# Contact Manager:

A Simple Card Based Database

Contact Manager is a very simple application that allows you to enter a note and date to call someone. It uses cards to store each record, and a script at the start of the stack updates the summary field. This Video Tutorial shows you how to use this Sample Project, and how to take it apart to understand how it works or copy portions of it for use in your own applications. We recommend you have explored the introductory video tutorials so you have a basic understanding of how Revolution works before you start on the Sample Projects.

Key topics covered in this tutorial

- A walk through the Contact Manager

- How to view the scripts

The 'Next' button allows us to view each entry in this simple card based database. Each card contains a field for a date to call the contact on, and a field for the contact details.
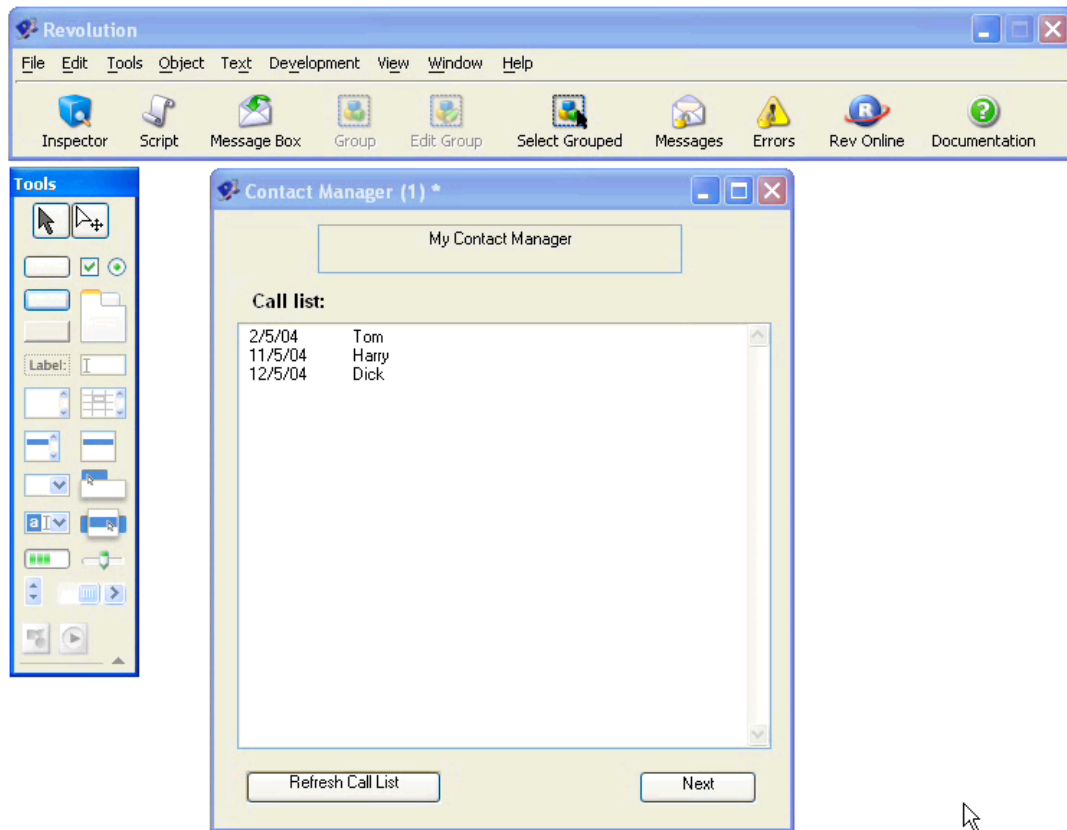
Because this database is based on cards you can create a new entry by choosing 'New Card' from the 'Object' menu. The objects on the card are contained within a background group, so are placed automatically onto the new card. You can enter the name of your new contact in the large field, and set the date (mm/dd/yy) in the field at the top.
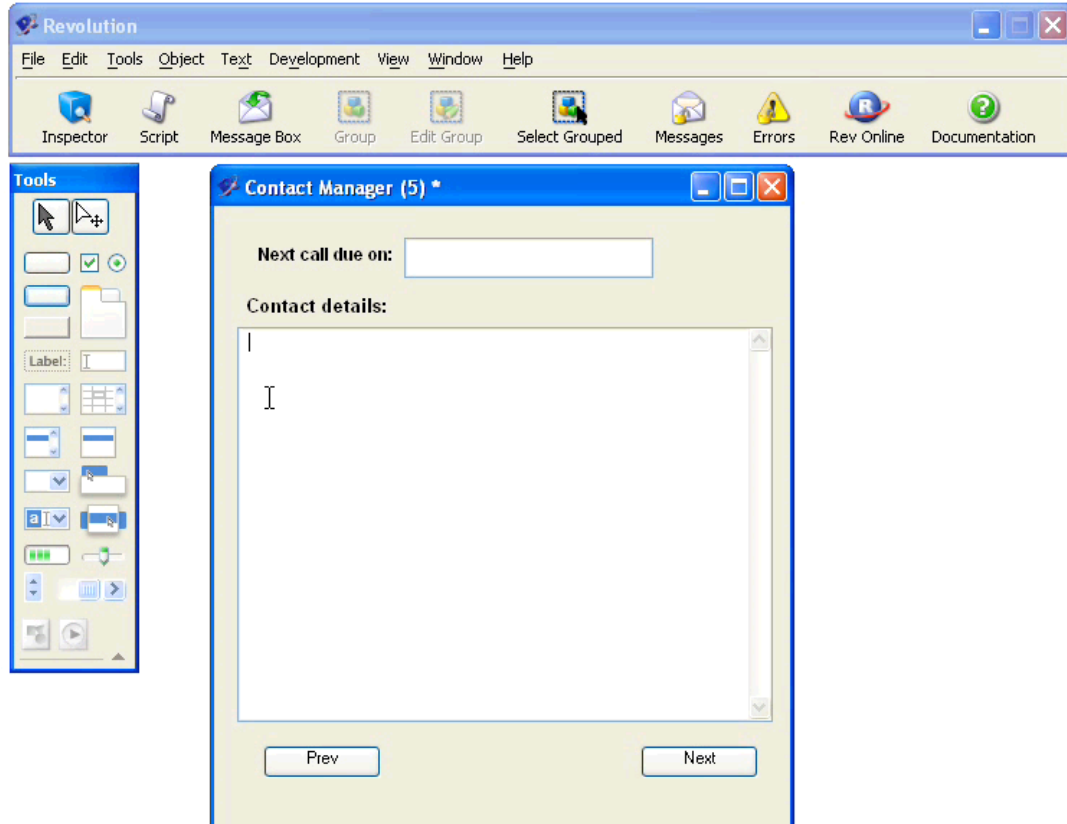
Now if we go back to the first card (use the 'View' menu to select 'First Card') and press the 'Refresh Call List' button, our new entry is shown, sorted by date.
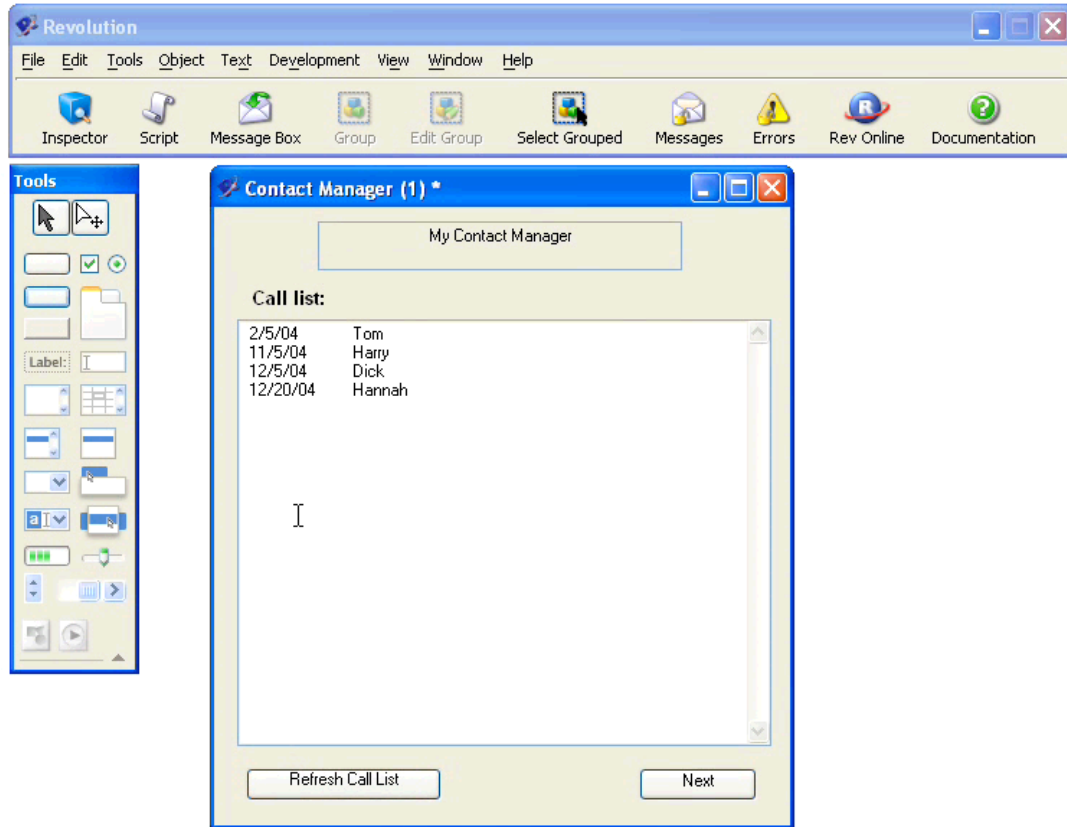
All the objects in this stack are contained within a group which is placed on each card. To examine the scripts in this stack, first turn on Select Grouped controls by clicking the icon at the top of the screen. This will allow you to select the objects directly and ignore the group.
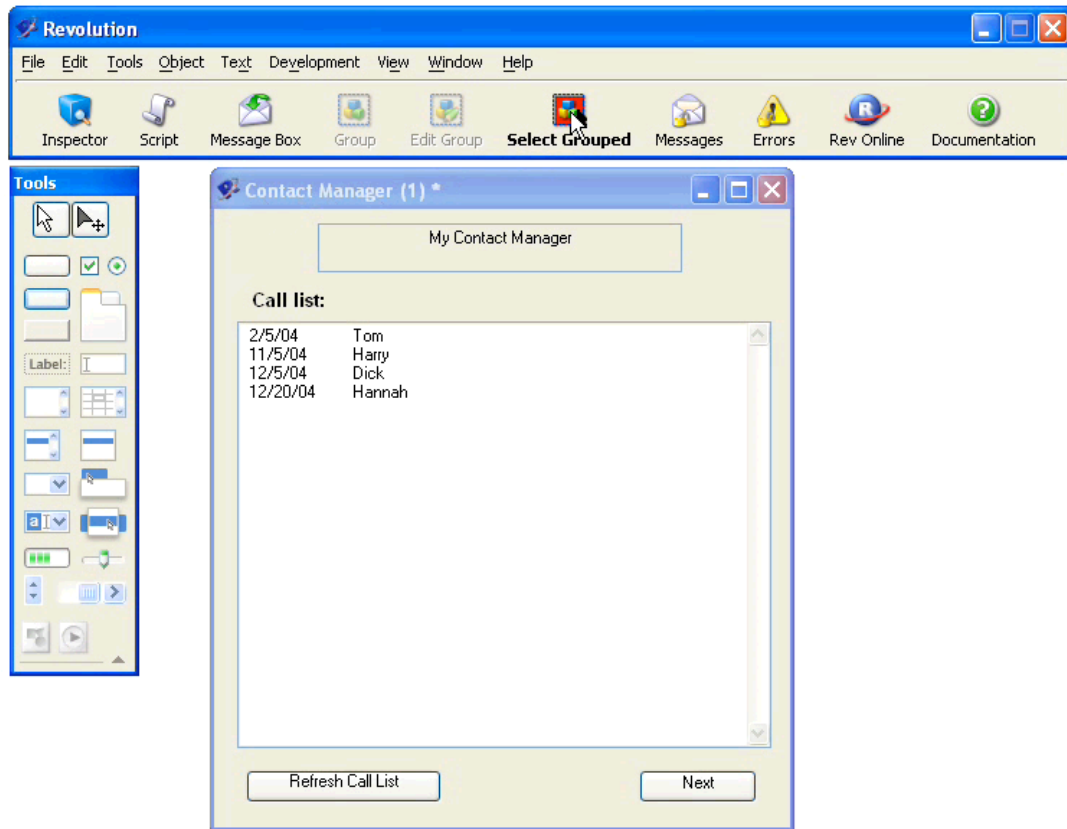
The scripts are contained within the 'New', 'Previous' and 'Refresh Calls List' buttons, as well as the date field.
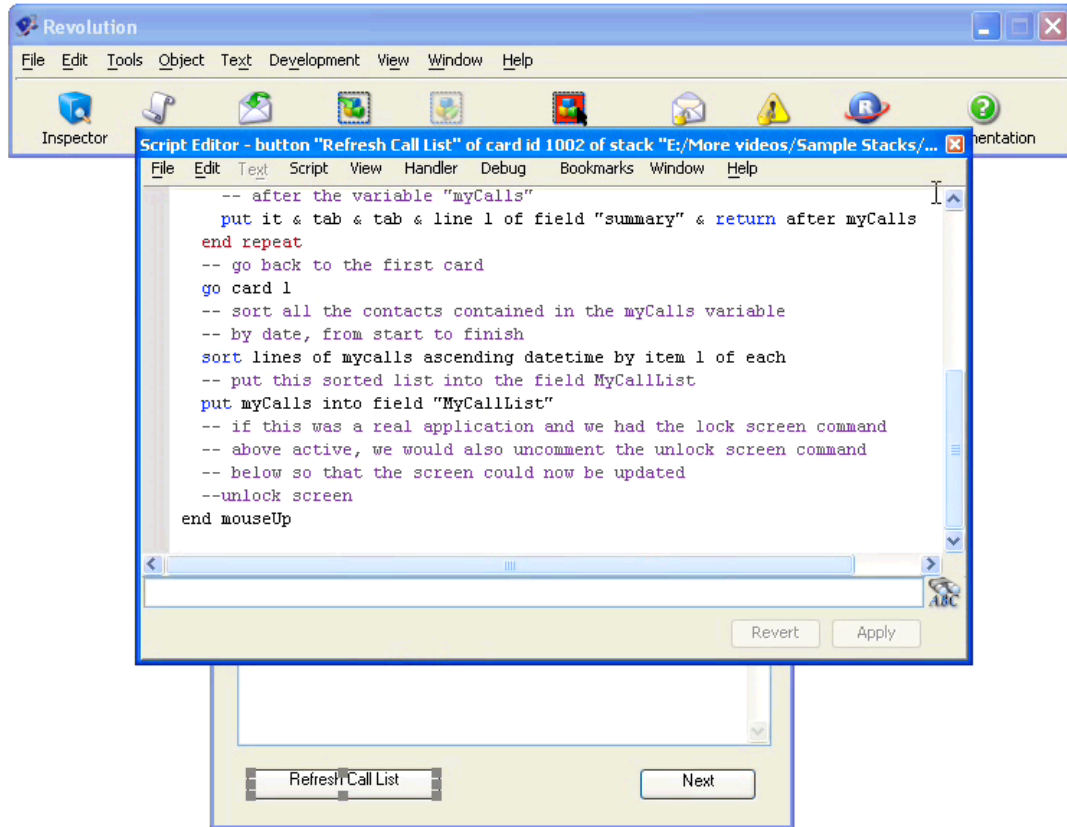
It is also worth examining the object properties, as they have Geometry information set on them. For example, the 'Next' button has positioning information set which anchors it to the left and bottom of the card when the stack is resized.
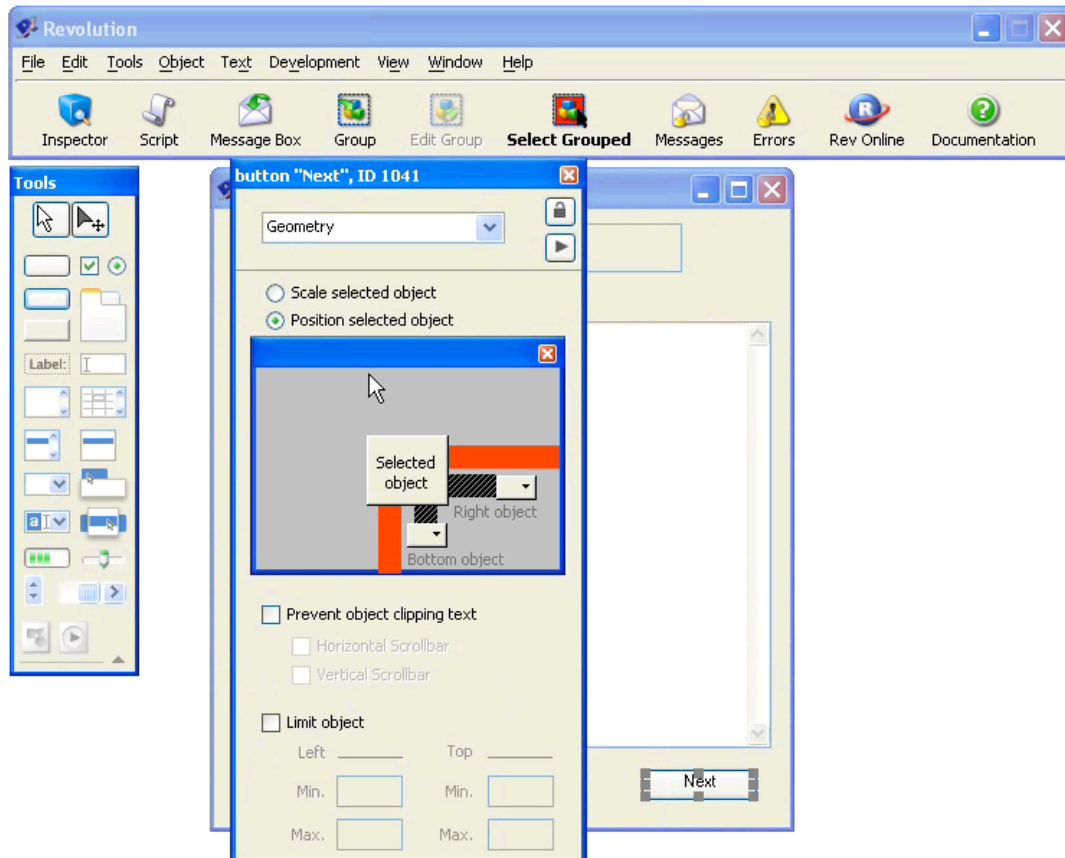
Note that if we view the card properties (found in the Object menu, under 'Card Inspector') the geometry pane for the card has been set to update the geometry on the card before the card is opened. What this means is that if a user navigates to a different card that does not contain this set of objects and resizes the stack, then navigates back to this card, the objects will be correctly resized and positioned accordingly.
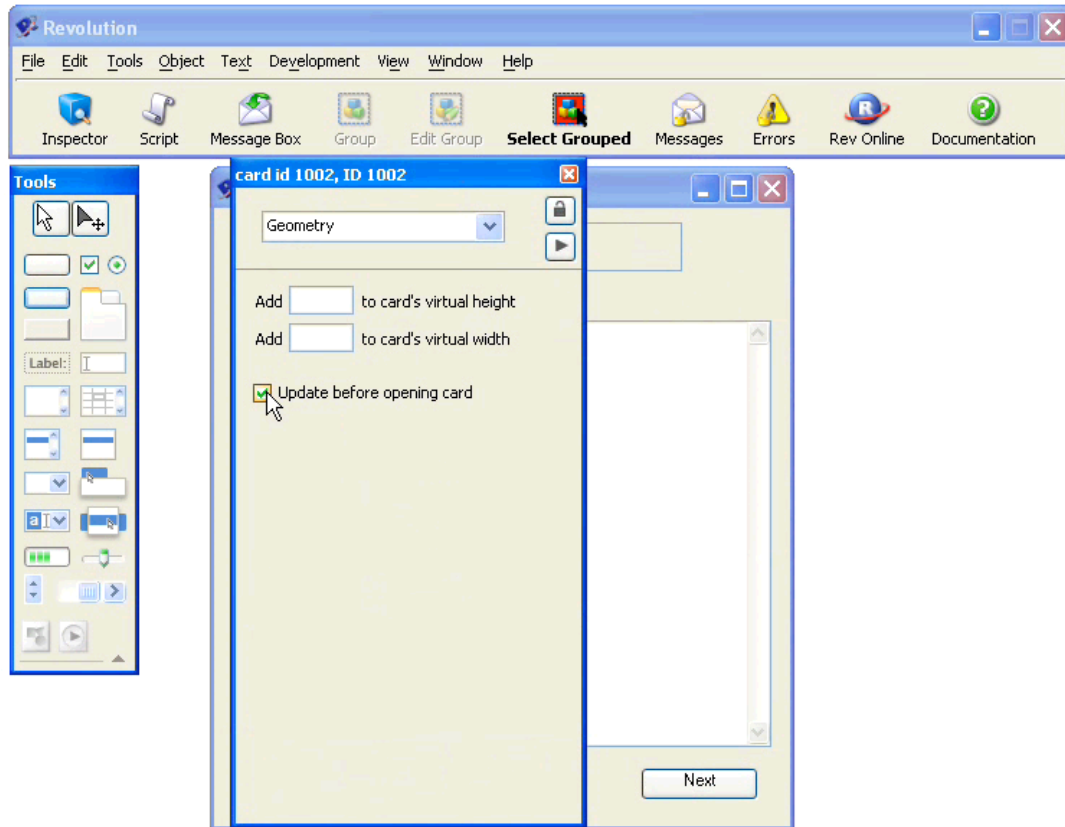
Finally, as with all the Sample Projects, the scripts contain comments that explain what each line does. These lines are marked by double dashes at the start and are colored purple.