



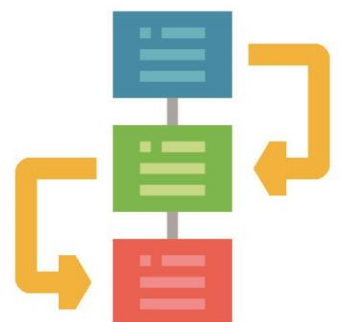
ABAP
DOJO

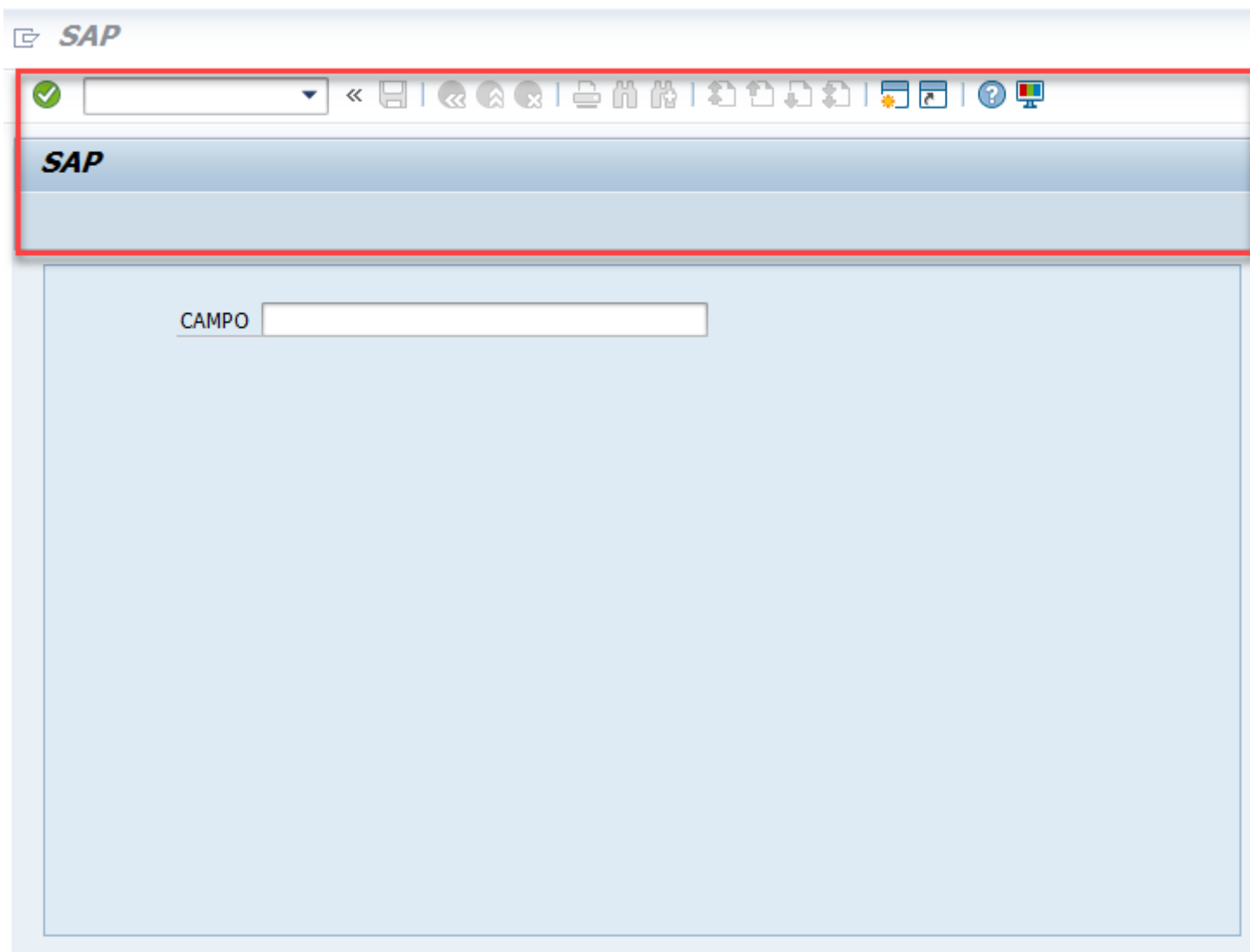
Dica para ABAP nível iniciante.




Caso de Uso

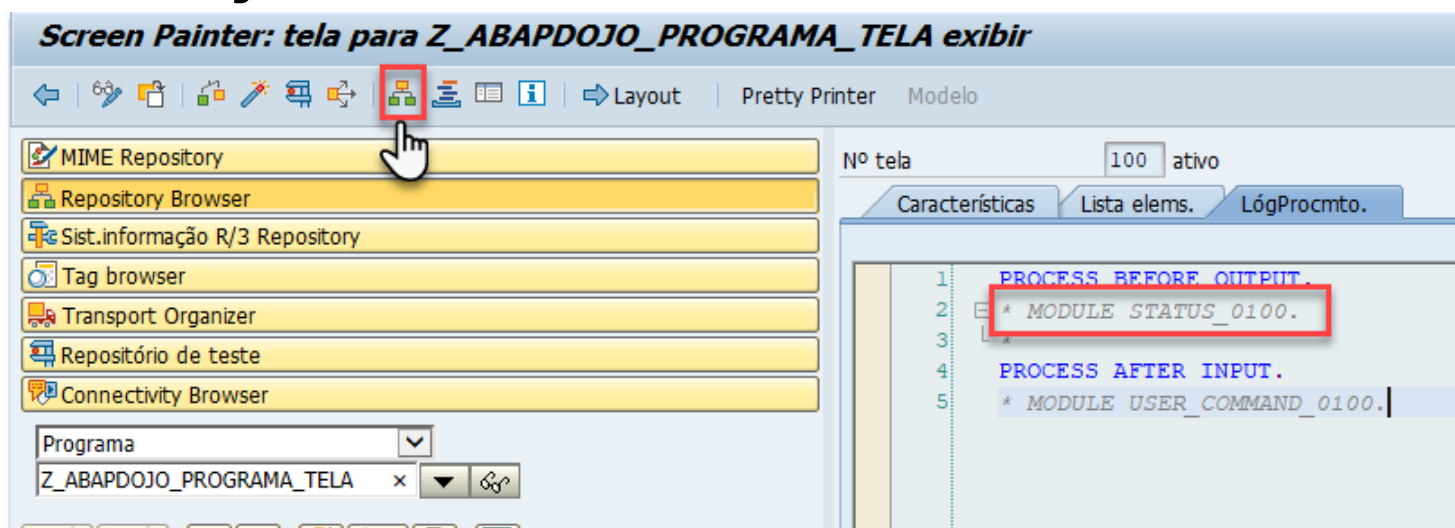
Agilidade no desenvolvimento de telas ABAP.





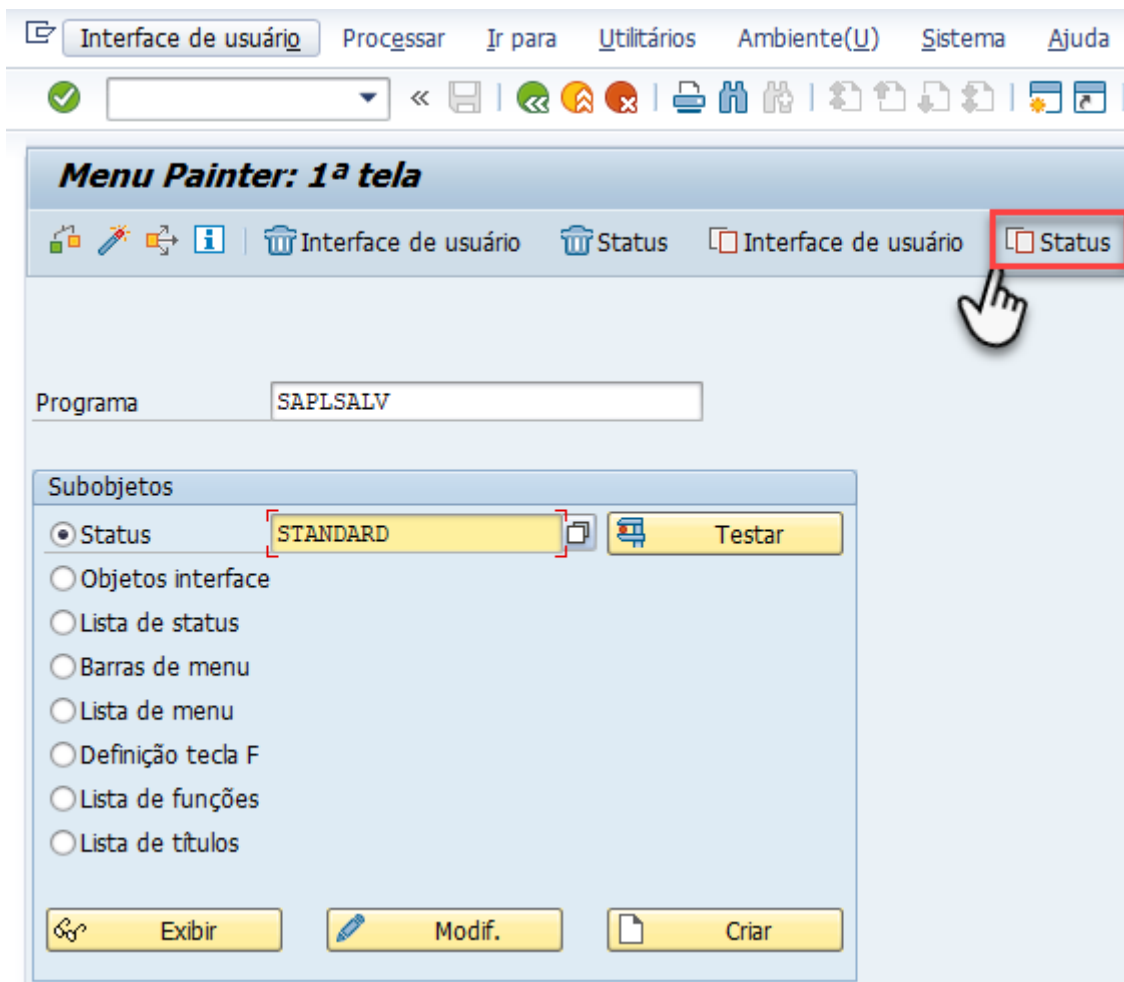
Como Fazer

Abra o programa na transação SE38, clique no botão exibir lista de objetos 

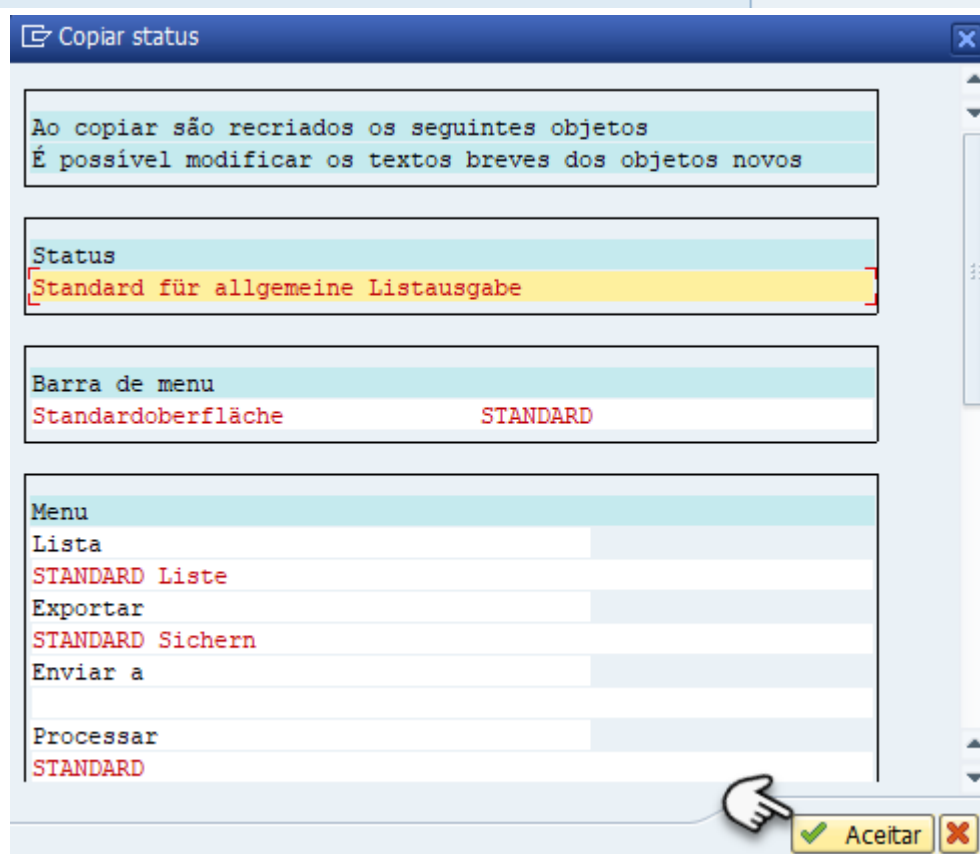
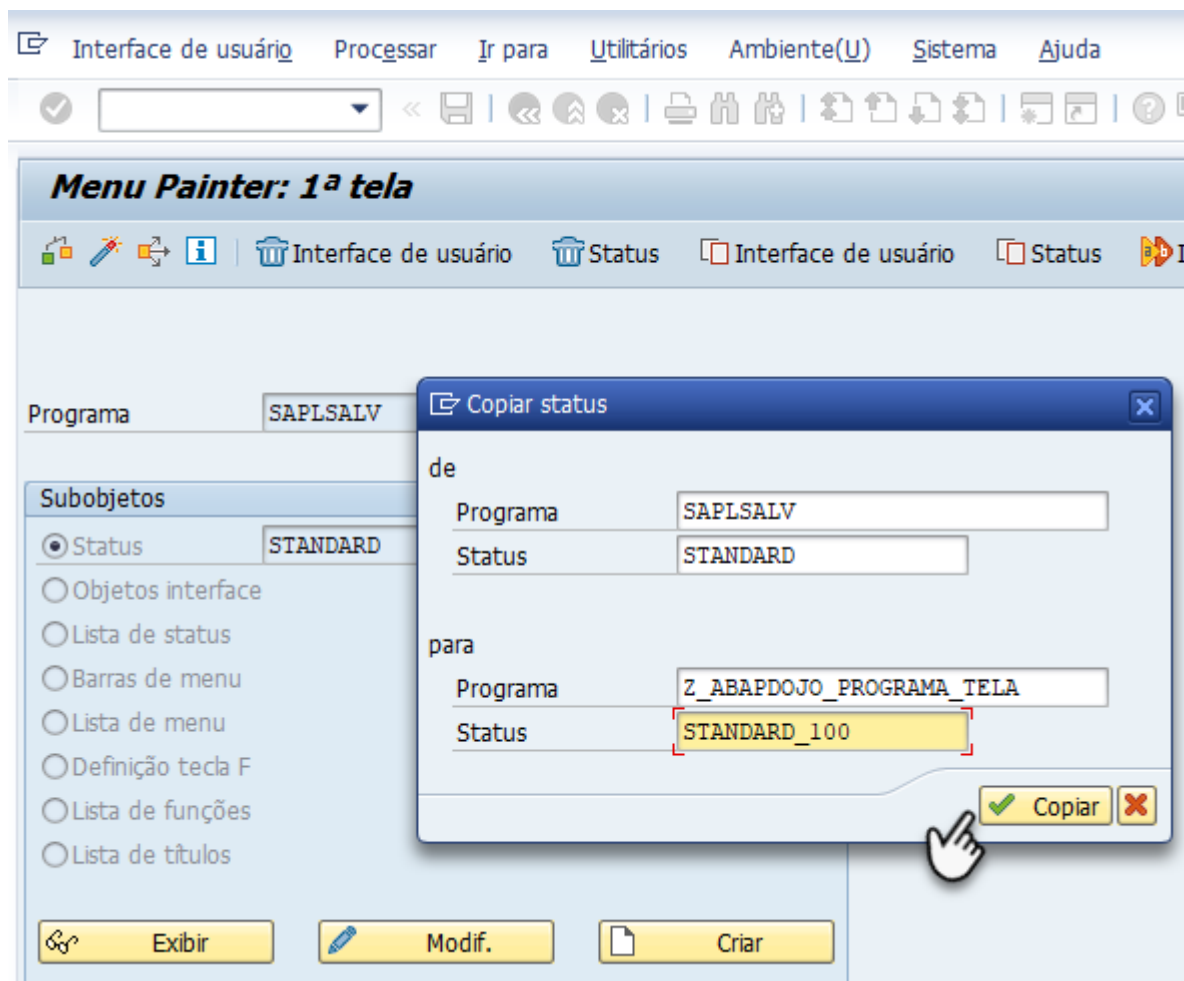


No nosso exemplo temos a tela **0100** criada.

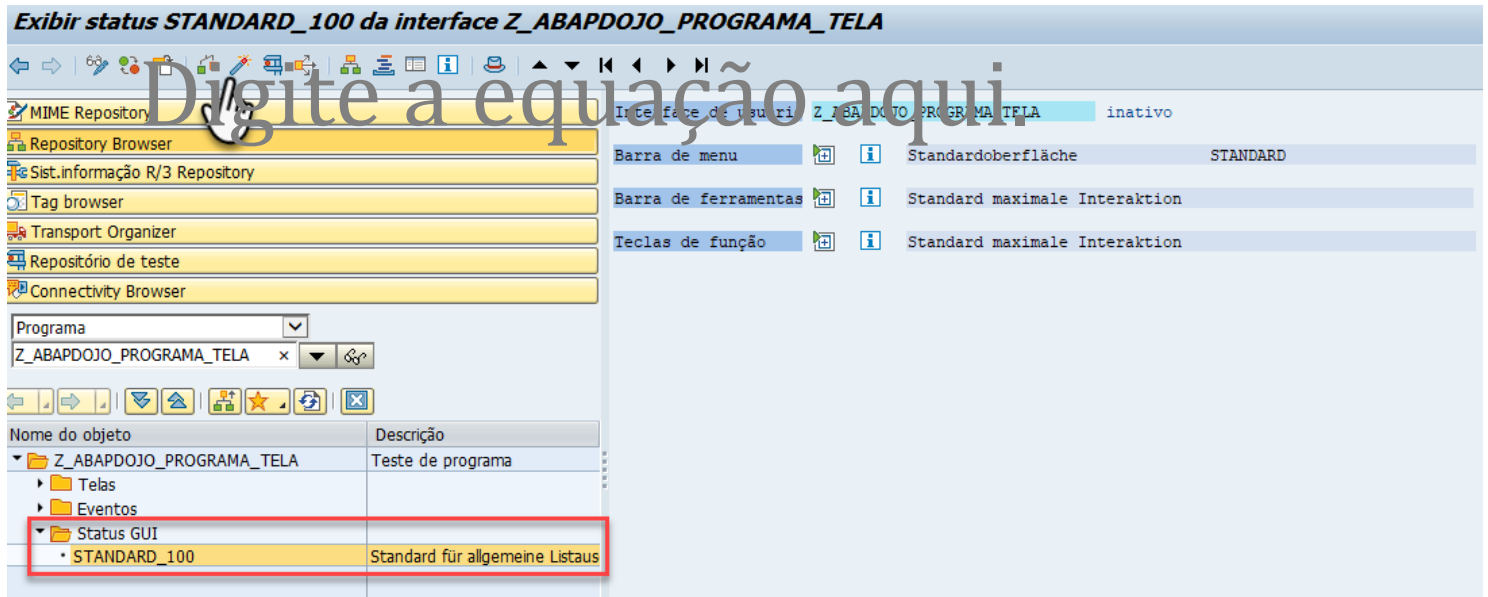
Acesse a transação **SE41** informe o programa **SAPLSALV** status **STANDARD** e clique em copiar status como na figura abaixo.



Informe o nome do programa e o status.

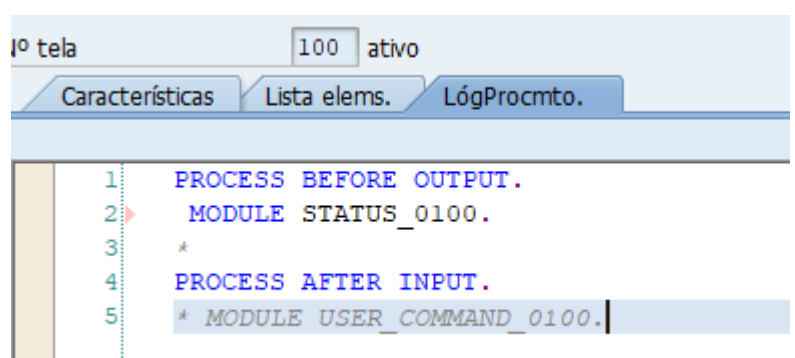
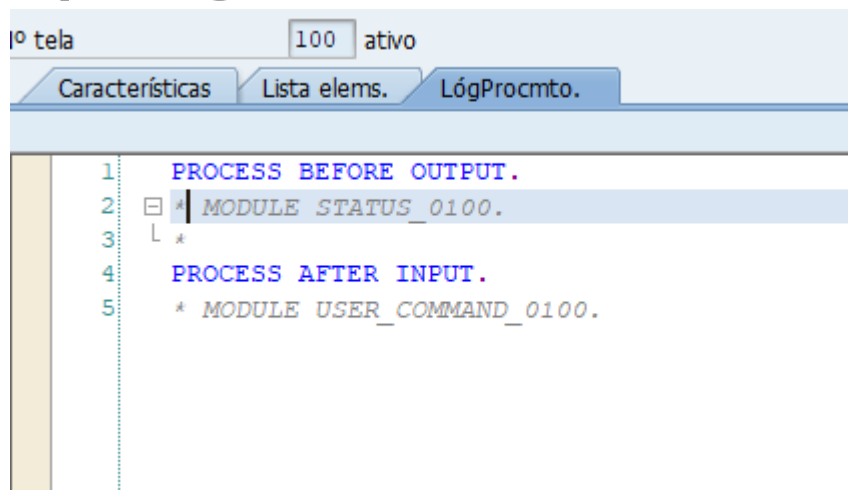


Agora o programa possui o status gui e podemos ativá-lo.

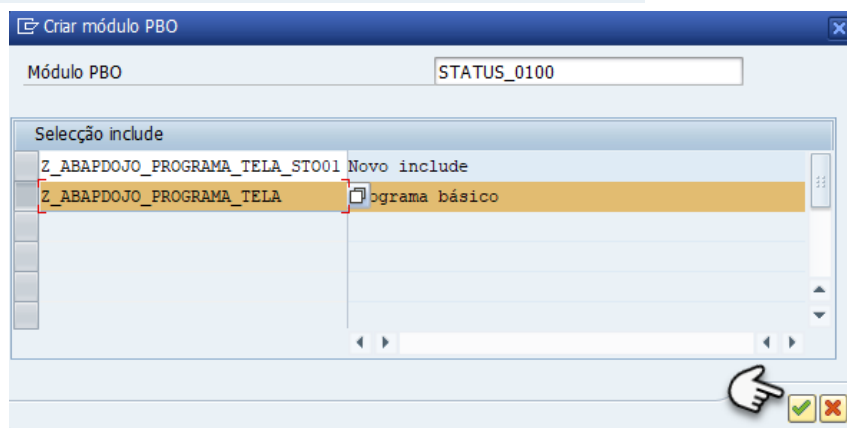
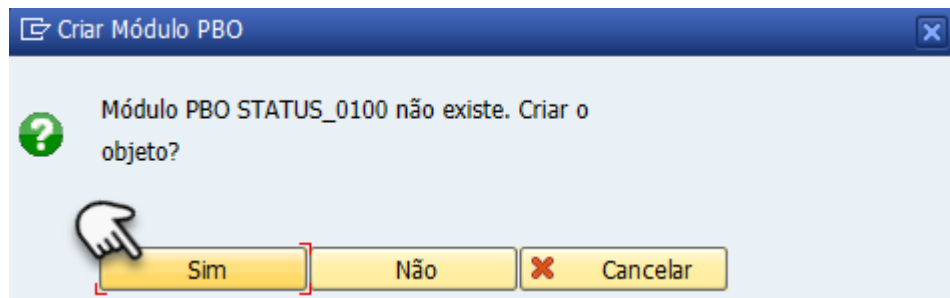


Nesse ponto você pode alterá-lo da forma que precisar.

Remova o comentário da tela no PBO do programa.



Clique duas vezes sobre a linha
MODULE STATUS_0100 para
cria-lo selecione Programa básico.



Report Z_ABAPDOJO_PROGRAMA_TELA Ativo(revisado)

```
9
10
11  start-of-selection.
12
13  call screen '100'.
14
15  *-----
16  *      Module  STATUS_0100  OUTPUT
17  *-----
18  *      text
19  *-----
19  module status_0100 output.
20  *  SET PF-STATUS 'xxxxxxxxx'.
21  *  SET TITLEBAR 'xxx'.
22  endmodule.
```

Remova o comentário dos
comandos SET e altere para
STANDARD_100

```

* &-----*
* & Report  Z_ABAPDOJO_PROGRAMA_TELA
* &
* &-----*
* &
* &
* &-----*
report z_abapdojo_programa_tela.

start-of-selection.

    call screen '100'.
* &-----*
* &      Module  STATUS_0100  OUTPUT
* &-----*
*      text
* &-----*

module status 0100 output.
    SET PF-STATUS 'STANDARD_100'.
    SET TITLEBAR 'ABAPDOJO'.
endmodule.

```

Execute e veja que a barra já está
ativa no programa agora
implemente as funções desejadas
no PAI **USER_COMMAND_0100**

