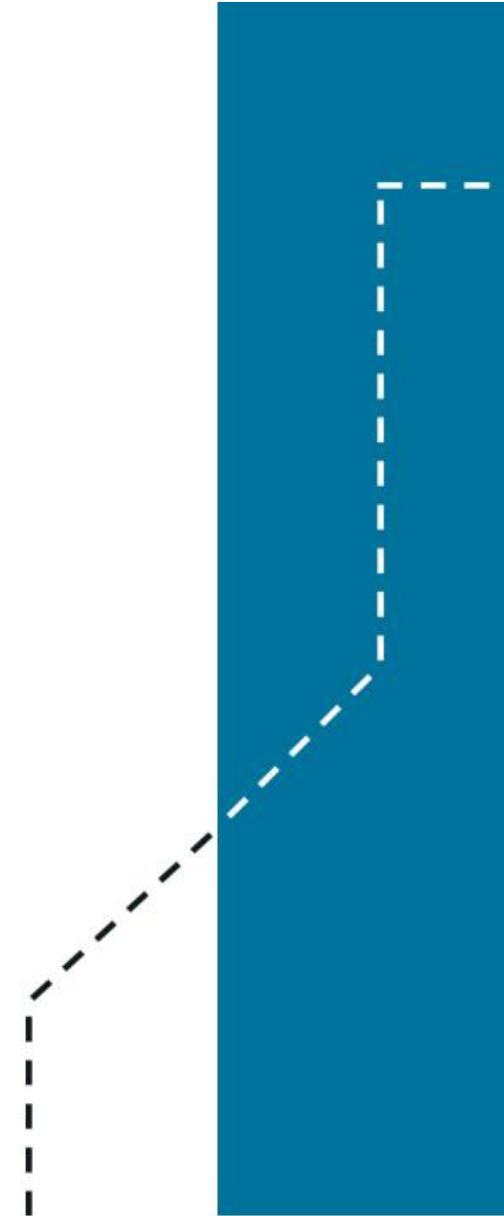


CREATING ACTIVITIES

Source : Guidewire Educational Platform

Creating Activities



----- Lesson objectives

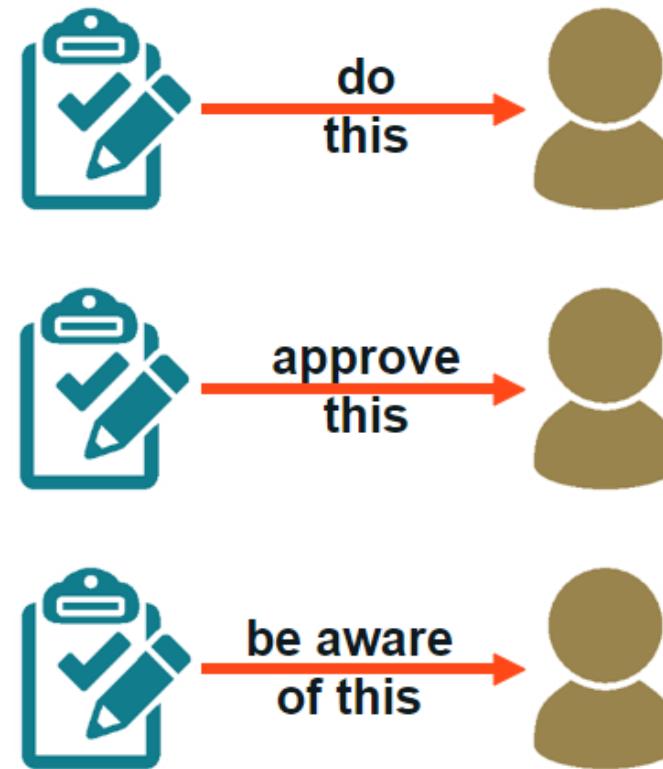
By the end of this lesson, you will be able to:

- Create and configure activity patterns
- Create and configure activities

Activity overview

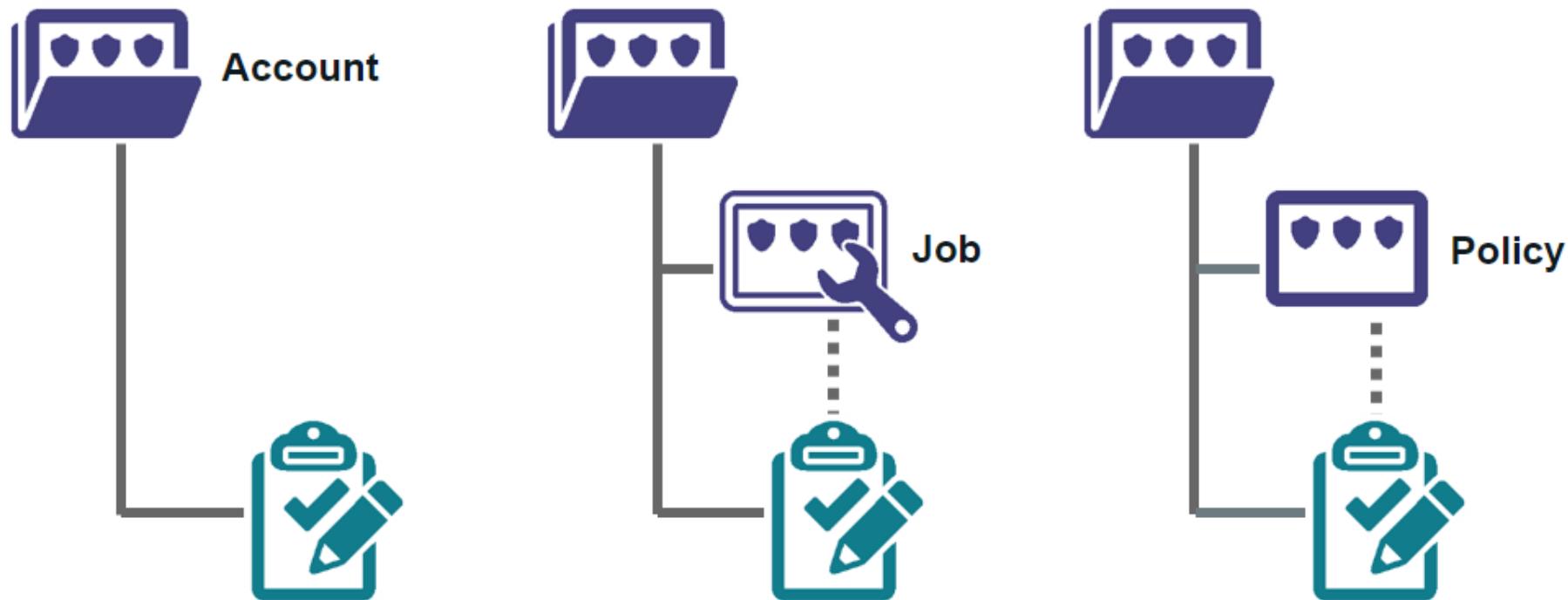
Activity

- An **activity** represents a task that someone must attend to or an issue that someone should be aware of
- Used to:
 - Let automatic processes assign work to user
 - Let a user assign work to another user
 - Alert user to certain event, such as an underwriting issue



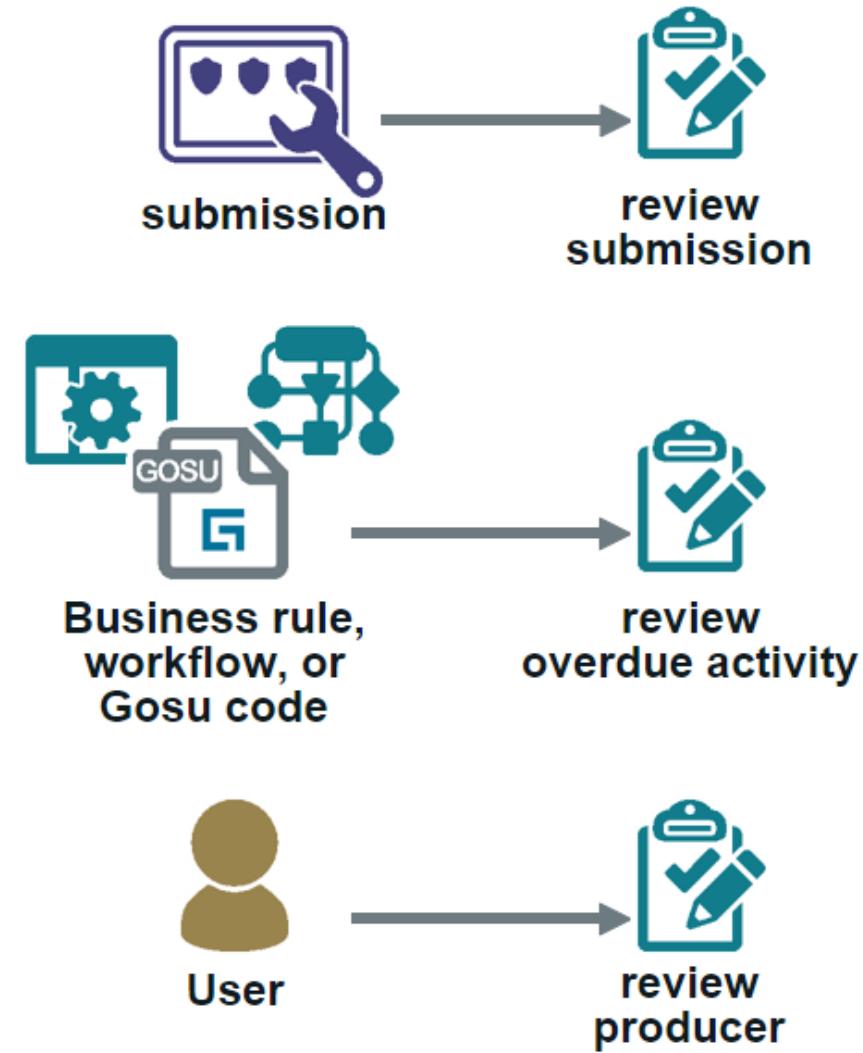
Activity parent objects

- Every activity is associated with an account
- Can also be associated with a job (and its subtypes) or a policy, which implicitly links it to their account, which implicitly links it to their account



When are activities created?

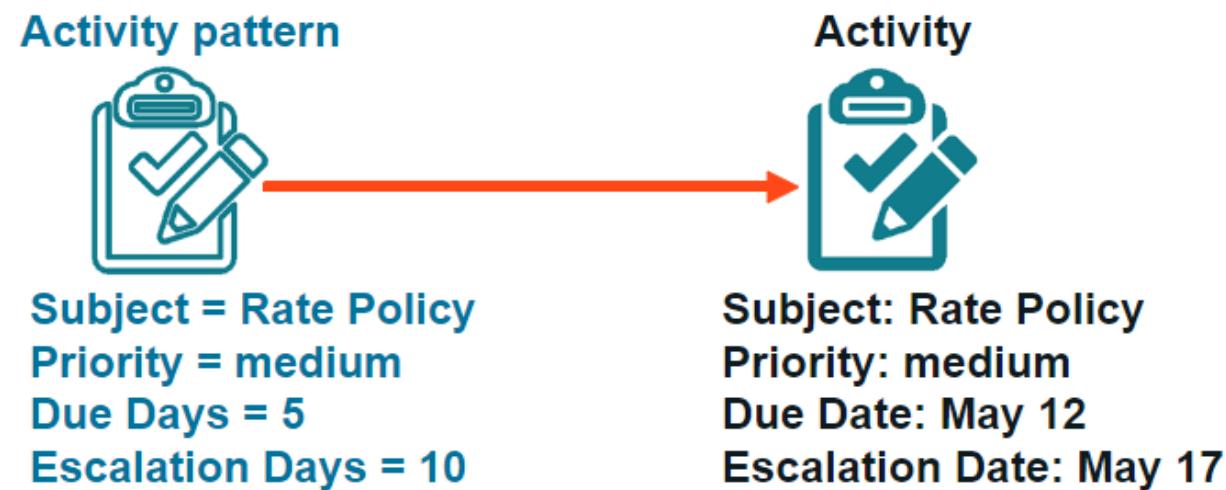
- Automatically during policy job
 - Typically created when work must be done by a user to move the job forward
- Automatically by
 - Business rule
 - Gosu code
 - Workflow
- Manually by end user
 - Typically done to request work to be done by another user



Activity pattern

Activity patterns

- Activity patterns are templates that standardize how activities are generated
- Both the user interface and Gosu code create activities based on these patterns



Managing activity patterns

- Activity patterns are typically created and modified by administrators
- Administration tab > Business Settings > Activity Patterns
- To create a new activity pattern, click the New Activity Pattern button
 - Code field is a unique internal name for the pattern and is used to reference an activity pattern in Gosu
- To edit an existing activity pattern, click the name of the activity pattern in the list
 - Changes to an activity pattern affect only activities from that point forward

Creating activities in Gosu

Using activity patterns in Gosu

- There are two operations that you can perform in Gosu involving activity patterns
 - One is to test which activity pattern an existing activity uses
 - `Entity.ActivityPattern.Code == "pattern_code"`
 - The other is to retrieve an activity pattern for use in creating a new activity
 - `ActivityPattern.finder.getActivityPatternByCode("pattern_code")`
 - Returns an ActivityPattern object
- Use the activity pattern code to refer to an activity pattern in Gosu code
 - Do not use a pattern ID or PublicID value

Create activity related to an account

- Gosu code

activityPattern.createAccountActivity(bundle, activityPattern, Account, subject, description, approvallIssue, priority, mandatory, targetDate, escalationDate)

or

account.newActivity(activityPattern)

- Example

```
var anAccount : Account  
var anActivityPattern : ActivityPattern  
anActivityPattern = ActivityPattern.finder.getActivityPatternByCode ("notification")  
anAccount.newActivity(anActivityPattern)
```

Create activity related to a policy

- Gosu code

*activityPattern.createPolicyActivity(bundle, policy, subject, description, approvallIssue,
priority, mandatory, targetDate, escalationDate)*

- Example

```
if(policy != null) {  
    var a : Activity  
    var pattern = ActivityPattern.finder.getActivityPatternByCode ("coverage")  
    a = pattern.createPolicyActivity(  
        policy.Bundle,  
        policy,  
        "Verify coverage",  
        "Call customer to verify coverage",  
        null,  
        typekey.Priority.TC_NORMAL,  
        false,  
        null,  
        null)  
}
```

- By default, an activity is always related to an account

Create activity related to a job

- Gosu code

*activityPattern.createJobActivity(bundle, job, subject, description, approvallIssue,
priority, mandatory, targetDate, escalationDate)*

- Example

```
if(policyPeriod != null) {  
    var a : Activity  
    var pattern = ActivityPattern.finder.getActivityPatternByCode("coverage")  
    a = pattern.createJobActivity(policyPeriod.Job.Bundle, policyPeriod.Job, null, null, null, null, null, null, null, null)  
}
```

- By default, an activity is always related to an account

Review

Lesson objectives review

You are now able to:

- Create and configure activity patterns
- Create and configure activities



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