

EXERCISE 01D - ADAPTING THE UI OF A BUSINESS OBJECT

SAP Partner Workshop

15 min

Description

In this exercise, you'll learn how

- to create a custom business object that has a simple data structure and publish it
- to define the data structure and create the database persistence of a custom business object

Target group

- Developers
- People interested in learning about S/4HANA Cloud In-App extensions.

Goal

The goal of this exercise is to adapt the generated UI of a custom business object.

Prerequisites

Below are the prerequisites for this exercise.

- Google Chrome: Please complete this exercise using the Google Chrome browser
- **Authorizations:** Your user needs a business role with business catalog **Extensibility** (ID:

SAP_CORE_BC_EXT)

Steps

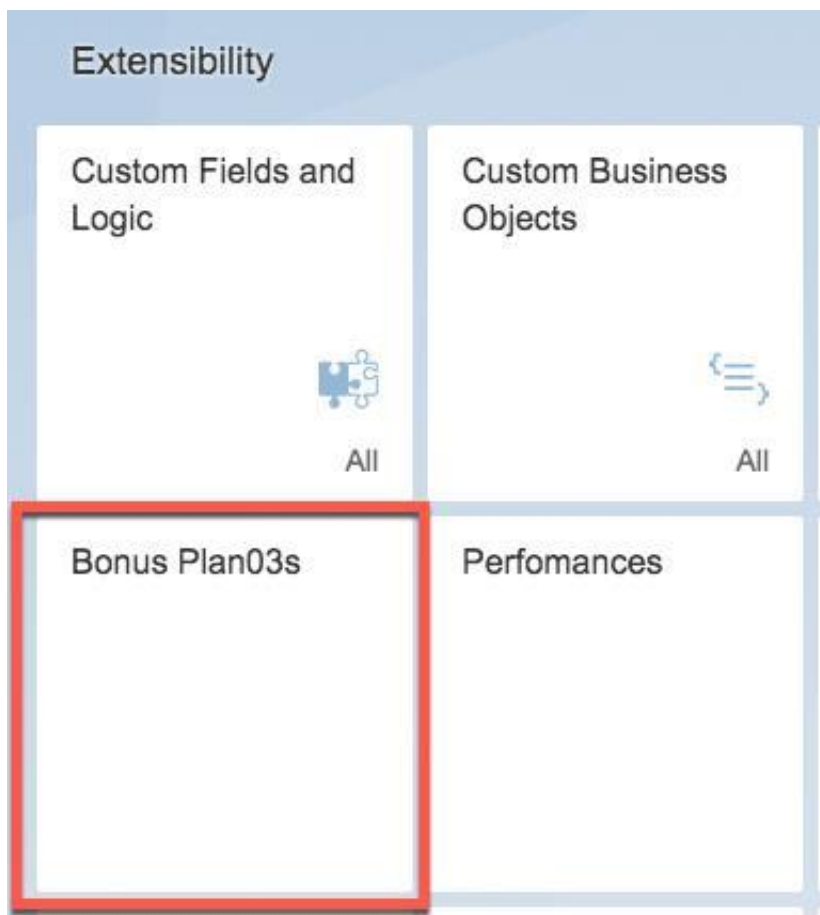
1. [Open the UI to be adapted](#)
2. [Switch to Adaptation mode](#)
3. [Create an UI group](#)
4. [Move UI elements](#)
5. [Apply UI changes](#)

Open the UI to be adapted





A several tutorials spanning example will show extensibility along custom Bonus Management applications.


In the first parts a Manager wants to define business objects "Bonus Plan" for employees.




1. Open the **Bonus PlansXX** application in Fiori Launchpad group **Extensibility**. XX is the number assigned to you for the exercise.





2. Press **Go** to get the list of all Bonus Plans. **Open** a bonus plan's detail view.





Bonus Plan03 






Standard 


Search 

Adapt Filters 



Bonus Plan03s (1) | Standard 

Delete 

ID	Validity Start Date	Validity End Date	Target Amount	Low Bonus Assignment Factor	High Bonus Assignment Factor
 0000000001	01/01/2017	12/31/2017	1,000.00 EUR	1.00	3.00 0.000

High Bonus Percentage: 0.000
Is Consistent: No
Employee ID: CB9980000620
Employee Name:

This is the screen that will be adapted.

Bonus Plan03

General Information

Target Amount:
European Euro (EUR)

High Bonus Percentage:
P1

Low Bonus Percentage:
P1

ID:
1

Validity Start Date:
01/01/2017

Validity End Date:
12/31/2017

Target Amount:
1,000.00 EUR

Low Bonus Assignment Factor:
1.00

High Bonus Assignment Factor:
3.00

Low Bonus Percentage:
10.000 P1

High Bonus Percentage:
20.000 P1

Is Consistent:
Yes

Employee ID:
CB9980000620

Employee Name:
sales05

System Administrative Data

Created On:
10/31/2017, 16:04:43

Created By:
demo03

Last Changed On:
10/31/2017, 19:13:38

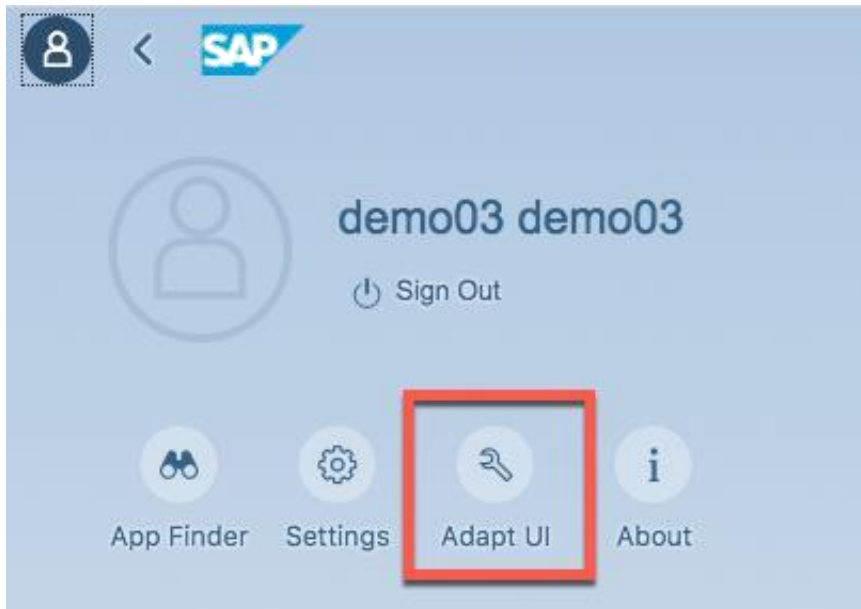
Last Changed By:
demo03

Switch to Adaptation mode

1. **Open User Settings** via the corresponding application's menu action

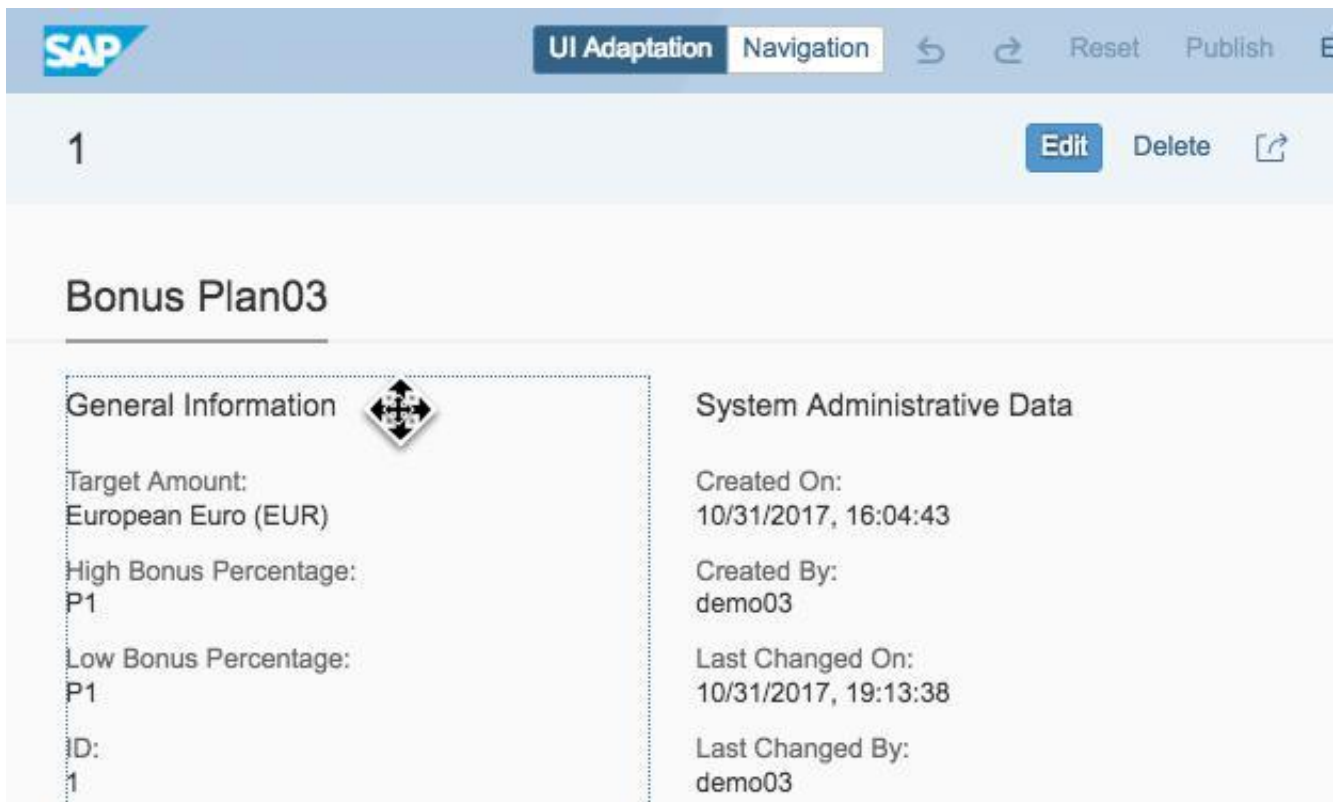


Open the adaptation mode via **Adapt UI**.



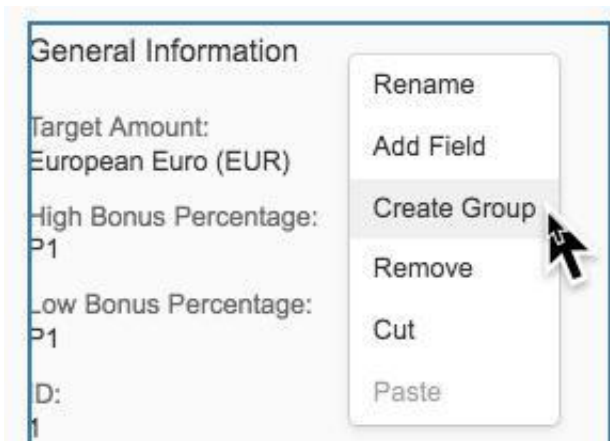
Create an UI group

1. Editable UI elements can be recognized by getting a dashed border and the movement cursor when hovering over them.

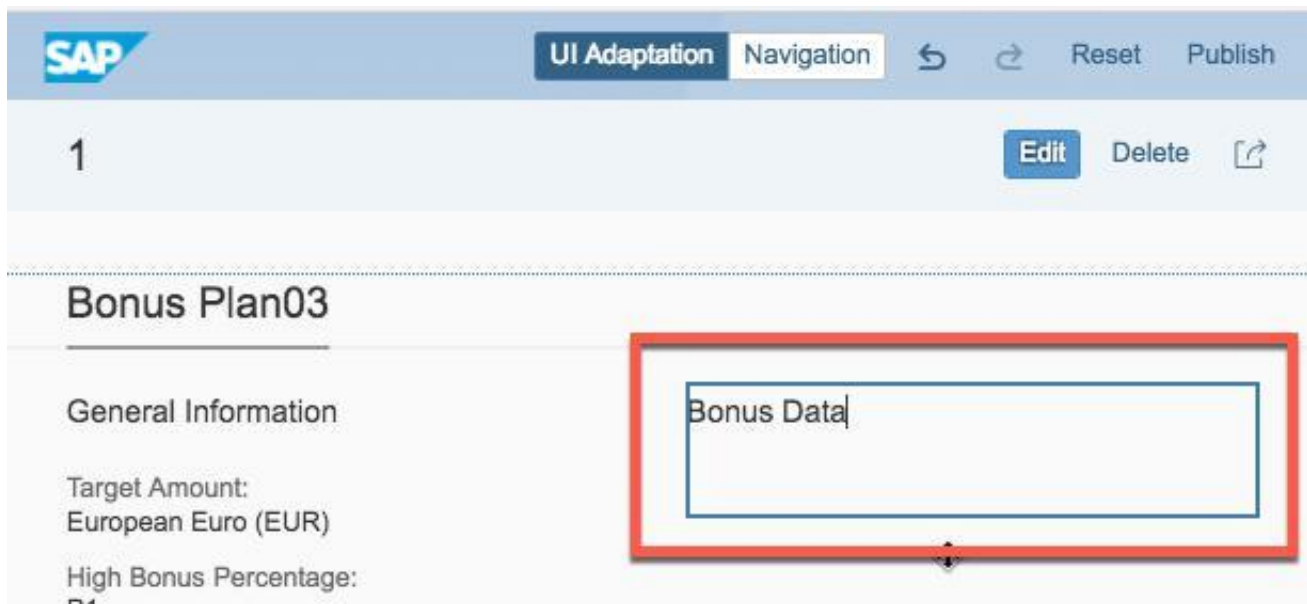


2. By right clicking onto them you get options to adapt the UI. As these options are partly type dependent you might need to find the right element first to get the option you need.

3. **Hover** over the **General Information** area until it gets the dashed border and open the context menu via **Right Click**.



4. **Create Group** and name it "Bonus Data".



Move UI elements

1. Editable fields can simply be dragged and dropped as well. **Drag** the Validity Start Date field.

Bonus Plan03

General Information

Target Amount:
European Euro (EUR)

High Bonus Percentage:
P1

Low Bonus Percentage:
P1

ID:
1

Validity Start Date:
01/01/2017

Validity End Date:
12/31/2017

Bonus Data

2. **Drop** it to the Bonus Data group.

Bonus Plan03

General Information

Target Amount:
European Euro (EUR)

High Bonus Percentage:
P1

Low Bonus Percentage:
P1

ID:
1

Validity End Date:
12/31/2017


Bonus Data

Validity Start Date:
01/01/2017

Repeat **Drag & Drop** into Bonus Data group for the fields:

- Validity End Date
- Target Amount
- Low Bonus Assignment Factor

- High Bonus Assignment Factor
- Low Bonus Percentage
- High Bonus Percentage
- Employee ID
- Employee Name



UI Adaptation

Navigation

↶

↷

Reset

Publish

E:

1

Edit Delete ↗

Bonus Plan03

General Information

Target Amount:

European Euro (EUR)

High Bonus Percentage:

P1

Low Bonus Percentage:

P1

ID:

1

Is Consistent:

Yes

Bonus Data

Validity Start Date:

01/01/2017

Validity End Date:

12/31/2017

Target Amount:

1,000.00 EUR

Low Bonus Assignment Factor:

1.00

High Bonus Assignment Factor:

3.00

Low Bonus Percentage:

10.000 P1

High Bonus Percentage:

20.000 P1

Employee ID:

CB9980000620

Employee Name:

sales05

Apply UI changes

1. **Publish** the UI adaptations.



Bonus Plan03

General Information

Bonus Data

2. Finally you only need to **Exit** adaptation mode to work with the new layout.



Summary

This concludes the exercise.

In the preceding tutorials you created a custom business object with a simple data structure and its persistence. Afterwards you generated an UI for this business object and exposed it as an Fiori Launchpad application. As the generated User Interfaces only list all fields of a business object node, adapting the UI might be necessary to improve usability of it.

You should have learned how to adapt the generated UI of a custom business object.