



Screen Events

On Initialize

On Ready

On Render

On Destroy

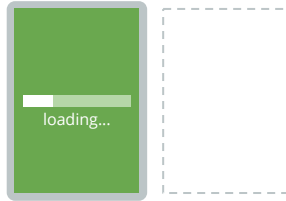
On After Fetch

Screen Lifecycle

- Transitioning from one Screen to another involves several steps
 - Server is only needed for querying the database or executing server-side code
 - Events during the transition can be incorporated in the application logic
- The Application triggers Events to signal changes in state
 - Share data about change
 - Handlers to react to changes



Opening the App



Initialize

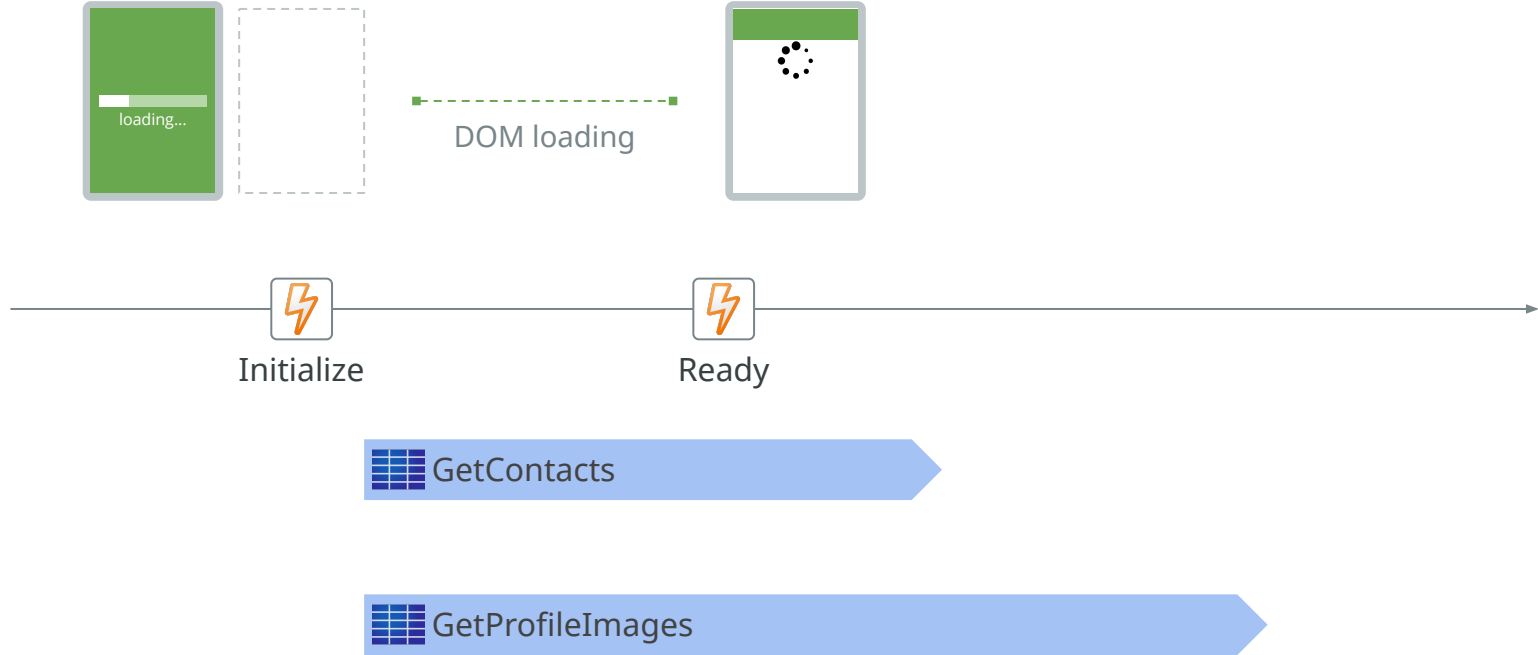
Opening the App



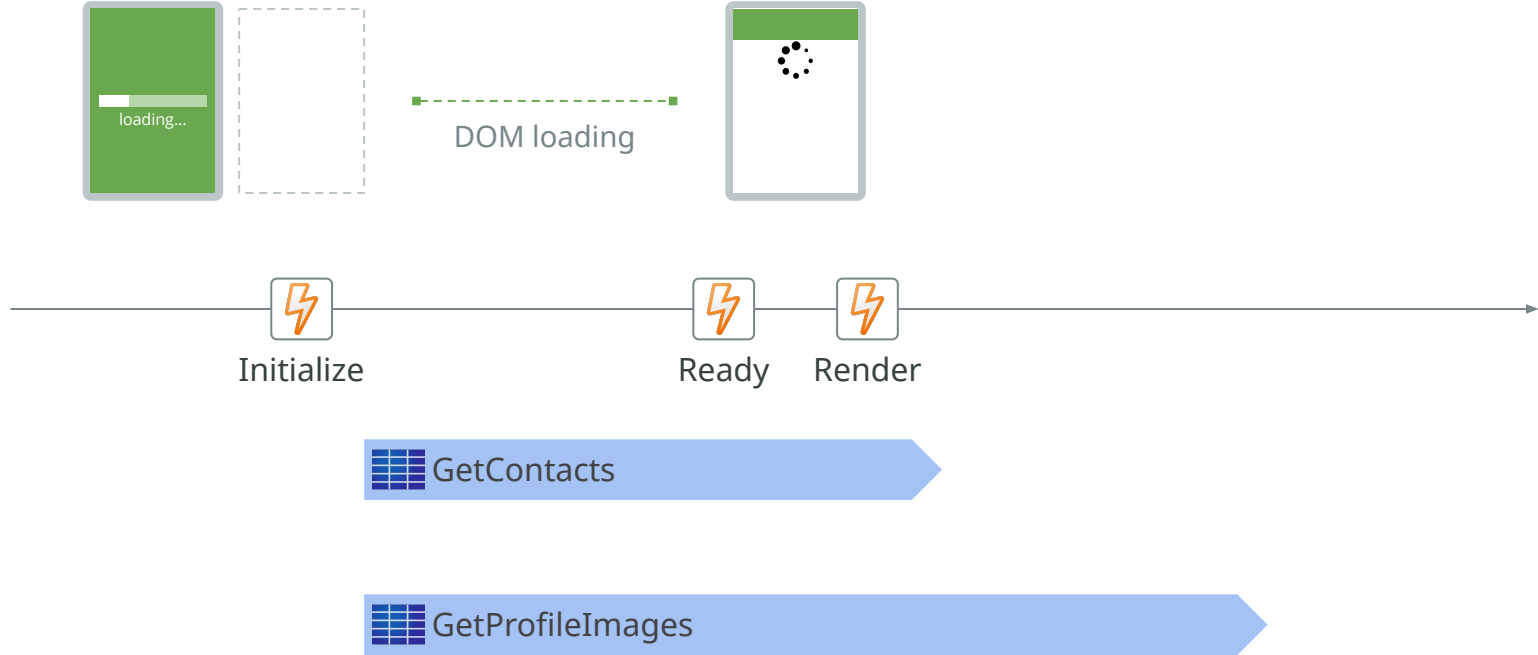
Initialize



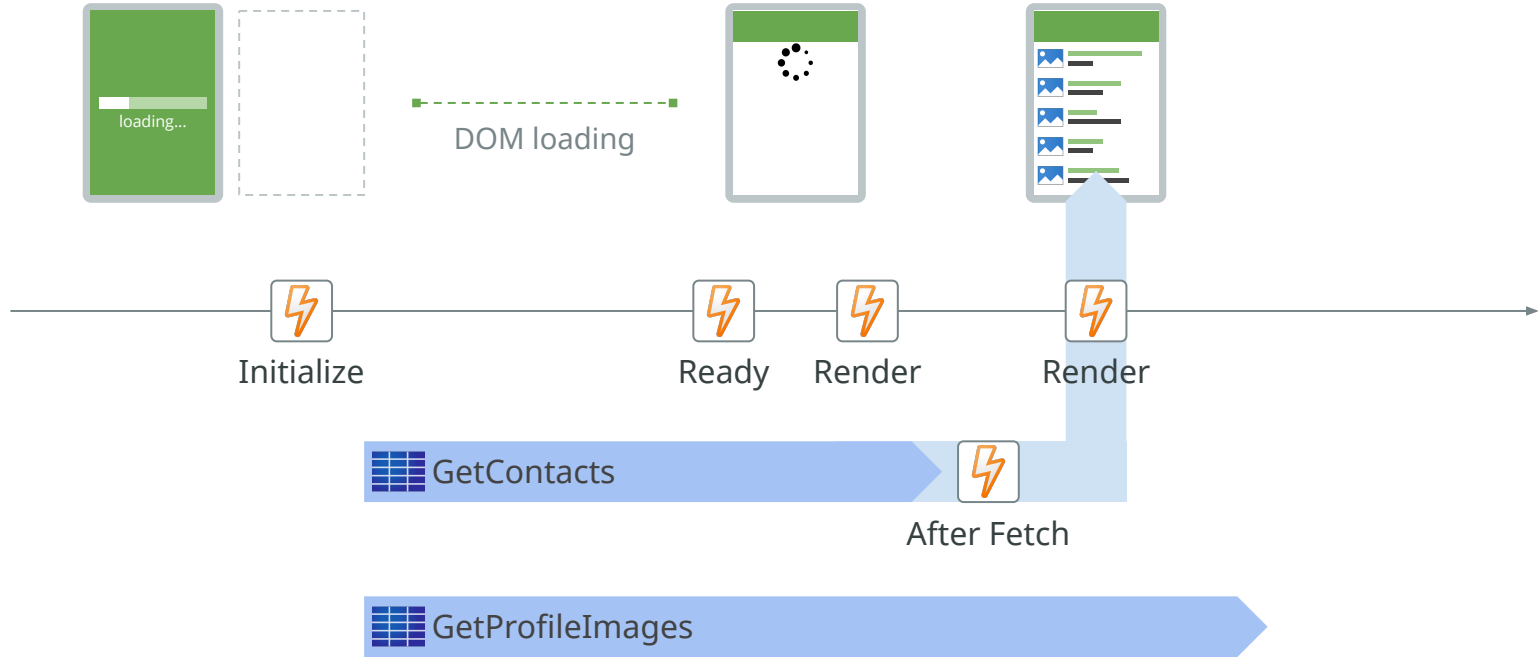
Opening the App



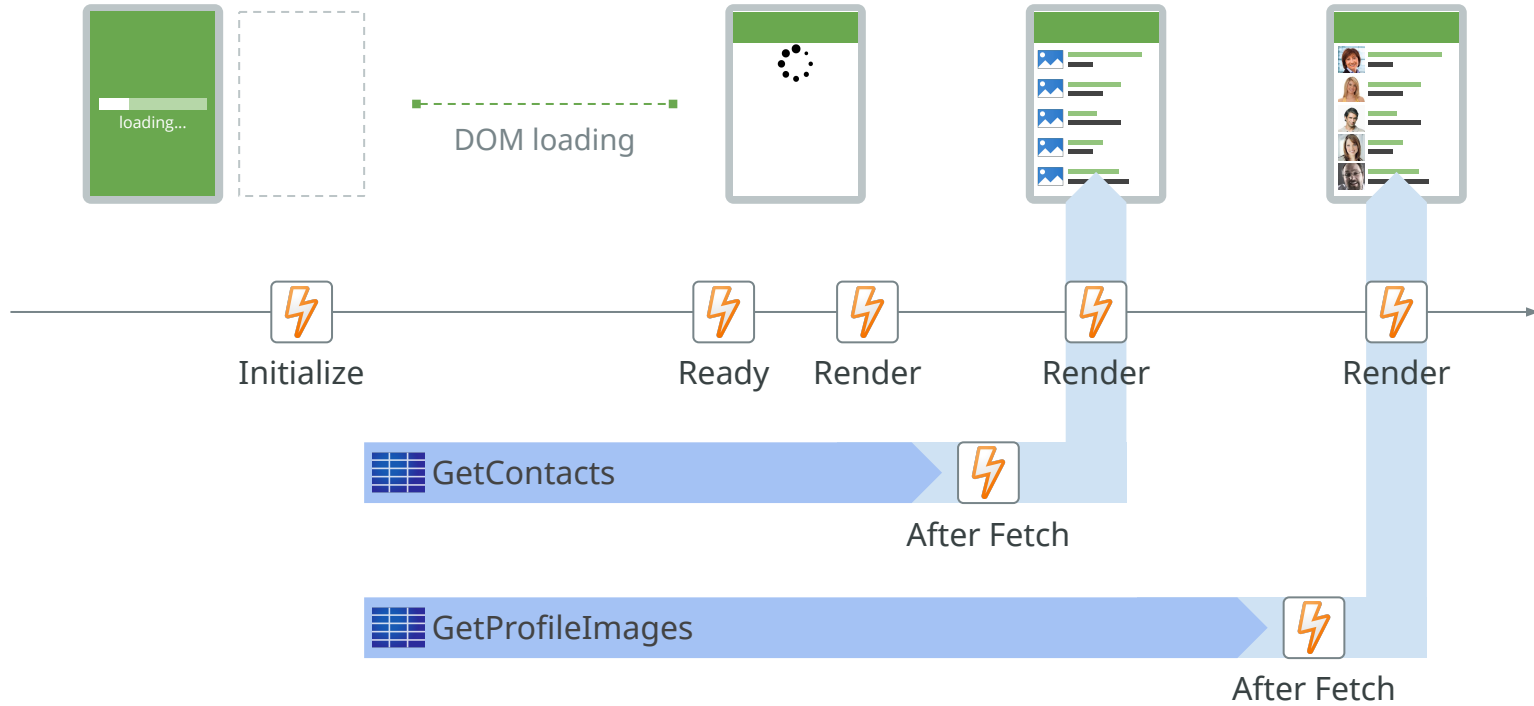
Opening the App



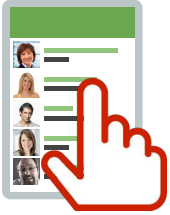
Opening the App



Opening the App



Navigating Between Screens



Current
Screen



On Click

Navigating Between Screens



Current
Screen



On Click

Destination
Screen



Initialize



GetContactById

Navigating Between Screens



Current
Screen



On Click

Destination
Screen



Initialize

DOM loading



Ready



GetContactById

Navigating Between Screens



Current
Screen



On Click

Destination
Screen



Initialize

DOM loading



Ready

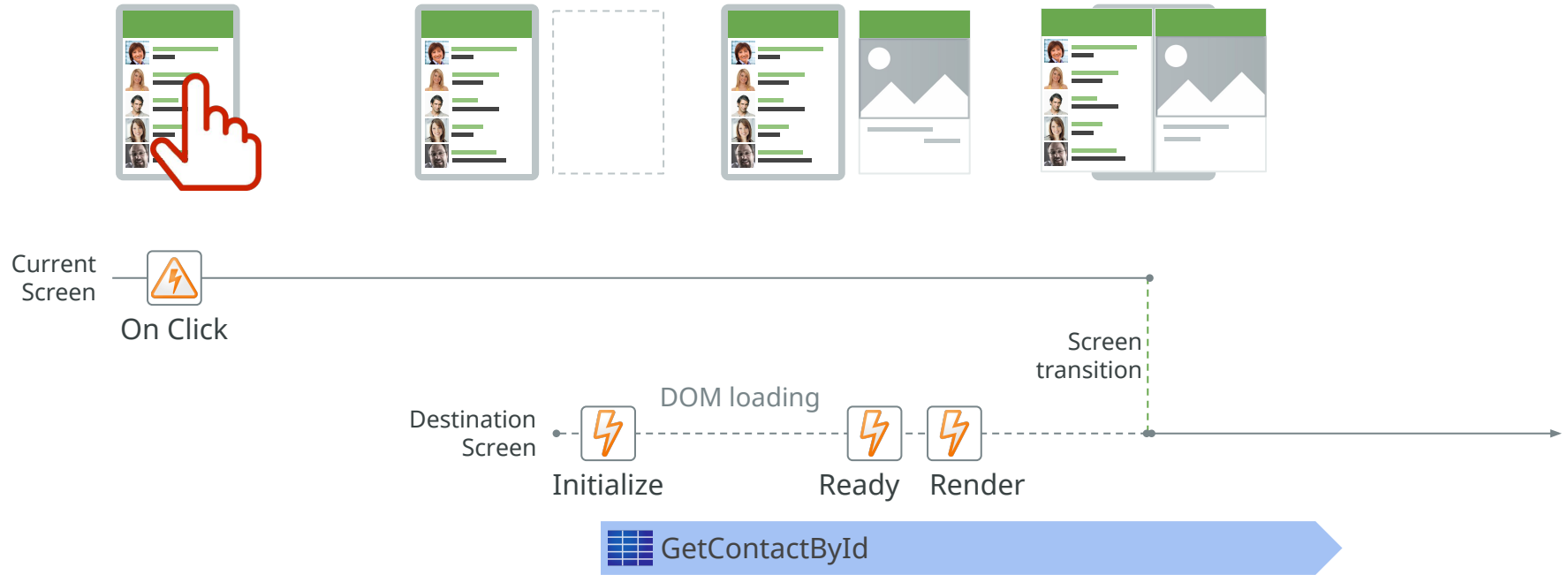


Render

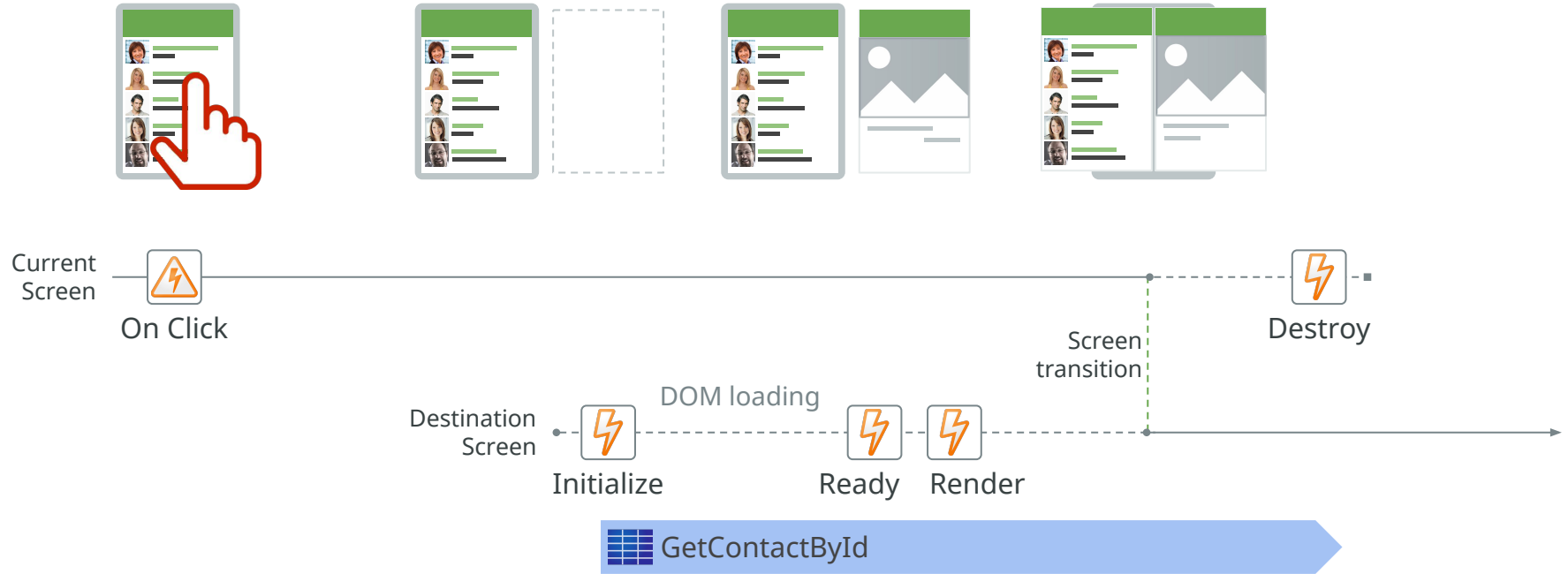


GetContactById

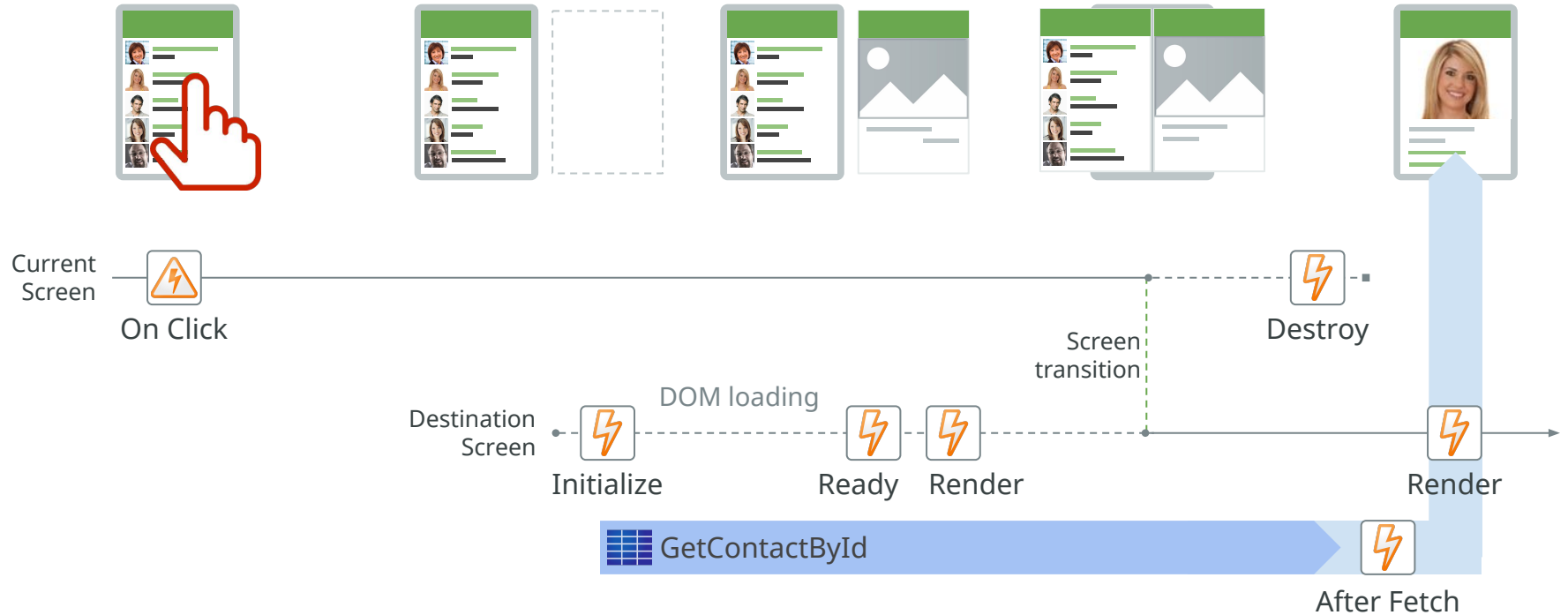
Navigating Between Screens



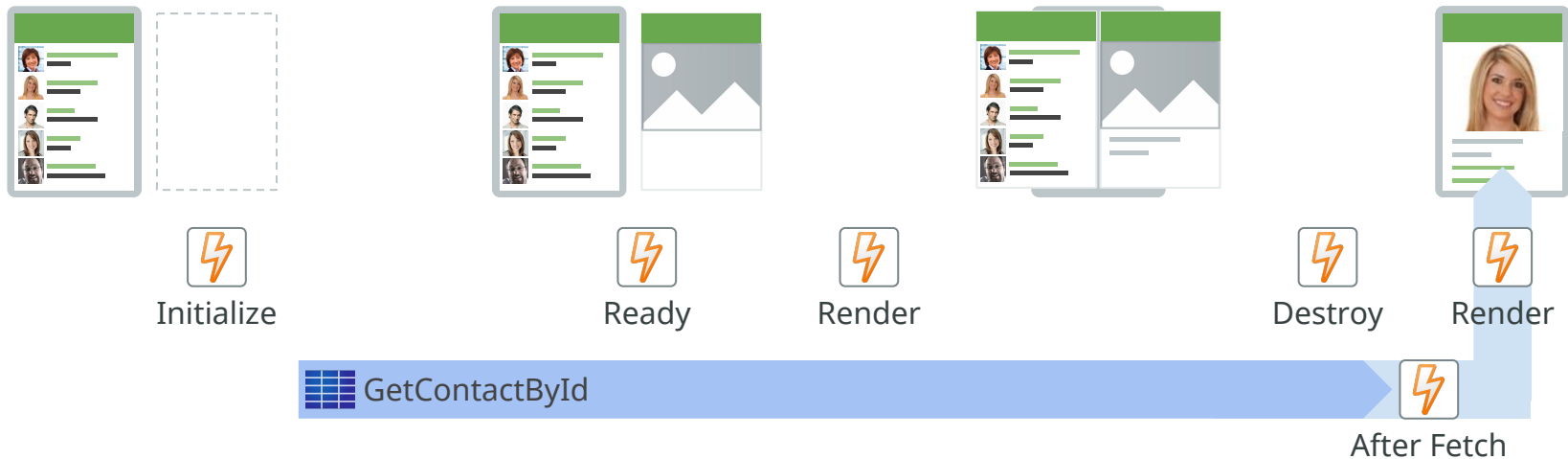
Navigating Between Screens



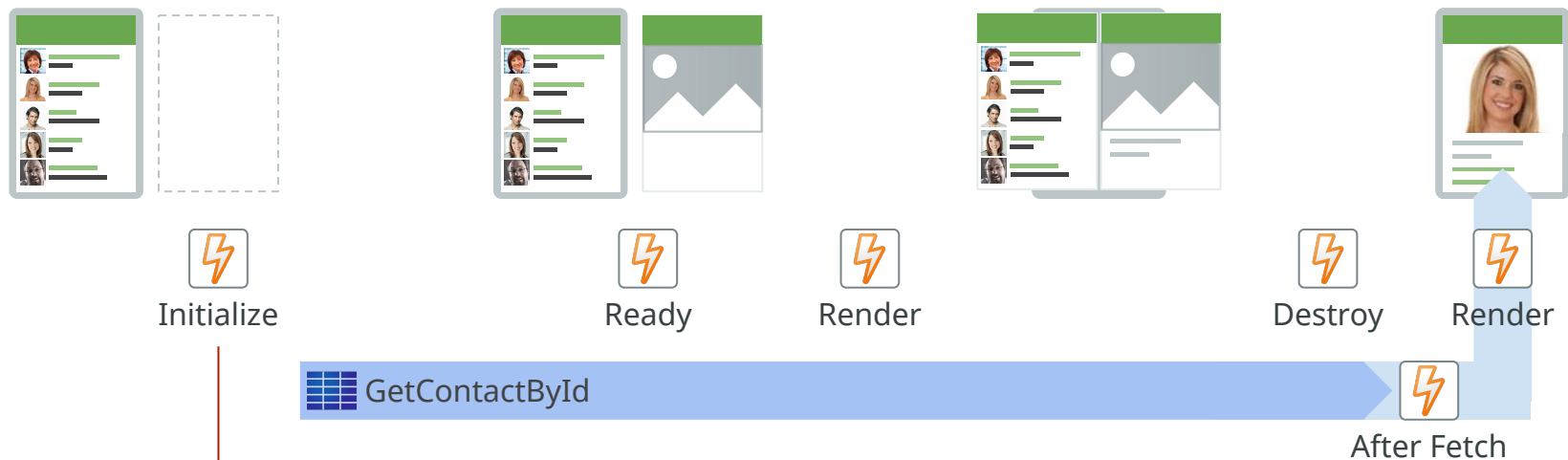
Navigating Between Screens



When to use each Screen Event?

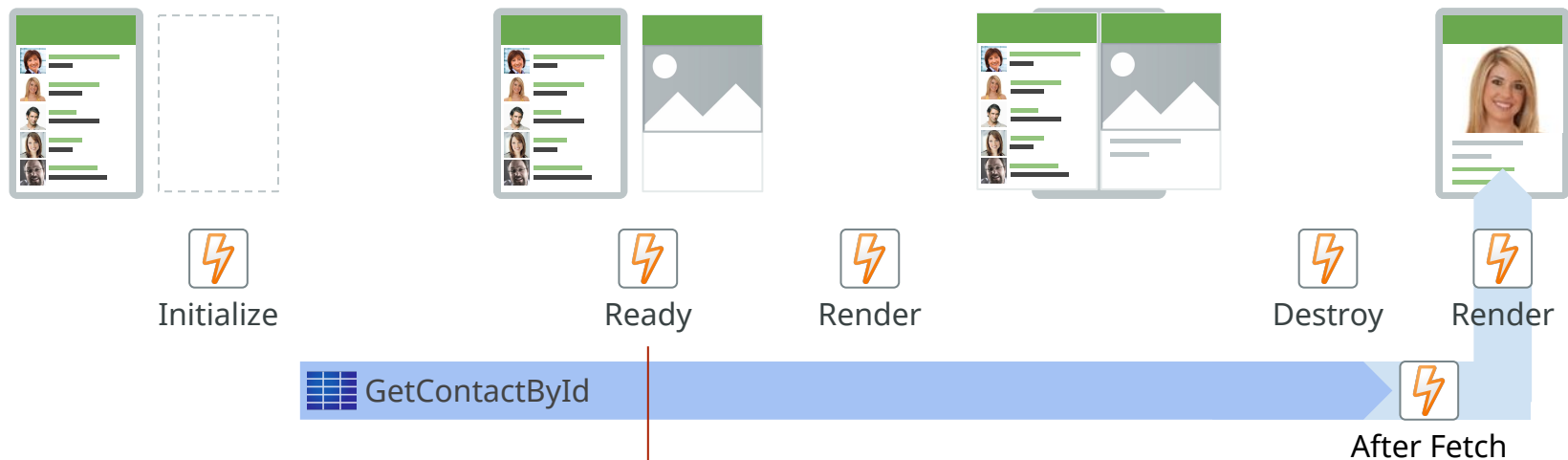


When to use each Screen Event?

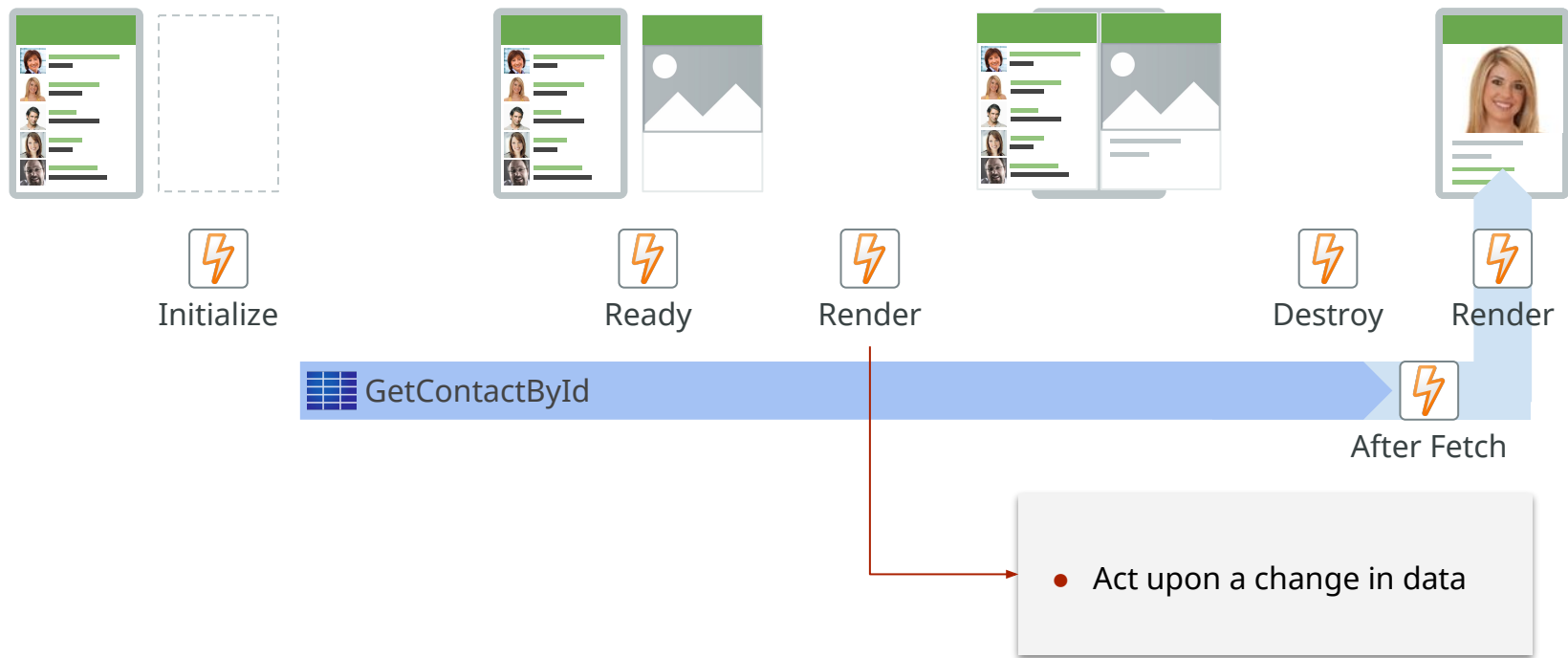


- Set defaults for screen variables
- Redirect the user to another screen based on a condition

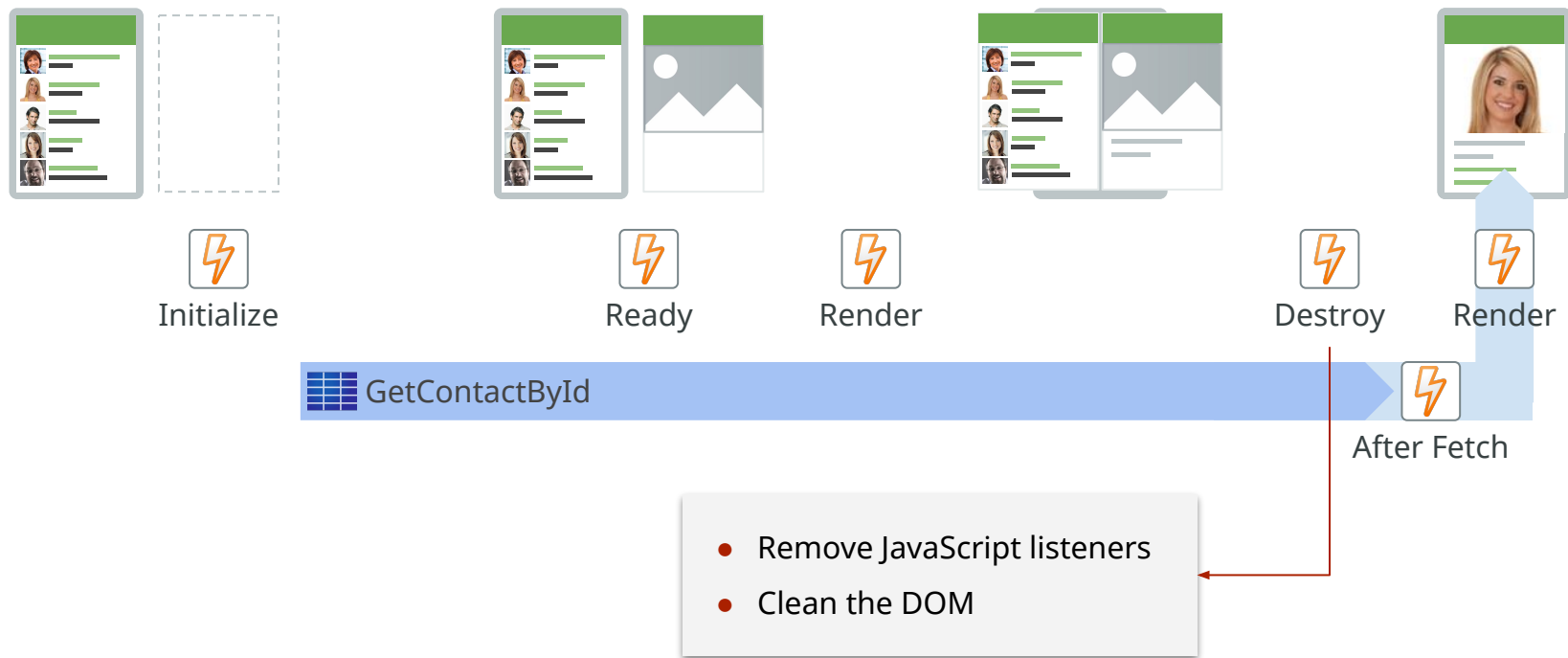
When to use each Screen Event?



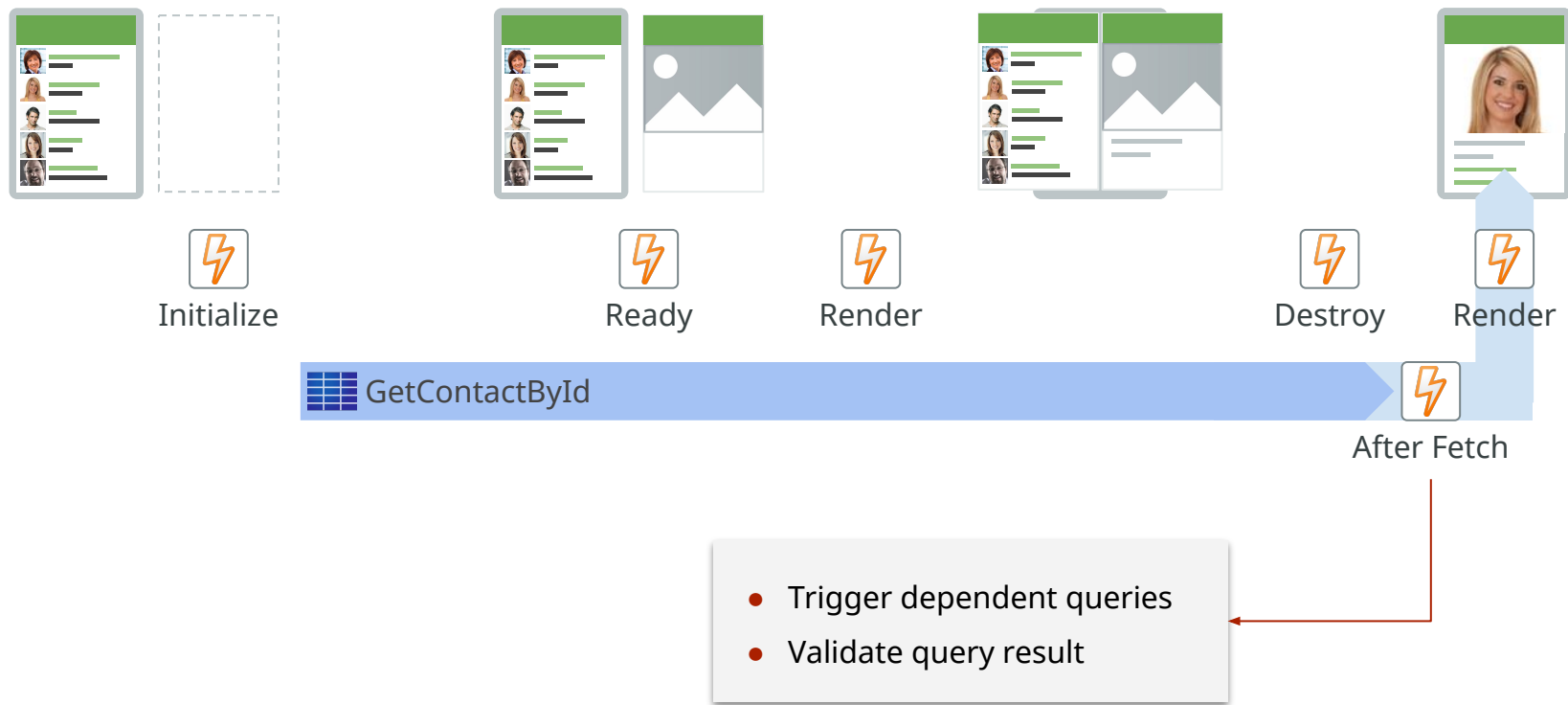
When to use each Screen Event?



When to use each Screen Event?



When to use each Screen Event?



Questions?

Thank you
