## **Block Events**

outsystems

What is an Event?

Triggering and Handling Events

**Execution Flow** 

On Parameters Changed Event

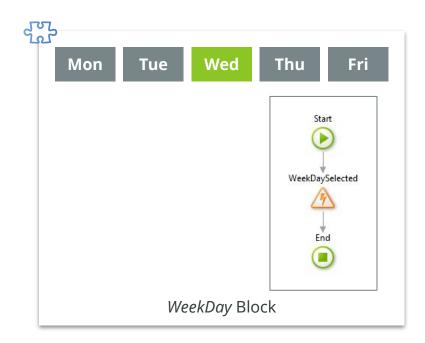
#### What is an Event?

# An **Event** allows a Block to **notify** its Parent **of an occurrence**



## **Events**

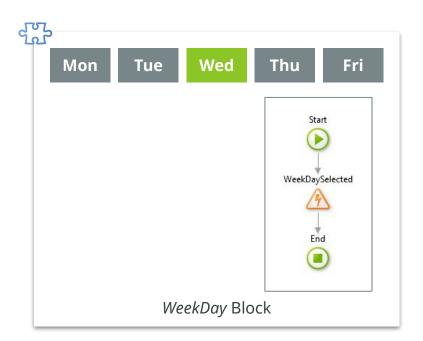
- Interaction with parent is done using Events
  - Block triggers an Event
  - Parent handles it
- Events are created inside Blocks
  - Have Input Parameters to send data to the parent
  - Be defined as mandatory





#### Why do we need to Trigger Events?

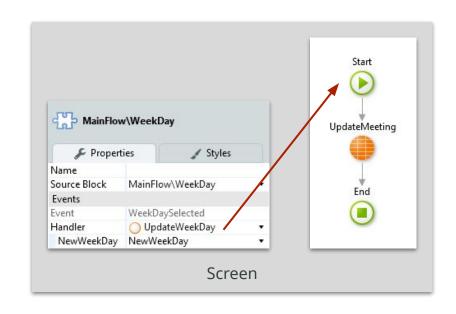
- Blocks and their parents have different scopes
- Parent may have elements that depend on actions performed inside the Block instance
- Triggering an Event allows the Block to notify the parent





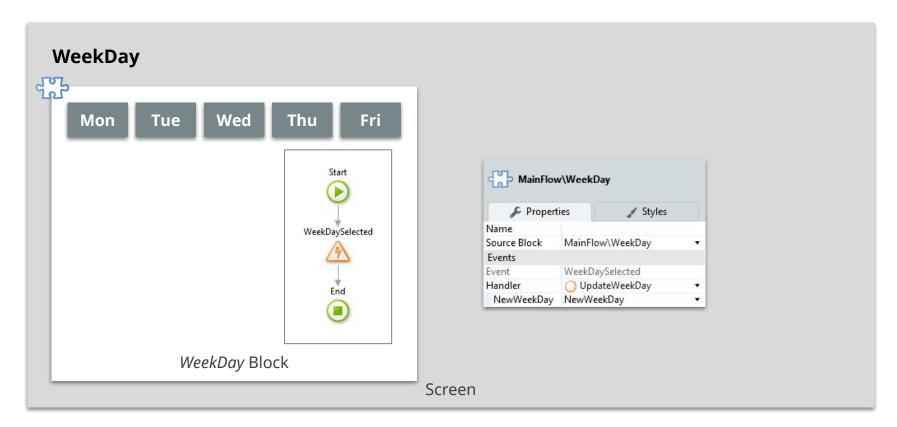
#### **Handling Events**

- When a Block triggers an Event...
  - The Event Handler is executed
- An Event Handler
  - Defines the logic to execute when an event is triggered
  - Has access to the Input
    Parameters of the Event
  - Has access to the parent's scope



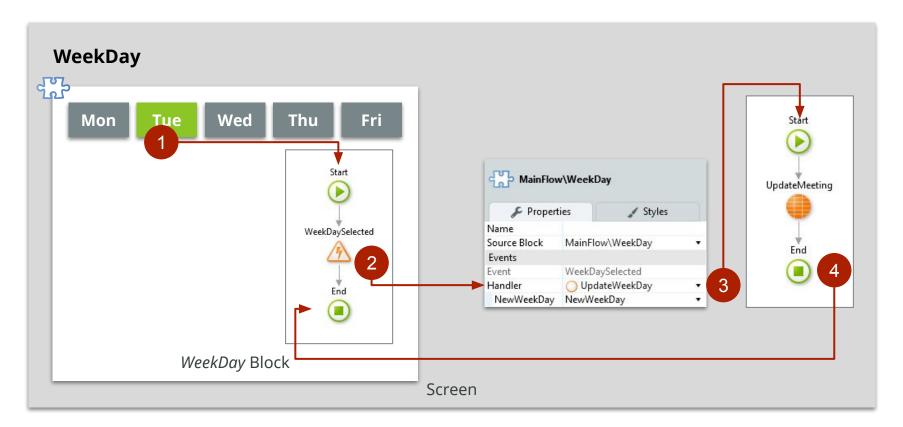


#### **Event Execution Flow**





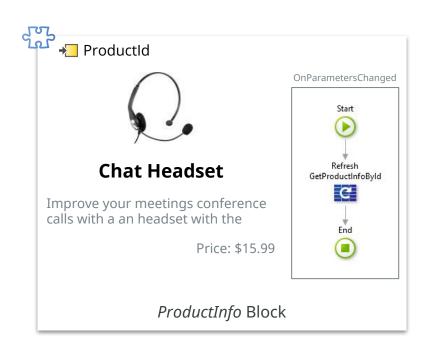
#### **Event Execution Flow**





#### On Parameters Changed

- Only available in Blocks
- Triggered automatically
  - Anytime the parent changes the Block's Input Parameters value
- Changes to Input Parameters inside the block do not trigger the event

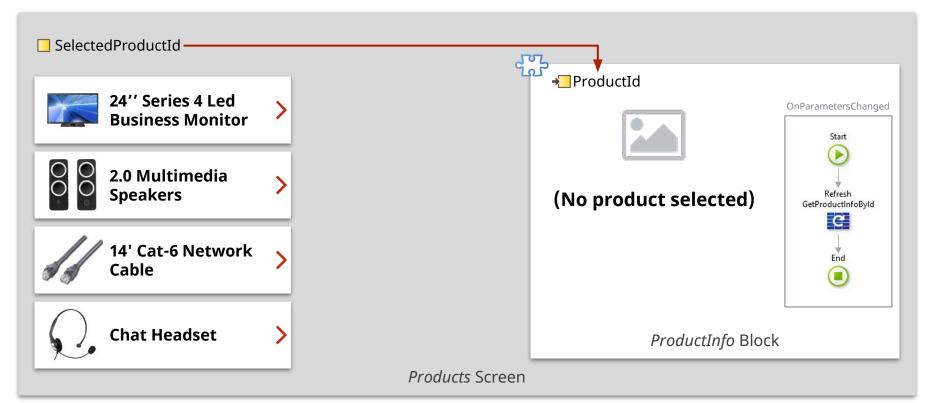


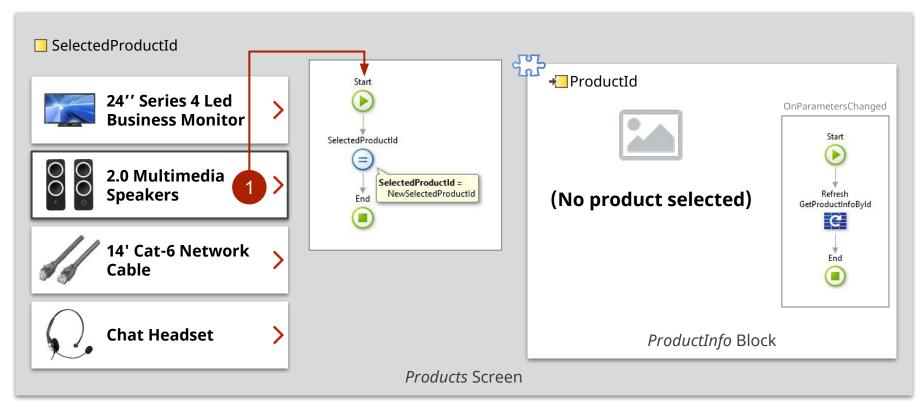


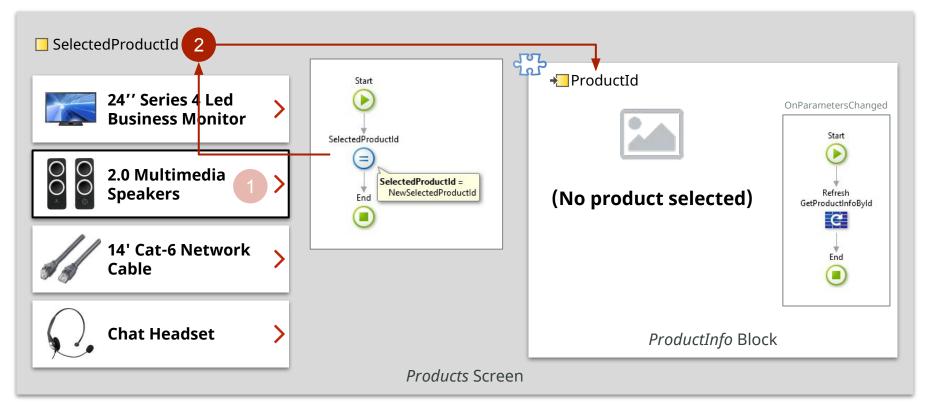


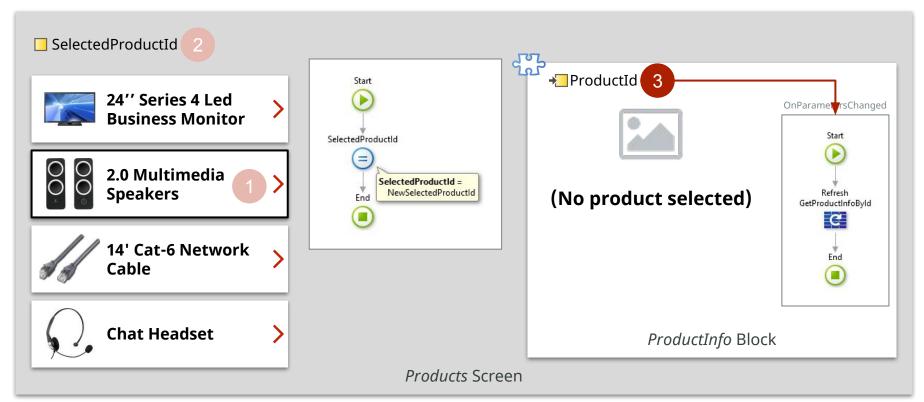


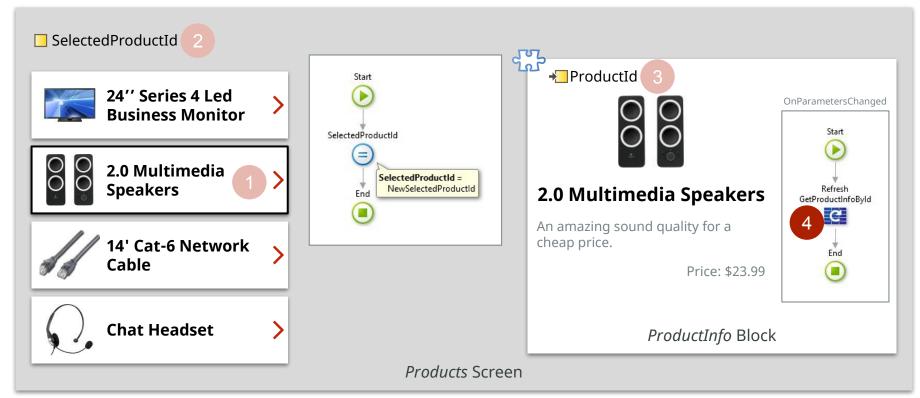


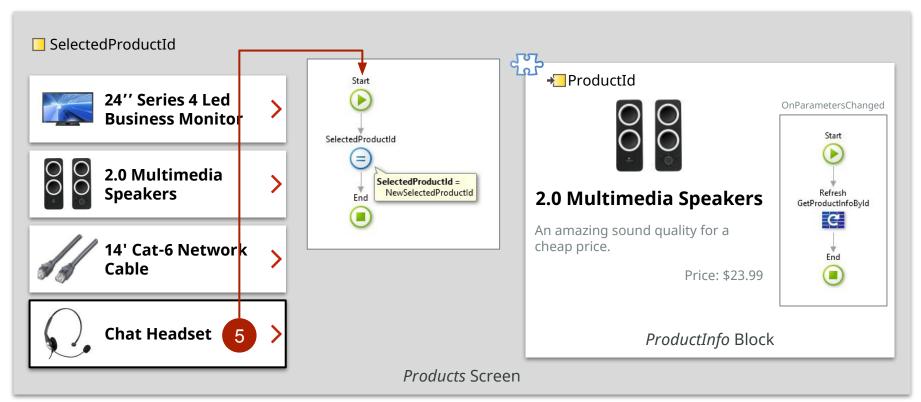


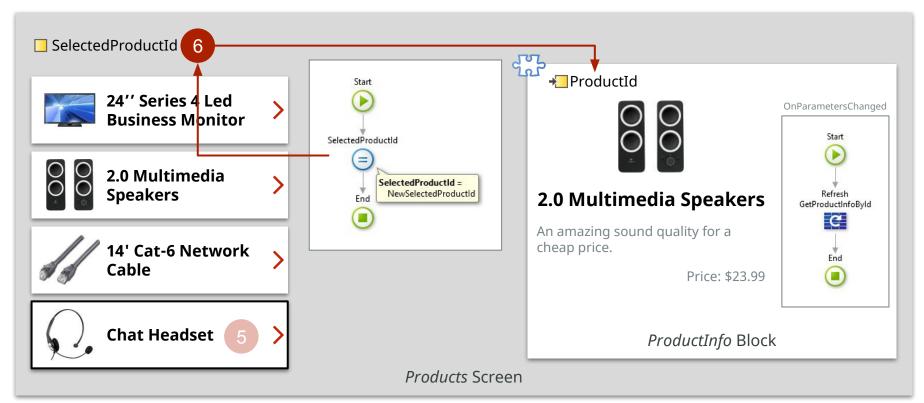


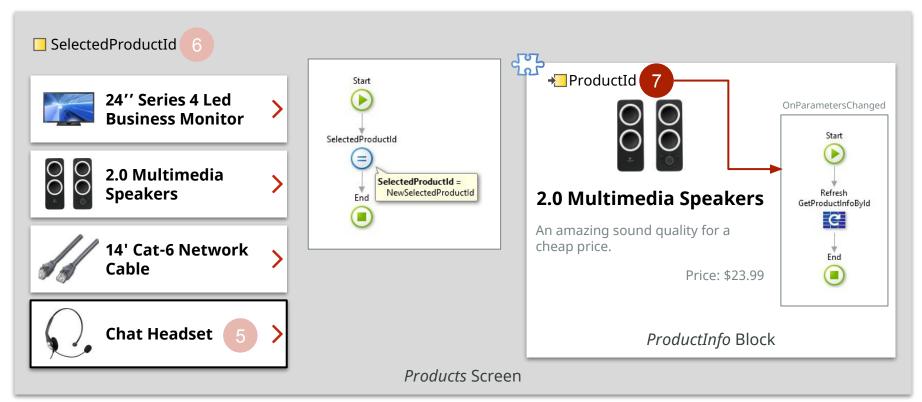




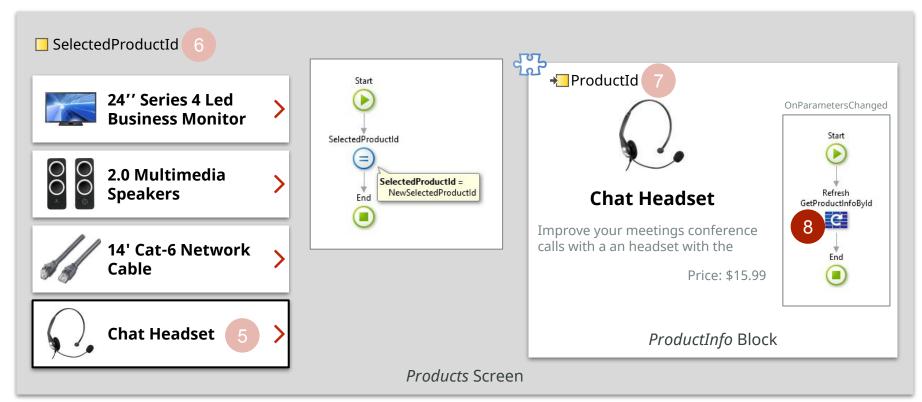




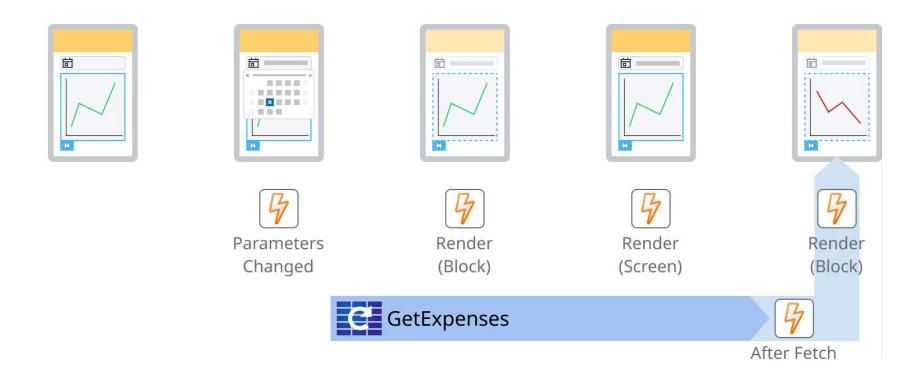








#### **Event Lifecycle**





# Questions?

# Thank you