



SERVICES IN INTERACTION UNITS

SAMPLE: SHOPPING CART

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1 Goal

In this tutorial we will continue walking through the development of a very simple application using IntegranoVA. The tutorial covers the basic tools and steps involved in the development of applications from scratch as a way of introducing the reader to IntegranoVA.

Following with the tutorial series, we will now expand the Tutorial 12 with this new tutorial, which will build on the previous one.

In the last tutorial you learnt how to work with filters to retrieve the instances which fulfill some conditions and with order criteria to sort out the retrieved instances. In this new tutorial we will learn how to append a service to an Instance or Population Interaction Unit and how these Interaction Units types can be turned into editable, allowing the direct modification of the instances.

By the end of this tutorial you will be able to:

- ✓ Define associated services to Instance and Population Interaction Units
- ✓ Convert Instance and Population Interaction Units into directly Editable Interaction Units.

In this tutorial we will start from the model we have done in Tutorial 12.

2 Adding articles to shopping cart

To make easier the articles selection to customers, we are going to show the service that add an article to the shopping cart in the same scenario where the articles of the shopping cart are shown. That is, show the articles list ('PIU_ArticleForCustomer' Population Interaction Unit) together with the 'Add To Shopping Cart' global service.

In *Presentation Model* dialog, select the 'PIU_ArticleForCustomer' Population Interaction Unit from 'Customer' class. Click on its *Applied patterns* tab:

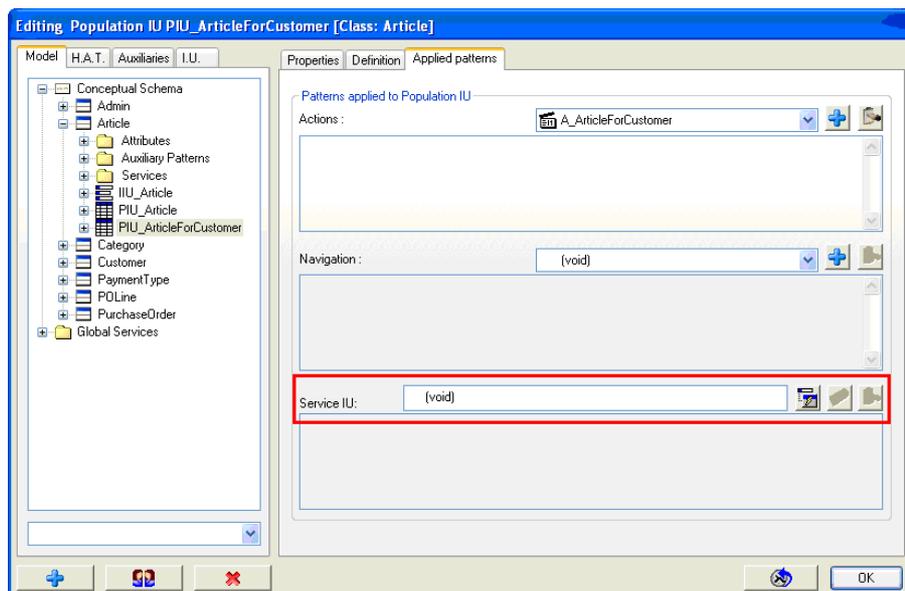


Figure 1 *Applied patterns* tab in Population Interaction Unit

In the *Service IU* combo box, select the *Add pattern*  button and a window will popup. Select the 'TADDARTICLETOCART' Global Service and click on *OK* button.

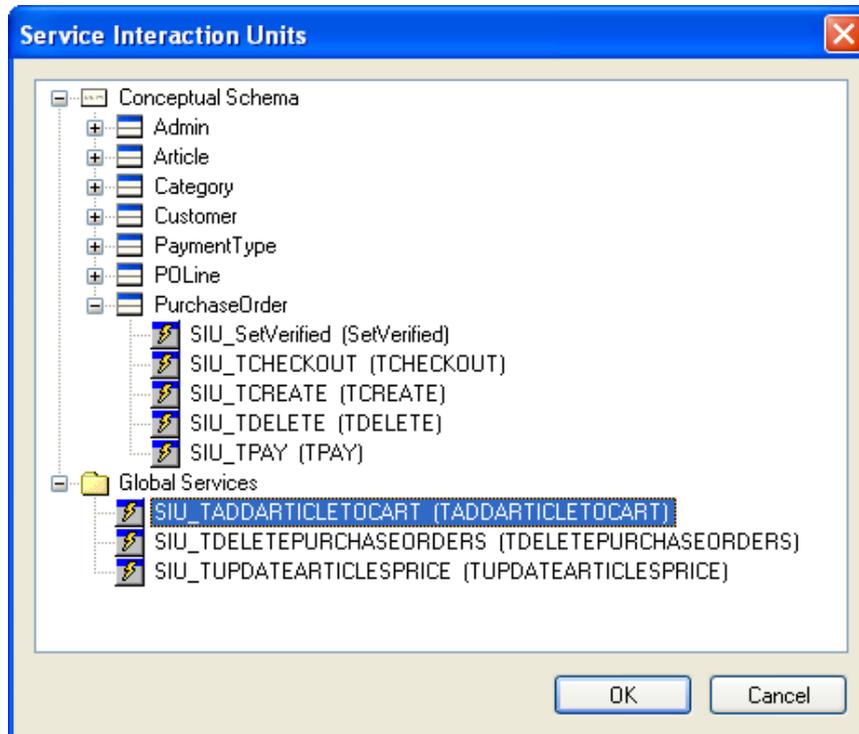


Figure 2 Selecting the associated service

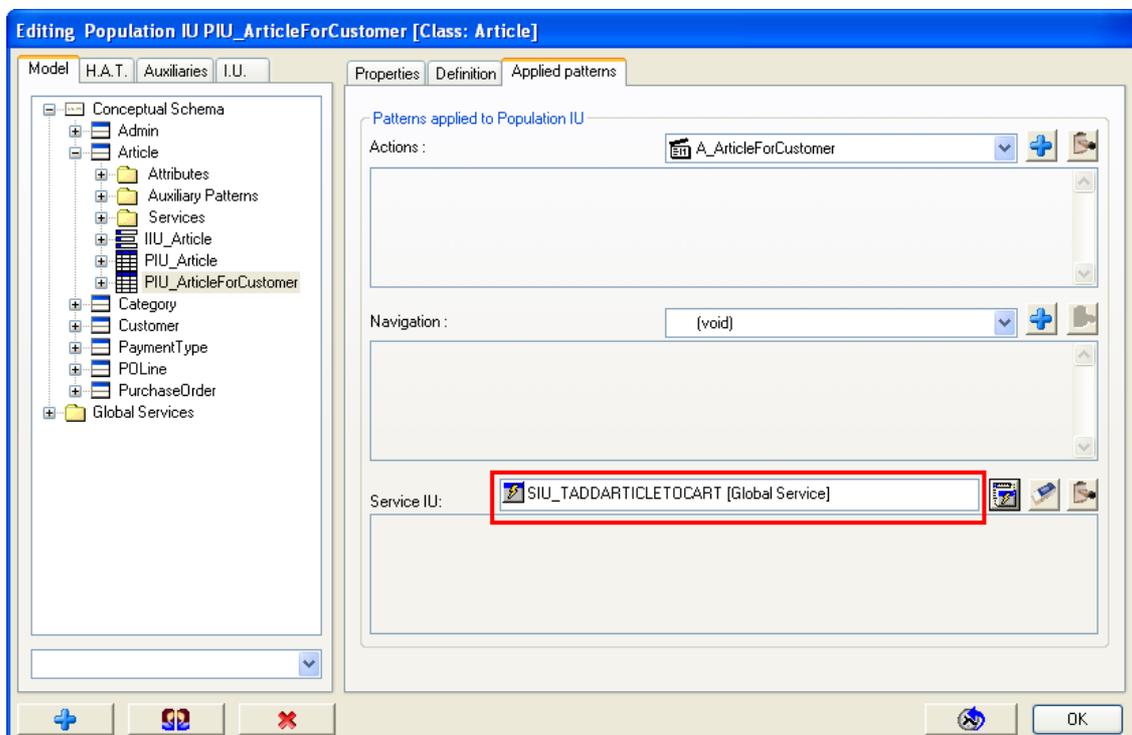


Figure 3 Population Interaction Unit with an associated Service

Note: The steps to associate a service to an Instance Interaction Unit are the same.

3 Editing the Customer's data

At the same time a customer is seeing its own data, he should be able to directly modify them in the same scenario, instead of opening a service in other scenario (which will show the same data).

In *Presentation Model* dialog, select the 'IIU_CustomerForCustomer' Instance Interaction Unit from 'Customer' class. Click on its *Applied patterns* tab:

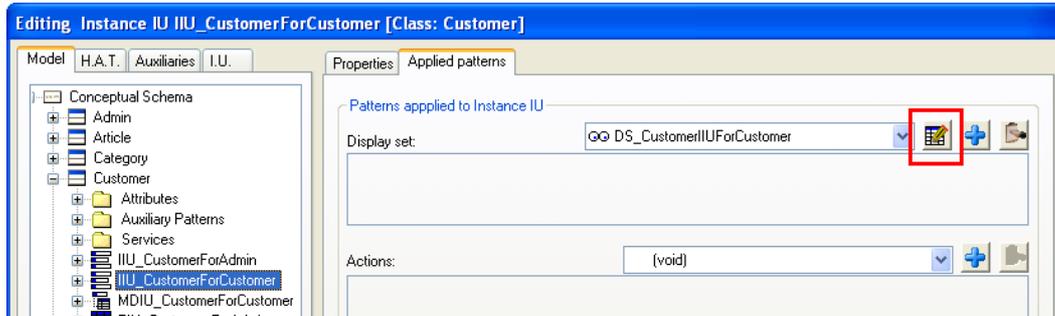


Figure 4 Instance *Applied patterns* tab

In the *Display set* select the *Editable Set*  button. The *Adding Editable Set* window will popup:

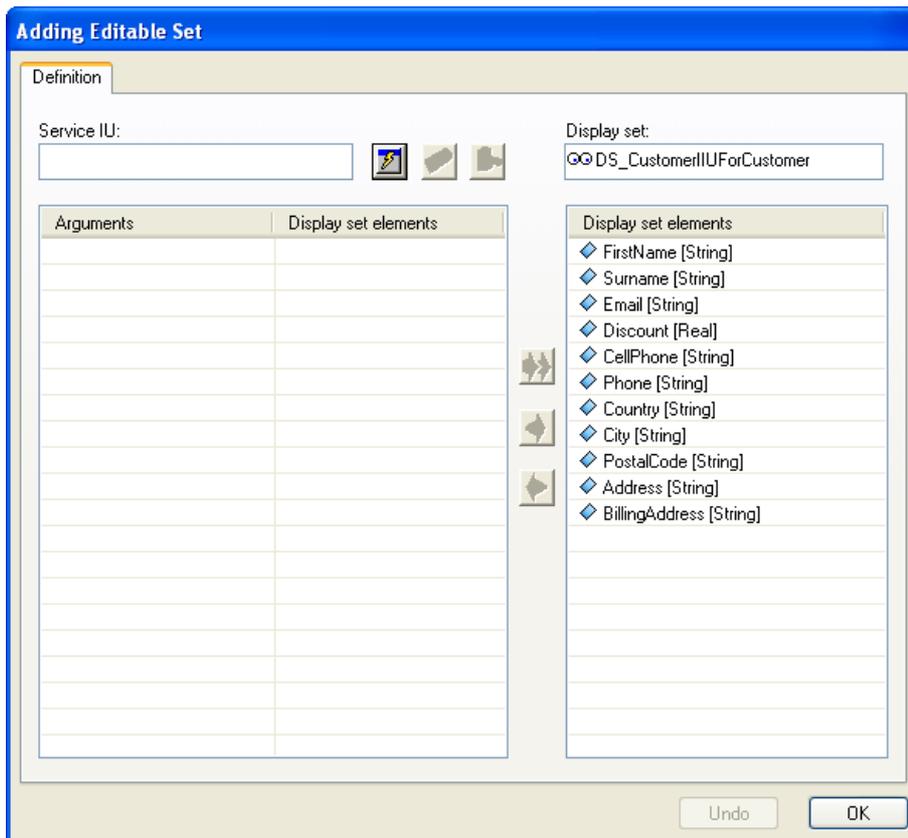


Figure 5 Adding *Editable Set* window

After that, click on the *Add*  button to open the *Service Interaction Units* window, select the 'edit_instance' service from 'Customer' class and click on *OK* button.

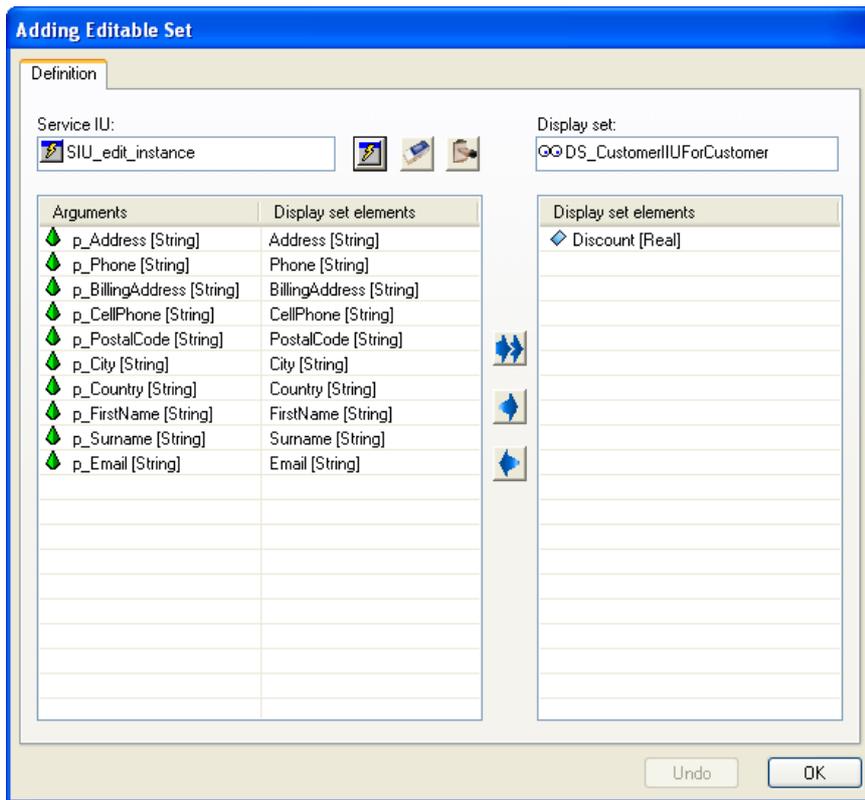


Figure 8 Linking arguments and attributes

Note: Every service argument must be linked to an attribute. But it is not necessary that all attributes are linked. The unlinked attributes won't be editable.

The Instance Interaction Unit is now editable and its Display Set icon has been changed to indicate it:

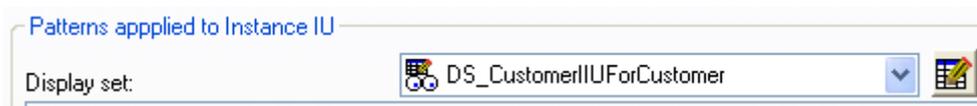


Figure 9 Editable Display Set icon in Instance Interaction Unit

4 Editing the articles list

The instances lists or Population Interaction Units can be also editable. For example we are going to change the articles list used by administrators ('PIU_Article') to an editable one.

We need a service to edit the attributes showed in the Display Set. We are going to create this service:

Attribute	
Path	Alias
◆ ArtName	Article name
◆ ArtDescription	Article description
◆ ArtActive	Is Active?
◆ Price	Price

Figure 10 Attributes in the Articles Population Interaction Unit

Create a new edition transaction in 'Article' class. Name it 'TEDITABLE_GRID' and assign the agent permissions to 'Admin' class. This new transaction will allow changing the name, the description, the price and the status of an article at the same time.

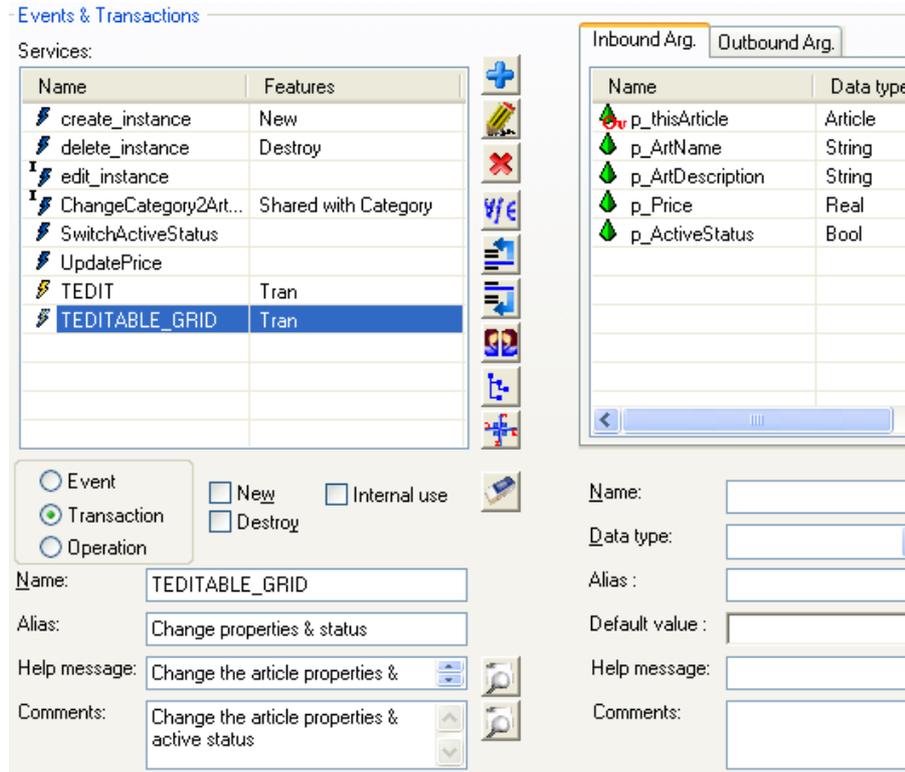


Figure 11 New service to edit the articles list

In its formula, call the event to edit and switch the active status:

```
edit_instance(THIS, p_ArtName, p_ArtDescription, p_Price).
SwitchActiveStatus(THIS, p_ActiveStatus)
```

After that, in *Presentation Model* dialog, select the 'PIU_Article' Population Interaction Unit from 'Article' class. Click on its *Definition* tab:

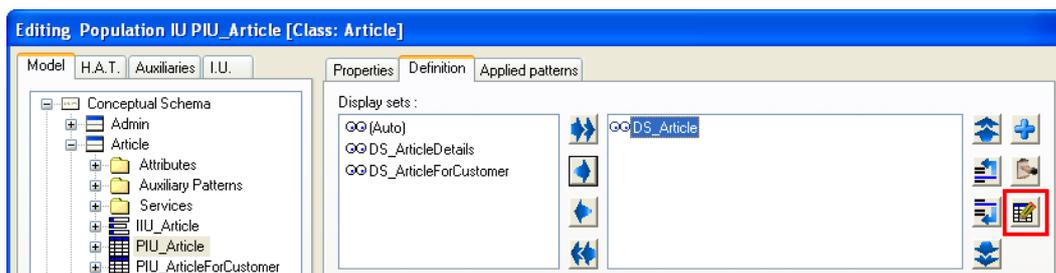


Figure 12 Population Definition tab

Select the Display Set 'DS_Article' and click on the *Editable Set* button. The *Adding Editable Set* window will popup. As in the editable Instance Interaction Unit case, assign the service interaction unit of the new service just created ('TEDITABLE_GRID') to define this Editable Set.

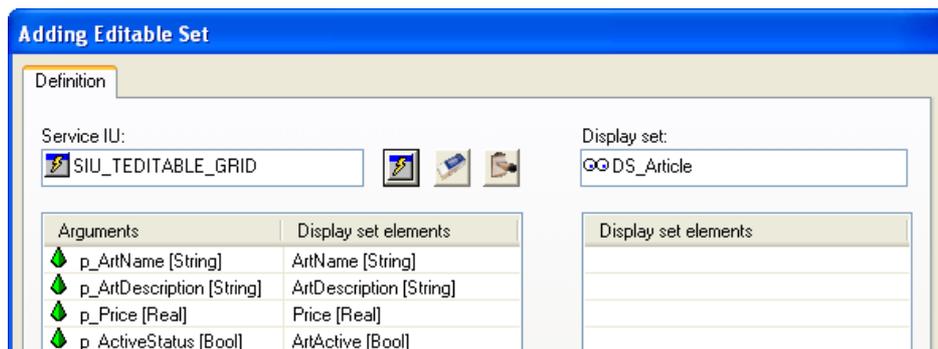


Figure 13 Linking arguments and Articles attributes

After defining the match between arguments and attributes, click OK button. As in the Instance Interaction Unit case, the Display Set icon has changed:

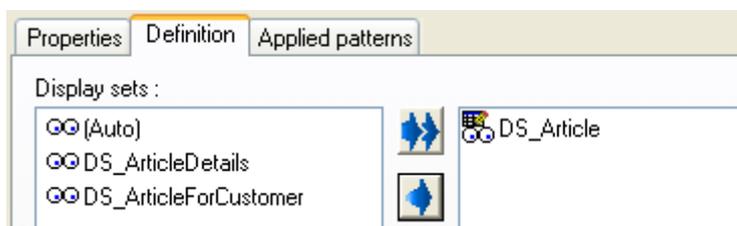


Figure 14 Editable Display Set icon in Population Interaction Unit