# **Lesson** 18 – Complex Data Types, Files & Views



#### What students should know

- Type declaration
- Arrays of Type
- List of Type
- Map of Type
- KVS Files
- CustomListView
- B4XComboBox

Often a developer wants to group variables related to each other. For example, a student has a First Name, Last Name, Address, Phone, etc. It can of course create separate variables for each different element of the student but it is more convenient to create a new data type that contains all these values together.

# The type statements

The described data type is called **type** and is stated as follows:

Type Student(LastName As String, FirstName As String, Address As String, PhoneNumber As String)

Notice that the keyword "Type" is first written, then a name is written for the new variable that is created, and finally in parentheses all variables included in the new type. Type declaration is always written in Class\_Globals and it is Public.

In the student's example, the statement Type Becomes:

```
Sub Class_Globals
Type Student(LastName As String, FirstName As String, _
Address As String, PhoneNumber As String)

End Sub
```

A new data type has now been created called Student and you can declare new variables based on this.



The "Student1" variable is now a Student-type variable, and to access its data you use the variable name with one period and then the name of the items included in the type statement e.g.

```
Student1.LastName = "Ioannidis"
Student1.FirstName = "Alkinoos"
Student1.Address = "Athens, Greece"
Student1.PhoneNumber = "+303465854234"
```

You can create as many variables of the Student type as you want and assign each other.

```
Private Student2 as Student
Student2 = Student1
```

Here the Student2 variable now contains exactly the same data as the Student1 variable.

#### Show Items

You can use the Log command to display the contents of Student1, but the result will be something like the following:

```
[IsInitialized=false, LastName=Ioannidis, FirstName=Alkinoos, Address=Athens, Greece, PhoneNumber=+303465854234]
```

To display or use all elements of a type, use the entire name along with the item.

Log(Student1. LastName & " " & Student1.FirstName)

It is usually helpful to create a routine that accepts a type variable and then displays or processes the type elements.

```
Private Sub LogStudent(st As Student)
  Log(st.FirstName)
  Log(st.LastName)
  Log(st.Address)
  Log(st.PhoneNumber)
End Sub
```

## Table of a type

You can also create tables of Type where it will include more students. For example,



The Student(10) statement creates a table of 10 Students. Each item can be used with a for loop or with a separate reference to each with its index.

```
Students(0). LastName = "Paul"

Students(0). FirstName = "Belmond"
```

## List of Type

A list can contain variables of Type.

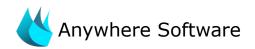
```
Sub Class Globals
  Type Student (LastName As String, FirstName As String,
               Address As String, PhoneNumber As String)
 Public listStudents As List
End Sub
Private Sub B4XPage Created (Root1 As B4XView)
 listStudents.Initialize
 'Get list items and log
 For i = 0 To listStudents.Size-1
   Private st As Student
   st = listStudents.Get(i)
   LogStudent(st)
 Next
End Sub
Private Sub LogStudent(st As Student)
 Log(st.FirstName)
 Log(st.LastName)
 Log(st.Address)
 Log(st.PhoneNumber)
End Sub
```

# Maps of Type

Using map to store type data is also possible as long as you have a unique key for each type variable you enter.

In the case of Students it could be for example an ID number, a registration number, an email account, etc.

```
Sub Class_Globals
   Type Student(id As String, LastName As String,
   FirstName As String, Address As String, PhoneNumber As String)
Public mapStudents As Map
```



## End Sub

```
Private Sub B4XPage_Created (Root1 As B4XView)

Student1.ID = "FXA47345S3"
Student1.LastName = "Ioannidis"
Student1.FirstName = "Alkinoos"
Student1.Address = "Athens, Greece"
Student1.PhoneNumber = "+303465854234"

mapStudents.Initialize
```

End Sub

In this way it is now easy to find a student with a key ID number by calling the Get method.

### Save to KVS files

The files discussed in Chapter 17 refer to text files that often do not serve to store complex structures such as type declarations, Lists, and Maps. Another type of files supported by B4J is key value store (KVS) files.

The way they work is similar to that of maps. All you need is a key and the structure you want to save. KVS files essentially hide a database, but the important thing is that the developer doesn't need to know any of them as long as he uses the appropriate methods.

The commands in the KVS files are as follows:

mapStudents.Put(Student1. ID, Student1)

### Declare a KVS file

To declare a KVS file, you must use the KeyValueStore library to which you click in the library tab.

Then create a **KeyValueStore** variable.

```
Private kvsFile As KeyValueStore
```

## Initialize the KVS file

The Initialize method defines the folder in which the file will be saved and the name it will have.

```
File.MakeDir(File.DirTemp, "lesson18")

kvsFile.Initialize(File.DirTemp & "lesson18", "kvsData.dat")

Log(File. DirTemp & "lesson18")
```



The above commands create a folder named lesson18 within the temp folder, create a file named "kvsData.dat" and finally displays the path of the file on the Log screen.



#### Remember

The file to be created cannot be opened with another viewer (for example notepad++) but must always be used by the program you built.

#### Insert items into a KVS file

The Put method is used to import the data into a KVS file. Each insertion that is **made** is called Record. A prerequisite is that you have decided on a unique key so that you can refer to the record later. The following example insert the Student1 variable with the student's ID number as a key.

kvsFile.Put(Student1.ID, Student1)

This way you can write any data type such as Lists, Maps, Strings, simple variables (numbers), types, and tables (only tables from bytes or objects), as well as combinations (one list of maps for example).

Type declarations should be declared always in B4XMainPage.

Maps can also be stored using the PutMapAsync method. It is also the best way to save map since it enters the map key as the key of the record.

kvsFile.PutMapAsync(mapStudents)

### Retrieving items from a KVS file

The Get method retrieves an item from a KVS file. The returned value is an object. In other words, be careful to assign the returned value to a variable of the same type.

The following example reads from a KVS file the record of a Student.

Student3 = kvsFile.Get("FS23534X21")
LogStudent(Student3)

The value "FS23534X21" is the key to the record and the Routine LogStudent has described previous where accepts a Student and displays with command Log its contents.



#### Remember

If the key does not exist, then there is a problem with the operation of the program. The existence of the record must be checked before you assign it to a variable. This can be done with ContainsKey method.



You can read an entire map using the **GetMapAsync** method. This command accepts a list of keys as a parameter and returns a map with the keys and their corresponding values.

```
Log("Show keys")
Private keys As List = kvsFile.ListKeys
For i = 0 To keys.Size-1
   Log(keys.Get(i))
Next
```

Finally, following the above code, GetMapAsync becomes:

```
Wait For (StudentFile.GetMapAsync(keys)) Complete (mapSt As Map)
```

To write a map in a kvs file use:

```
Wait For (StudentFile.PutMapAsync(keys)) Complete (Succes As Boolean)
```

#### Check the existence of a record

To check the existence of a key in a KVS file, you must use the ContainsKey method.

```
If kvsFile.ContainsKey("FS23534X21") Then
    Student3 = kvsFile.Get("FS23534X21")
Else
    Log("Wrong id key")
End If
```

ContainsKey returns True after it finds the key in the file.

#### Delete KVS file content

The remove method deletes a key along with its value from a KVS file, and the DeleteAll method deletes all data.

```
kvsFile.Remove ("FS23534X21")
kvsFile.DeleteAll
```



#### Remember

It always a good practice to close file you don't need any more with method .close  $\,$ 

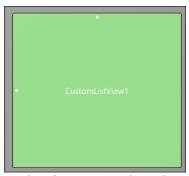


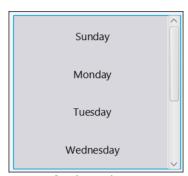
## More Views

Two important views that will help to display or select elements from complex types, lists, and maps structures are **CustomListView** and **B4XComboBox**.

#### CustomListView

Creates a list of items that you can select by clicking the mouse.

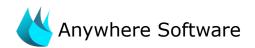




The returned value is a value that you specified at the time ListView was created.

```
Sub Class Globals
  Private Root As B4XView
  Private xui As XUI
  Private lstItems As List
  Private CustomListView1 As CustomListView
                                                 1
  Private lblDate As Label
End Sub
Private Sub B4XPage Created (Root1 As B4XView)
 Root = Root1
  Root.LoadLayout("MainPage")
  lstItems.Initialize
                                                             2
  lstItems.AddAll(Array As String("Sunday", "Monday",
"Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"))
  For i = 0 To lstItems.Size-1
    CustomListView1.AddTextItem(lstItems.Get(i), i)
  Next
End Sub
Private Sub CustomListView1 ItemClick(Index As Int, Value As
Object)
 lblDate.Text = Value
End Sub
```

- 1. Declare a CustomListView variable
- 2. Create a list structure that contains the items that will appear in CustomListView



- 3. Scan the entire list and each item is placed in CustomListView1 using the **AddTextItem** method.
  - **AddTextItem** accepts a value that will display and an index that corresponds to the value you want to display. The above example corresponds to the values from 0 to 6 for the days from Sunday to Saturday.
- 4. When an item in the list is clicked, the **\_ItemClick** event triggered. The example shows the index of the item that was clicked on the lblDatetaq.

Additional methods of CustomListView are the following:

- Clear As String
   Deletes all CustomListView components
- **GetValue** (Index As Int) As Object Returns the value for the index value specified in the parenthesis.
- **Size** As Int [read only] Returns the number of items.

#### Mark a list item

As mentioned earlier when clicking an item in a list, the event \_ItemClick triggered. In order for this item to remain marked, the developer must either use some of the ready-made tools provided by the language (e.g. the CLVSelections library) or write his own code. The following algorithm assumes that you have set a variable in Class\_Global named selectedItem of type Int.

```
Private Sub CustomListView1 ItemClick (Index As Int, Value As Object)
  If selectedItem = -1 Then
     Private p As B4XView = CustomListView1.GetPanel(Index)
     p.GetView(0).Color = xui.Color Blue
     selectedItem = Index
  Else
     Private p As B4XView = CustomListView1.GetPanel(selectedItem)
     p.GetView(0).Color = xui.Color White
     If selectedItem = Index Then
       selectedItem = -1
     Else
       Private p As B4XView = CustomListView1.GetPanel(Index)
                                                                      3
       p.GetView(0).Color = xui.Color_Blue
       selectedItem = Index
     End If
  End If
End Sub
```

The original value of selectedItem was set to -1 where it means that nothing is selected. The code uses two commands:

```
Private p As B4XView = CustomListView1.GetPanel(Index)
p.GetView(0).Color = xui.Color_Blue
```



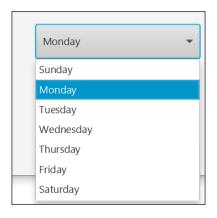
Each item in a list is created by the language within a box called panel. You can set the color by accessing the box using the GetPanel(Index) method where Index the current value of the line that was clicked. Then the p.GetView(0).Color defines the color the developer wants to set. Then:

- 1. If an item in the list is clicked, the routine checks the value of the selectedItem, and if that is -1 then sets a Blue background color in the clicked line and sets selectedItem to the value of the Index that gives the event ItemClick
- 2. If selectedItem already has a value, a white color is set as the background in the box, and then there are two cases
  - a. If Clicked the already selected item, the item stops being selected and selectedItem becomes -1
  - b. If Clicked another item, the new item gets blue color and selected dItem gets the value of the Index.

#### B4XComboBox

B4XComboBox displays a drop-down list of items. The user can click one of them and select it. Unlike CustomListView, the returned value is always a number for the order in which the item is placed in The ComboBox, so the developer must then be able to map the value to a structure.







```
Sub Class Globals
  Private Root As B4XView
  Private xui As XUI
  Private lstItems As List
                                                             1
  Private B4XComboBox1 As B4XComboBox
  Private lblCmbDate As Label
Private Sub B4XPage Created (Root1 As B4XView)
 Root = Root1
 Root.LoadLayout("MainPage")
 lstItems.Initialize
                                                             2
 lstItems.AddAll(Array As String("Sunday", "Monday",
"Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"))
                                                             3
  B4XComboBox1.SetItems (lstItems)
End Sub
Private Sub B4XComboBox1 SelectedIndexChanged(Index As
 lblCmbDate.Text = Index
End Sub
```

- 1. Declare a type **B4XComboBox variable**
- 2. Create a list structure that contains the items that will appear in B4XComboBox
- 3. Place the items in the list in B4XComboBox. Caution does not require iterative structure as in CustomListView
- 4. If an item is selected, **the \_SelectedIndexChanged** event is triggered and returns the index of the selected item.

# Exercises

- 1. Create a type named Customer and variables
  - ID, FirstName, LasName, Phone
- 2. Create a list of Customers with the following items

Id	FirstName	LasName	Phone
A3473	John	Smith	4563454
B1753	Selim	Al Huarizmi	6532578
C6544	Mateo	Sandor	7345346
C6323	Lucía	Graham	1231345
F1462	Noam	Bell	6978323

- 3. Save the list to a KVS file
- 4. Build a button that when clicked fills a CustomListView with customers information.
- 5. Build an insert button that, when clicked, displays an appropriate DialogBox that prompts for new customer information and add them into CustomListView.
- 6. Save the new client to the KVS file as well.
- 7. When a customer cklicked display a confirmation message for deleting customer and in case of positive feedback delete the customer from CustomListView and KVS File.

