Fetching Data On Demand

outsystems

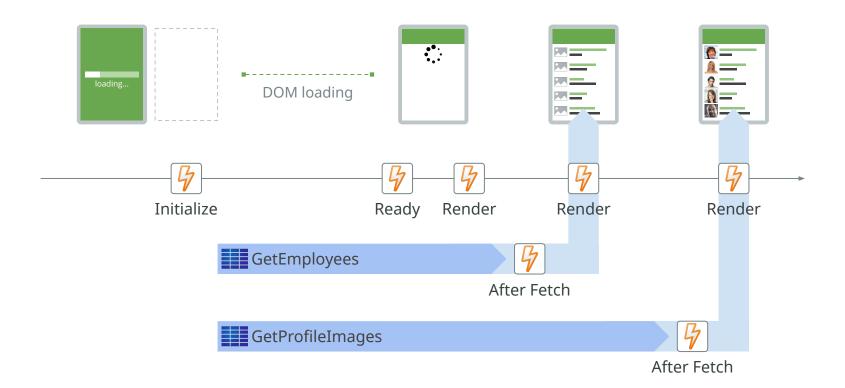
Screen Lifecycle Overview

Fetch At Start

Fetch Only On Demand

Triggering Aggregates On Demand

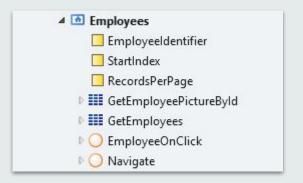
Screen Lifecycle

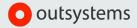




Screen Aggregates

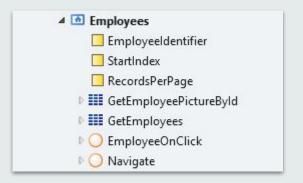
- Aggregates can be defined at the Screen level
 - Widgets have access to the output data of Aggregates

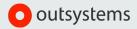




Screen Aggregates

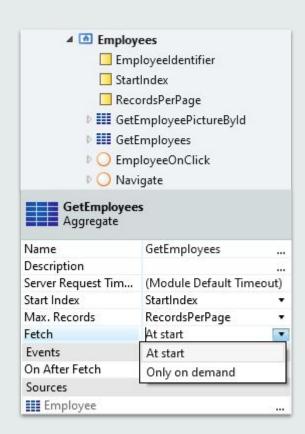
- Aggregates can be defined at the Screen level
 - Widgets have access to the output data of Aggregates
- By default, there's no guarantee which aggregate will finish first

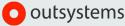




Screen Aggregates

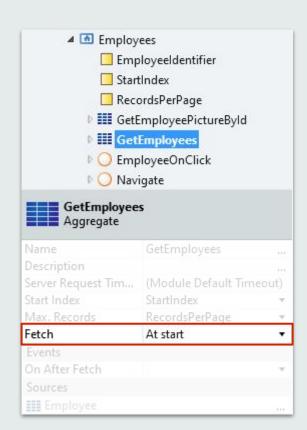
- Aggregates can be defined at the Screen level
 - Widgets have access to the output data of Aggregates
- By default, there's no guarantee which aggregate will finish first
- Aggregates have a Fetch property
 - At Start
 - Only on demand

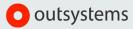


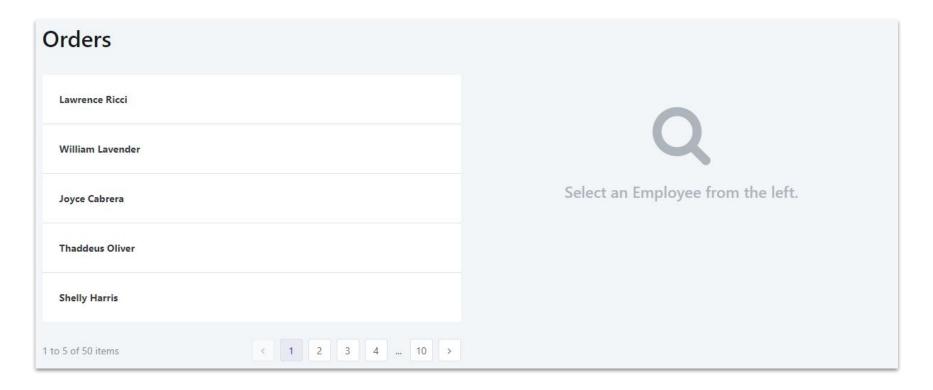


Fetch At Start

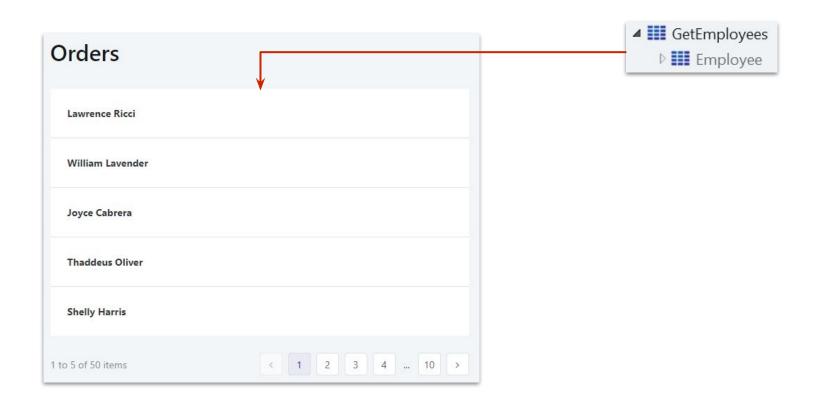
- Fetch property by default is set to At Start
- The **At start** option defines that the Screen Aggregates are triggered automatically when the screen is initializing



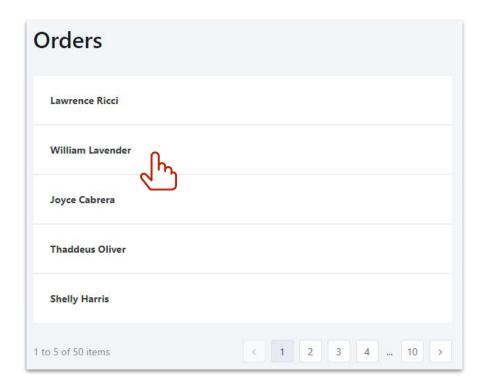










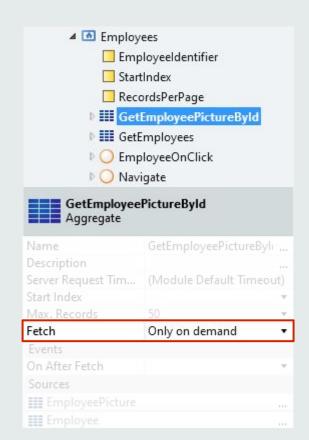


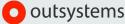




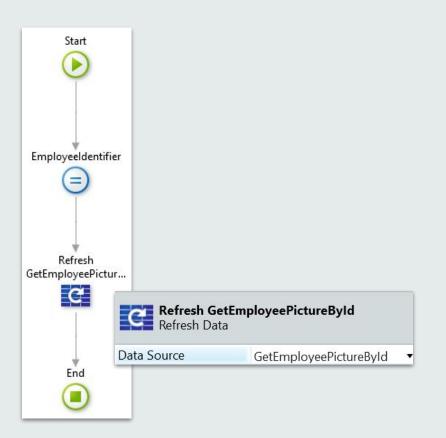
Fetch Only On Demand

- Aggregates can be set to fetch data only on demand
- Aggregates with Fetch property set to **Only on demand** do not run when screen is initializing
 - Needs to be triggered programmatically





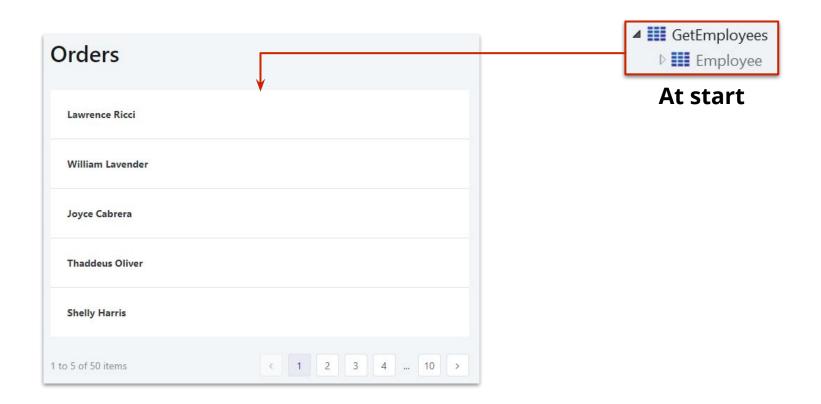
Triggering Aggregates



- Only on demand aggregates are triggered using a Refresh Data node
 - Used in action flows
- Aggregate runs asynchronously
 - On After Fetch Event also applies

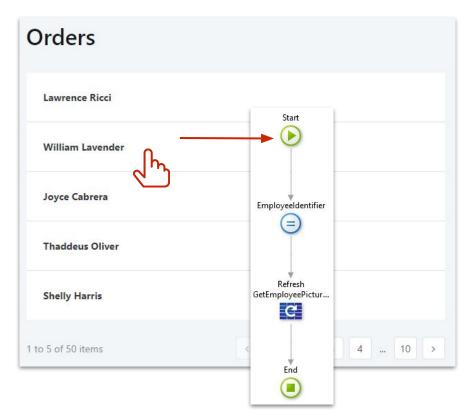


Scenario: Solution





Scenario: Solution

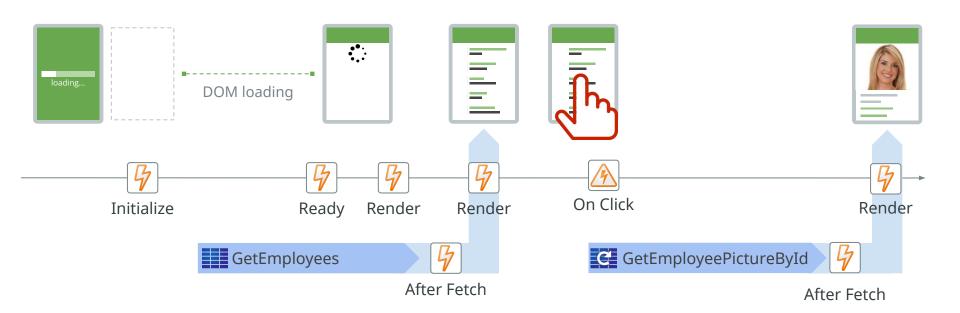




Scenario: Solution



Screen Lifecycle Revisited





Questions?

Thank you