



isLocked(subject)



# Approval Class

Contains methods for processing approval requests and setting approval-process locks and unlocks on records.

## Namespace

[System](#)

## Usage

Salesforce admins can edit locked records. Depending on your approval process configuration settings, an assigned approver can also edit locked records. Locks and unlocks that are set programmatically use the same record editability settings as other approval-process locks and unlocks.

Record locks and unlocks are treated as DML. They're blocked before a callout, they count toward your DML limits, and if a failure occurs, they're rolled back along with the rest of your transaction. To change this rollback behavior, use an `allOrNone` parameter.

Approval is also used as a namespace for the `ProcessRequest` and `ProcessResult` classes.

### See Also

- [Approval Process Considerations](#)

## Approval Methods

The following are methods for `Approval`. All methods are static.

- [isLocked\(id\)](#)  
Returns `true` if the record with the ID `id` is locked, or `false` if it's not.
- [isLocked\(ids\)](#)  
Returns a map of record IDs and their lock statuses. If the record is locked the status is `true`. If the record is not locked the status is `false`.
- [isLocked\(subject\)](#)  
Returns `true` if the `subject` record is locked, or `false` if it's not.
- [isLocked\(subjects\)](#)  
Returns a map of record IDs to lock statuses. If the record is locked the status is `true`. If the record is not locked the status is `false`.
- [lock\(recordId\)](#)  
Locks an object, and returns the lock results.
- [lock\(recordIds\)](#)  
Locks a set of objects, and returns the lock results, including failures.
- [lock\(recordToLock\)](#)  
Locks an object, and returns the lock results.
- [lock\(recordsToLock\)](#)  
Locks a set of objects, and returns the lock results, including failures.



including failures.

- **`lock(recordToLock, allOrNothing)`**  
Locks an object, with the option for partial success, and returns the lock result.
- **`lock(recordsToLock, allOrNothing)`**  
Locks a set of objects, with the option for partial success. It returns the lock results, including failures.
- **`process(approvalRequest)`**  
Submits a new approval request and approves or rejects existing approval requests.
- **`process(approvalRequest, allOrNone)`**  
Submits a new approval request and approves or rejects existing approval requests.
- **`process(approvalRequests)`**  
Submits a list of new approval requests, and approves or rejects existing approval requests.
- **`process(approvalRequests, allOrNone)`**  
Submits a list of new approval requests, and approves or rejects existing approval requests.
- **`unlock(recordId)`**  
Unlocks an object, and returns the unlock results.
- **`unlock(recordIds)`**  
Unlocks a set of objects, and returns the unlock results, including failures.
- **`unlock(recordToUnlock)`**  
Unlocks an object, and returns the unlock results.
- **`unlock(recordsToUnlock)`**  
Unlocks a set of objects, and returns the unlock results, including failures.
- **`unlock(recordId, allOrNothing)`**  
Unlocks an object, with the option for partial success, and returns the unlock result.
- **`unlock(recordIds, allOrNothing)`**  
Unlocks a set of objects, with the option for partial success. It returns the unlock results, including failures.
- **`unlock(recordToUnlock, allOrNothing)`**  
Unlocks an object, with the option for partial success, and returns the unlock result.
- **`unlock(recordsToUnlock, allOrNothing)`**  
Unlocks a set of objects, with the option for partial success. It returns the unlock results, including failures.

## **isLocked(id)**

Returns `true` if the record with the ID `id` is locked, or `false` if it's not.

### **Signature**

```
public static Boolean isLocked(Id id)
```

### **Parameters**

***id***

Type: `Id`

The ID of the record whose lock or unlock status is in question.

### **Return Value**

Type: `Boolean`

## **isLocked(ids)**



```
public static Map<Id,Boolean> isLocked(List<Id> ids)
```

#### Parameters

*ids*

Type: [List<Id>](#)

The IDs of the records whose lock or unlock statuses are in question.

#### Return Value

Type: [Map<Id,Boolean>](#)

### isLocked(subject)

Returns `true` if the `subject` record is locked, or `false` if it's not.

#### Signature

```
public static Boolean isLocked(SObject subject)
```

#### Parameters

*subject*

Type: [SObject](#)

The record whose lock or unlock status is in question.

#### Return Value

Type: [Boolean](#)

### isLocked(subjects)

Returns a map of record IDs to lock statuses. If the record is locked the status is `true`. If the record is not locked the status is `false`.

#### Signature

```
public static Map<Id,Boolean> isLocked(List<SObject> subjects)
```

#### Parameters

*subjects*

Type: [List<SObject>](#)

The records whose lock or unlock statuses are in question.

#### Return Value

Type: [Map<Id,Boolean>](#)

### lock(recordId)

Locks an object, and returns the lock results.

#### Signature

```
public static Approval.LockResult lock(Id recordId)
```

#### Parameters

*recordId*



Type: [Approval.LockResult](#)

## lock(recordIds)

Locks a set of objects, and returns the lock results, including failures.

### Signature

```
public static List<Approval.LockResult> lock(List<Id> ids)
```

### Parameters

#### *ids*

Type: [List<Id>](#)

IDs of the objects to lock.

### Return Value

Type: [List<Approval.LockResult>](#)

## lock(recordToLock)

Locks an object, and returns the lock results.

### Signature

```
public static Approval.LockResult lock(SObject recordToLock)
```

### Parameters

#### *recordToLock*

Type: [SObject](#)

### Return Value

Type: [Approval.LockResult](#)

## lock(recordsToLock)

Locks a set of objects, and returns the lock results, including failures.

### Signature

```
public static List<Approval.LockResult> lock(List<SObject> recordsToLock)
```

### Parameters

#### *recordsToLock*

Type: [List<SObject>](#)

### Return Value

Type: [List<Approval.LockResult>](#)

## lock(recordId, allOrNothing)

Locks an object, with the option for partial success, and returns the lock result.

### Signature



Type: [Id](#)

ID of the object to lock.

#### ***allOrNothing***

Type: [Boolean](#)

Specifies whether this operation allows partial success. If you specify `false` and a record fails, the remainder of the DML operation can still succeed. This method returns a result object that you can use to verify which records succeeded, which failed, and why.

#### **Return Value**

Type: [Approval.LockResult](#)

### **lock(recordIds, allOrNothing)**

Locks a set of objects, with the option for partial success. It returns the lock results, including failures.

#### **Signature**

```
public static List<Approval.LockResult> lock(List<Id> recordIds, Boolean allOrNothing)
```

#### **Parameters**

##### ***recordIds***

Type: [List<Id>](#)

IDs of the objects to lock.

##### ***allOrNothing***

Type: [Boolean](#)

Specifies whether this operation allows partial success. If you specify `false` and a record fails, the remainder of the DML operation can still succeed. This method returns a result object that you can use to verify which records succeeded, which failed, and why.

#### **Return Value**

Type: [List<Approval.LockResult>](#)

### **lock(recordToLock, allOrNothing)**

Locks an object, with the option for partial success, and returns the lock result.

#### **Signature**

```
public static Approval.LockResult lock(SObject recordToLock, Boolean allOrNothing)
```

#### **Parameters**

##### ***recordToLock***

Type: [SObject](#)

##### ***allOrNothing***

Type: [Boolean](#)

Specifies whether this operation allows partial success. If you specify `false` and a record fails, the remainder of the DML operation can still succeed. This method returns a result object that you can use to verify which records succeeded, which failed, and why.



## lock(recordsToLock, allOrNothing)

Locks a set of objects, with the option for partial success. It returns the lock results, including failures.

### Signature

```
public static List<Approval.LockResult> lock(List<SObject> recordsToLock, Boolean allOrNothing)
```

### Parameters

#### *recordsToLock*

Type: [List<SObject>](#)

#### *allOrNothing*

Type: [Boolean](#)

Specifies whether this operation allows partial success. If you specify `false` and a record fails, the remainder of the DML operation can still succeed. This method returns a result object that you can use to verify which records succeeded, which failed, and why.

### Return Value

Type: [List<Approval.LockResult>](#)

## process(approvalRequest)

Submits a new approval request and approves or rejects existing approval requests.

### Signature

```
public static Approval.ProcessResult process(Approval.ProcessRequest approvalRequest)
```

### Parameters

#### *approvalRequest*

Type: [Approval.ProcessRequest](#)

### Return Value

Type: [Approval.ProcessResult](#)

### Example

```
// Insert an account
Account a = new Account(Name='Test',
                        annualRevenue=100.0);

insert a;

// Create an approval request for the account
Approval.ProcessSubmitRequest req1 =
    new Approval.ProcessSubmitRequest();
req1.setObjectId(a.id);

// Submit the approval request for the account
Approval.ProcessResult result =
    Approval.process(req1);
```

## process(approvalRequest, allOrNone)



`allOrNone)`

#### Parameters

##### *approvalRequest*

[Approval.ProcessRequest](#)

##### *allOrNone*

Type: [Boolean](#)

The optional *allOrNone* parameter specifies whether the operation allows for partial success. If you specify `false` for this parameter and an approval fails, the remainder of the approval processes can still succeed.

#### Return Value

[Approval.ProcessResult](#)

## process(approvalRequests)

Submits a list of new approval requests, and approves or rejects existing approval requests.

#### Signature

```
public static Approval.ProcessResult [] process(Approval.ProcessRequest[] approvalRequests)
```

#### Parameters

##### *approvalRequests*

[Approval.ProcessRequest](#) []

#### Return Value

[Approval.ProcessResult](#) []

## process(approvalRequests, allOrNone)

Submits a list of new approval requests, and approves or rejects existing approval requests.

#### Signature

```
public static Approval.ProcessResult [] process(Approval.ProcessRequest[] approvalRequests,  
Boolean allOrNone)
```

#### Parameters

##### *approvalRequests*

[Approval.ProcessRequest](#) []

##### *allOrNone*

Type: [Boolean](#)

The optional *allOrNone* parameter specifies whether the operation allows for partial success. If you specify `false` for this parameter and an approval fails, the remainder of the approval processes can still succeed.

#### Return Value

[Approval.ProcessResult](#) []

## unlock(recordId)



#### Parameters

*recordId*

Type: [Id](#)

ID of the object to unlock.

#### Return Value

Type: [Approval.UnlockResult](#)

### unlock(recordIds)

Unlocks a set of objects, and returns the unlock results, including failures.

#### Signature

```
public static List<Approval.UnlockResult> unlock(List<Id> recordIds)
```

#### Parameters

*recordIds*

Type: [List<Id>](#)

IDs of the objects to unlock.

#### Return Value

Type: [List<Approval.UnlockResult>](#)

### unlock(recordToUnlock)

Unlocks an object, and returns the unlock results.

#### Signature

```
public static Approval.UnlockResult unlock(SObject recordToUnlock)
```

#### Parameters

*recordToUnlock*

Type: [SObject](#)

#### Return Value

Type: [Approval.UnlockResult](#)

### unlock(recordsToUnlock)

Unlocks a set of objects, and returns the unlock results, including failures.

#### Signature

```
public static List<Approval.UnlockResult> unlock(List<SObject> recordsToUnlock)
```

#### Parameters

*recordsToUnlock*

Type: [List<SObject>](#)

#### Return Value





Unlocks an object, with the option for partial success, and returns the unlock result.

### Signature

```
public static Approval.UnlockResult unlock(Id recordId, Boolean allOrNothing)
```

### Parameters

#### *recordId*

Type: [Id](#)

ID of the object to lock.

#### *allOrNothing*

Type: [Boolean](#)

Specifies whether this operation allows partial success. If you specify `false` and a record fails, the remainder of the DML operation can still succeed. This method returns a result object that you can use to verify which records succeeded, which failed, and why.

### Return Value

Type: [Approval.UnlockResult](#)

## unlock(recordIds, allOrNothing)

Unlocks a set of objects, with the option for partial success. It returns the unlock results, including failures.

### Signature

```
public static List<Approval.UnlockResult> unlock(List<Id> recordIds, Boolean allOrNothing)
```

### Parameters

#### *recordIds*

Type: [List<Id>](#)

IDs of the objects to unlock.

#### *allOrNothing*

Type: [Boolean](#)

Specifies whether this operation allows partial success. If you specify `false` and a record fails, the remainder of the DML operation can still succeed. This method returns a result object that you can use to verify which records succeeded, which failed, and why.

### Return Value

Type: [List<Approval.UnlockResult>](#)

## unlock(recordToUnlock, allOrNothing)

Unlocks an object, with the option for partial success, and returns the unlock result.

### Signature

```
public static Approval.UnlockResult unlock(SObject recordToUnlock, Boolean allOrNothing)
```

### Parameters

#### *recordToUnlock*

Type: [SObject](#)



remainder of the DML operation can still succeed. This method returns a result object that you can use to verify which records succeeded, which failed, and why.

Return Value

Type: [Approval.UnlockResult](#)

unlock(recordsToUnlock, allOrNothing)

Unlocks a set of objects, with the option for partial success. It returns the unlock results, including failures.

Signature

```
public static List<Approval.UnlockResult> unlock(List<SObject> recordsToUnlock, Boolean allOrNothing)
```

Parameters

*recordsToUnlock*

Type: [List<SObject>](#)

*allOrNothing*

Type: [Boolean](#)

Specifies whether this operation allows partial success. If you specify `false` and a record fails, the remainder of the DML operation can still succeed. This method returns a result object that you can use to verify which records succeeded, which failed, and why.

Return Value

Type: [List<Approval.UnlockResult>](#)

DID THIS ARTICLE SOLVE YOUR ISSUE?

Let us know so we can improve!

[Share your feedback](#)



DEVELOPER CENTERS

- [Heroku](#)
- [MuleSoft](#)
- [Tableau](#)
- [Commerce Cloud](#)
- [Lightning Design System](#)
- [Einstein](#)
- [Quip](#)

POPULAR RESOURCES

- [Documentation](#)
- [Component Library](#)
- [APIs](#)
- [Trailhead](#)
- [Sample Apps](#)
- [Podcasts](#)
- [AppExchange](#)

COMMUNITY

- [Trailblazer Community](#)
- [Events and Calendar](#)
- [Partner Community](#)
- [Blog](#)
- [Salesforce Admins](#)
- [Salesforce Architects](#)

