Reactive UI Development

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What is a Screen?
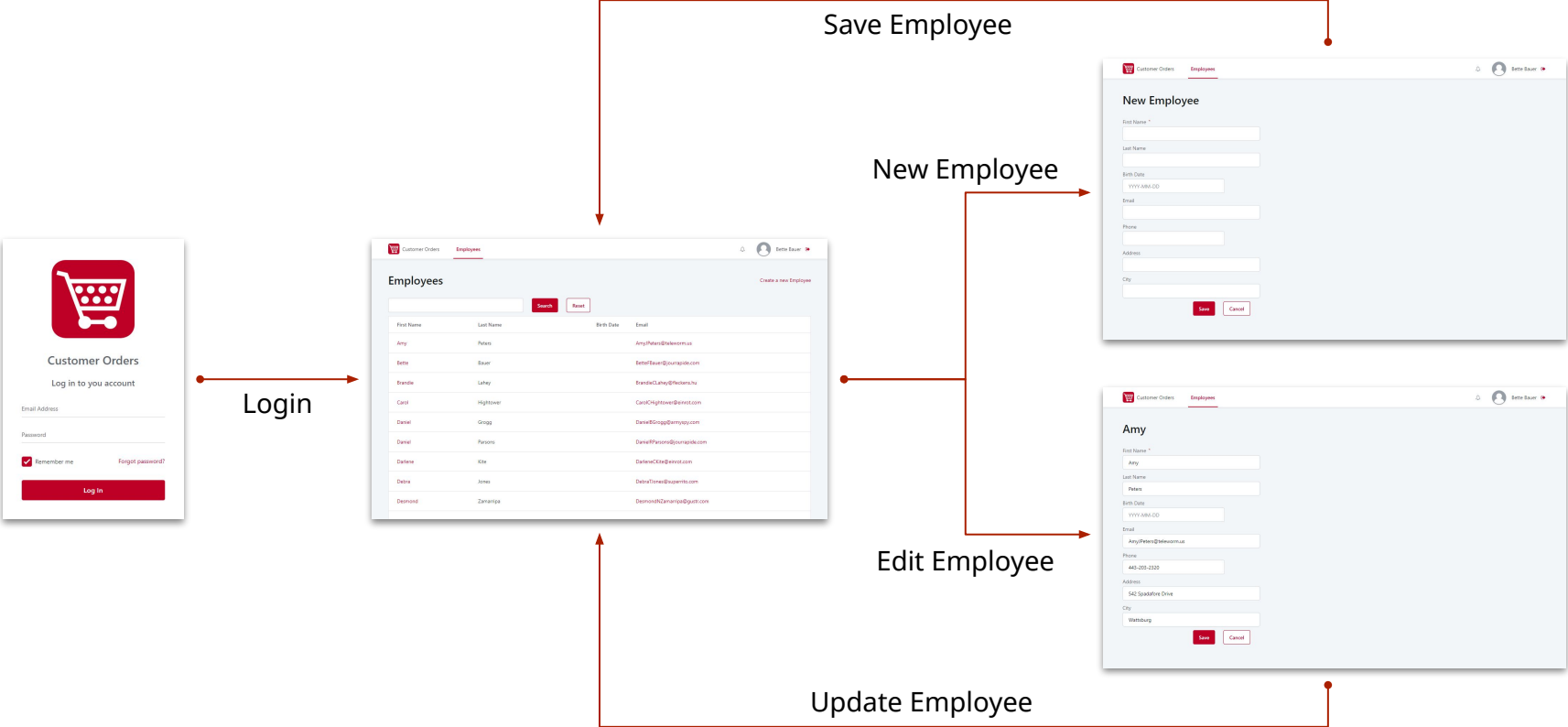
Screen Templates

Screen Widgets

Screen Variables and Inputs

Client-side Logic

Screen Flow

Save Employee

New Employee

Login

Edit Employee

Update Employee

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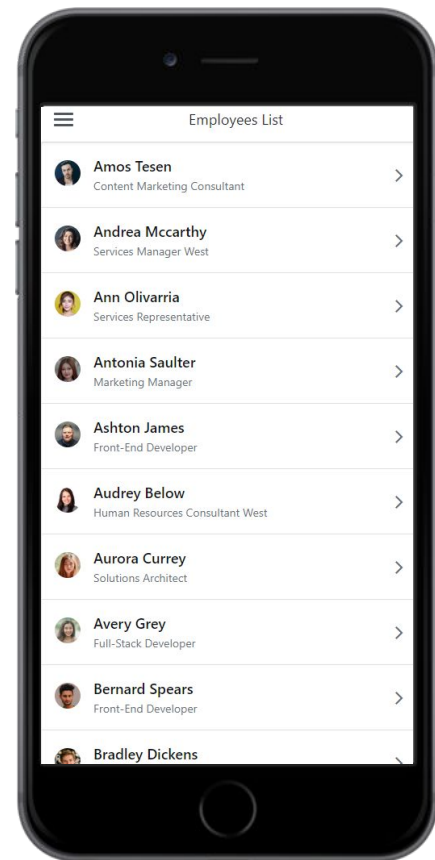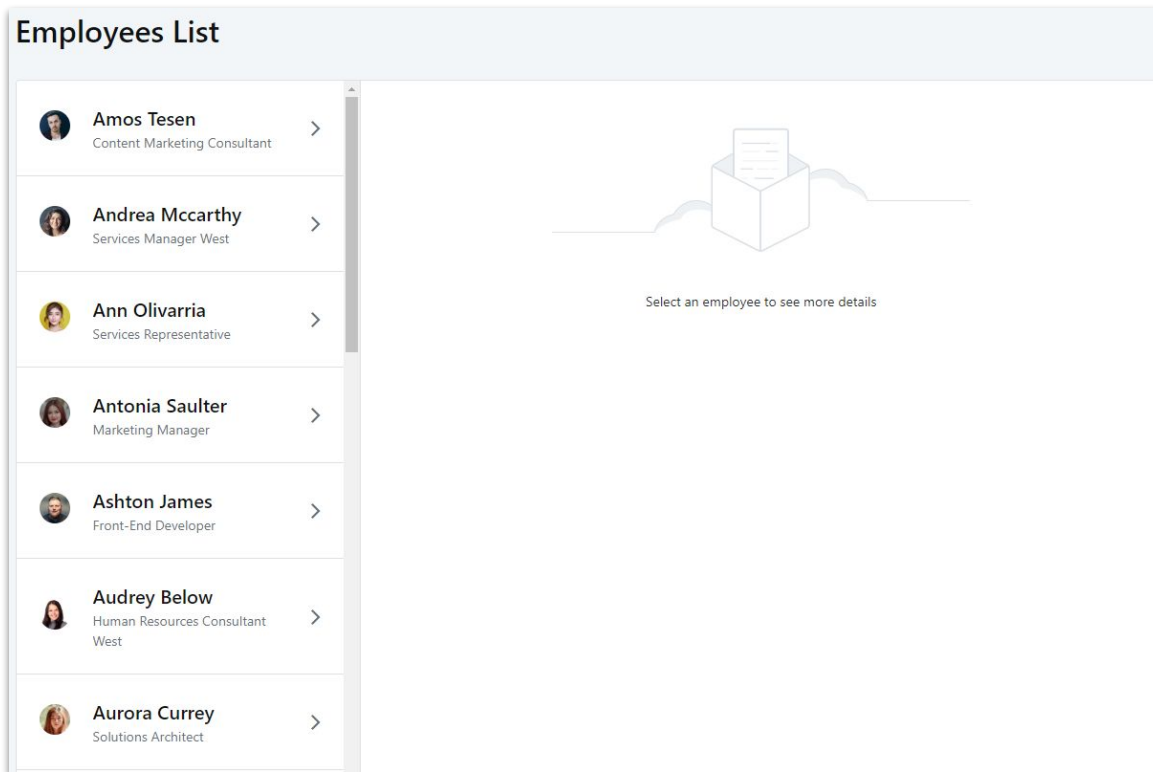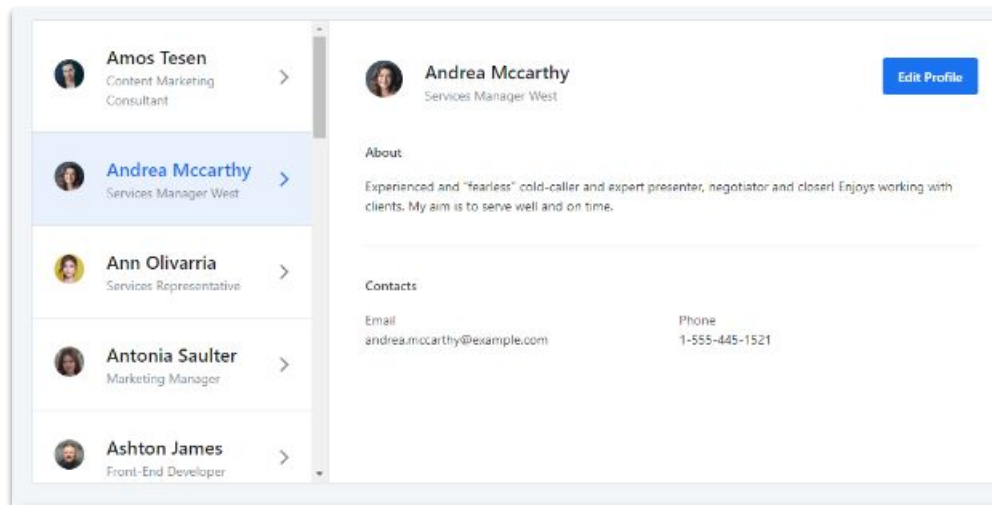
What is a Screen?

A **Screen** is one of the building blocks for an **interface** that is composed of other elements to create rich interfaces

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Web and Mobile Screens

Employees List

Amos Tesen Content Marketing Consultant		>
Andrea Mccarthy Services Manager West		>
Ann Olivarria Services Representative		>
Antonia Saulter Marketing Manager		>
Ashton James Front-End Developer		>
Audrey Below Human Resources Consultant West		>
Aurora Currey Solutions Architect		>

Select an employee to see more details

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Ashton James Front-End Developer	>
Audrey Below Human Resources Consultant West	>
Aurora Currey Solutions Architect	>
Avery Grey Full-Stack Developer	>
Bernard Spears Front-End Developer	>
Bradley Dickens	

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Screen Templates

Screens can start from an empty canvas or be based on a Template

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Screen Widgets

Responsive components and UI patterns that address common application use cases and interactions
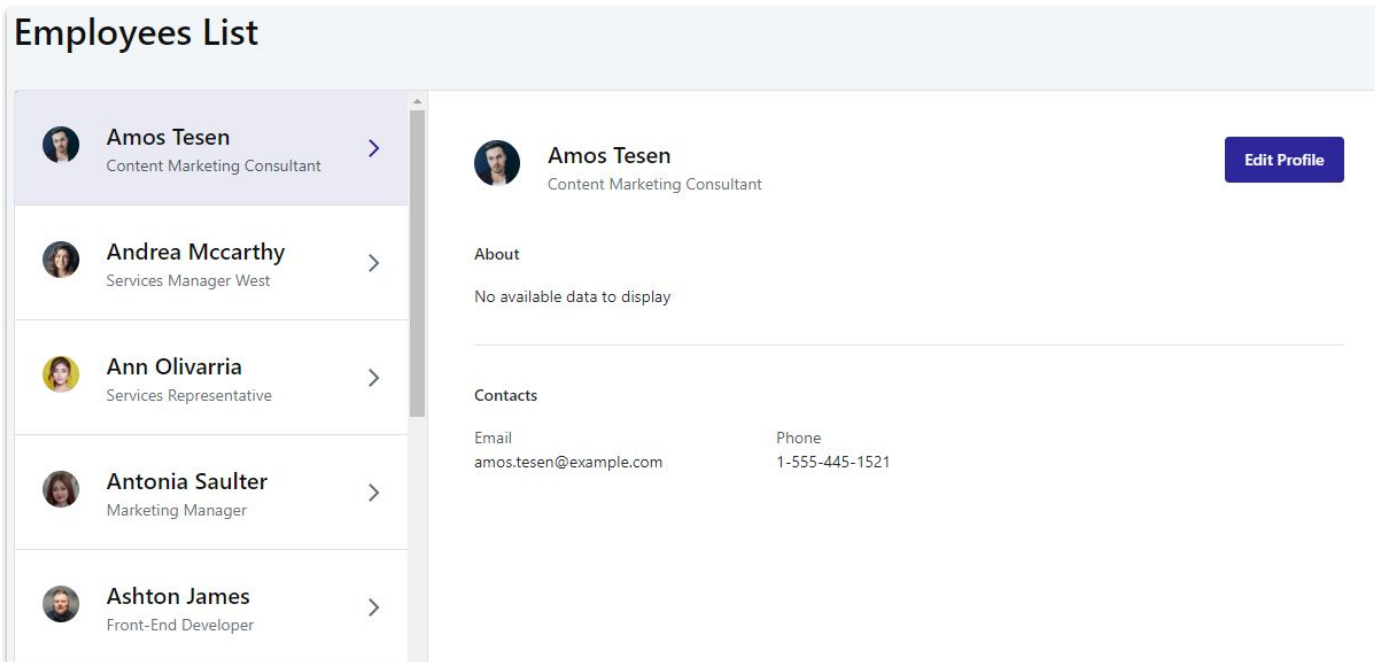
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Screen Widgets

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Screen Inputs and Variables

- What is displayed to the end-user can depend on data

- Some data can be passed to the Screen
  - Input Parameters

- Screens can also have Local Variables
  - Initialized in the scope of the Screen

- These inputs and local variables only exist in the scope of the Screen

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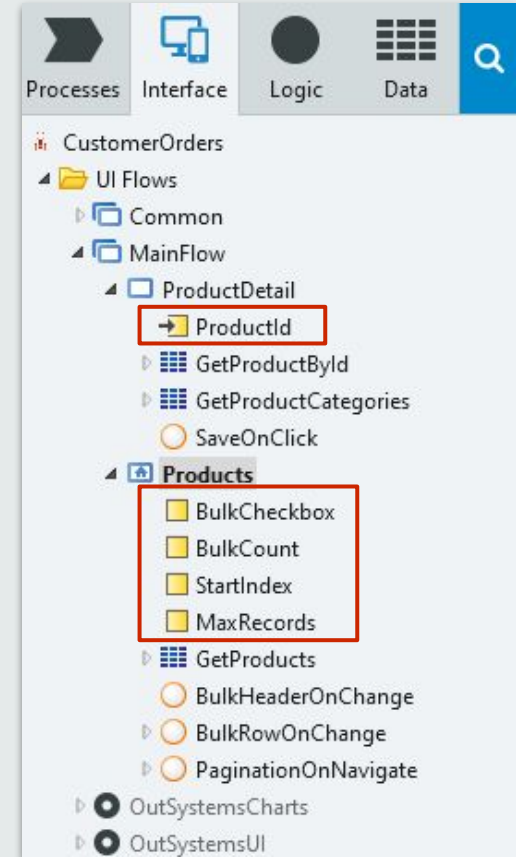
Button / Link Destination

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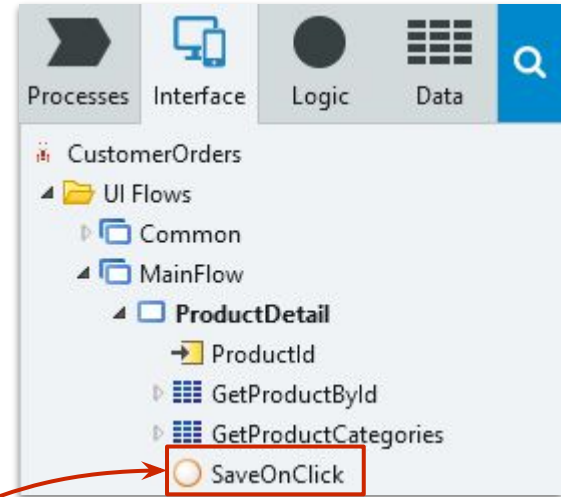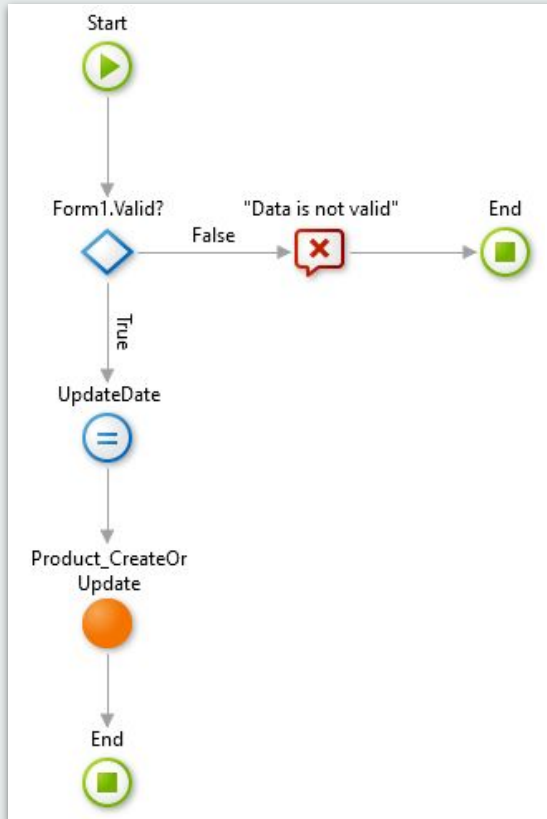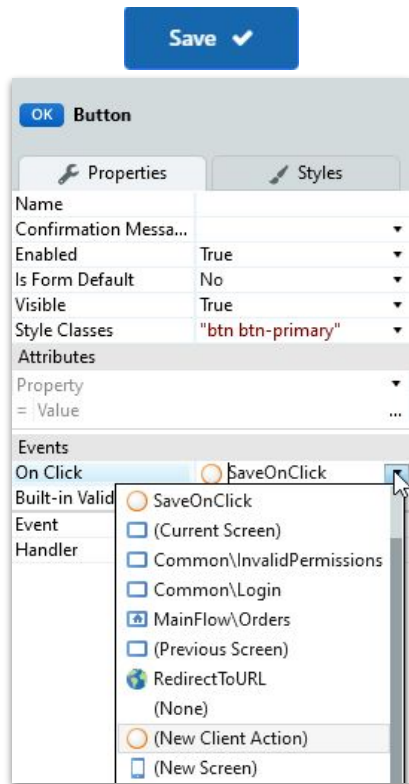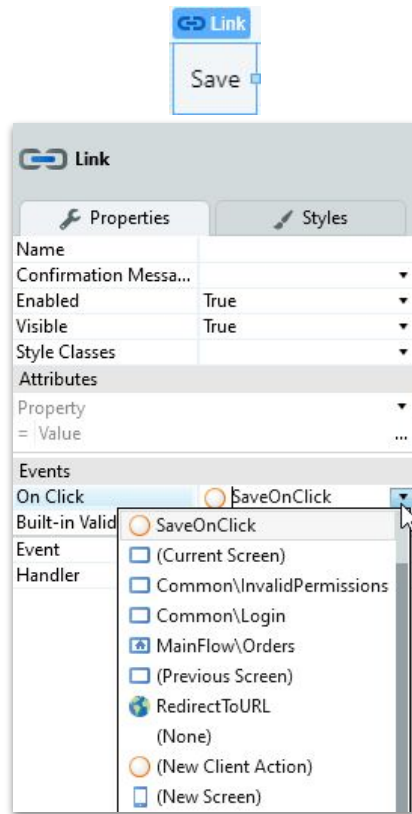
Client-side Logic

- Screen Actions run client-side logic in the scope of the Screen
  - Triggered within the Screen

- Client Actions
  - Visually modeled logic and data
  - Easy to call server-side logic

- UI elements immediately react to data changes

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Links and Buttons

- A Link and a Button can have several On Click Destinations
  - Screen
  - Screen Action
  - External URL

- The main difference between them is in the UI
  - A Link can enclose other widgets
    - Image, Text, Containers, …

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Questions?

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Thank you

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