



Blocks

What is a Block?

Using Blocks

Placeholder

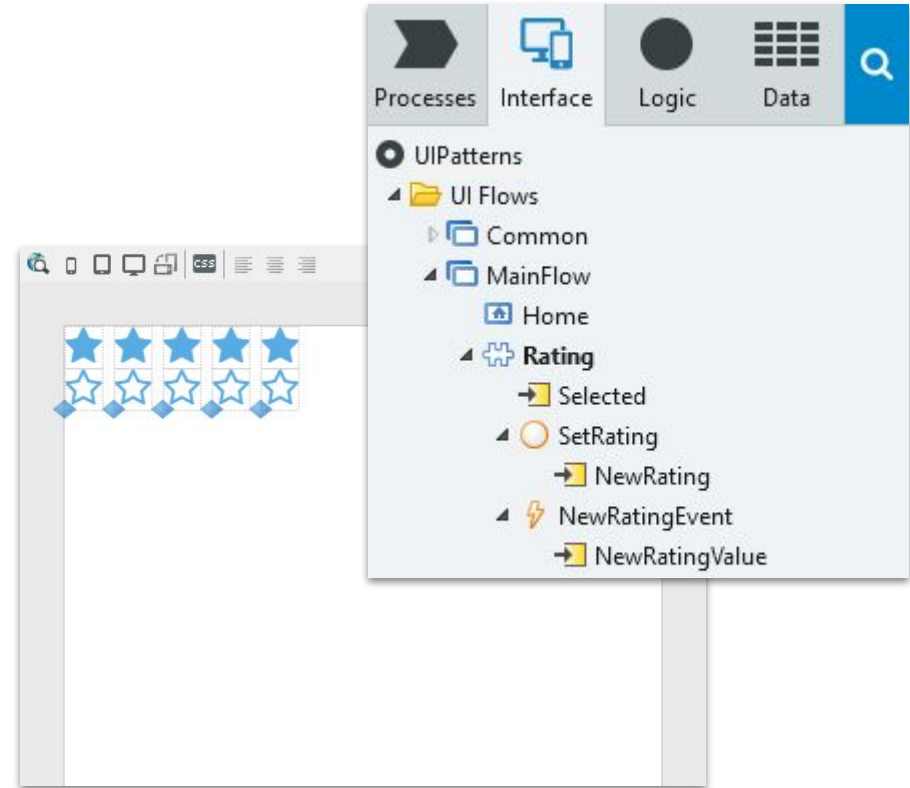
Why use Blocks?

What is a Block?

A Block is a **reusable** user interface **component** that can hold widgets, patterns and other blocks

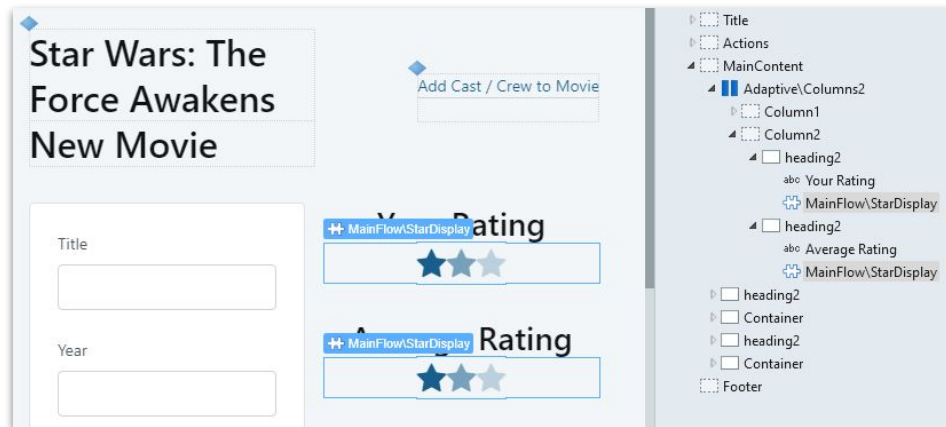
Block

- Blocks are designed just like Screens
- Blocks have their own scope
 - ➡ Input Parameters
 - □ Local Variables
 - ○ Screen Actions
 - ⬇ Placeholder
 - ⚡ Events
- Blocks do **not** have Output Parameters



Using Blocks

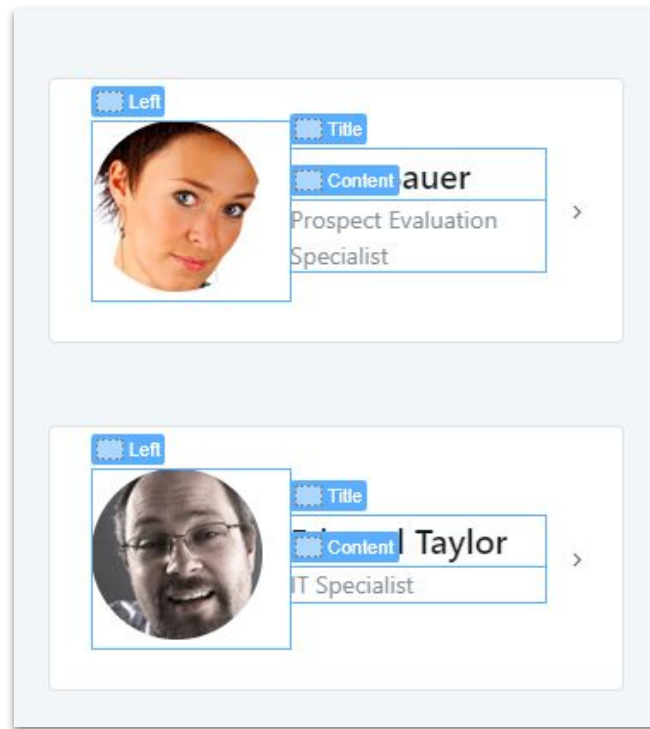
- Can be placed inside Screens or other Blocks
 - **Parent** of the Block
 - Recursion not allowed
- Parents can have multiple instances of a Block
- Parent does **not** have access to elements inside the Block and vice-versa
 - Events can be used to *communicate* with the parent



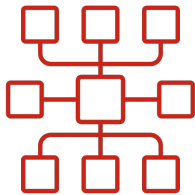


Placeholder

- Reserves space for dynamic interface content
 - Defined when instantiated
- Every instance of a Block can have different content inside the placeholders
- Only available inside Blocks



Why use Blocks?



Promote reusability

Develop once, use it many times across other blocks or screens
Encapsulates its own logic, independently and isolated



Improve maintainability

Changes are reflected in every instance of the block
Inputs and Placeholders enable customization of each instance

Questions?

Thank you
