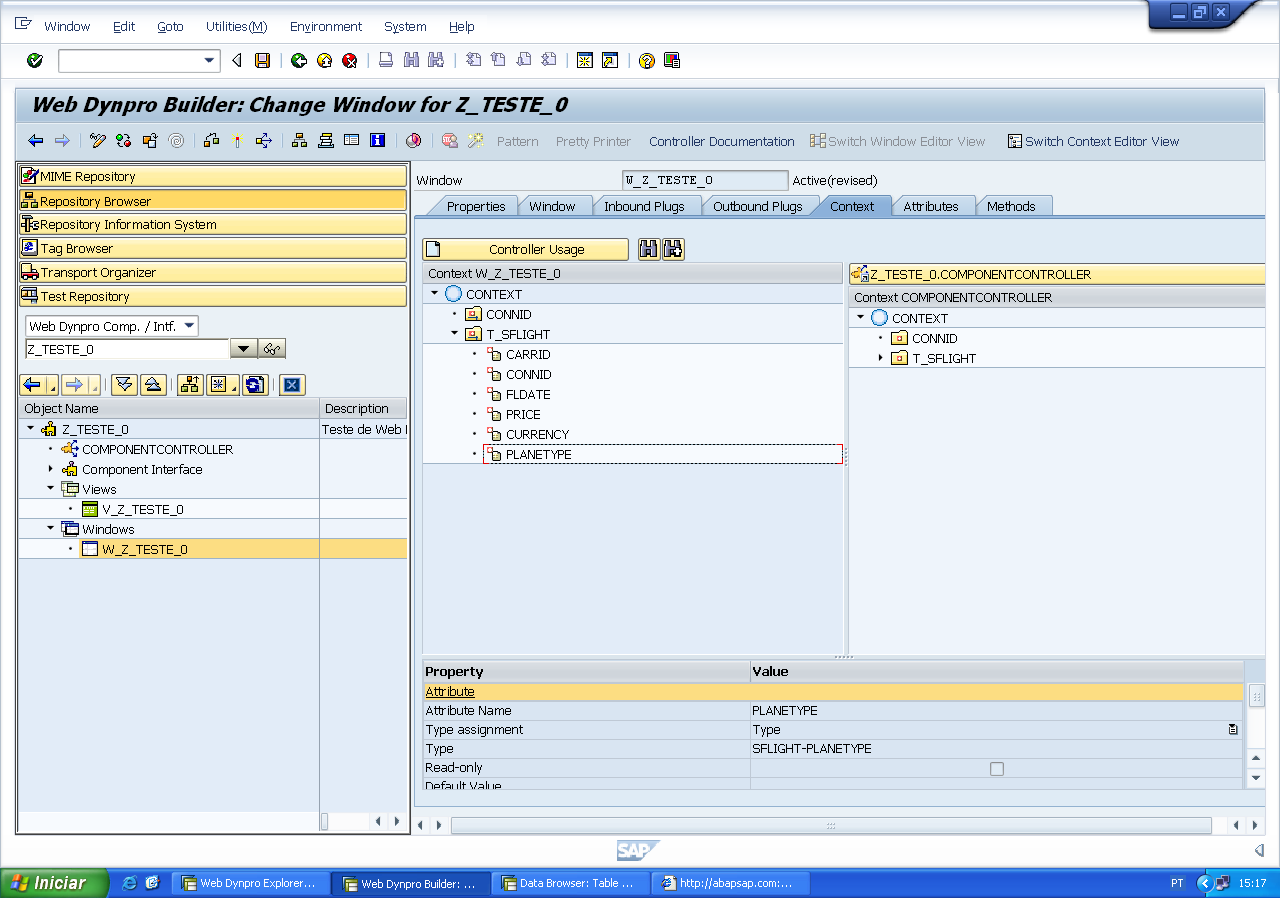
Depois disso,

Passar o que se quer para cada um, pois é uma declaração global para um espaço local, que são as VIEWS e as WINDOWS.

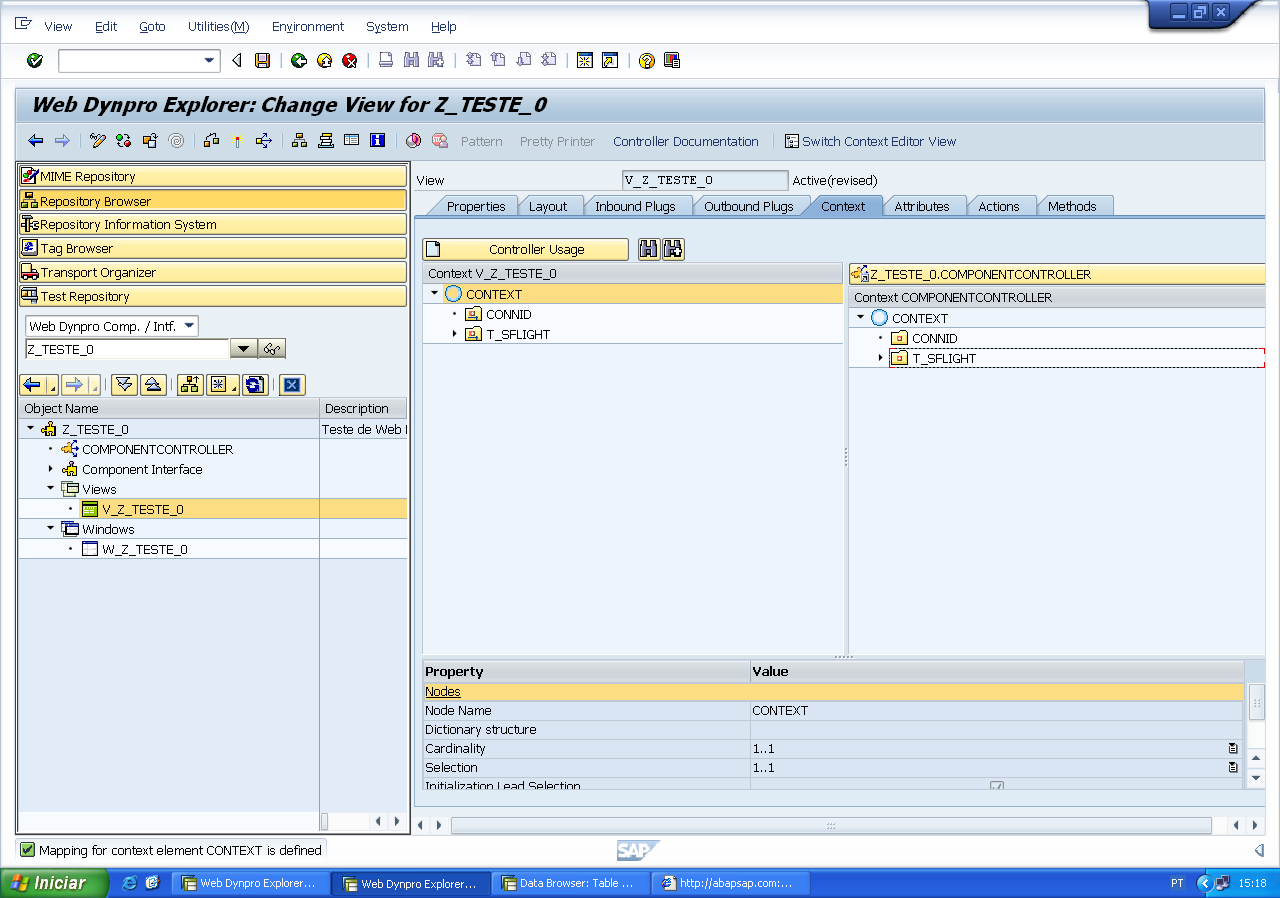






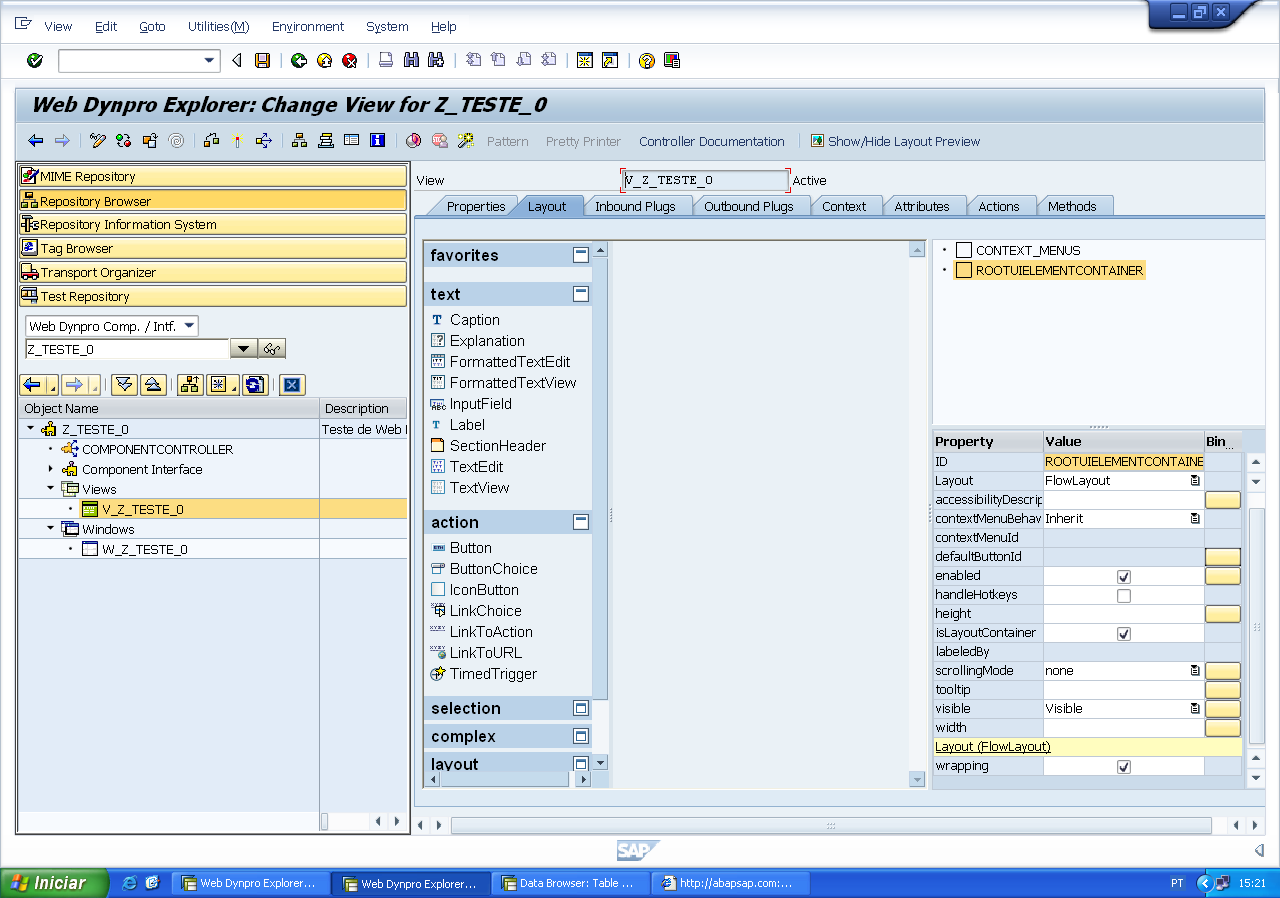


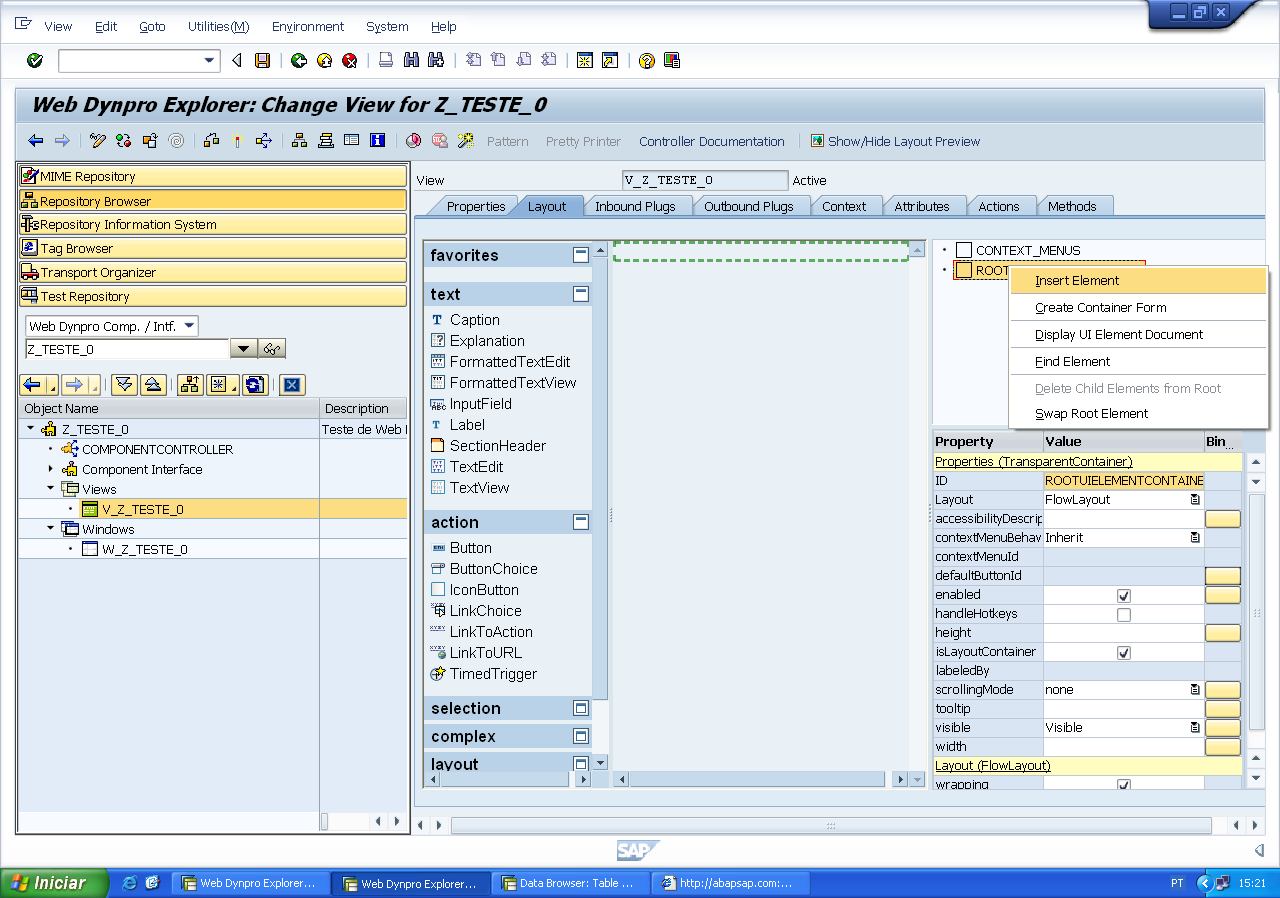
A mesma coisa para á VIEWS

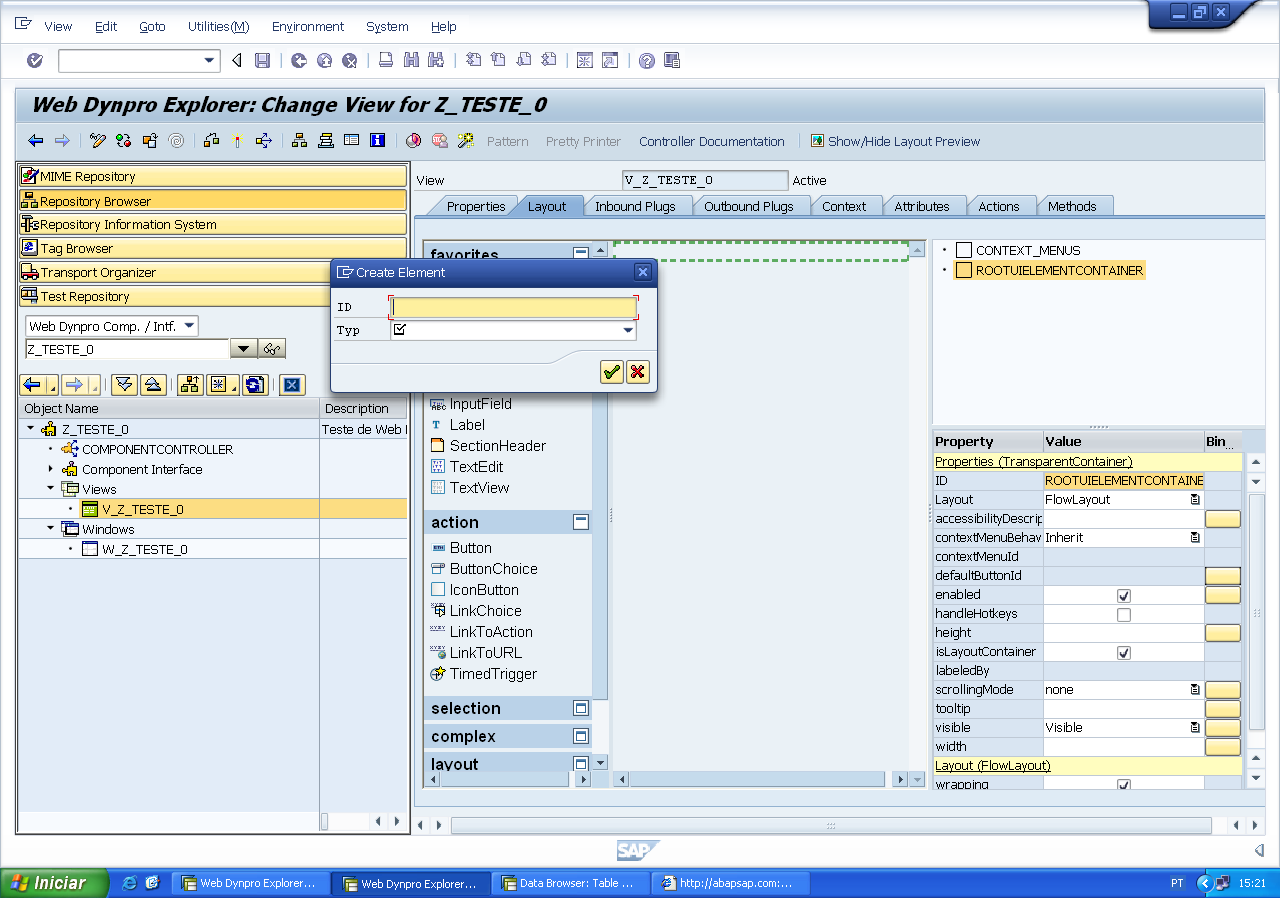


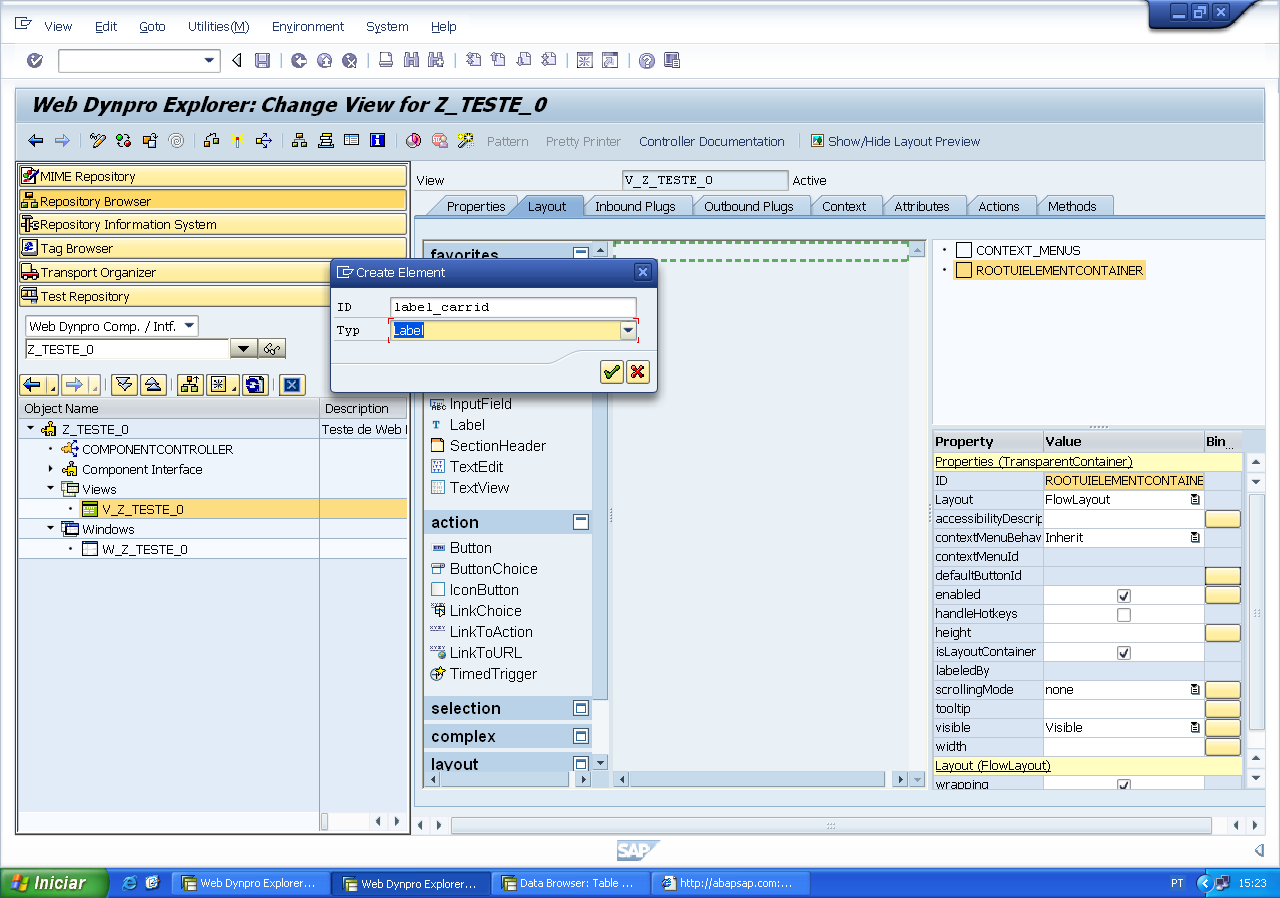
Se não fizer isso, no caso da Views, ela não vai entender o que se quer, porque “não foi declarada para ela” por ela ser um outro modulo diferente do ComponentController.

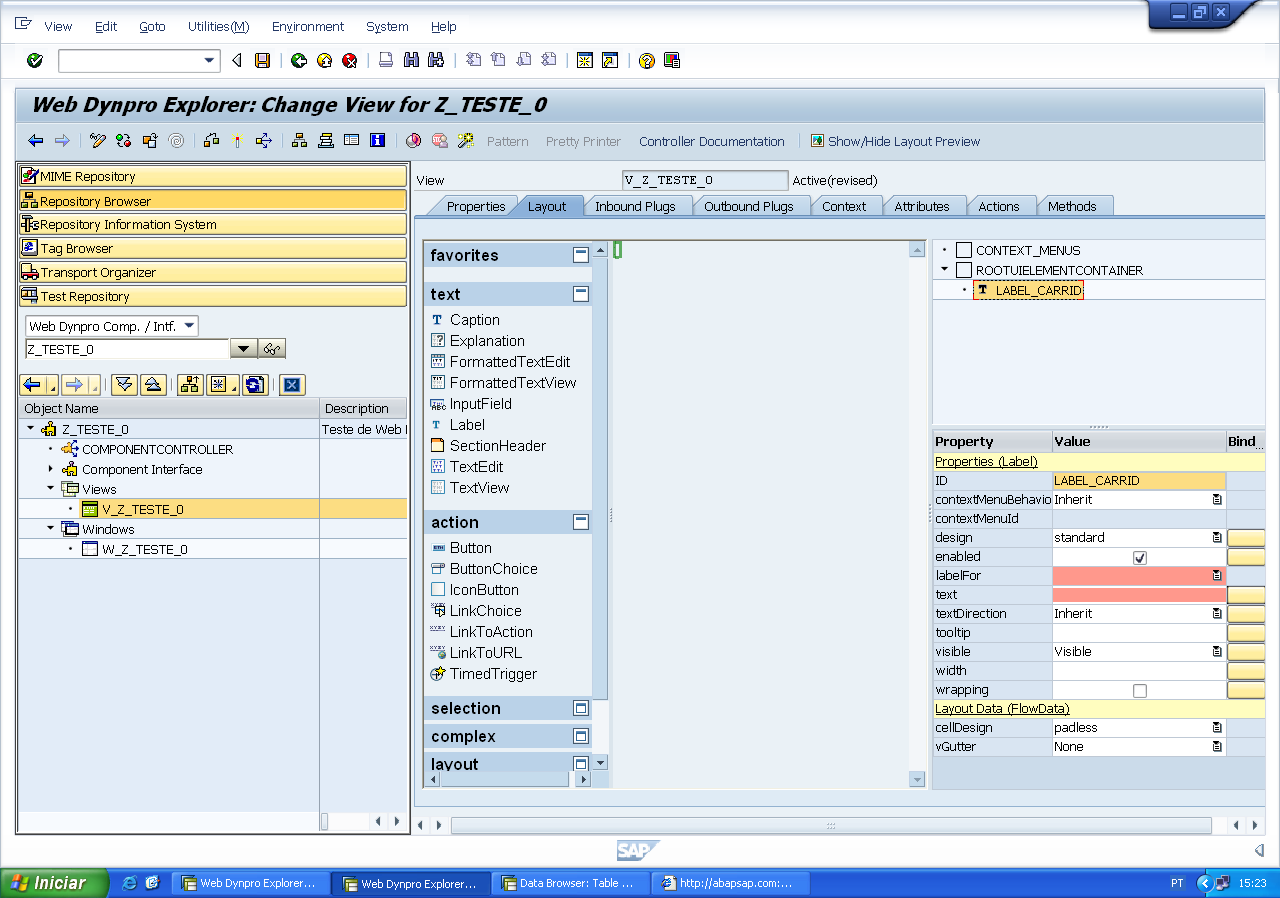
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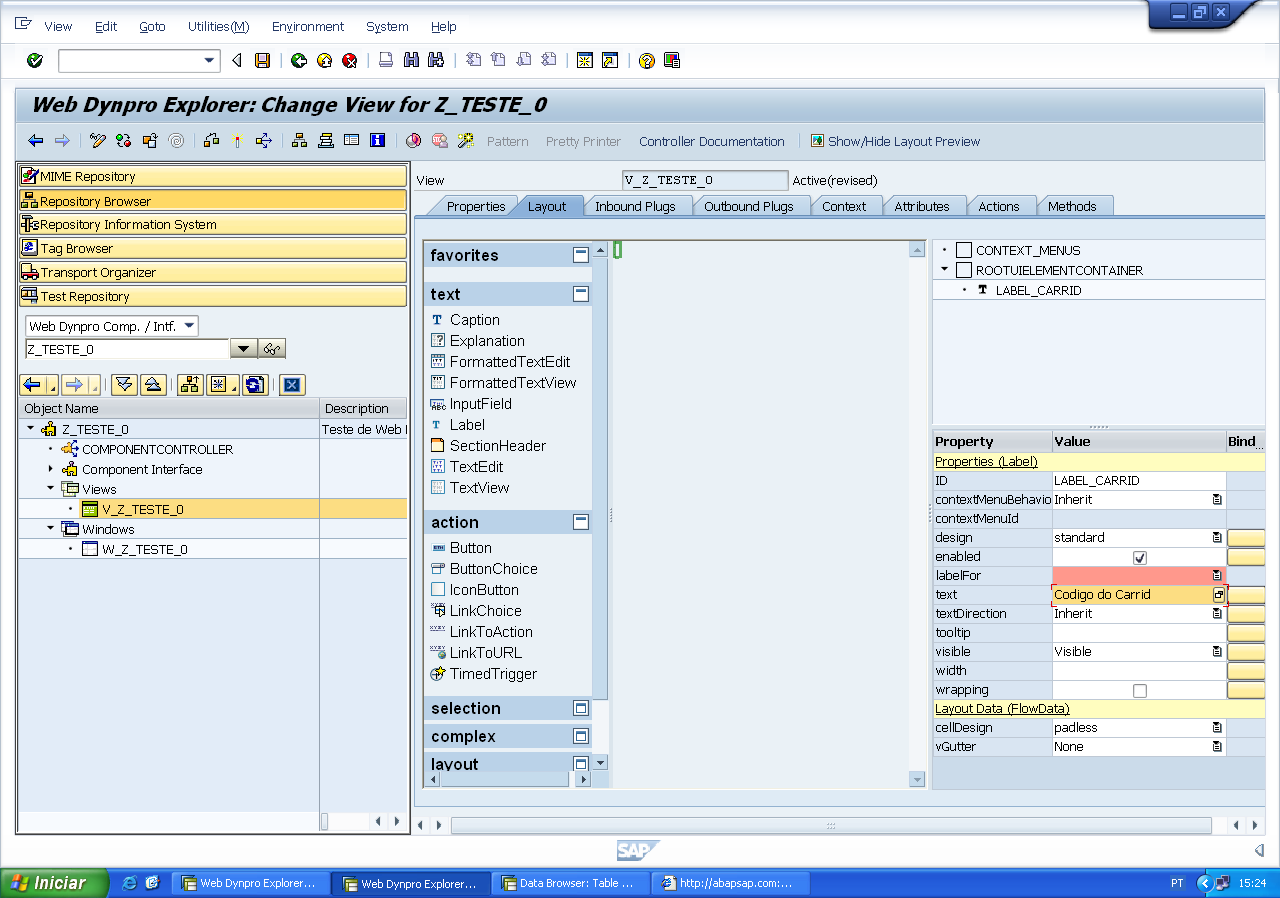


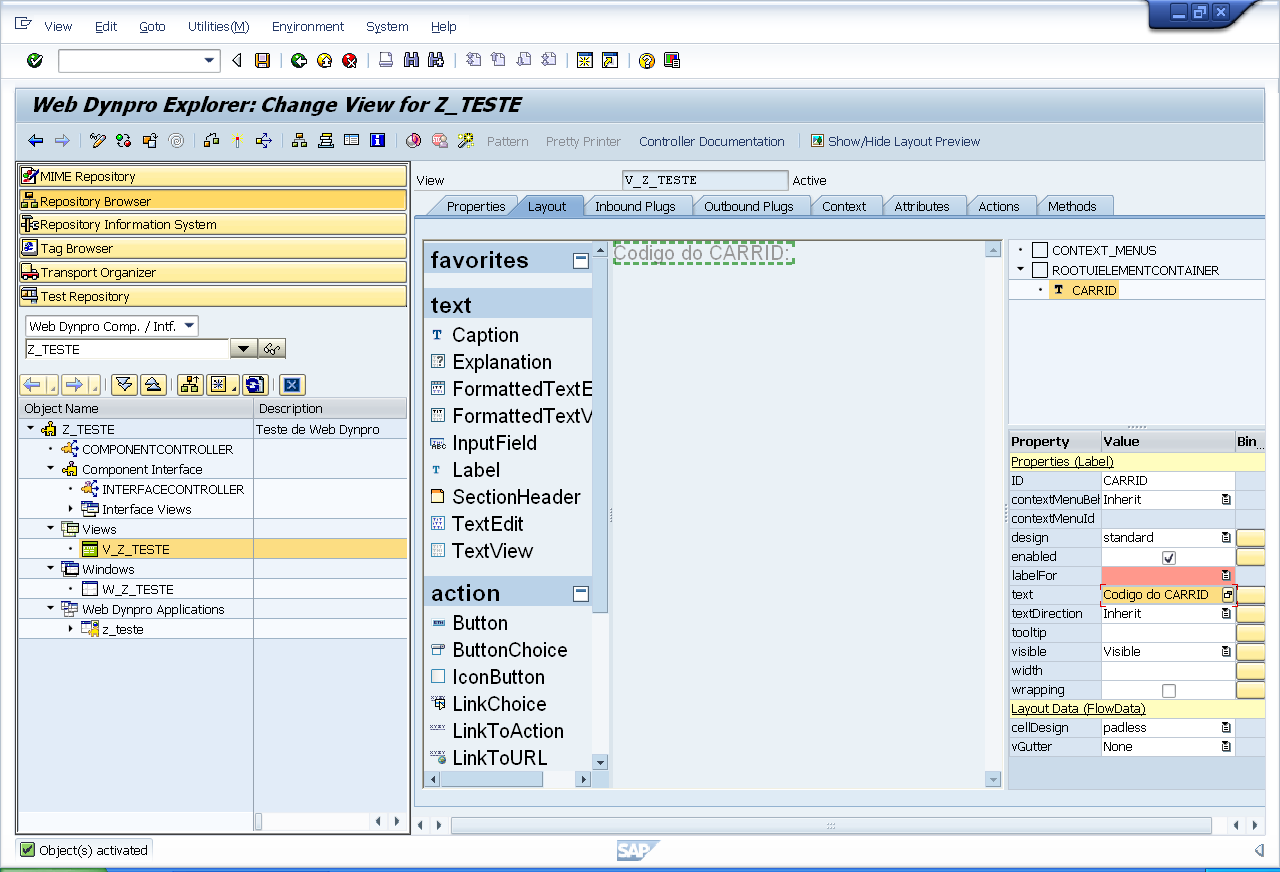




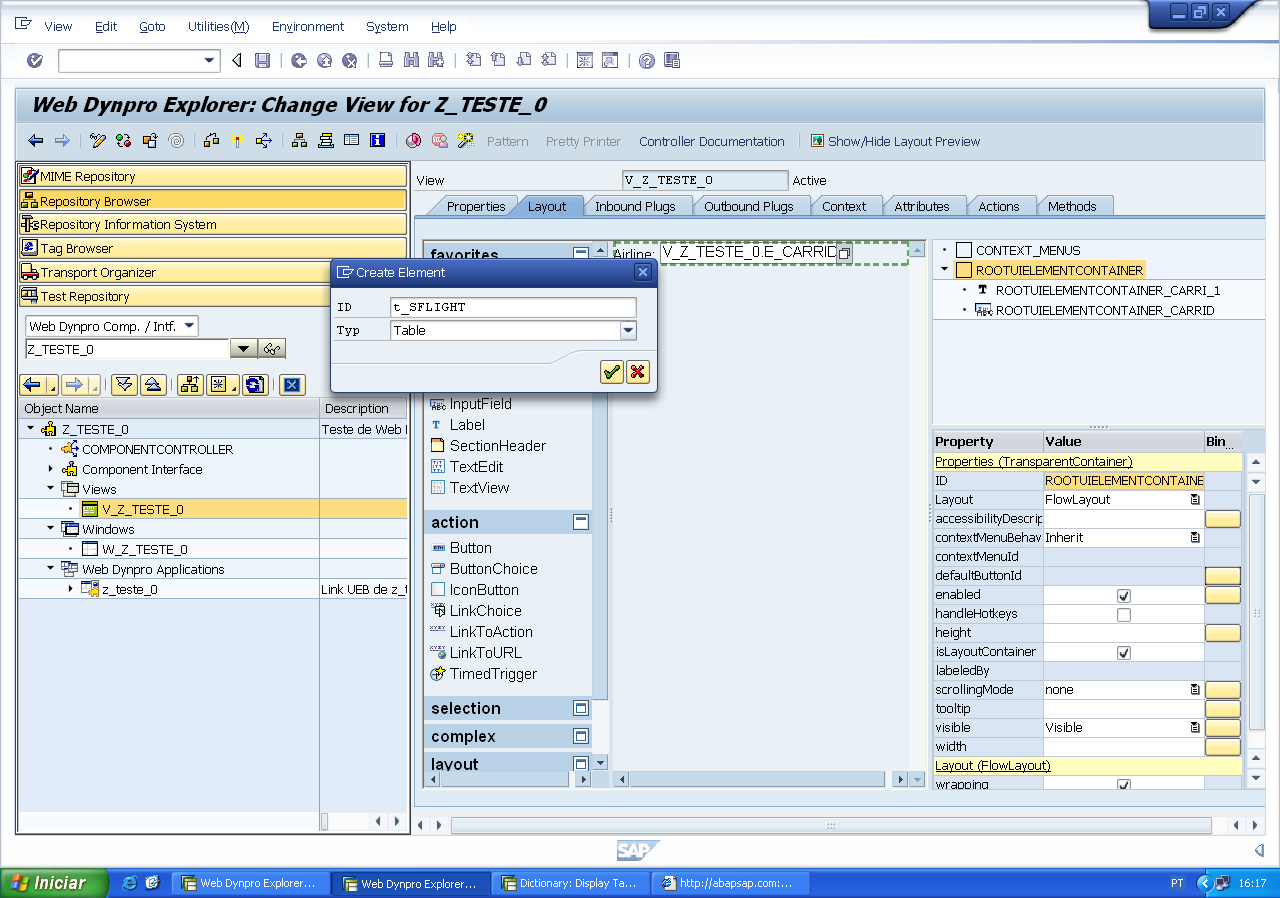


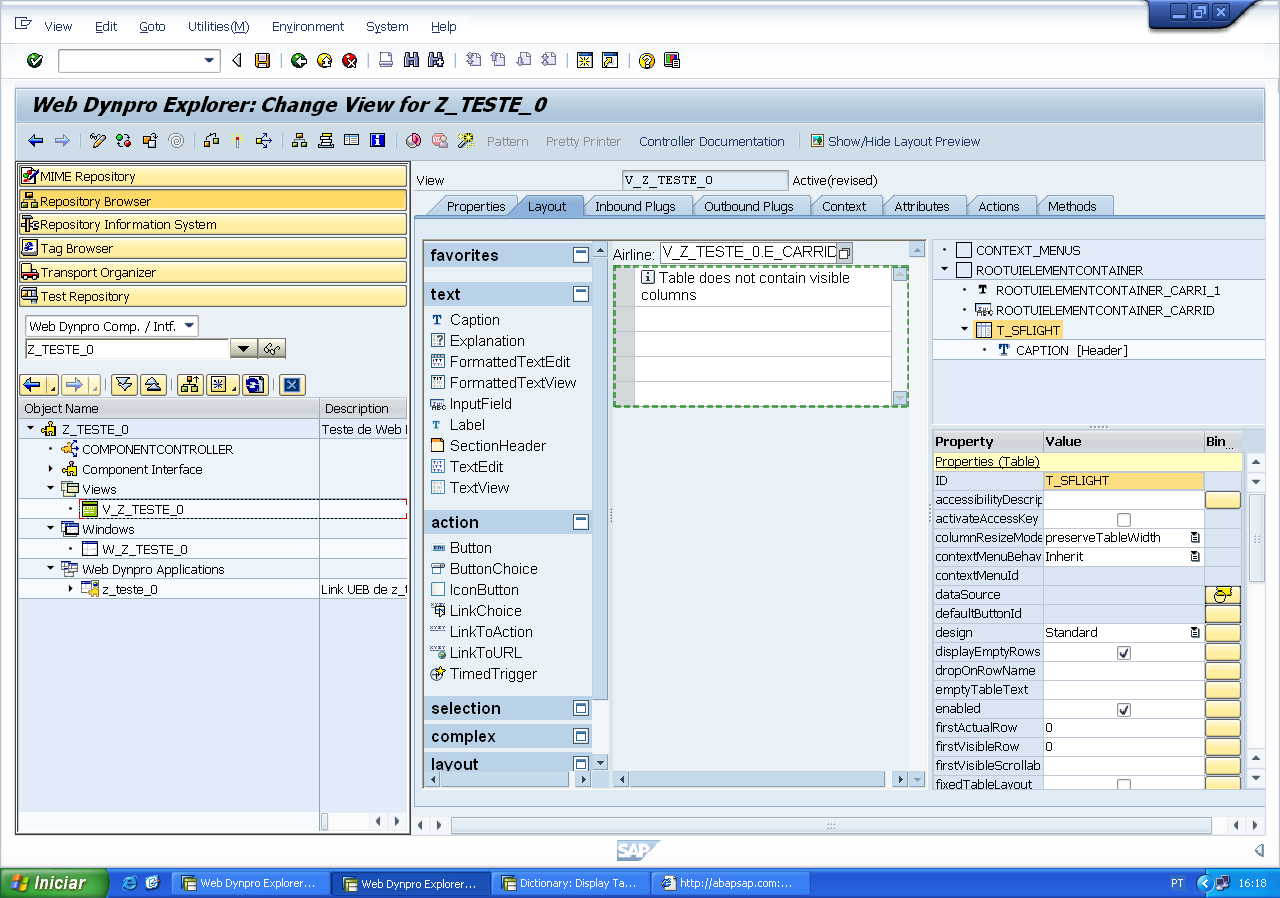


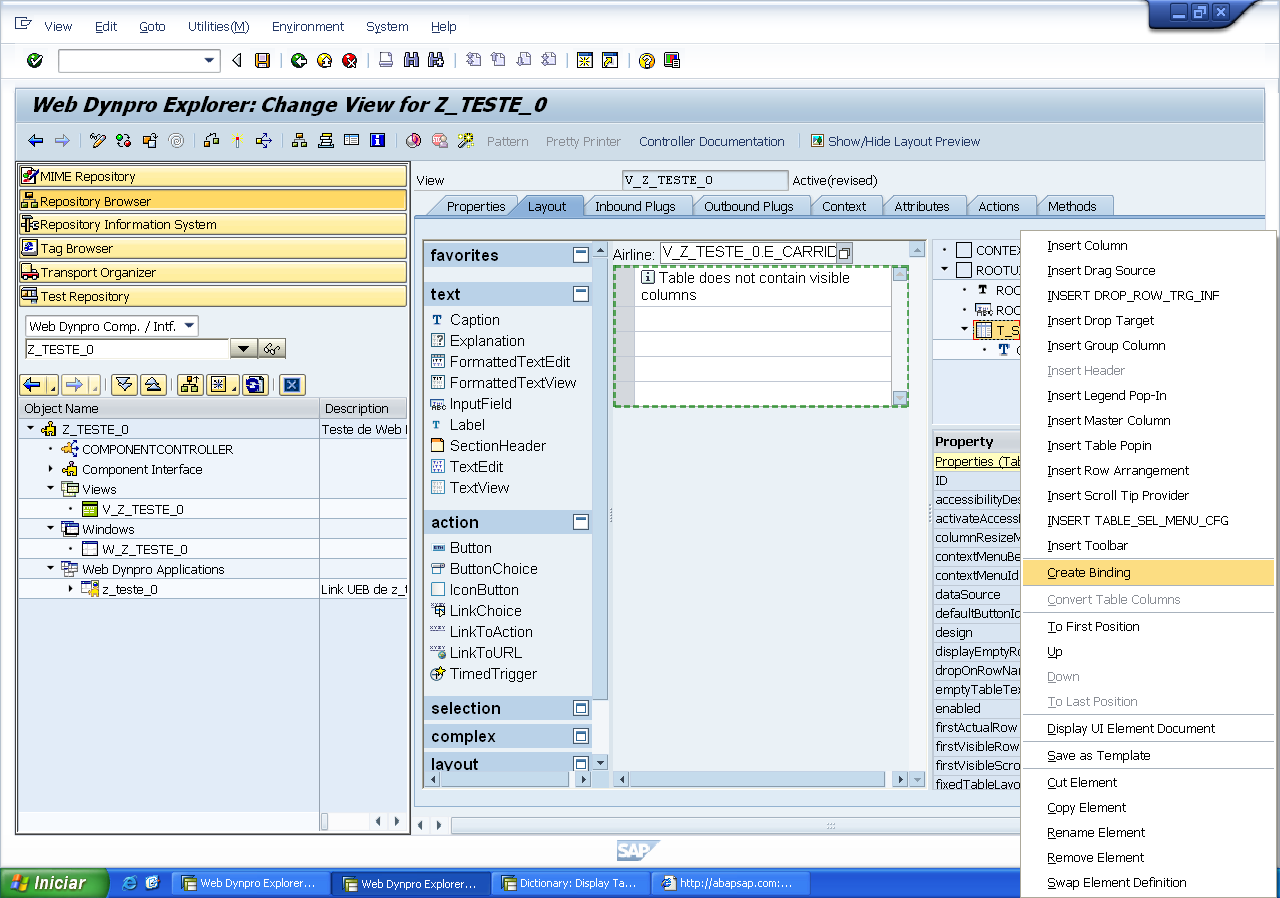


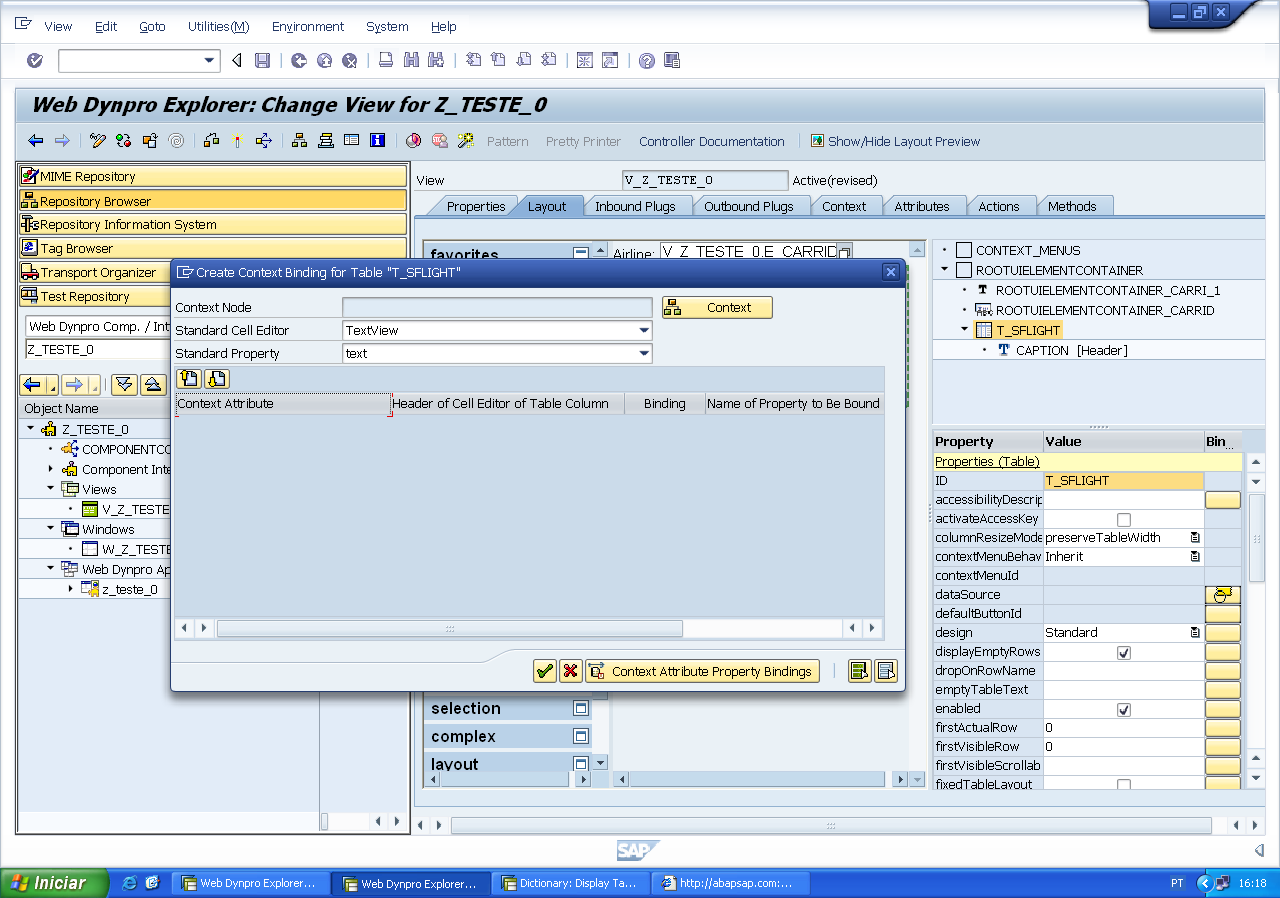


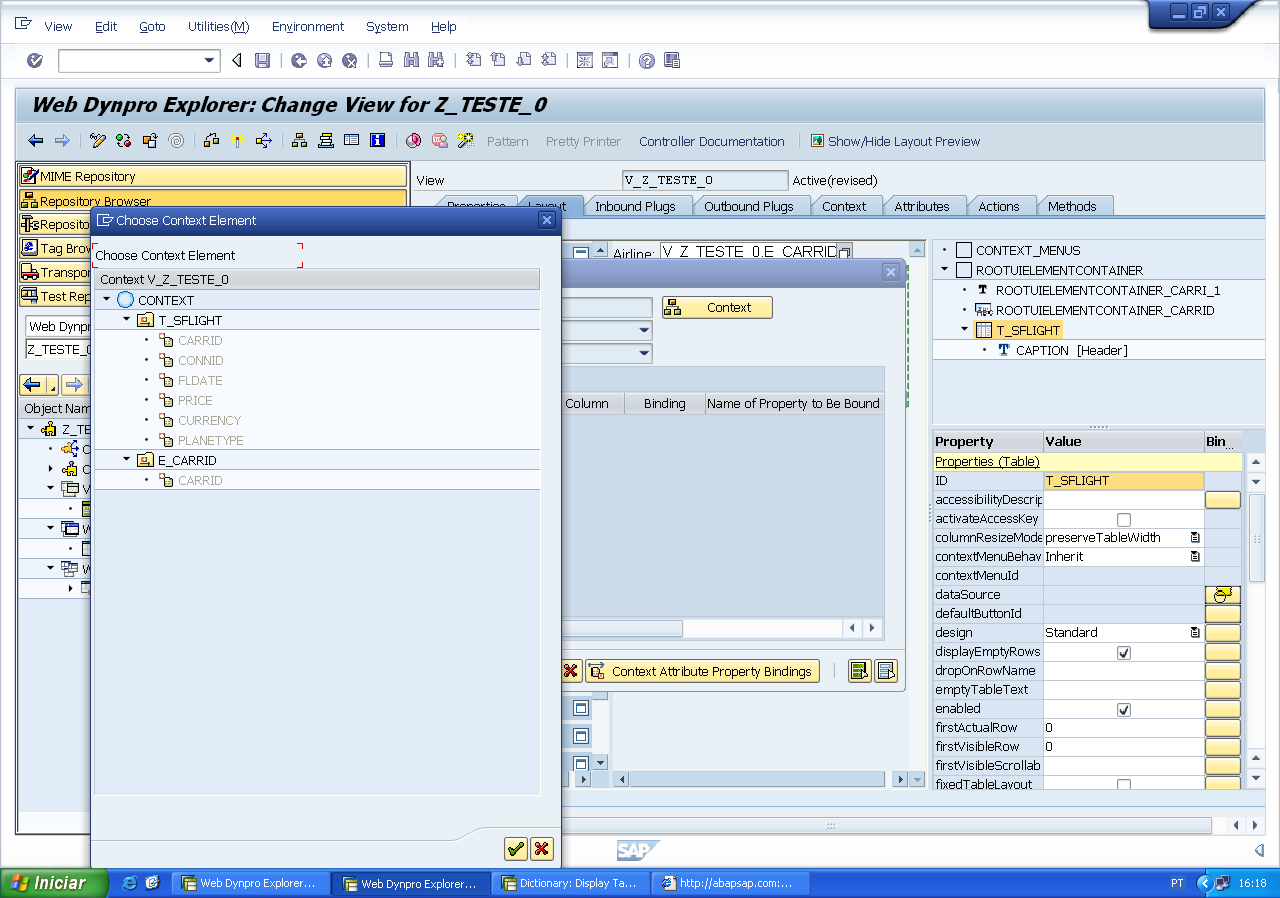


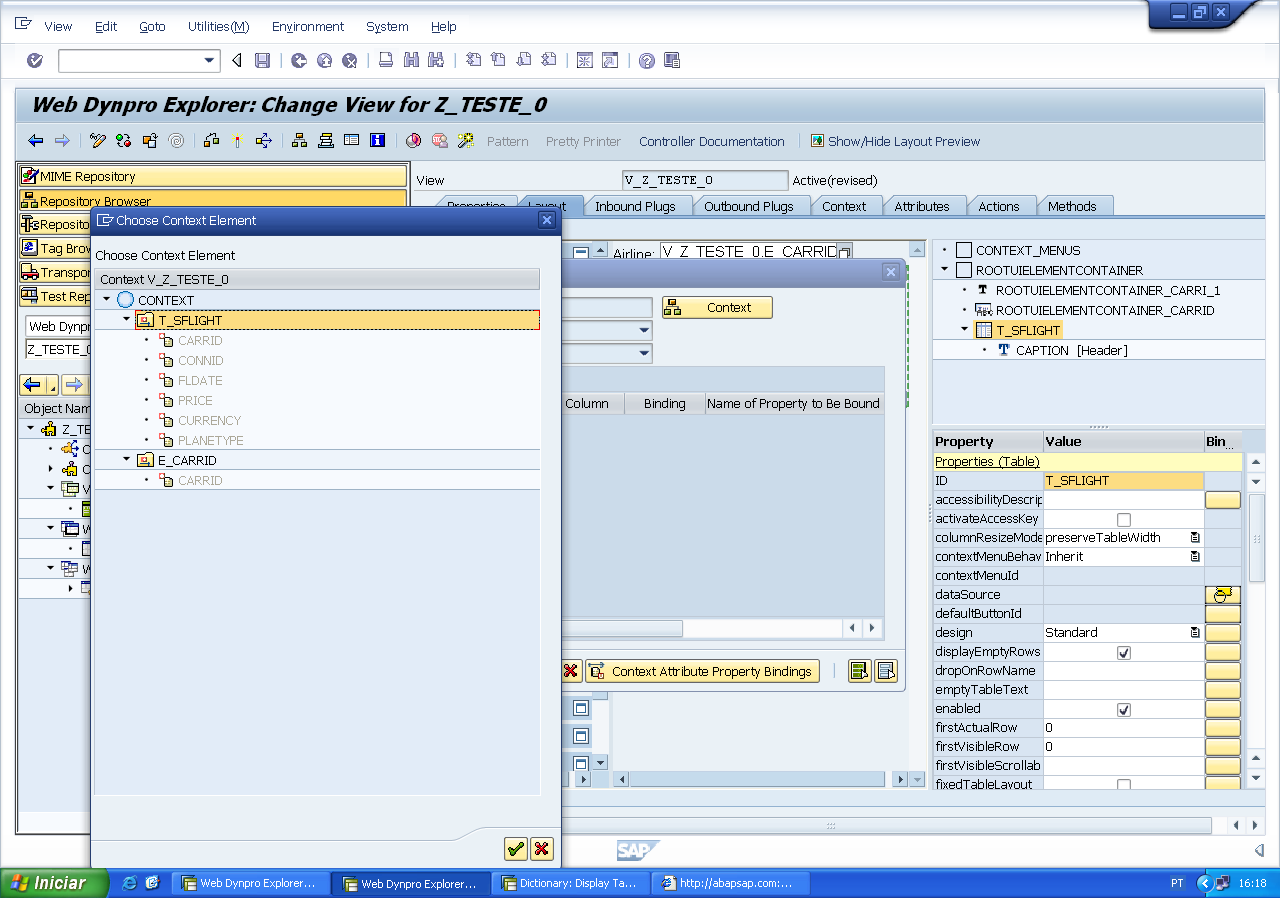




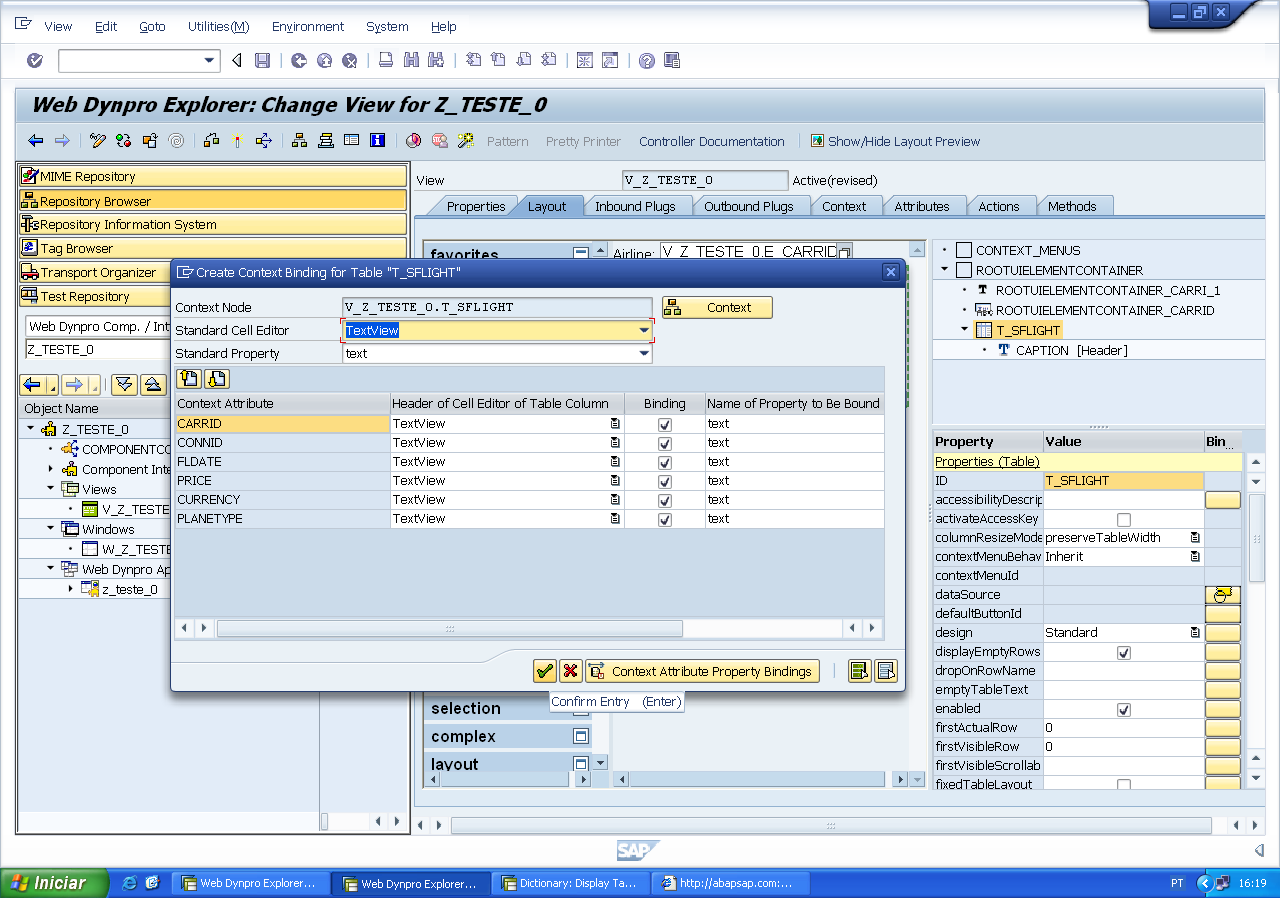


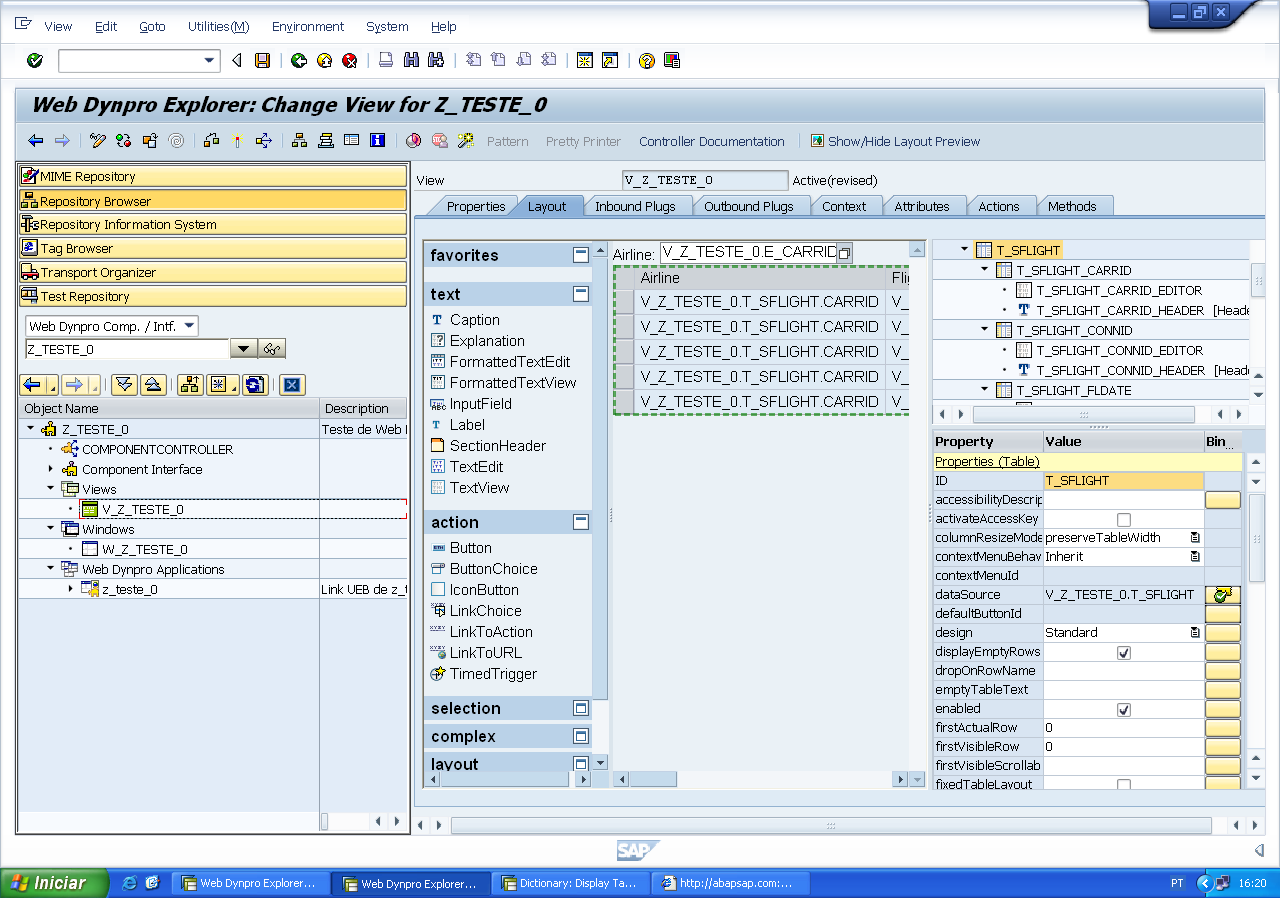




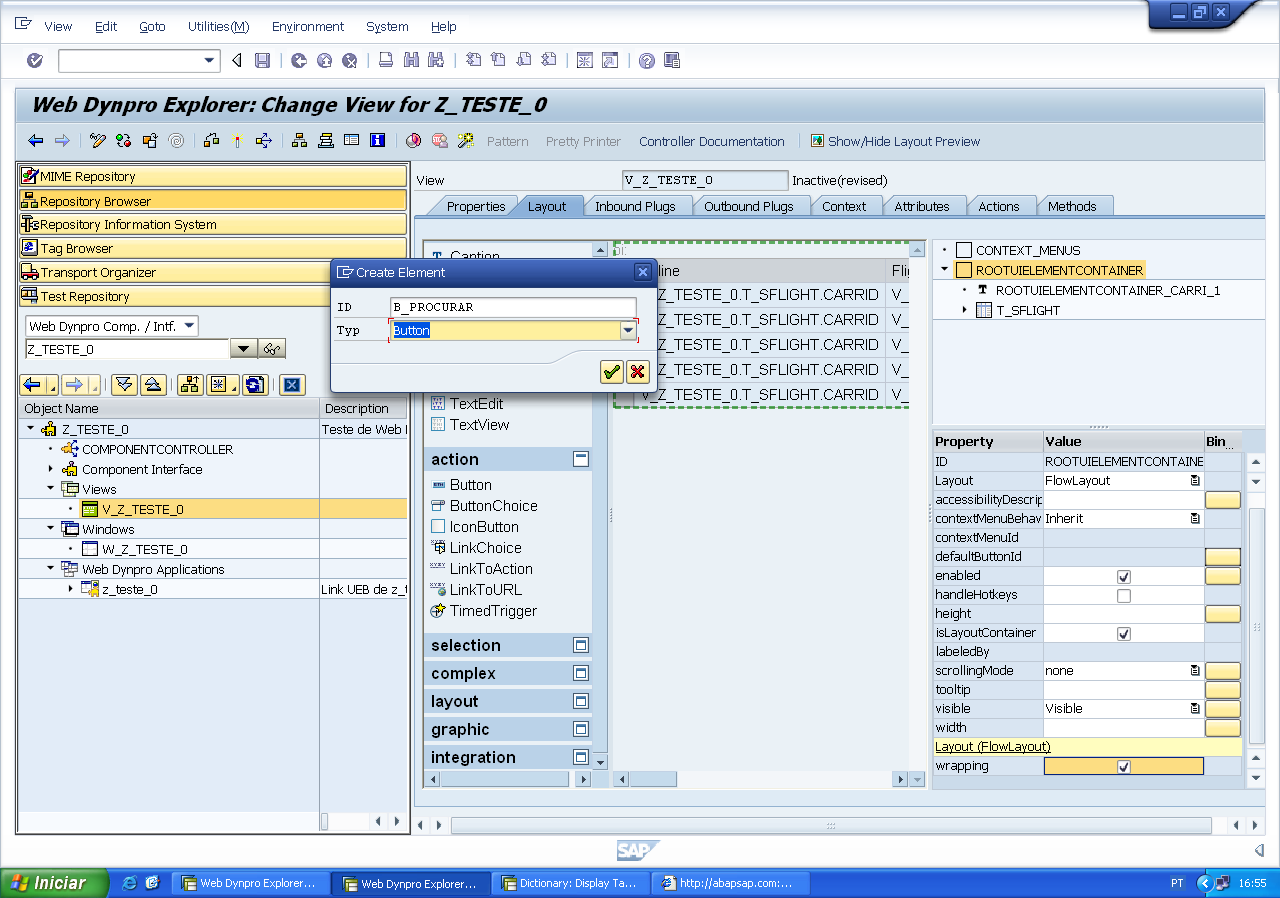


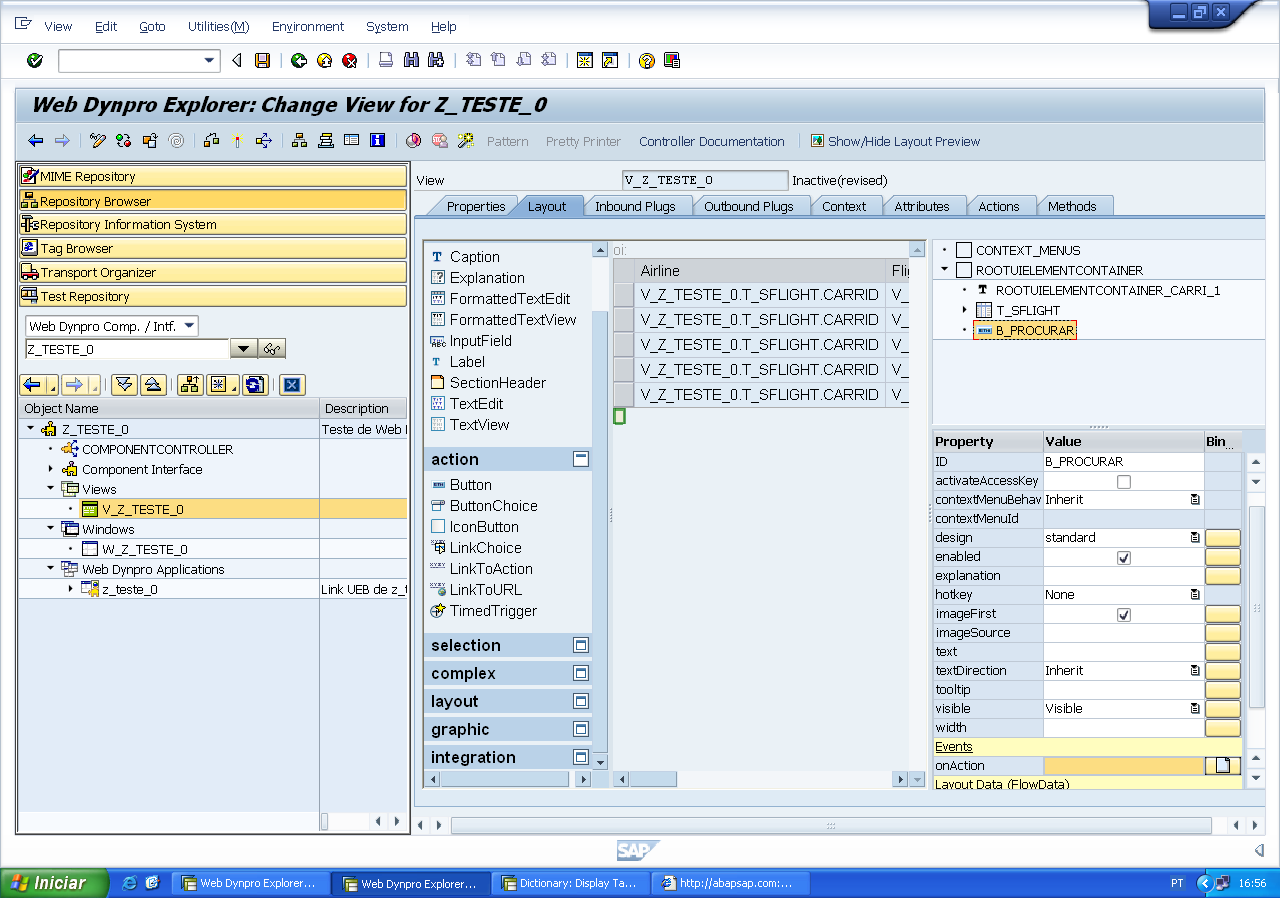


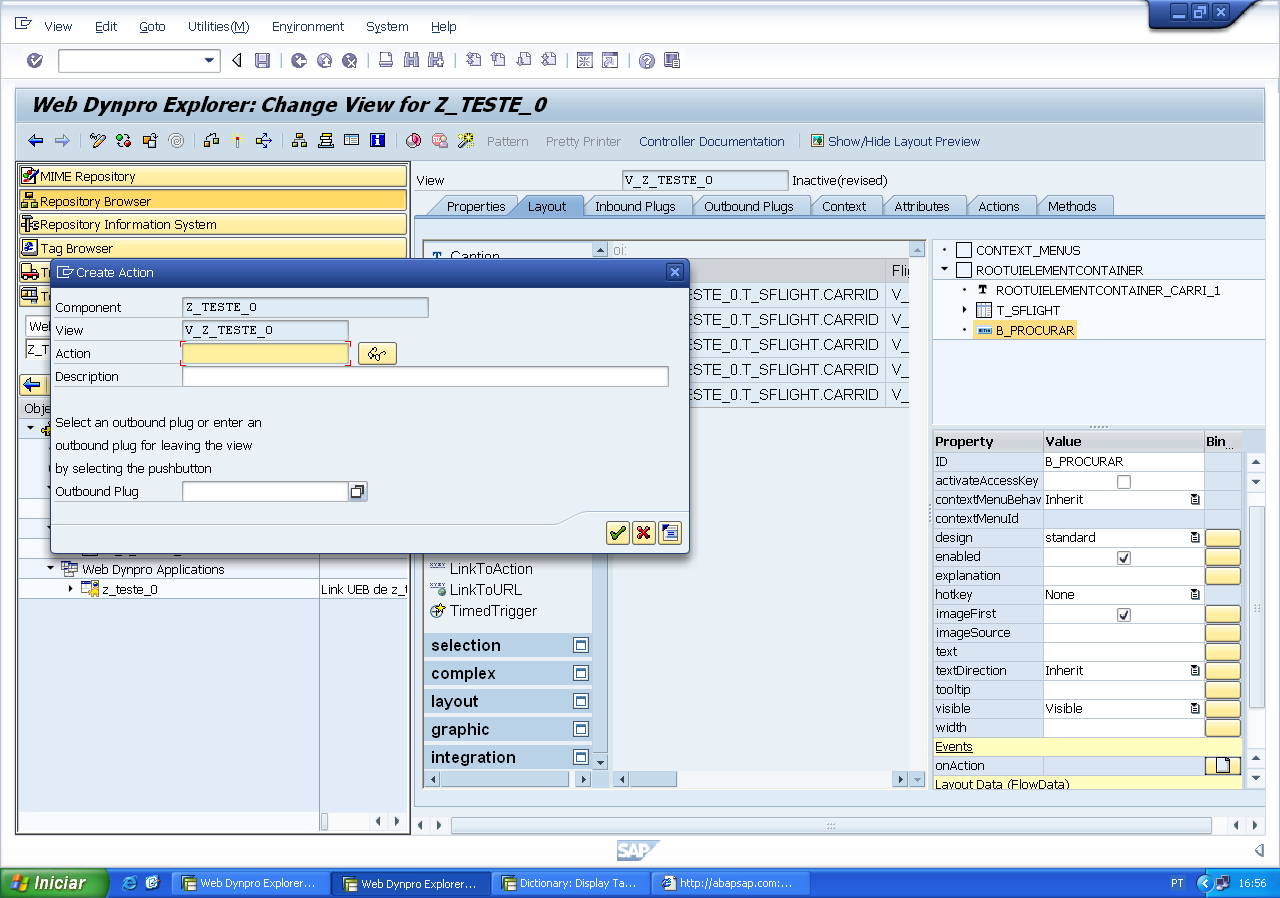




PARA POR BUTÃO







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