

Developing the Application Code

This chapter covers the following topics:

- Importing the Adapter
- Creating the Main Program
- Structure of the Main Program
- Handling Page Events
- Built-in Events and User-defined Events
- Sending Events to the User Interface
- Using Pop-Up Windows
- Using Natural Maps
- Navigating between Pages and Maps
- Using Pages and Maps Alternatively
- Starting a Natural Application from the Logon Page
- Starting a Natural Application with a URL

Natural for Ajax Tools, which is an optional plug-in for Natural Studio, allows you to use some of the Natural for Ajax functionality which is described in this chapter directly from within Natural Studio. For further information, see *Natural for Ajax Tools* in the *Natural Studio Extensions* documentation which is provided for Natural for Windows.

Importing the Adapter

After having generated the adapter, the next step is making it available to your Natural development project.

As described previously, the adapter code is generated into a directory in your application server environment. The way you access the adapter depends on the Natural development tool you use.

The following topics are covered below:

- Importing the Adapter Using Natural Studio
- Importing the Adapter Using Natural for Eclipse

Importing the Adapter Using Natural Studio

It is assumed that your development library is located on a Natural development server and that you have mapped this development server in Natural Studio.

▶ To import the adapter from a remote environment

- Use drag-and-drop.

Or:

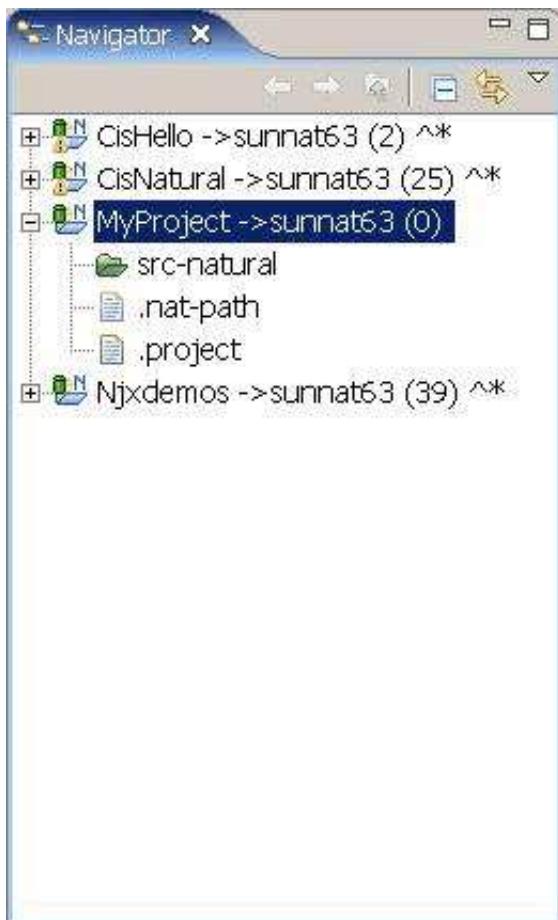
Remote UNIX environment only: Use the import function of `SYSMAIN`.


Importing the Adapter Using Natural for Eclipse

It is assumed that you have

- installed Natural for Eclipse,
- installed Application Designer's Eclipse plug-in,
- created a Natural project in Eclipse,
- defined a Natural server for the Natural project.

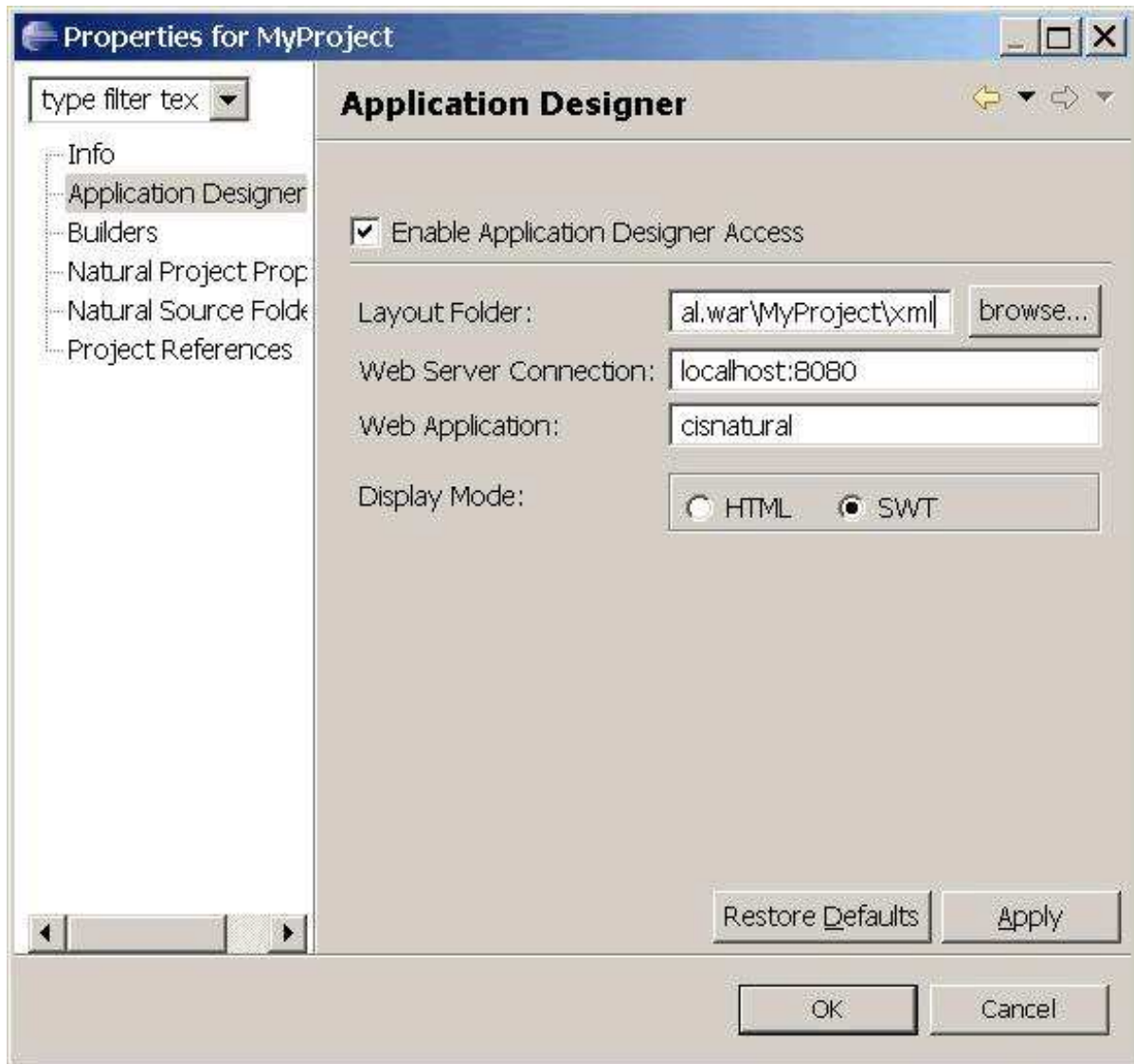
The Navigator view will then look similar to the following:



 **To import the adapter from a remote environment**

1. Proceed as described below to create the **Page Layouts** folder in your Natural project. This is the folder where you edit your page layouts with Application Designer.
 1. Invoke the **Properties** dialog for your Natural project.
 2. Set the Application Designer properties as follows:

Option	Description
Layout Folder	Specify the application server directory in which the page layouts of your project are stored.
Web Server Connection	Specify host name and port number of your application server.
Web Application	Specify "cisnatural".

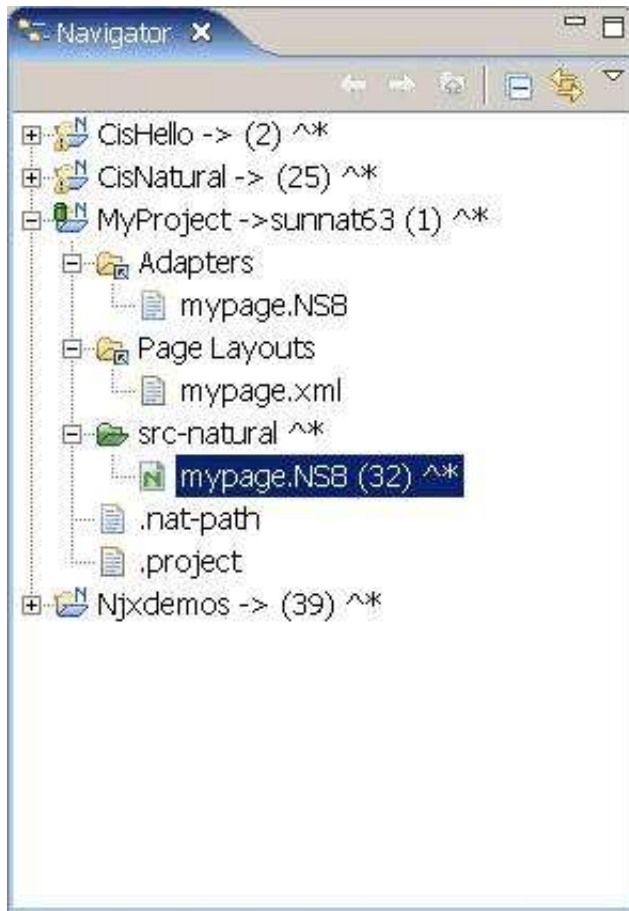


2. Proceed as described below to create an additional folder in your Natural project. This is the folder in which the generated adapters are located.
 1. Select your Natural project, invoke the context menu and choose **New > Natural Folder**.
 2. Expand the resulting dialog by choosing the **Advanced** button.
 3. Specify a folder name of your choice (for example, "Adapters").
 4. Enable the **Link to folder in the file system** check box and specify the application server directory in which the generated adapters of your project are stored.

Now you have access to your page layouts and adapters in your Natural project.

3. Copy or move the generated adapter from the new folder you have just created into your Natural source folder.

The Navigator view should now look similar to the following (with the new folders for the page layouts and adapters, and with your adapter in the Natural source folder).



4. Catalog or stow the adapter in the Natural source folder. To do so, you have to upload and compile the adapter with Natural for Eclipse.

Creating the Main Program

After you have imported the adapter, you create a program that calls the adapter to display the page and handles the events that the user raises on the page. This program can be a Natural program, subprogram, subroutine or function. We use a Natural program as example.

The adapter already contains the data structure that is required to fill the page. It contains also a skeleton with the necessary event handlers. You can therefore create a program with event handlers from an adapter in a few steps.

Open or list the adapter in the development tool of your choice (Natural Studio or Natural for Eclipse).

```
* PAGE1: PROTOTYPE          --- CREATED BY Application Designer ---
* PROCESS PAGE USING 'XXXXXXX' WITH
* FIELD1 FIELD2
DEFINE DATA PARAMETER
1 FIELD1 (U) DYNAMIC
1 FIELD2 (U) DYNAMIC
END-DEFINE
*
```

```

PROCESS PAGE U'/MyProject/mypage' WITH
PARAMETERS
  NAME U'field1'
  VALUE FIELD1
  NAME U'field2'
  VALUE FIELD2
END-PARAMETERS
*
* TODO: Copy to your calling program and implement.
/*/*( DEFINE EVENT HANDLER
* DECIDE ON FIRST *PAGE-EVENT
* VALUE U'nat:page.end'
* /* Page closed.
* IGNORE
* VALUE U'onExit'
* /* TODO: Implement event code.
* PROCESS PAGE UPDATE FULL
* NONE VALUE
* /* Unhandled events.
* PROCESS PAGE UPDATE
* END-DECIDE
/*/*) END-HANDLER
*
END

```

Create a new program, copy the adapter source into the program and then proceed as follows:

- Remove the comment lines in the header.
- Change `DEFINE DATA PARAMETER` into `DEFINE DATA LOCAL`.
- Replace the `PROCESS PAGE` statement with a `PROCESS PAGE USING operand4` statement, where *operand4* stands for the name of your adapter.
- Remove the comment lines that surround the `DECIDE` block.
- Uncomment the `DECIDE` block.

Your program should now look as follows:

```

DEFINE DATA LOCAL
1 FIELD1 (U) DYNAMIC
1 FIELD2 (U) DYNAMIC
END-DEFINE
*
PROCESS PAGE USING 'MYPAGE'
*
DECIDE ON FIRST *PAGE-EVENT
  VALUE U'nat:page.end'
  /* Page closed.
  IGNORE
  VALUE U'onExit'
  /* TODO: Implement event code.
  PROCESS PAGE UPDATE FULL
  NONE VALUE
  /* Unhandled events.
  PROCESS PAGE UPDATE
END-DECIDE
*
END

```

Stow the program with a name of your choice. The resulting program can be executed in a browser where it displays the page. However, it does not yet do anything useful, because it handles the incoming events only in a default way and contains no real application logic.

Structure of the Main Program

The main program that displays the page and handles its events has the following general structure:

- A `PROCESS PAGE USING` statement with the page adapter. The `PROCESS PAGE` statement displays the page in the user's web browser and fills it with data. Then, it waits for the user to modify the data and to raise an event.
- A `DECIDE` block with a `VALUE` clause for each event that shall be explicitly handled.
- A default event handler for all events that shall not be explicitly handled.

Each event handler does the following:

- It processes the data that has been returned from the page in the user's web browser.
- It performs a `PROCESS PAGE UPDATE FULL` statement to re-execute the previous `PROCESS PAGE USING` statement with the modified data and to wait for the next event.

The default event handler does not modify the data. It does the following:

- It performs a `PROCESS PAGE UPDATE` statement to re-execute the previous `PROCESS PAGE USING` statement and to wait for the next event.

Handling Page Events

When the `PROCESS PAGE` statement receives an event, the data structure that was passed to the adapter is filled with the modified data from the page and the system variable `*PAGE-EVENT` is filled with the name of the event. Now, the corresponding `VALUE` clause in the `DECIDE` statement is met and the code in the clause is executed.

The application handles the event by processing and modifying the data and resending it to the page with a `PROCESS PAGE UPDATE FULL` statement. Alternatively, it uses the `PROCESS PAGE UPDATE` statement without the `FULL` clause in order to resend the original (not modified) data.

Built-in Events and User-defined Events

There are built-in events and user-defined events.

Built-in Events

The following built-in events can be received from the page:

nat:page.end

This event is raised when the user closes the page with the Close button in the upper right corner of the page, opens another page or closes the web browser.

nat:page.default

This event is sent if the Natural for Ajax client needs to synchronize the data displayed on the page with the data held in the application. It is usually handled in the default event handler and just responded with a `PROCESS PAGE UPDATE`.

Other built-in events can be sent by specific controls. These events are described in the control reference.

User-defined Events

User-defined events are those events that the user has assigned to controls while designing the page layout with the Layout Painter. The names of these events are freely chosen by the user. The meaning of the events is described in the control reference.

Sending Events to the User Interface

The `PROCESS PAGE UPDATE` statement can be accompanied by a `SEND EVENT` clause. With the `SEND EVENT` clause, the application can trigger certain events on the page when resending the modified data.

The following events can be sent to the page:

nat:page.message

This event is sent to display a text in the status bar of the page. It has the following parameters:

Name	Format	Value
type	A or U	Sets the icon in the status bar ("S"=success icon, "W"=warning icon, "E"=error icon).
short	A or U	Short text.
long	A or U	Long text.

nat:page.valueList

This event is sent to pass values to a `FIELD` control with value help on request (see also the description of the `FIELD` control in the control reference). It has the following parameters:

Name	Format	Value
id	A or U	A list of unique text identifiers displayed in the FIELD control with value help. The list must be separated by semicolon characters.
text	A or U	A list of texts displayed in the FIELD control with value help. The list must be separated by semicolon characters.

nat:page.xmlDataMode

This event is sent to switch several properties of controls on the page in one call to a predefined state. The state must be defined in an XML file that is expected at a specific place. See the information on XML property binding in the Application Designer documentation for further information.

Name	Format	Value
data	A or U	Name of the property file to be used.

Using Pop-Up Windows

A rich GUI page can be displayed as a modal pop-up in a separate browser window. A modal pop-up window can open another modal pop-up window, thus building a window hierarchy. If a `PROCESS PAGE` statement and its corresponding event handlers are enclosed within a `PROCESS PAGE MODAL` block, the corresponding page is opened as a modal pop-up window.

The application can check the current modal pop-up window level with the system variable `*PAGE-LEVEL`. `*PAGE-LEVEL = 0` indicates that the application code is currently dealing with the main browser window. `*PAGE-LEVEL > 0` indicates that the application code is dealing with a modal pop-up window and indicates the number of currently stacked pop-up windows.

In order to modularize the application code, it makes sense to place the code for the handling of a modal pop-up window and the enclosing `PROCESS PAGE MODAL` block in a separate Natural module, for instance, a subprogram. Then the pop-up window can be opened with a `CALLNAT` statement and can thus be reused in several places in the application.

Example program `MYPAGE-P`:

```

DEFINE DATA LOCAL
1 FIELD1 (U) DYNAMIC
1 FIELD2 (U) DYNAMIC
END-DEFINE
*
PROCESS PAGE USING 'MYPAGE-A'
*
DECIDE ON FIRST *PAGE-EVENT
VALUE U'nat:page.end'
/* Page closed.
IGNORE
VALUE U'onPopup'
/* Open a pop-up window with the same fields.
CALLNAT 'MYPOP-N' FIELD1 FIELD2
PROCESS PAGE UPDATE FULL
NONE VALUE
/* Unhandled events.

```

```

PROCESS PAGE UPDATE
END-DECIDE
*
END

```

Example subprogram MYPOP-N:

```

DEFINE DATA PARAMETER
1 FIELD1 (U) DYNAMIC
1 FIELD2 (U) DYNAMIC
END-DEFINE
*
/* The following page will be opened as pop-up.
PROCESS PAGE MODAL
*
PROCESS PAGE USING 'MYPOP-A'
*
DECIDE ON FIRST *PAGE-EVENT
VALUE U'nat:page.end'
/* Page closed.
IGNORE
NONE VALUE
/* Unhandled events.
PROCESS PAGE UPDATE
END-DECIDE
*
END-PROCESS
*
END

```

Using Natural Maps

Rich internet applications written with Natural for Ajax need not only consist of rich GUI pages, but may also use classical maps. This is especially useful when an application that was originally written with maps shall only be partly changed to provide a rich GUI. In this case the application can run under Natural for Ajax from the very beginning and can then be "GUIfied" step by step.

Navigating between Pages and Maps

Due to the similar structure of programs that use maps and programs that use adapters, it is easy for an application to leave a page and open a map, and vice versa. For each rich GUI page, you write a program that displays the page and handles its events. For each map, you write a program that displays the map and handles its events. In an event handler of the page, you call the program that handles the map. In an "event handler" of the map, you call the program that handles the page.

Example for program MYPAGE-P:

```

DEFINE DATA LOCAL
1 FIELD1 (U20)
1 FIELD2 (U20)
END-DEFINE
*
PROCESS PAGE USING 'MYPAGE'
*
DECIDE ON FIRST *PAGE-EVENT
VALUE U'nat:page.end'
/* Page closed.

```

```

IGNORE
VALUE U'onDisplayMap'
/* Display a Map.
FETCH 'MYMAP-P'
NONE VALUE
/* Unhandled events.
PROCESS PAGE UPDATE
END-DECIDE
*
END

```

Example for program MYMAP-P:

```

DEFINE DATA LOCAL
1 FIELD1 (U20)
1 FIELD2 (U20)
END-DEFINE
*
SET KEY ALL
INPUT USING MAP 'MYMAP'
*
DECIDE ON FIRST *PF-KEY
VALUE 'PF1'
/* Display a rich GUI page.
FETCH 'MYPAGE-P'
NONE VALUE
REINPUT WITH TEXT
'Press PF1 to display rich GUI page.'
END-DECIDE
*
END

```

Using Pages and Maps Alternatively

An application can also decide at runtime whether to use maps or rich GUI pages, depending on the capabilities of the user interface. The system variable `*BROWSER-IO` lets the application decide if it is running in a web browser at all. If this is the case, the system variable tells whether the application has been started under Natural for Ajax and may thus use both maps and pages, or whether it has been started under the Natural Web I/O Interface and may thus use only maps.

Example:

```

DEFINE DATA LOCAL
1 FIELD1 (U20)
1 FIELD2 (U20)
END-DEFINE
*
IF *BROWSER-IO = 'RICHGUI'
/* If we are running under Natural for Ajax,
/* we display a rich GUI page.
PROCESS PAGE USING 'MYPAGE'
DECIDE ON FIRST *PAGE-EVENT
VALUE U'nat:page.end'
/* Page closed.
IGNORE
NONE VALUE
/* Unhandled events.
PROCESS PAGE UPDATE
END-DECIDE

```

```
ELSE
  /* Otherwise we display a map.
  SET KEY ALL
  INPUT USING MAP 'MYMAP'
  DECIDE ON FIRST *PF-KEY
    VALUE 'PF1'
      /* Map closed.
      IGNORE
    NONE VALUE
      REINPUT WITH TEXT
      'Press PF1 to terminate.'
END-DECIDE
END-IF
*
END
```

Starting a Natural Application from the Logon Page

In order to start a Natural application from the logon page, you proceed as described in *Configuring the Client* which is part of the *Natural Web I/O Interface* documentation.

Starting a Natural Application with a URL

See *Starting a Natural Application with a URL* and *Wrapping a Natural for Ajax Application as a Servlet* in the section *Configuring the Client* which is part of the *Natural Web I/O Interface* documentation.