PSST0101

January 5, 2011

Explorations in Component Interface: PeopleCode

Filed under: App Engine, Component Interface, People Code — digital eagle @ 8:36 am

This is a continuation of the following posts:

- Part 1: Creating the Component Interface
- Part 2: Security

Now, we need to write some code to use the Component Interface. Let's use the Application Engine program from this step by step post.

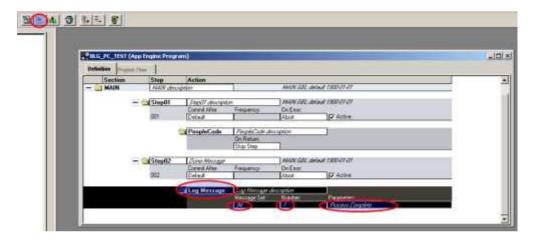
Adding a Log Step to the Program

Before we dive into the PeopleCode, we need to add a second step to the program. This step will come in handy for testing how the program works. It will just simply log a message to the standard out file.

I used this SQL to find a message catalog that would work easily:

```
SELECT * FROM PSMSGCATDEFN WHERE MESSAGE_TEXT = '%1'
```

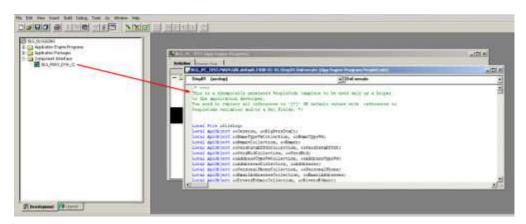
Then, I added a new step. First, you select Step 01. Then, you can either use the menu Insert > Step/Action or the toolbar icon. When you get the new step, change the action from SQL to Log Message. Then, set the Message Set to 94 and the Number to 1. For the parameters, enter something like "Process Complete".



Generating a PeopleCode CI Template

Now, we are ready to begin adding PeopleCode to Step 01. You can open the PeopleCode by double clicking anywhere in the gray of the PeopleCode action. If you have been following other tutorials, you probably have something in that program. For simplicity's sake, let's just delete that and start from scratch. This tutorial will assume you have a blank program at this point.

One of the cool things about Component Interfaces is that you can have Application Designer generate a template PeopleCode program. If you have the component interface in the project, you can just drag it from the development tab of the project list and drop it into the program. This generates a template in the program. You will want to have a blank program here because it will generate a lot of code. Note that this is a template in that you have to make some changes before you can even save it.



For this purpose, you can edit this template if you want, but it would probably be easier to delete the template back out and just type the code that I have written.

Writing the Program

First, we'll start with some variables. The file variable is to write a special log file with output information. The session variable stores your session and the oBlgPersDtaCi stores the reference to the component interface. The Emplid variable is going to be used to store the ID we want to update.

```
Local File &fileLog;
Local ApiObject &oSession, &oBlgPersDtaCi;
Local string &emplid;
```

Then, we need this function to display any error messages. It basically just loops through the session's message collection and prints out any messages that were triggered since the last call.

Then, we'll start a function so we can update multiple times. The employee parameter is the ID we want to update, and we'll use the makeError parameter later. We put everything in a Try to attempt to handle errors gracefully.

```
Function updateCI(&emplid As string, &makeError As boolean)
    try
```

Then, we need to tell the tools what to do with the messages. We will tell it to use the collection only in an effort to handle the messages gracefully:

```
rem ***** Set the PeopleSoft Session Error Message Mode *****;
rem ***** 0 - None *****;
rem ***** 1 - PSMessage Collection only (default) *****;
rem ***** 2 - Message Box only *****;
rem ***** 3 - Both collection and message box *****;
&oSession.PSMessagesMode = 1;
```

Then, we need to initialize the component interface. This is simulating the user clicking the link on the menu to go into the component.

```
rem ***** Get the Component Interface *****;
&oBlgPersDtaCi = &oSession.GetCompIntfc(CompIntfc.BLG_PERS_DTA_CI);
If &oBlgPersDtaCi = Null Then
    errorHandler();
    throw CreateException(0, 0, "GetCompIntfc failed");
End-If;
```

Then, we need to set some modes. Setting Interactive Mode to true is like turning off deferred processing. Get History Items is like checking the Include History box on the search page. Edit History is like checking the correction mode on the search page.

```
rem ***** Set the Component Interface Mode *****;
&oBlgPersDtaCi.InteractiveMode = True;
&oBlgPersDtaCi.GetHistoryItems = True;
&oBlgPersDtaCi.EditHistoryItems = True;
```

Then, we update the Empl ID field on the search page:

```
rem ***** Set Component Interface Get/Create Keys *****;
&oBlqPersDtaCi.EMPLID = &emplid;
```

Then, we click the search button. If this fails, that means no rows were returned.

```
rem ***** Execute Get *****;
If Not &oBlgPersDtaCi.Get() Then
  rem ***** No rows exist for the specified keys.****;
  errorHandler();
  throw CreateException(0, 0, "Get failed");
End-If;
```

Then, we should be on the page where we can make changes. To keep things simple, we are going to work with just one single field on the page — the birth state. First, we print the value to the log. Then, we will either set it to XX to generate an invalid value error or we will toggle the state between FL and TX. Finally, we call the error handler to see if we generated any errors.

```
End-If;
End-If;
errorHandler();
rem **** End: Get/Set Component Interface Properties ****;
```

Then, we save the component:

```
rem ***** Execute Save ****;
If Not &oBlgPersDtaCi.Save() Then;
   errorHandler();
   throw CreateException(0, 0, "Save failed");
End-If;
```

Then, we cancel. This is like going back to the search page.

```
rem ***** Execute Cancel ****;
If Not &oBlgPersDtaCi.Cancel() Then;
   errorHandler();
   throw CreateException(0, 0, "Cancel failed");
End-If;
```

Then, we finish up our try, catch and our function.

```
catch Exception &ex
    rem Handle the exception;
    &fileLog.WriteLine(&ex.ToString());
end-try;
End-Function;
```

Now, this is the start of the main part of the program. We will set our Empl ID, open the log file and get the current session:

```
&emplid = "KU0001";
rem ***** Set the Log File ****;
&fileLog = GetFile("C:\temp\BLG_PERS_DTA_CI.log", "w", "a", %FilePath_Absolute);
&fileLog.WriteLine("Begin");
rem ***** Get current PeopleSoft Session ****;
&oSession = %Session;
```

Then, we call our function to use the CI:

```
updateCI(&emplid, False);
```

Finally, we wrap up the log file.

```
&fileLog.WriteLine("End");
&fileLog.Close();
```

Full Program

And, here is the full program:

```
Local File &fileLog;

Local ApiObject &oSession, &oBlgPersDtaCi;

Local string &emplid;

Function errorHandler()

Local ApiObject &oPSMessageCollection, &oPSMessage;
```

```
Local number &i;
Local string &sErrMsgSetNum, &sErrMsgNum, &sErrMsgText, &sErrType;
&oPSMessageCollection = &oSession.PSMessages;
For &i = 1 To &oPSMessageCollection.Count
&oPSMessage = &oPSMessageCollection.Item(&i);
&sErrMsgSetNum = &oPSMessage.MessageSetNumber;
&sErrMsgNum = &oPSMessage.MessageNumber;
&sErrMsgText = &oPSMessage.Text;
&fileLog.WriteLine(&sErrType | " (" | &sErrMsgSetNum | "," | &sErrMsgNum | ") -
End-For;
rem ***** Delete the Messages from the collection *****;
&oPSMessageCollection.DeleteAll();
End-Function;
Function updateCI(&emplid As string, &makeError As boolean)
trv
rem ***** Set the PeopleSoft Session Error Message Mode *****;
rem ***** 0 - None *****;
rem ***** 1 - PSMessage Collection only (default) *****;
rem ***** 2 - Message Box only ****;
rem ***** 3 - Both collection and message box *****;
&oSession.PSMessagesMode = 1;
rem ***** Get the Component Interface *****;
&oBlgPersDtaCi = &oSession.GetCompIntfc(CompIntfc.BLG_PERS_DTA_CI);
If &oBlgPersDtaCi = Null Then
errorHandler();
throw CreateException(0, 0, "GetCompIntfc failed");
End-If;
rem **** Set the Component Interface Mode ****;
&oBlgPersDtaCi.InteractiveMode = True;
&oBlgPersDtaCi.GetHistoryItems = True;
&oBlgPersDtaCi.EditHistoryItems = True;
rem **** Set Component Interface Get/Create Keys ****;
```

```
&oBlgPersDtaCi.EMPLID = &emplid;
rem **** Execute Get ****;
If Not &oBlgPersDtaCi.Get() Then
rem ***** No rows exist for the specified keys.****;
errorHandler();
throw CreateException(0, 0, "Get failed");
End-If;
rem ***** Begin: Get/Set Component Interface Properties *****;
rem ***** Get/Set Level 0 Field Properties *****;
&fileLog.WriteLine("&oBlgPersDtaCi.BIRTHSTATE = " | &oBlgPersDtaCi.BIRTHSTATE);
If &makeError Then;
&oBlgPersDtaCi.BIRTHSTATE = "XX";
Else;
If &oBlgPersDtaCi.BIRTHSTATE = "TX" Then;
&oBlgPersDtaCi.BIRTHSTATE = "FL";
Else;
&oBlgPersDtaCi.BIRTHSTATE = "TX";
End-If;
End-If;
errorHandler();
rem **** End: Get/Set Component Interface Properties ****;
rem ***** Execute Save ****;
If Not &oBlgPersDtaCi.Save() Then;
errorHandler();
throw CreateException(0, 0, "Save failed");
End-If;
rem **** Execute Cancel ****;
If Not &oBlgPersDtaCi.Cancel() Then;
errorHandler();
throw CreateException(0, 0, "Cancel failed");
End-If;
catch Exception &ex
```

```
rem Handle the exception;
&fileLog.WriteLine(&ex.ToString());
end-try;
End-Function;
&emplid = "KU0001";
rem ***** Set the Log File *****;
&fileLog = GetFile("C:\temp\BLG_PERS_DTA_CI.log", "w", "a", %FilePath_Absolute);
&fileLog.WriteLine("Begin");
rem ***** Get current PeopleSoft Session *****;
&oSession = %Session;
updateCI(&emplid, False);
&fileLog.WriteLine("End");
&fileLog.Close();
```

The Result

<u>See the App Engine test post</u> for instructions on how to run the program. If it worked, you should get this in the log file:

```
B BC_PRES_DTA_CTAig - Notinged

Fig. Edit Forest West Help

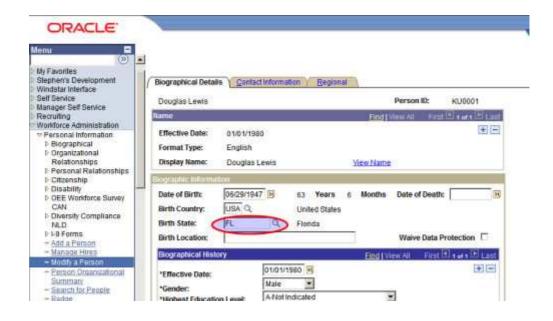
Deg In

$00 il gifter 55 t aC1. 8 ERTHSTATE = TX

End
```

The standard out of the program should look like this:

And, the page should have changed the birth state:



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