

# Base Classes 101

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# Presentation Overview

- **MAS 90 Framework Review**
  - Base System Classes
  - Base Application Classes
  - Implementation Classes

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# Core Concepts and Terms

- **Tiered Architecture**
  - Separation of Business and UI
  - Each Program has a Business Rules component and a UI component
  - Important for Utilities (e.g. Visual Integrator) and Integrations
    - Provides common business logic for all processes
    - Example: Sales Order Update - same logic
      - MAS 90 Desktop
      - VI Import
      - Act! Link or CRM Integration

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# Base System Classes

- Session Tracking and Core Functionality
  - SY\_Session – Session Control Object
  - SY\_Security – Security Control Object
  - SY\_UI – General UI methods
  - SY\_File – General File I/O & Dictionary routines
  - SY\_Constant – Common Constants
  - SY\_OpenObject – Encapsulates ProvideX “Open Object”

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# SY\_Session

- Session object must be instantiated for every session of MAS 90 or 200 that starts up
  - Instantiated as coSession or %SYS\_SS
    - SY\_Startup.m4p for Business Framework
    - SY\_StartupLegacy.m4p for Legacy apps
- Maintains several key session properties
  - Logon Information including user code, company, module, security settings, etc.
- Provides system-wide functions
  - Launch tasks, encryption, etc.

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# SY\_Security

- Creates security context to run applications under
  - UI Objects setup security during startup
  - Non-UI objects must inherit or create their own security object (those being created externally)
- Security Object attaches to Session
  - Security context stored in cSecurityAccess
  - Attached Security object will change when new UI program is run

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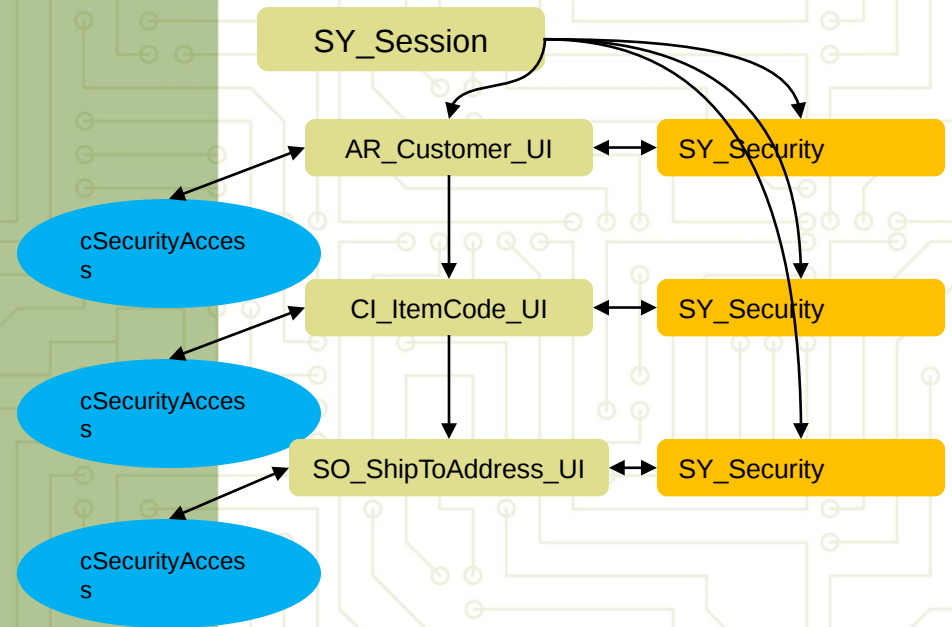
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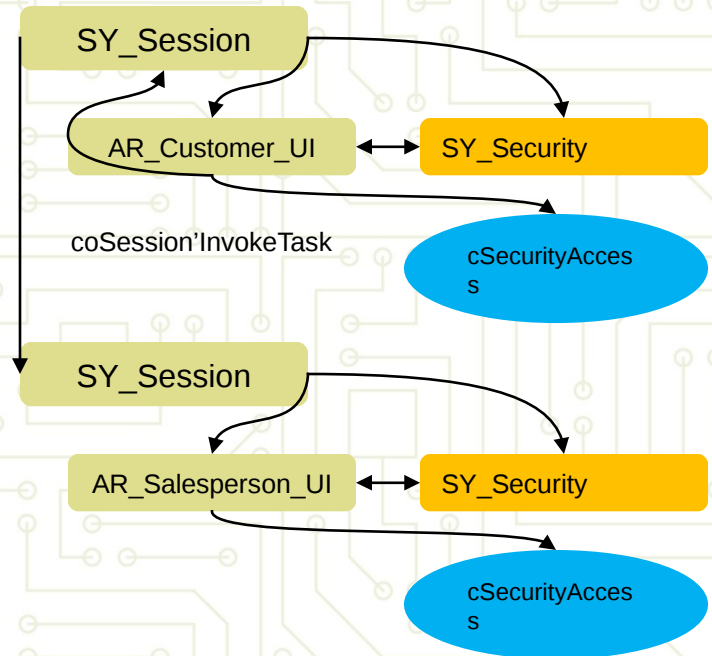
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# SY\_Security

## Instantiating



## Invoking



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## SY\_UI

- Created by SY\_Session when a UI Process is launched
- Adds low level properties and methods that are applicable only when a UI is present
  - Caption\$
  - SystemDate\$
  - MessageBox\$()
  - ProgressBar()
- Note new Progress Meter for 4.30

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# SY\_File

- Provides file I/O for the Data Dictionary
  - IOList\$
  - FileCreated
  - FileExists
  - OpenTable()
  - CreateTable()
  - LockTable()
  - CloseTable()
  - KeyDescription\$()
- Most dictionary functions moved to external API for performance

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# SY\_Constant

- Contains default properties and methods used throughout MAS 90
  - LastErrorMsg\$ & LastErrorNum\$
  - Return Constants
  - Message Constants
  - Edit State Constants
  - Date and Time Constants
- Inherited by virtually all objects in the Framework
  - Don't modify SY\_Constant to call other objects (creates circular references)

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# SY\_OpenObject

- Inherited primarily by SY\_Service
  - Should be a part of any business object
  - Ensures correct pathing logic
- Utilizes OPEN OBJECT
  - File channels opened for exclusive use
  - Other objects (unless part of the inheritance tree) cannot access this file
  - Enforces encapsulation
- Potential Windows Vista/Server 2008 enhancements
  - Files may need to move to new location

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# Class Hierarchy

- **Base or Foundation Classes**
  - Core classes providing common functionality
  - Always inherited into Implementation class
  - Should not be modified
    - Equivalent to old LM public programs
    - Provides commonality between all programs
- **Implementation Classes are Created**
  - Objects built from Base classes
  - Exception code that is unique for program
  - Separate functionality for Service, Business and UI classes

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The diagram illustrates the SY package structure and its components. It shows a central list of components on the left, which are then mapped to three distinct 3D block structures on the right, representing different SY packages: SY\_Service, SY\_Maint, and SY\_MaintUI.

**Central Component List:**

- SY\_OpenObject
- SY\_Constant
- \*NOMADS
- SY\_Common
- SY\_CommonUI
- SY\_Service
- SY\_Maint
- SY\_MaintUI

**Package Structures:**

- SY\_Service:** Contains SY\_OpenObject, SY\_Constant, and SY\_Common.
- SY\_Maint:** Contains SY\_OpenObject, SY\_Constant, SY\_Common, SY\_Service, and SY\_Maint.
- SY\_MaintUI:** Contains SY\_OpenObject, SY\_Constant, \*NOMADS, SY\_CommonUI, and SY\_MaintUI.

**Connections:**

- SY\_OpenObject connects to SY\_OpenObject in SY\_Service, SY\_Maint, and SY\_MaintUI.
- SY\_Constant connects to SY\_Constant in SY\_Service, SY\_Maint, and SY\_MaintUI.
- \*NOMADS connects to \*NOMADS in SY\_MaintUI.
- SY\_Common connects to SY\_Common in SY\_Service and SY\_CommonUI in SY\_MaintUI.
- SY\_CommonUI connects to SY\_CommonUI in SY\_MaintUI.
- SY\_Service connects to SY\_Service in SY\_Maint.
- SY\_Maint connects to SY\_Maint in SY\_MaintUI.

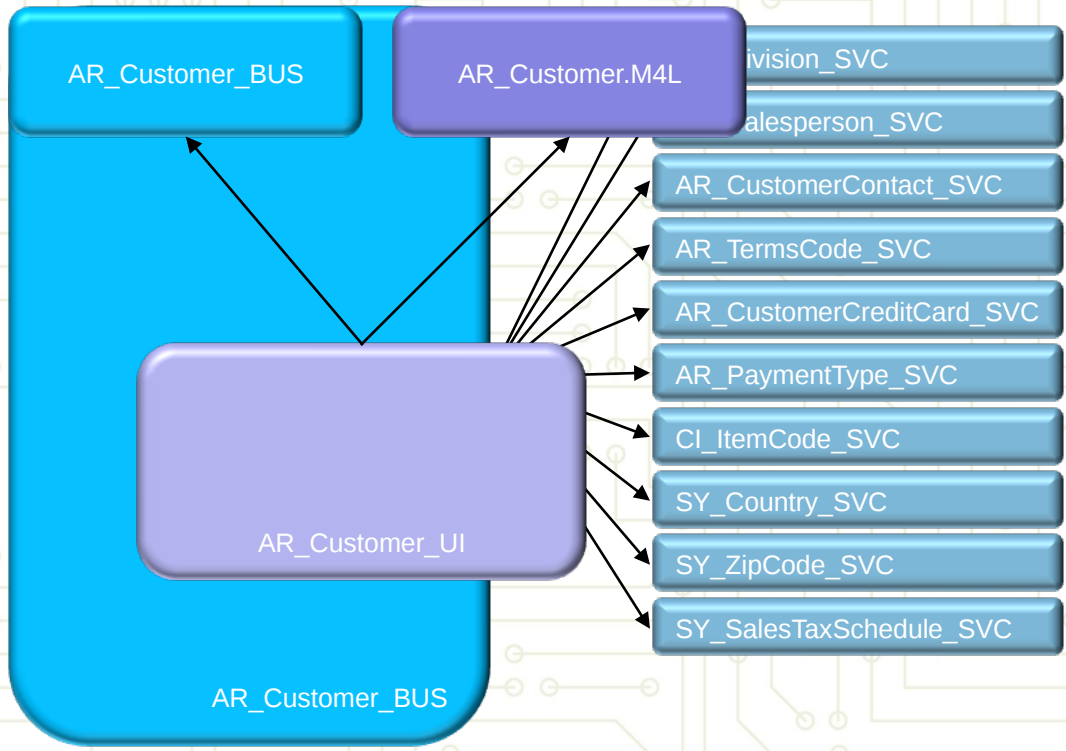
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# Building Classes

- SY\_OpenObject
- SY\_Constant
- \*NOMADS
- SY\_Common
- SY\_CommonUI
- SY\_Service
- SY\_Maint
- SY\_MaintUI



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# Base Application Classes

- **Application Building Blocks**
  - **Business Classes**
    - SY\_Common
    - SY\_Service
    - SY\_Maint
  - **UI Classes**
    - SY\_CommonUI
    - \*NOMADS
    - SY\_MaintUI
  - **Validation Classes**

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# SY\_Common

- Inherited class
  - Inherited primarily by SY\_Service
  - Also inherited by SY\_Update
- Includes Common Local Methods
  - LocalizeIOList()
  - GetNextSequence()

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# SY\_Service

- Provides consistent interface to access data (read only)
- Base implementation class for Service objects and inherited into SY\_Maint
- Opens table specified in cMainTable\$
- Key Properties and Methods
  - EOF,BOF
  - Browse Methods
    - MoveFirst(), MoveLast(), Find(), etc.
  - BindVariables()
  - GetRecord(),GetValue(),etc.

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# SY\_Maint

- Provides consistent interface to access data (read and write)
  - Read interface inherited from SY\_Service
- Include properties for Record State
  - EditState
  - RecordChanged
- Includes Methods used to Read/Write records
  - SetKey() / SetValue()
  - Write()
  - Delete() / Clear()

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# SY\_Maint – continued

- **Methods used to Read/Write records**
  - SetValue()
    - Calls RetrieveCollInfo() to get column info from the dictionary
    - Override dictionary info with either:  
`EVN("_OBJ'ColumnOverride"+ColumnName$)`  
`EVN("_OBJ'ClassOverride"+ClassName$)`
    - Calls Validate() which performs dictionary validation and calls other validation routines  
`retVal = _OBJ'Validate(col$,val$)`
    - Sets the value in the UI if one exists  
`IF coUI { coUI'SetVar(col$,VIN(col$)) }`

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## SY\_Maint – continued

- Methods used to Read/Write records
  - Validate()
    - Performs any validation group logic first  
`EVN("_OBJ'ValidateGroup"+GrpName$+"()")`
    - Dictionary validation is performed next  
`_OBJ'ValidateRule(val$,colDesc$,colType$,...)`
    - Column Specific Validation  
`EVN("_OBJ'Validate"+Column$+"("+Val$+"")")`
    - Class Validation  
`EVN("_OBJ'ClassValidate"+Class$+"("+Val$+"")")`

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# SY\_Maint – continued

- **Referential Integrity**
  - `_OBJ'PostWriteRec()`
    - Called from `SY_Maint'Write()`
    - After a successful write
    - Used for updating additional information
  - `_OBJ'PostDeleteRec()`
    - Called from `SY_Maint>Delete()`
    - After a successful delete
    - Useful for cleaning up or updating additional information

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# Implemented Business Object

- Inherits SY\_Maint
- Add Implementation properties
  - cMainTable\$ / clsSysDB
- Add Implementation Methods
  - SetChildColl()
  - ValidateXxxxxxx(val\$)
- Override base class to achieve desired functionality
- Link in any Service and Validation Classes

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# Implemented Business Object

- **Common Implementation Examples**
  - **SetDefaults()** – For default values need to be set programmatically when creating a new record
    - Example: SO\_Invoice\_bus Implements SetDefaults() to set BatchNo\$, InvoiceDate\$, InvoiceType\$, etc.
  - **Write() & Delete()**– For updating additional tables when writing or deleting a record
    - Example: AR\_Customer\_bus updates IT\_Customer and various other tables depending on setup options
  - **ConfirmDelete()** – For checking restrictions when deleting a record
    - Example: AR\_Customer\_bus will not allow Customers with Open Invoices, CRM Prospect Customers, Etc, to be deleted

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## \*NOMADS

- **ProvideX-provided class**
  - NOMADS functionality encapsulated
  - Logic previously found in NOMADS now available as methods in the application class
    - PROCESS()
    - PreLoad()
    - PostLoad()

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# SY\_CommonUI

- Methods common to all UI objects
- Inherits \*NOMADS
- Inherited by SY\_MaintUI
  - Used in place of SY\_MaintUI if added functionality not needed
  - Utilities, Launcher, Reporting
- Includes basic UI Methods
  - AppendTitleBar()
  - NomadsProcess()
  - ParseTagField()
  - SetControlState()

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# SY\_MaintUI

- Provides consistent UI interface for maintaining data
  - Inherits SY\_CommonUI, SY\_OpenObject
- Include properties for UI
  - coBusiness, cSecurityAccess, clnitMain
- Includes Methods to connect UI to Business Object
  - InitBusinessObject()
    - Invoked from ON\_CREATE of Implementation UI
    - Instantiates Business Object and sets UI handle
    - Localizes (STATIC) the main table IOLIST

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# SY\_MaintUI

- **Connecting UI to Business Object**
  - **GetBusinessObject()**
    - Returns BUSOBJ= tag of the current or specific control
  - **BindVariables()**
    - Processes BIND= tag of each control
    - Invokes ExplodeIOL()
  - **ExplodeIOL()**
    - Called from KeyChange(), Browse() & BT\_Cancel()
    - Read data from Record\$ to IOL\$
    - EVN("\_OBJ'KeyChangeAdditional()")
      - Implement to override KeyChange() logic
    - EVN("\_OBJ'PostReadRec()")

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# SY\_MaintUI

- **Connecting UI to Business Object**
  - KeyChange()
    - Invoke this method from Change method of key column(s) of Implementation UI
    - Sets the key of the business object
- **Standard UI Methods**
  - OnExit()
    - Method invoked when Dialog panels are closed
    - Invokes ConfirmWrite() if cSkipDialog is not set
    - Invokes BT\_Cancel()
    - Clears the business object

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# SY\_MaintUI - continued

- **Standard UI Methods**
  - **PostLoad()**
    - This method is invoked for Dialog panels
    - Invokes SetFormDisplay() to hide/show controls based on security
    - Invokes BindVariables(cInitMain)
    - Invokes AppendTitleBar() to modify the Caption to include company and date
    - Calls KeyChange if a key is passed on the Process argument list
      - KeyChange(ARG\_1\$)
      - \_OBJ'SetInitialRecord(atom)

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# SY\_MaintUI - continued

- **Standard Button Methods**
  - **BT\_Accept()**
    - Calls the Write() method for the main business object and any other business object in collection
    - Calls BT\_Cancel after the write is finished
  - **BT\_Delete()**
    - Calls ConfirmDelete()
    - Calls the Delete() method for the business object
    - Calls BT\_Cancel after the delete is finished
  - **BT\_Cancel()**
    - Calls the Clear() method for the business object
    - Calls SetFormState()
    - Calls SetFocusFirstID()

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# SY\_MaintUI - continued

- **More Standard UI Methods**
  - **ConfirmDelete()**
    - Calls ConfirmDelete() from the Business Object
    - If record “can not” be deleted – Display message as to why not
    - If record “can” be deleted – Display confirm delete message

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# SY\_MaintUI - continued

- **DefaultChange()**
  - Invoked by NOMADS if no specific change logic exists
  - Calls SetValue() for the column that matches the control name
    - Fire any dictionary and business validation logic
  - If SetValue returns retSUCCESS
    - No further action, DefaultChange returns
    - NOMADS sets focus to next control
  - If SetValue fails - retFAILURE
    - Display LastErrorMsg\$ from business object
    - Restore the previous value of the control
    - Return focus to the same control
  - If SetValue returns retWARNING
    - Display message only
    - Remaining process is same as retSUCCESS

Hint: If you need additional change logic, you can still call DefaultChange() from your Change method

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# Implemented UI Object

- Inherits SY\_MaintUI
- Add your Implementation properties
  - clnntpXxxxx - BindVariable flags
- Set Screen properties in ON\_CREATE
  - SCREEN\_LIB\$ = "XX\_Xxxxxxxx.M4L"
  - SCREEN\_ID\$ = "dMain"
- Call InitBusinessObject in ON\_CREATE
- Add your Button Methods
  - Methods named same as Button control
    - Ex: BT\_Accept(), BT\_Cancel(), BT\_Delete()

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# Implemented UI Object

- **Add Event Handling methods**
  - **OnFocusXxxxxx()**
    - Save off values of other, affected controls
      - Example: SO\_CommonEntry\_UI'OnFocusUnitPrice() saves off Extension amount in case the unit price entered fails validation
  - **ChangeXxxxxxxx()**
    - Implement control specific change logic when:
      - A Control is not part of the IOLIST
      - When more than Default Change logic is required
      - Key Columns where KeyChange() must be called
    - When possible, call DefaultChange() vs. coding default change logic yourself
      - Example: SO\_CommonEntry\_UI'ChangeDepositAmt

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# Implemented UI Object

- Inherit UI Validation Logic
  - For all classes used on the Form
    - ClassValidate
    - ClassFormatter
    - ClassOnFocus
    - ClassChange
  - LIKE all relevant UI\_VAL classes
  - Keeps consistency between various control elements

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# Implemented UI Object

- **Panel and Dialog methods**
  - **PreLoad(), PreLoadXxxxxxxx()**
    - Called prior to loading the Form or Panel Xxxxxxxx
  - **PostLoad(), PostLoadXxxxxxxx()**
    - Called after Form or Panel Xxxxxxxx is loaded but before first control gaining focus
  - **OnExit(), OnExitXxxxxxxx()**
    - Called when Form or Panel Xxxxxxxx is closed

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# Implemented UI Object

- Other common UI methods
  - PostReadRec()
    - Implement to execute logic processed when the Business Object's EditState changes
  - KeyChange()
  - Browse()
  - BT\_Cancel()
  - Used to set the screen state based on the EditState of the business object and other options

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# Questions?

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End of Presentation

***THANK YOU!***

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