

Prerequisite

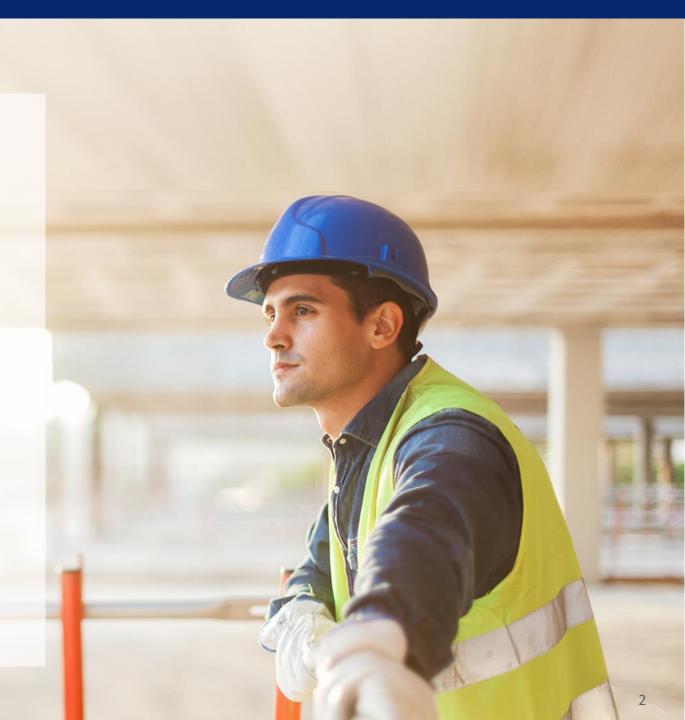
Use Workshop-VM / Workshop-Computer follow the instructions of the Boarding Pass



Visual Studio Code

https://code.visualstudio.com





VS Code

Useful Extensions

> AL Formatter

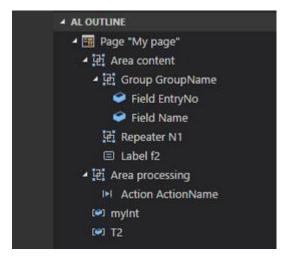
- Indentation
- Keyword case style
- Sort variable definitions
- Readability Guidelines Spacing and newlines (experimental)

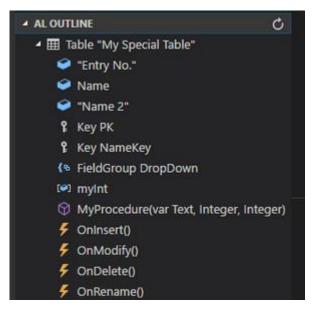
> AL Code Outline

- > Outlining AL Object Structure
- > "Create List Page" from Table
- > "Create Card Page" from Table

> al-util

- > "Rename & Move" Objects
- > Templates e.g. "Readme.md"





GUI & In-Client Designer Agenda

- 1 Language & Types (Re-Cap)
- 2 Notification
- 3 Wizard Basics
- 4 Hands On

Microsoft AL

Language & Types

> Re-Cap



Microsoft AL

Language & Types

- > Recommendation for VS Code
 - > 1 File per Object
 - > Organize Object Files in Folders (Pages, PageExtension, ...)
- > Use Snippets in AL
 - > ttable
 - tpageext
 - tcodeunit
 - **>** ...
- > Documentation Development in AL
 - > https://docs.microsoft.com/.../developer/devenv-dev-overview

C/Side	Microsoft AL	
	Extending	New
Codeunit	-	<u>codeunit</u>
Table	tableextension	<u>table</u>
Page	<u>pageextension</u> <u>pagecustomization</u>	<u>page</u>
XMLport	-	<u>xmlport</u>
Query	-	<u>query</u>
Report	-	<u>report</u>
Menu Suite	-	-
		<u>profile</u>
		<u>controladdin</u>

Improve the UX

Features

- > Notification
- > Wizard Basics



Pages in Microsoft AL Improve the UX

Notifictation

"... programmatic way to send non-intrusive information to the User Interface (UI)..."

- > ID Guid
- Message
- Scope Local / Global
- Actions
- GetData(...) / SetData(...)
- **>** Configurable
 - > Record "My Notifications"
 - → IsEnabled(...) / IsEnabledForRecrod(...)





Pages in Microsoft AL Improve the UX

> Wizards

> Groups

Object Type
Page (Navigation)

InstructionalText

> Actions

Back, Next, Finish
Visibility depends on Page

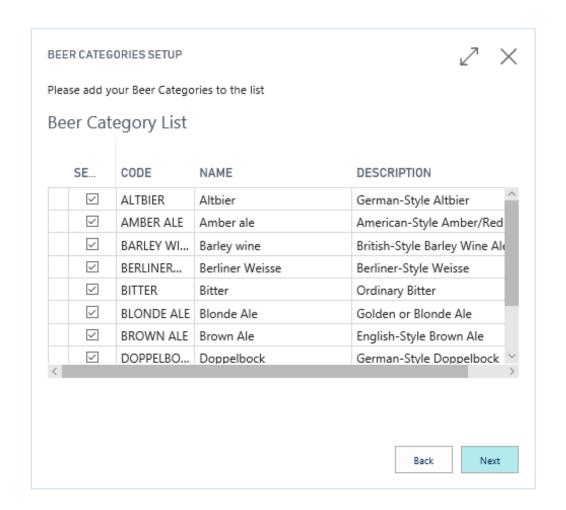
Properties InFooterBar

➤ Groups = Wizard Pages Show / Hide for each Page

> Start Page / Welcome Introduktion

Page XYZ

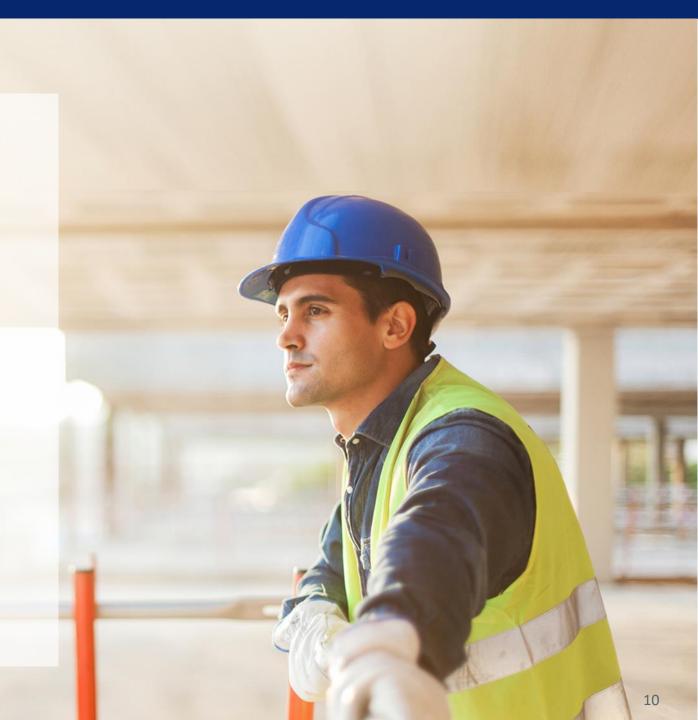
> Finish Page Summary



It's Lab Time

Hands On

- Notification
- > Wizard (Skeleton)



Hands On

- Material
 - Project Skeleton "02-GUI-&-In-Client-Designer\Starter\03 My Favorite Beer\"
 - > Tables: "Beer Category"
 - > Tables.Extensions: "Customer", "Item"
 - > Pages: "Beer Category Card [CC]", "Beer Category List [CC]"
 - Pages.Extensions: "Item Card", "Customer Card"
- > Prerequisites
 - ➤ Connect to your Workshop VM
 → use Instructions on your Workshop Boarding Pass
- > Hand On Tasks
 - > Invoke a **Notification**, when the selected Beer does not match the Customers Favorite Beer Category
 - > Create a **Setup Wizard** skeleton to initialize Beer Categories and use a **List Part** for Table "Beer Category"
 - > Invoke a **Notification**, when Beer Categories are empty and start the Wizard by a Notification Action

Hands On – Notification

- > Create a Code Unit "Beer Mgt. [CC]" ID: 50201
- > Add 2 Methods
 - > IsBeerMatch ... check the correctness of the beer
 - > CheckBeer ... use the check and show a notification
- > Use the codeunit from table extension "Customer [CC]" to check and invoke a notification

```
procedure IsBeerMatch(customer: Record Customer) : Boolean;
var beerItems: Record Item;
begin
    beerItems.SetRange("Beer Item [CC]",
                                                  true);
    beerItems.SetRange("Beer Category Code [CC]", customer."Beer Category Code [CC]");
    exit(not beerItems.IsEmpty());
end:
// Create a GUID with PowerShell > [System.Guid]::NewGuid()
var cBeerMatchID : TextConst ENU = '30546dde-20ae-458e-9c12-c25e4491c3dd';
procedure CheckBeer(customer: Record Customer): Boolean;
var notification: Notification;
   beerMatch: Boolean;
   id: GUID:
    msg: TextConst ENU = 'The selected beer does not belong to the preferred category',
                  DEU = 'Das Bier gehört nicht zur bevorzugten Kategorie';
    myNotifications: Record "My Notifications";
begin
             := FORMAT(cBeerMatchID);
   beerMatch := IsBeerMatch(customer);
   if not myNotifications.IsEnabledForRecord(id, customer) then exit(beerMatch);
   notification.Scope := Notification.Scope::LocalScope;
   notification.Id
   if beerMatch then
       notification.Recall();
   end else begin
        notification.Message := msg;
       notification.Send();
   end;
   exit(beerMatch);
end;
```

Hands On – Wizard

```
    Create a Page "Beer Wizard [CC]" ID: 50200
    Add 1 Variable (Option) CurrentPage "Welcome", "Beer Categories", "Finish"
    Add 3 Variables (Boolean) WelcomeVisible, BeerCategoriesVisible, FinishVisible
    Add 3 Pages (Groups) "Welcome", "Beer Categories", "Finish" Caption, InstructionalText, Visible ...
```

> Add 3 Actions Back, Next, Finish

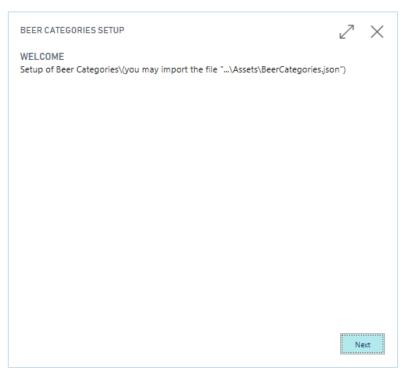
Manage the visible Page by this method and check the result

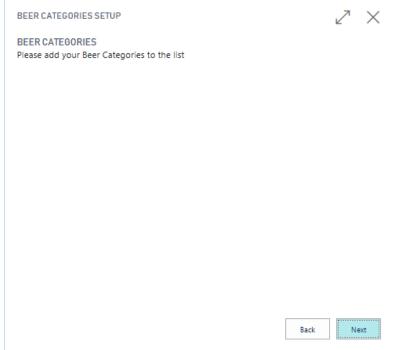
Hands On – Wizard

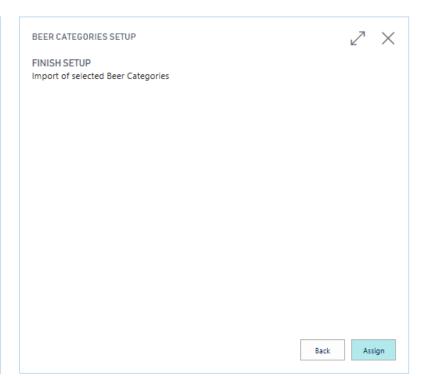
> Call the Wizard by changing the "launch.json" StartupObject information

"startupObjectId": 50200,
"startupObjectType": "Page"

> The Wizard skeleton should look like this:







Hands On – Notification & Assisted Setup

- > Use Code Unit "Beer Mgt. [CC]" ID: 50201
- > Add some Methods to achieve this task:

 "Show a notification, when the record "Beer Categories" is empty and call the "Beer Wizard" from the notification by using an action"
- > Methods can be
 - IsBeerSetupComplete ... check if record "Beer Categories" is empty
 - CheckBeerSetup ... use the check and show a notification
 - > StartBeerSetup ... callback method for the notification action
- > Use the codeunit from "Customer Card [CC]" and invoke a notification

```
5 references
var mBeerSetup: Boolean;
   2 references
   mBeerMgt: Codeunit "Beer Mgt. [CC]";

trigger OnOpenPage()
begin
   mBeerSetup := mBeerMgt.CheckSetup();
end;

trigger OnAfterGetRecord()
begin
   mBeerSetup := mBeerMgt.CheckSetup();
end;
```

Q & A



Visual Studio Code

https://code.visualstudio.com

