

# Data Beans and Button Handlers

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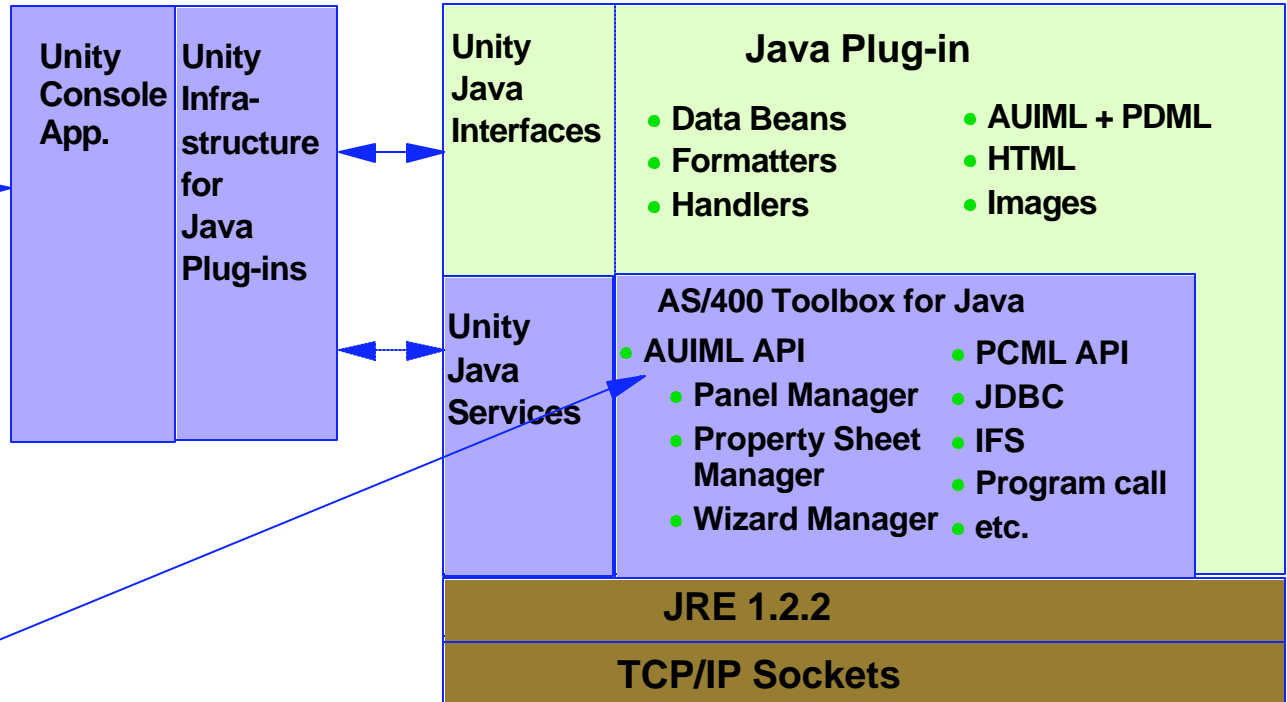
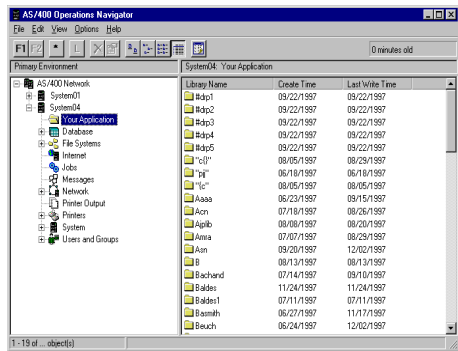
## ■ Overview

- Panel Manager: engine which displays dialogs
- Data Beans: classes which transfer data to and from the dialogs
- Button Handlers: classes which respond to and process a pressed button
- Formatters: check the data input by the user

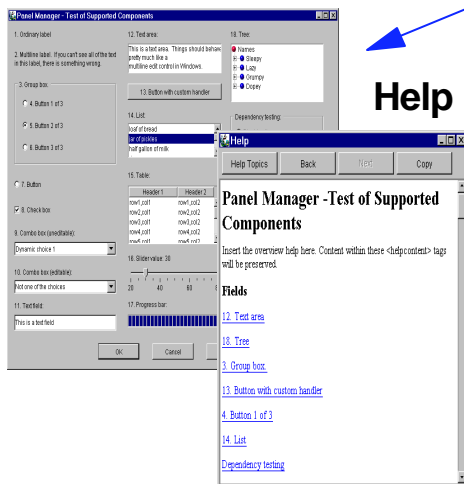


# Unity Console with Java Plug-ins

## Unity Console



## Panels

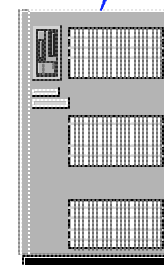


Help

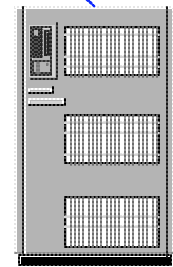
Created with the GUIBuilder



AS/400



S/390



RS6000

Java Connections (Server Jobs)

# Panel Manager

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- Engine which displays dialogs
- Used for common dialogs
- Base engine for other style dialog managers
  - DeckPaneManager
  - PaneManager
  - SplitPaneManager
  - TabbedPaneManager
  - PropertySheetManager
  - WizardManager



# Panel Manager Usage

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## ■ Parameters

- PDML file ( *.pdml* or *pdml.ser* extension assumed)
  - treated as a resource name found using classpath and package
- Dialog identifier
- Databean array
- Frame (optional - for modal dialogs)

## ■ Common methods

- setVisible - makes visible (modal or modeless)
- setExitOnClose - causes dialog to go away on X (only used for applications)



# Panel Manager Example

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```
public void Main(String[] args)
{
    MyDataBean dataBean = new MyDataBean( );
    dataBean.load( );

    DataBean[ ] dataBeans = { dataBean };

    PanelManager pm = null;
    try
    {
        pm = new PanelManager("MySample", "MY_DIALOG", dataBeans);
    }
    catch (DisplayManagerException e) { ... }

    pm.setExitOnClose(true); // Only used in applications.
    pm.setVisible(true);
}
```



# Java System.exit Method

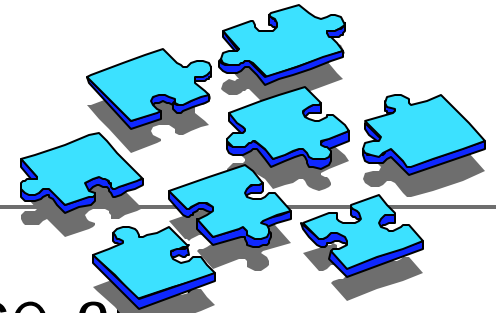
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- System.exit terminates the Java Virtual Machine
- Useful when your application is called by operating system
  - Example used SystemExitOnClose
  - Example handled errors by calling SystemExit
- Deathly if used in the Unity Console
  - OpNav has single JVM
  - System.exit call terminates *all* java services
  - Exceptions are correct way to return errors from called programs



# Data Beans

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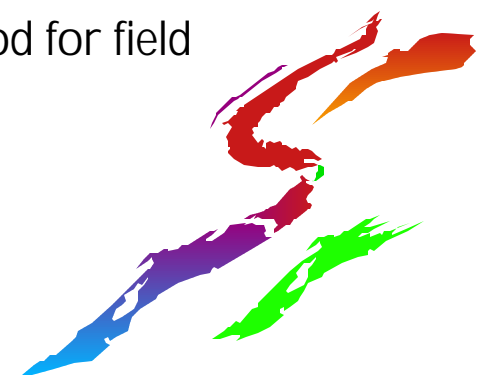
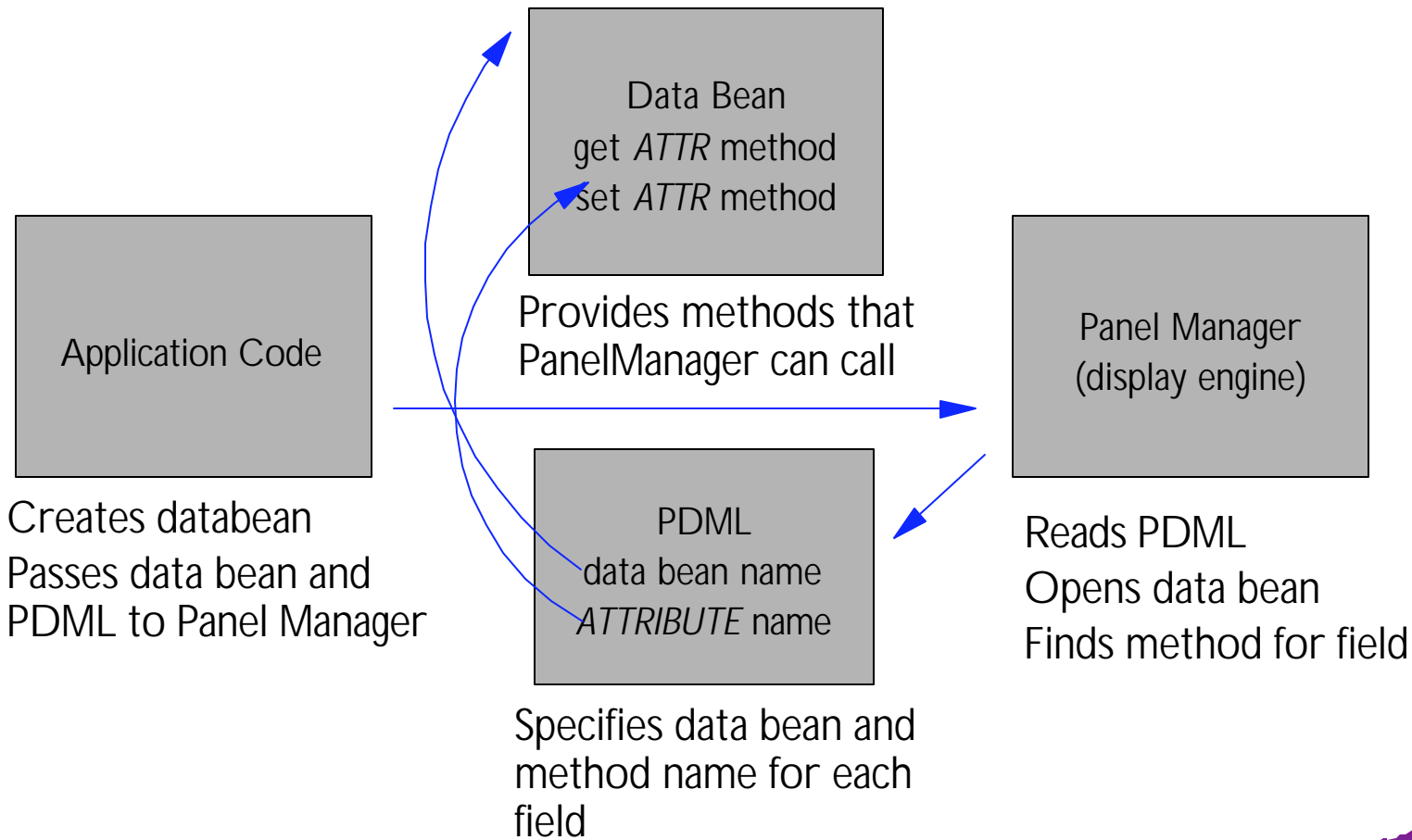


- A class which implements an interface and a set of pre-defined methods.
- Data beans handle all transfer of data to and from the GUI created by GUI builder.
- Each field with values will have a databean method to handle data transfer.
- The data bean and the handler method are specified in the PDML file.



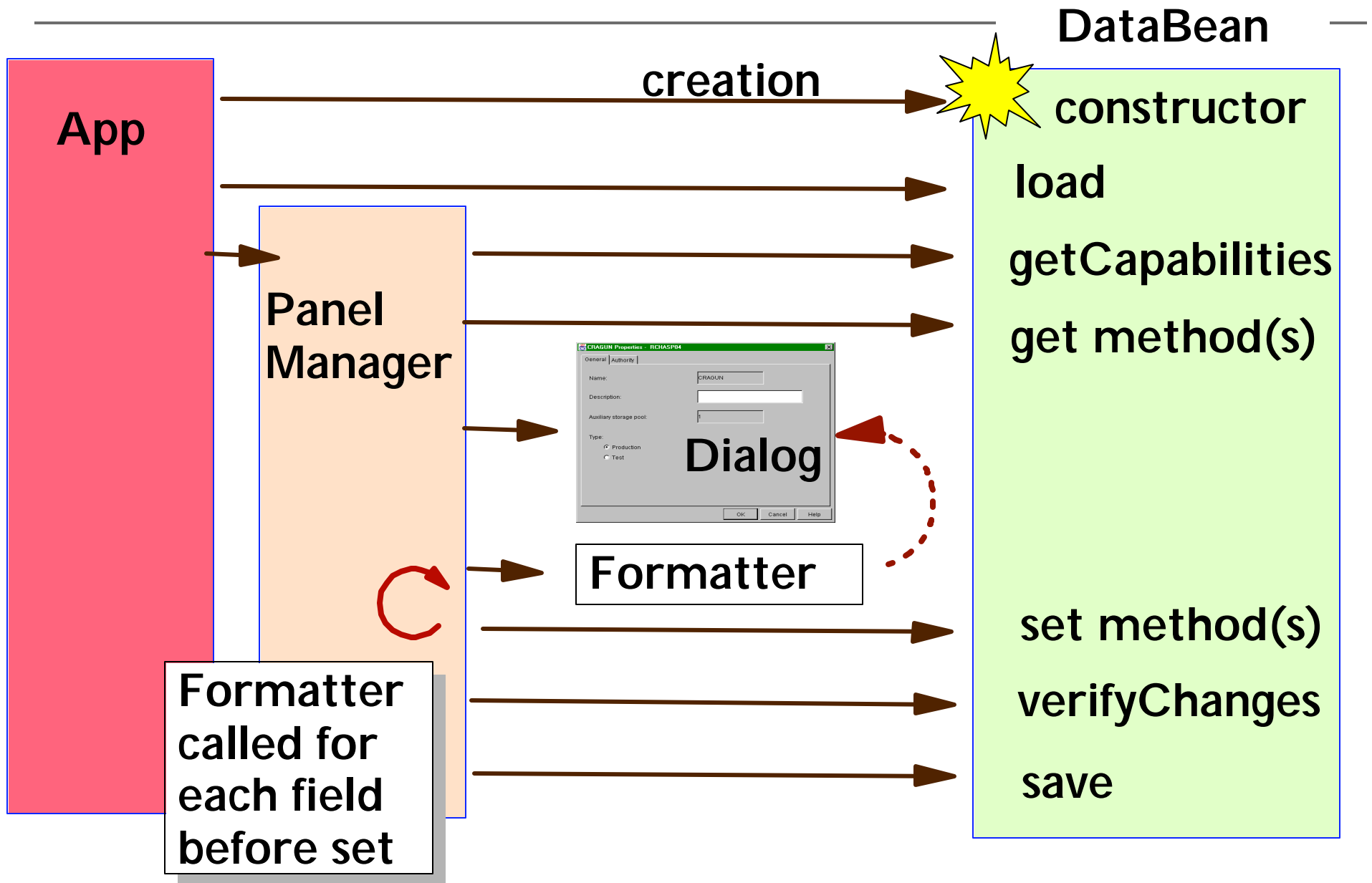
# Data Bean Process

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# Life of a DataBean



# Data Bean Data

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- Where does the data bean get the data?
- What does the data bean do with the data?
- Can hard code the value, get it locally, or obtain the value from an external source i.e. Database server
- Can store the data for access by other handlers or beans



# Data Bean Methods

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- set and get method for each attribute
- Appropriate parameter types for each GUI object

single field - text, numeric	String
flag , button ,	Boolean
List	getATTRList getATTRSelection array ItemDescriptor[]
Selectable List	getATTRChoices array ChoiceDescriptor[]
Radio button group	String - the selected button in group



# Other Data Bean Methods

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- **load** -- initializes the bean
  - called before handing off to Panel manager
  - Leaves object ready to return data on get/set methods
- **save** -- called after the sets
  - When OK (COMMIT) selected
  - Should save all changes to object from get/set
- **verifyChanges** - check before commit
  - Validates any changes from get/set
  - Called just prior to save to allow checking



# One More Data Bean Method

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## ■ getCapabilities

- Returns a Capabilities object identifying unsupported attributes and a handler for each
- Reasons for unsupported attributes:
  - Not supported by server
  - Not supported by operating system version
  - Current user does not have authorization
- Capabilities object
  - lists of HandlerTasks to have framework perform
  - ex. unsupported field is hidden or read only



# Data Bean Example

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- MsgQueuesSample1 uses MqNewMessageBean
- addMessage method in MqActionsManager creates a new MqNewMessageBean
- The data bean is loaded into the DataBean array
- The DataBean array is passed along with the PDML file as Panel Manager is invoked.



# Data Bean Example (code)

```
MqNewMessageBean msgBean = new MqNewMessageBean(server, m_owner);
msgBean.load();
DataBean[ ] dataBeans = { msgBean }; // Set up to pass to PanelManager

PanelManager pm = null; // Create the panel
try { pm = new PanelManager("com.ibm.as400.opnav.MsgQueueSample1.MessageQueueGUI",
    "IDD_MSGQ_ADD",
    dataBeans,
    m_owner); }
catch (DisplayManagerException e) { ... }

pm.setVisible(true); // Display the panel (we give up control here)

if (!msgBean.m_actionPerformed) // If no new message was created, simply return
    return;

// Refresh the list view to show the new added message
try { new UIServices().refreshList(m_owner, m_loader.getString("message.text.newmsg")); }
catch (UIServicesException e) { ... }
```

## Data Bean Example (con't)

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- MessageQueueGUI.pdml specifies the data bean and the attribute in the data bean for each field.
- NewMessagesBean provides the methods specified in MessageQueueGUI.pdml
- The java engine displays the dialog and calls the specified method as needed.





# Data Bean Example (pdml)

```
PANEL name="IDD_MSGQ_ADD">  
  <TITLE>IDD_MSGQ_ADD</TITLE>  
  <SIZE>337,328</SIZE>  
  <TEXTAREA name="IDC_MSGQ_MESSAGE" editable="yes" disabled="no">  
    <TITLE>IDC_MSGQ_MESSAGE</TITLE>  
    <LOCATION>17,47</LOCATION>  
    <SIZE>303,209</SIZE>  
    <DATACLASS>com.ibm.as400.opnav.MsgQueueSample1.MqNewMessageBean</DATACLASS>  
    <ATTRIBUTE>Message</ATTRIBUTE>  
    <HELPALIAS>IDC_MSGQ_ADD_TEXT</HELPALIAS>  
  </TEXTAREA>  
  
</PANEL>
```



# Data Bean Ex. (MqNewMessageBean)

```
public MqNewMessageBean(AS400 as400, Frame owner)
{
    // Create the Toolbox message queue object
    m_queue = new MessageQueue(as400, MessageQueue.CURRENT);

    // Store the owning frame
    m_owner = owner;
}

// Initialize
public void load()
{
    m_sMessage = "";
}
```

# Data Bean Ex. (MqNewMessageBean - 2)

// Returns the Message attribute.

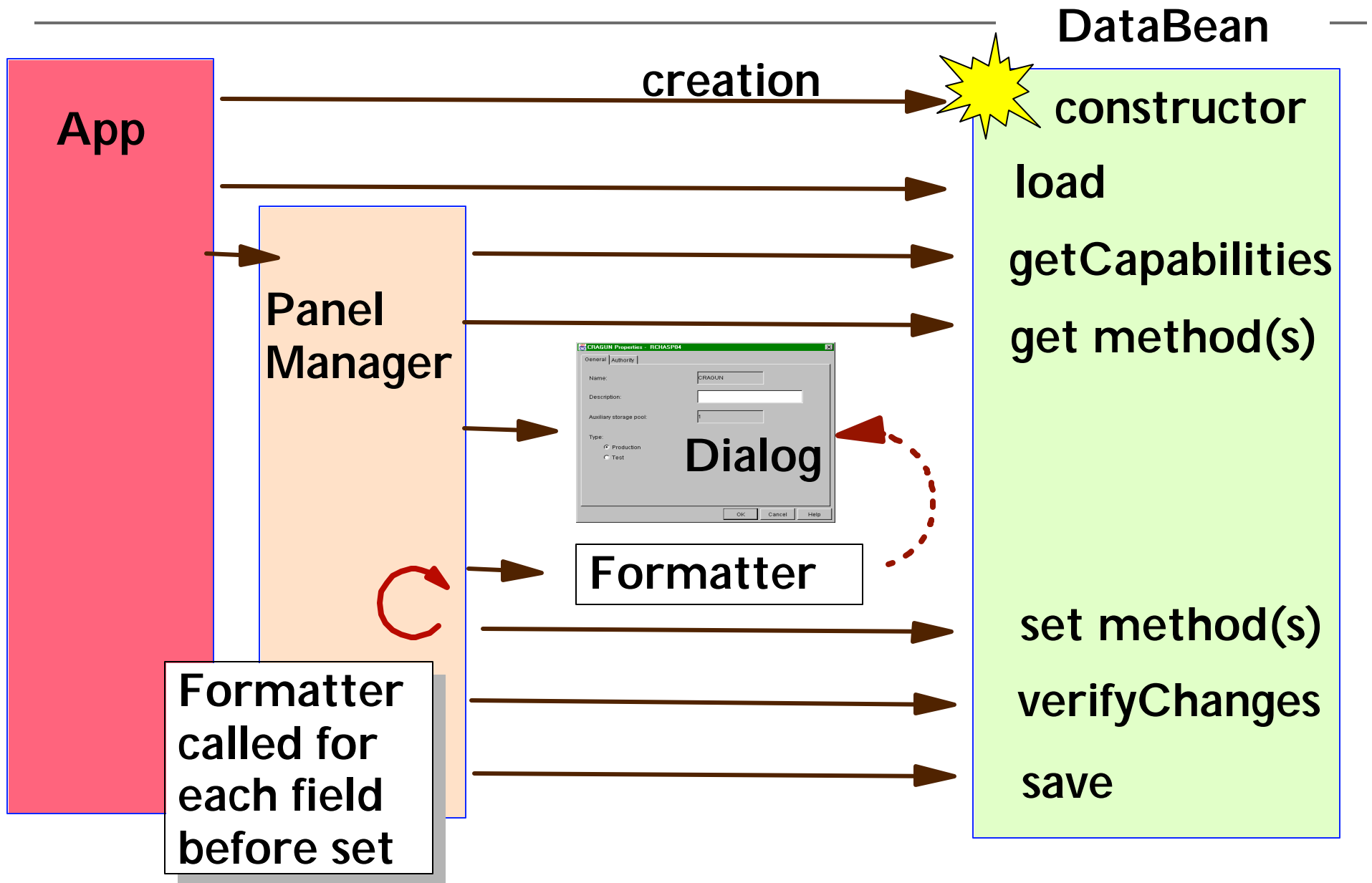
```
public String getMessage()  
{  
    return m_sMessage;  
}
```

// Sets the Message attribute.

```
public void setMessage(String s)  
{  
    m_sMessage = s;  
}
```



# Life of a DataBean



# Data Bean Ex. (MqNewMessageBean - 3)

```
public void save()
{
    // Send the new message to the message queue
    try { m_queue.sendInformational(m_sMessage); }
    catch (Exception e)
    {
        Monitor.logThrowable(e);    // Log the error
        String msg = m_loader.getString("error.text.send.msg"); // Load the error message text
        Object[] args = { m_queue.getSystem().getSystemName() }; // Subst. system name
        String usrMsg = MessageFormat.format(msg, args);          // Format the error message
        MessageBoxDialog.showMessageDialog(m_owner,              // Display it to the user
                                           usrMsg,
                                           m_loader.getString("error.title.msgbox"),
                                           JOptionPane.WARNING_MESSAGE);

        return;
    }

    // Indicate create performed
    m_actionPerformed = true;
}
```

## Example 2 - List

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- List box has list contents and list selection
- Corresponding getList and getSelection methods



# Example 2 - pdml

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```
<TABLE name="APP_LIBRARY_TABLE" selection="multiinterval" disabled="no">  
  <LOCATION>16,170</LOCATION>  
  <SIZE>296,211</SIZE>  
  <COLUMN primary="yes" editable="no">  
    <TITLE>APP_LIBRARY_TABLE.COLUMN_1</TITLE>  
    <DATACLASS>SampleApplicationDataBean</DATACLASS>  
    <ATTRIBUTE>LibraryName</ATTRIBUTE>  
  </COLUMN>  
</TABLE>
```



## Example 2 - getLibraryNameList

```
public ItemDescriptor[ ] getLibraryNameList() // Fills the library name column
{ Vector data = new Vector();
  :
  if (m_libraryList != null)
  { for (Enumeration e = m_libraryList.elements(); e.hasMoreElements() ; )
    { Library lib = (Library) e.nextElement();
      String name = lib.getName();
      data.addElement(new ItemDescriptor(name, name));
    }
    // Set the first library as the selected one
    Library first = (Library) m_libraryList.firstElement();
    if (first != null)
    { String name = first.getName();
      m_selectedLibNames = new String [ ] {name};
    }
  }
  ItemDescriptor[ ] items = new ItemDescriptor[data.size()];
  data.copyInto(items);
  return items;
}
```



# Example 2 - getLibraryNameSelection

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```
// Selects a Library name column initially in the list
public String[ ] getLibraryNameSelection()
{
    return m_selectedLibNames;
}
```

```
// A selected Library name column will be returned as the users choice.
public void setLibraryNameSelection(String[ ] selection)
{
    if (selection.length > 0)
    {
        // Just take the first item selected since this a single select list
        m_selectedLibNames = selection;
    }
}
```



# Example 3 - getCapabilities

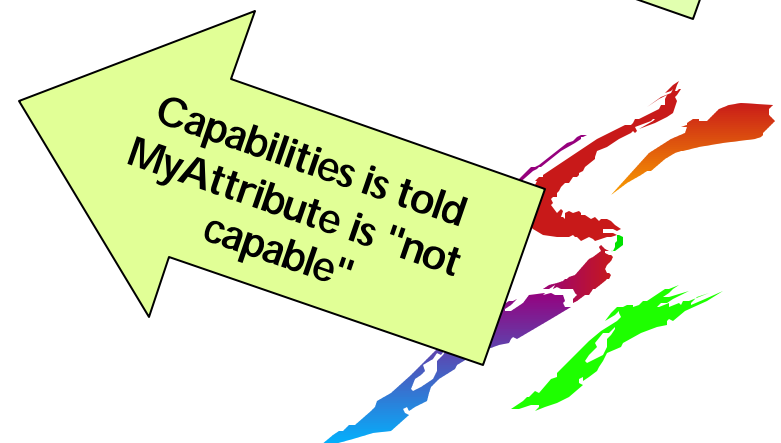
---

```
public Capabilities getCapabilities()
{
    Capabilities cp = new Capabilities();

    HandlerTask ht = new HandlerTask(HandlerTask.DISABLE);
    String[] names = { "IDC_MYDESCRIPTION", "IDC_MYFIELD"  };
    ht.setComponents(names);

    HandlerTask[ ] htList = { null };
    htList[0] = ht;
    cp.setNotCapable("MyAttribute", htList);

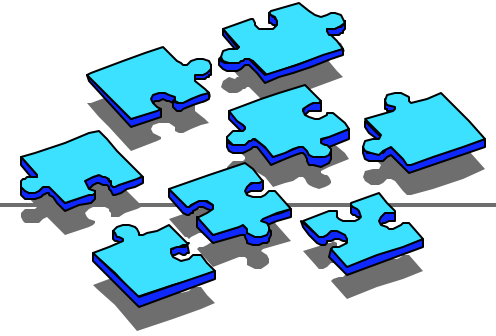
    return cp;
}
```



**Note: You get column disabling for free without HandlerTasks**

# Button Handler

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- A specialized class called when a button is clicked.
- Has access to the instance of PanelManager
- Can access data beans
- Can start up new dialogs with new instance of PanelManager



# Default Button Handling

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- OK - Normally set COMMIT
- Cancel - Normally set CANCEL
- Help - Normally set HELP



# Ex. 4 propertiesLibraryButtonHandler

```
public PropertiesLibraryButtonHandler(PanelManager pm)
{
    super(pm);
    // Set up access to the DataBean class for the wizard this button is associated with
    DataBean[] dataBeans = pm.getDataBeans();
    // In this application, only one databean was created for the application
    if (dataBeans != null)
    {
        for (int i = 0; i < dataBeans.length; i++)
        {
            DataBean tmp = dataBeans[i];
            if (tmp instanceof SampleApplicationDataBean)
            {
                m_appBean = (SampleApplicationDataBean) tmp;
                break;
            }
        }
    }
}
```

# Ex. 4 ButtonHandler: actionPerformed

```
// Note: some logic, conditionals, and error handling not shown
public void actionPerformed(ActionEvent e)
{
    // Determine whether this is the custom button or initial panel activation
    // See which panel this browse button call originated from
    // Get the indexes of all selected libs
    JTable table = (JTable) m_pm.getComponent(LIBRARY_TABLE);
    int [] selectedLibs = table.getSelectedRows();

    LibraryListVector libList = m_appBean.getLibraryList();
    for (int i=0; i < selectedLibs.length; i++) // For each selected library
    {
        int index = selectedLibs[i];
        Library lib = (Library) libList.elementAt(index); // Get the selected library object
        lib.getAttributesFromAS400(); // Get attributes of this library from AS/400
        showLibraryPropertyPage(lib); // Show the properties of library
    } // endfor

    // Update and redisplay the library list if needed, or return.
}
```

## Ex. 4 ButtonHandler: showPage

```
public boolean showLibraryPropertyPage(Library lib)
{
    // Instantiate the libray property panel data bean
    m_dataBean = new PropertiesLibraryDataBean(lib);
    m_dataBean.load();
    DataBean[ ] dataBeans = { m_dataBean };

    // Get the application frame
    Frame win = new Frame();

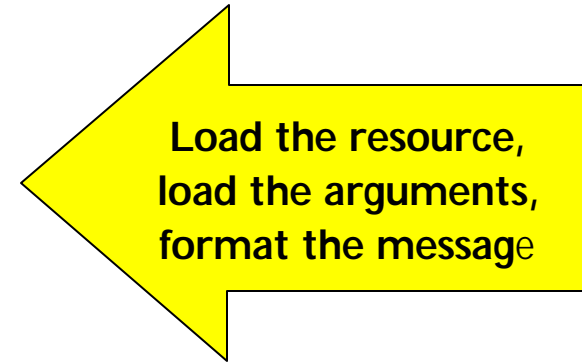
    // Create the property sheet
    PropertySheetManager psm = null;
    try { psm = new PropertySheetManager("LibrariesSample",
        "IDD_LIBRARY_PROPERTIES",
        dataBeans,
        win); } // Providing the frame makes this modal
    catch (DisplayManagerException e)
    { // display error }
```

# Ex. 4 ButtonHandler: showPage

*// continued*

*// Set the title of the property sheet*

```
String s = m_loader.getString("properties_title");  
Object[] args = { lib.getName(), lib.getSystemName() };  
String title = MessageFormat.format(s, args);  
psm.setTitle(title);
```



*// All text fields that need to have automatic checking for*

*// valid AS/400 object names need to have a formatter object*

```
DataFormatter myFormatter= new AS400NameFormatter(lib.getSystemObject());  
boolean requiredField = true;
```

```
psm.setFormatter("IDD_LIB_PROP_AUTHORITY.IDC_LIB_PROP_AUT_LIST_NAME",  
myFormatter,  
requiredField);
```

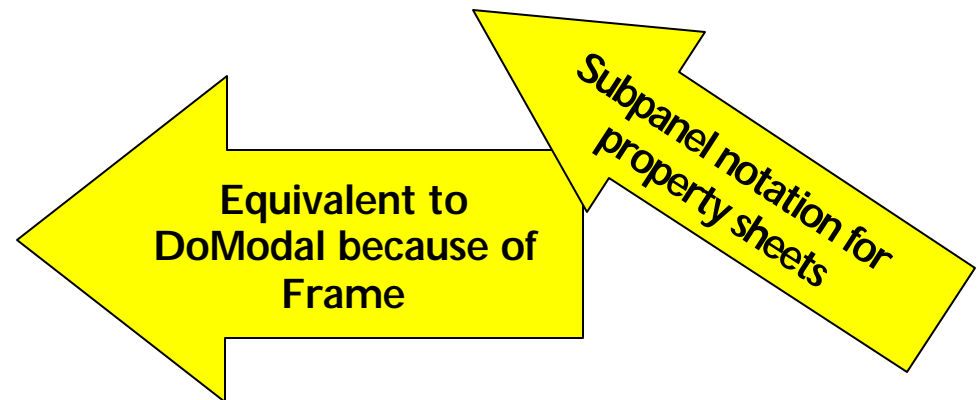
*// Display the panel, wait for result*

```
psm.setVisible(true);
```

*// See if the user pressed the OK button*

```
return m_dataBean.getButtonStateOK();
```

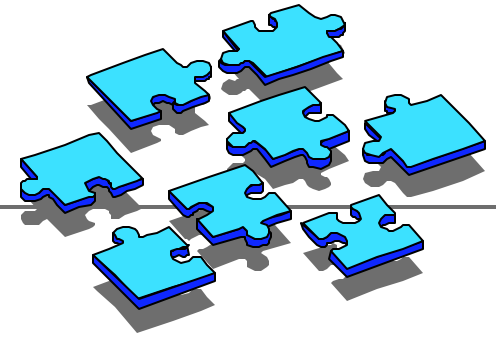
```
}
```





# Formatters

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- What is a formatter?
- Checks input to be in a specific format
- Getting a formatter
  - Several built-in formats
  - Several packaged formats
  - Write your own formatter



# Using a Built-in Formatter

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- Integer
- Date
- Time
- Internet Address
- Percent

```
<TEXTFIELD name="IDC_TEXTFIELD">  
  <LOCATION>7,254</LOCATION>  
  <SIZE>124,14</SIZE>  
  <DATACLASS>TestDataBean1</DATACLASS>  
  <ATTRIBUTE>TextField</ATTRIBUTE>  
  <FORMAT>PERCENT</FORMAT>
```



# Using a Packaged or Custom Formatter

---

## ■ Formatter without parameters

```
<TEXTFIELD name="IDC_TEXTFIELD">  
<LOCATION>7,254</LOCATION>  
<SIZE>124,14</SIZE>  
<DATACLASS>TestDataBean1 </DATACLASS>  
<ATTRIBUTE>TextField</ATTRIBUTE>  
<FORMAT>com.ibm.as400.MyPackage.MyFormatter</FORMAT>
```



# Using a Packaged or Custom Formatter

---

## ■ Formatters with parameters

```
try { pm = new PanelManager("EduSample",  
    "SYS_VAL_USER", dataBeans);  
}  
catch (DisplayManagerException err) { ...}
```

:

```
AS400 as400 = new AS400 (m_appBean.getAS400Name());  
DataFormatter myFormatter= new AS400NameFormatter(as400);  
boolean requiredField = true;  
pm.setFormatter("SVUSR_USR_NAME",  
    myFormatter, requiredField);
```

