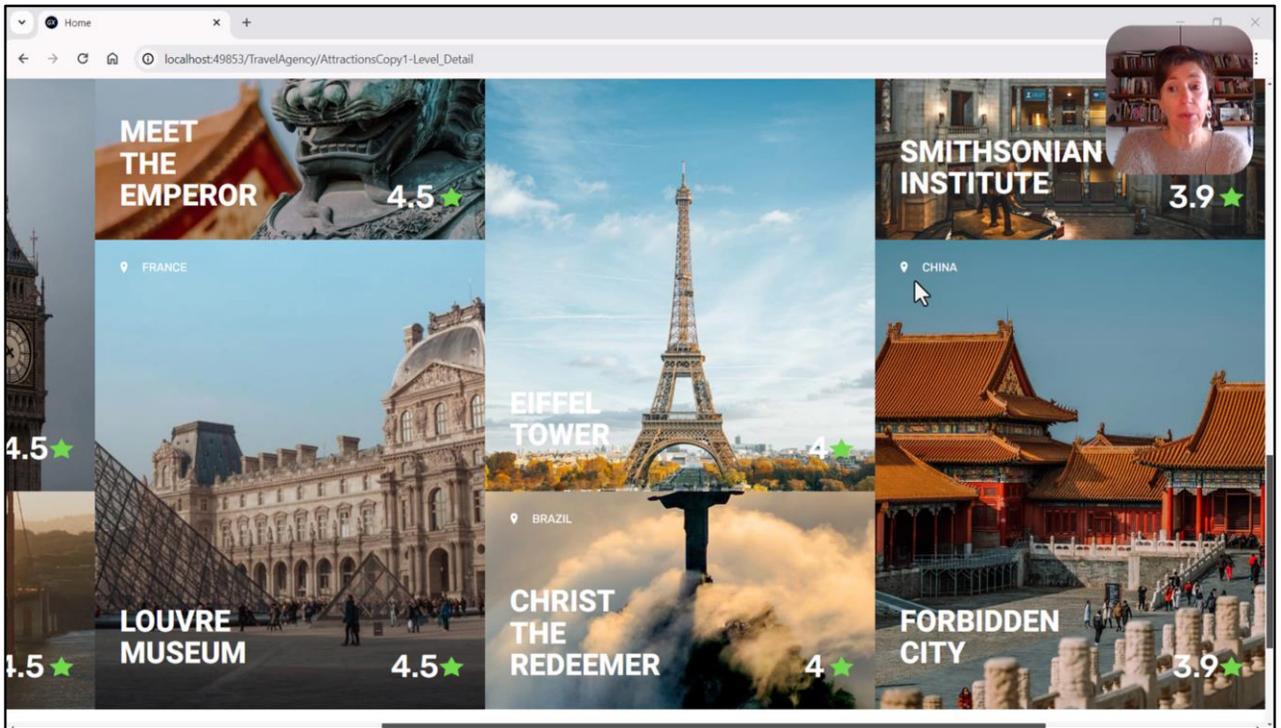


Attractions Panel: Carousel (Grid control)

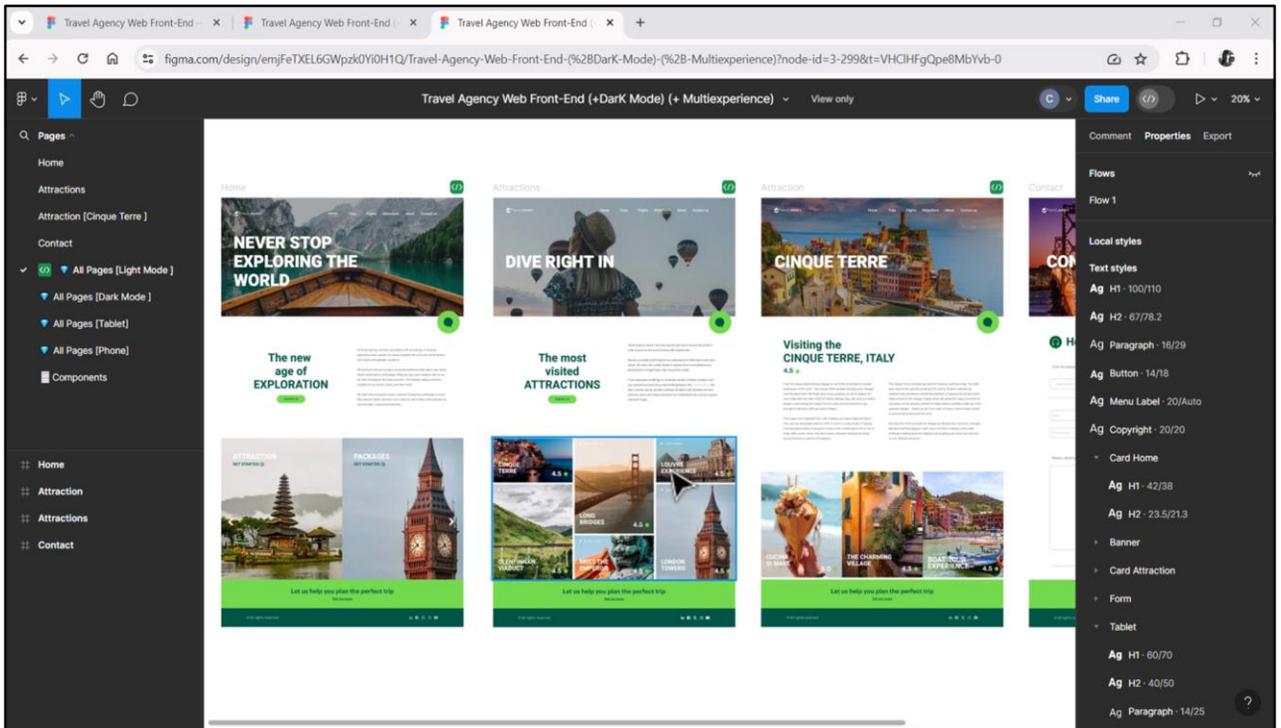


Cecilia Fernández



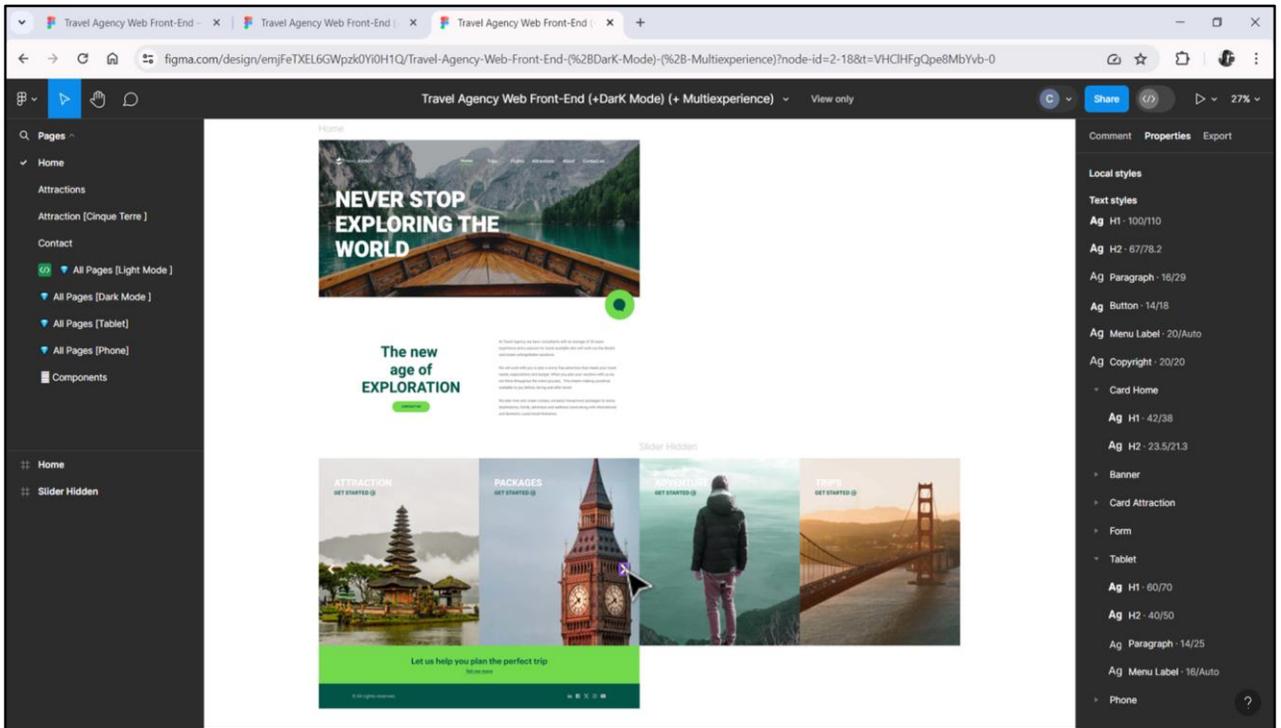
In the previous video, I showed one unfinished implementation for the carousel of the Attractions panel.

Now we will analyze it in detail and think about other possibilities.



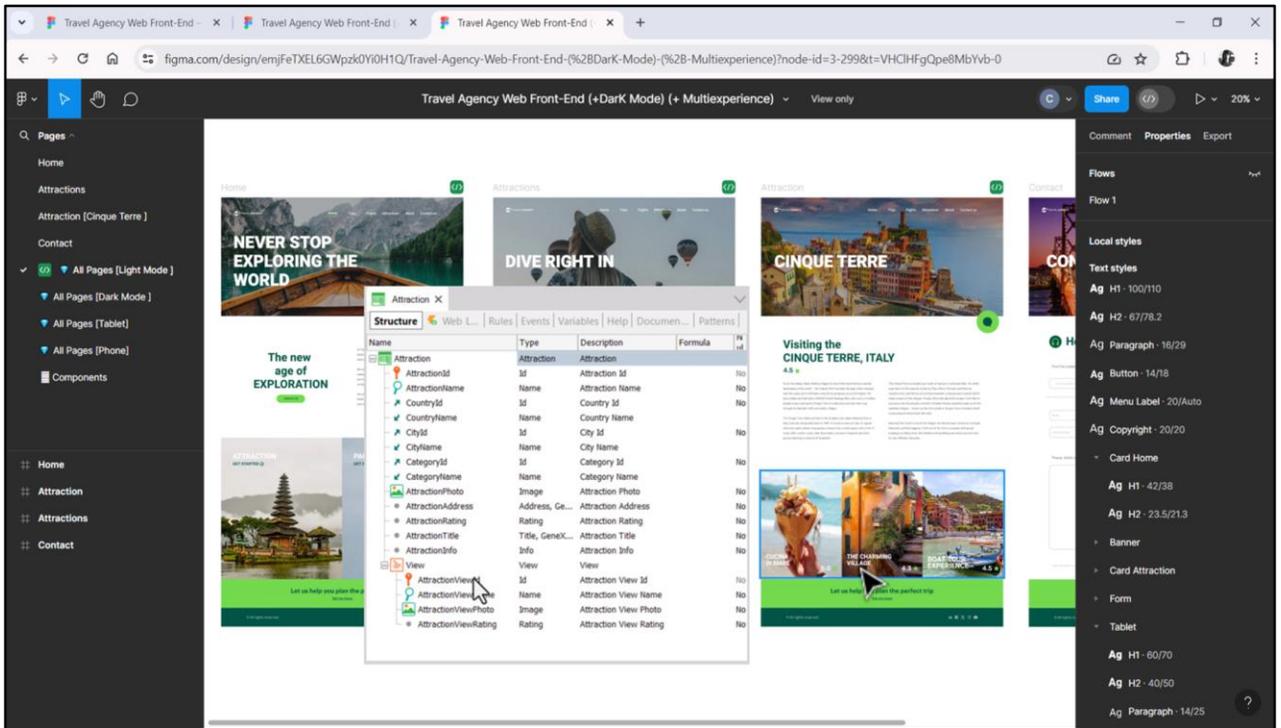
A grid control is used when we need to display a fixed or variable amount of repetitive information.

When the amount of information to be displayed is variable, the grid control is clearly used. This is our case, where the information to be displayed is that of the attractions in the database, which is clearly variable.

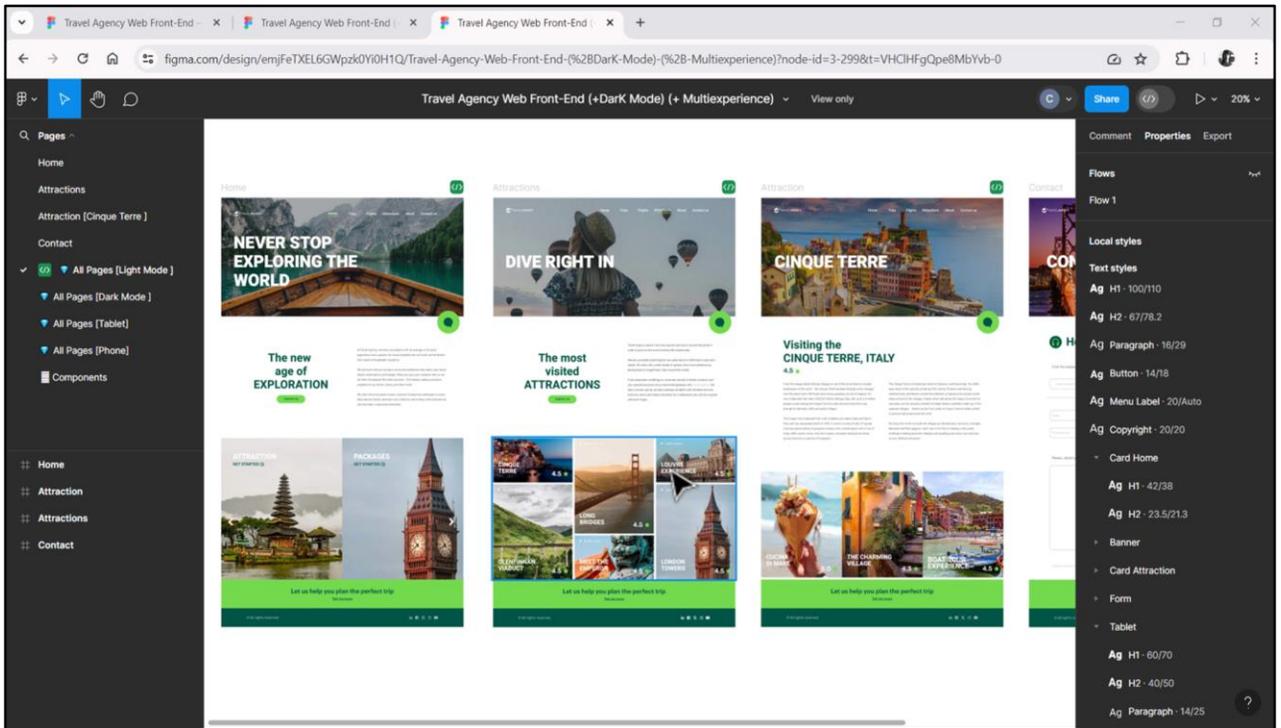


But it is also used for a fixed amount of information. For example, to model these cards of the Home panel, we will also use a grid, because, remember, it will be composed of 4 cards, fixed, where only 2 are visible on the screen at a time.

In this case, the grid will load 4 items of information, but each one with fixed values, not taken from the database.



The case of Attraction will be more similar to that of Attractions, not only because the visual structure of the information displayed is almost identical to that of the longer cards of this other grid, but also because it is taken from the database. In this case, from the second level of the Attraction transaction.



Although the 3 carousels will be implemented by means of grids, they will have particular features. Two of them can be thought of as **horizontal grids**, while the one we will study now will be of the **flex** type.

GeneXus for Angular Course

training.genexus.com/en/learning/courses/genexus/v18/angular/material/data-loading-logic-on-a-panel-screen-6105514

GeneXus DL Portal Issues

Version:GeneXus 18

Data loading logic on a Panel screen

In this video we will see how the screen of a panel object is loaded, depending on the graphical interface components present in it, and how GeneXus automatically creates Data Provider objects responsible for loading.

Total length of videos: 5.5h

Watch on YouTube

Video transcript

Introduction

- Course Introduction
- Architecture of an Angular application
- First steps with Angular

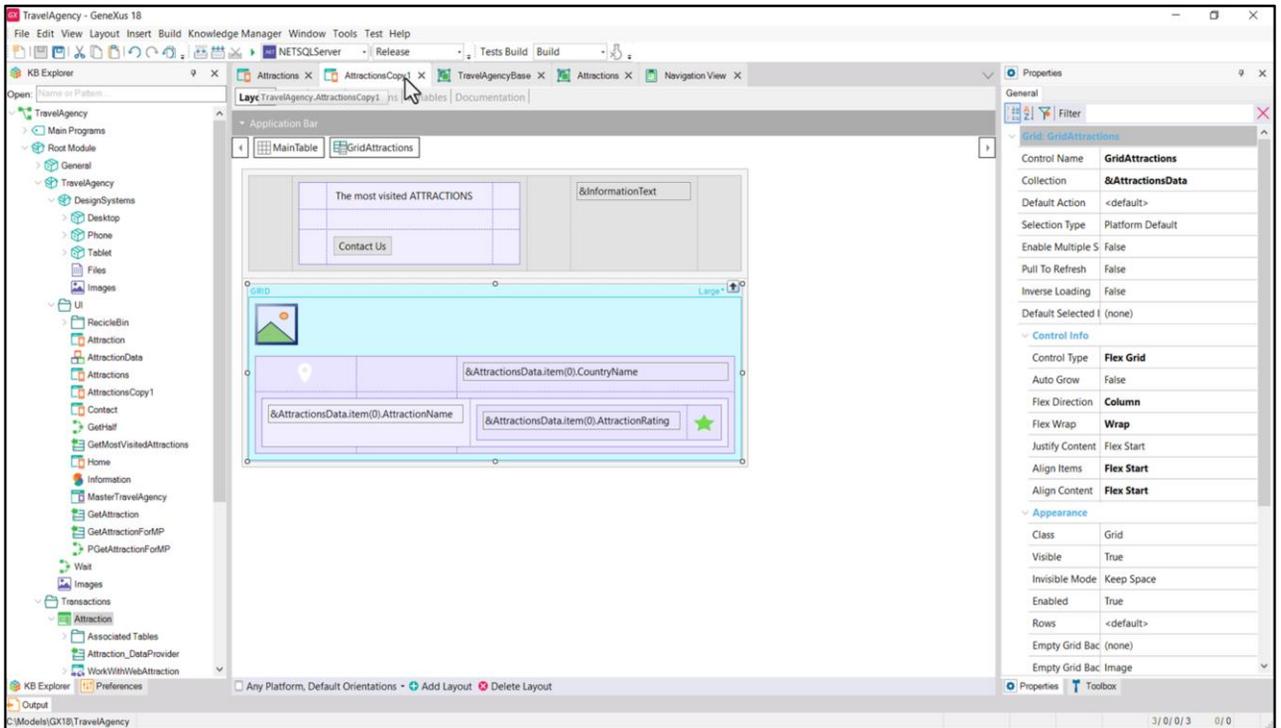
Logic and behavior

- Data loading logic on a Panel screen
- Determination of base tables in a Panel
- Events in a Panel
- Panel with multiple grids
- Components and Master Panel

User Interface and Experience

- Horizontal Grids, Flexible Grids and Control Flex
- Controls Maps, Rating, Switch
- Grouping controls and Control Tab

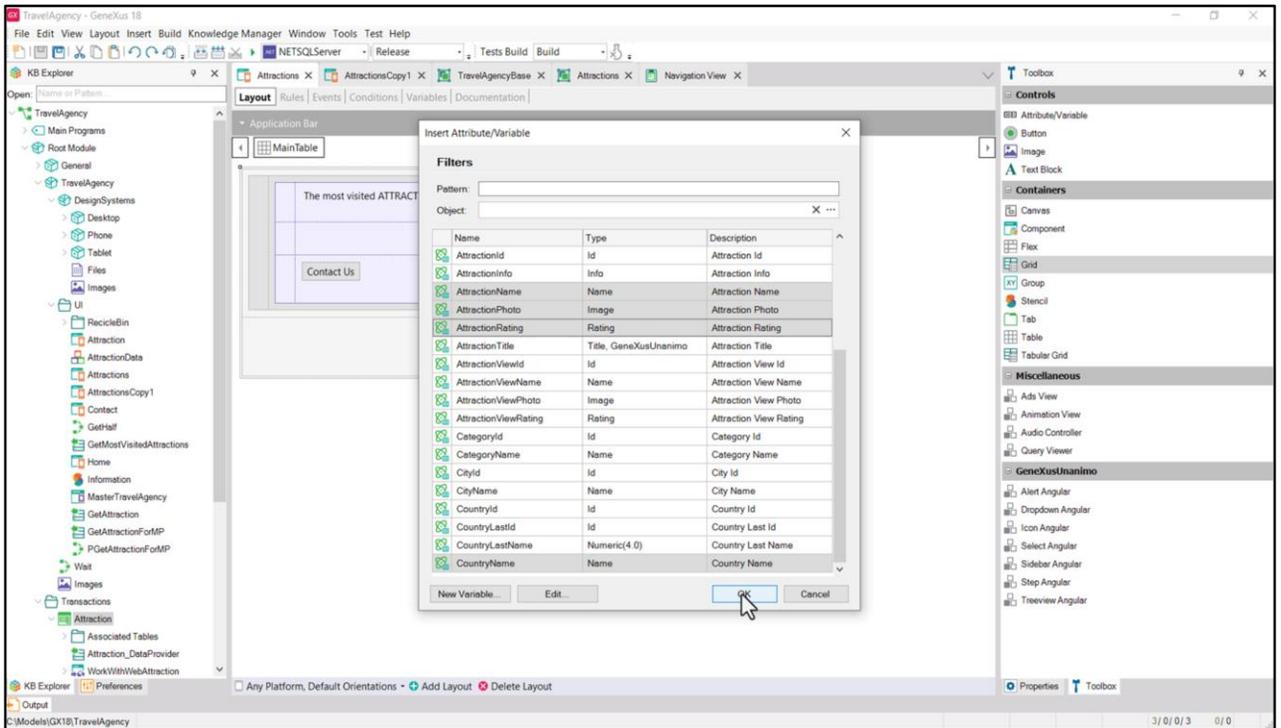
The GeneXus for Angular course includes this short video that describes the relationship of a grid with database attributes and the automatic loading of this grid. If you have never seen any of this, I recommend that you stop here and watch it.



In the KB I had already implemented a first version of this grid, in the copy of the Attractions panel.

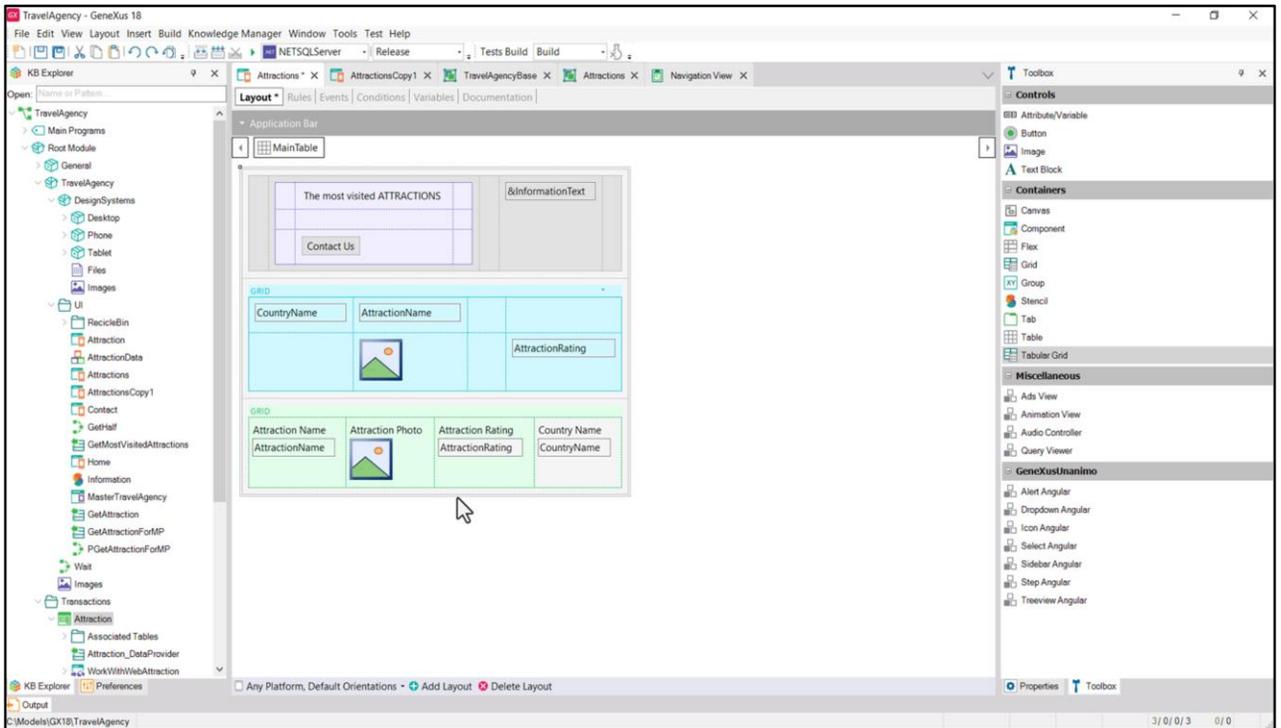
I'm going to do it now with you in detail, to explain the most relevant aspects from the frontender's point of view.

This area we have entered has a User Interface and also coding.



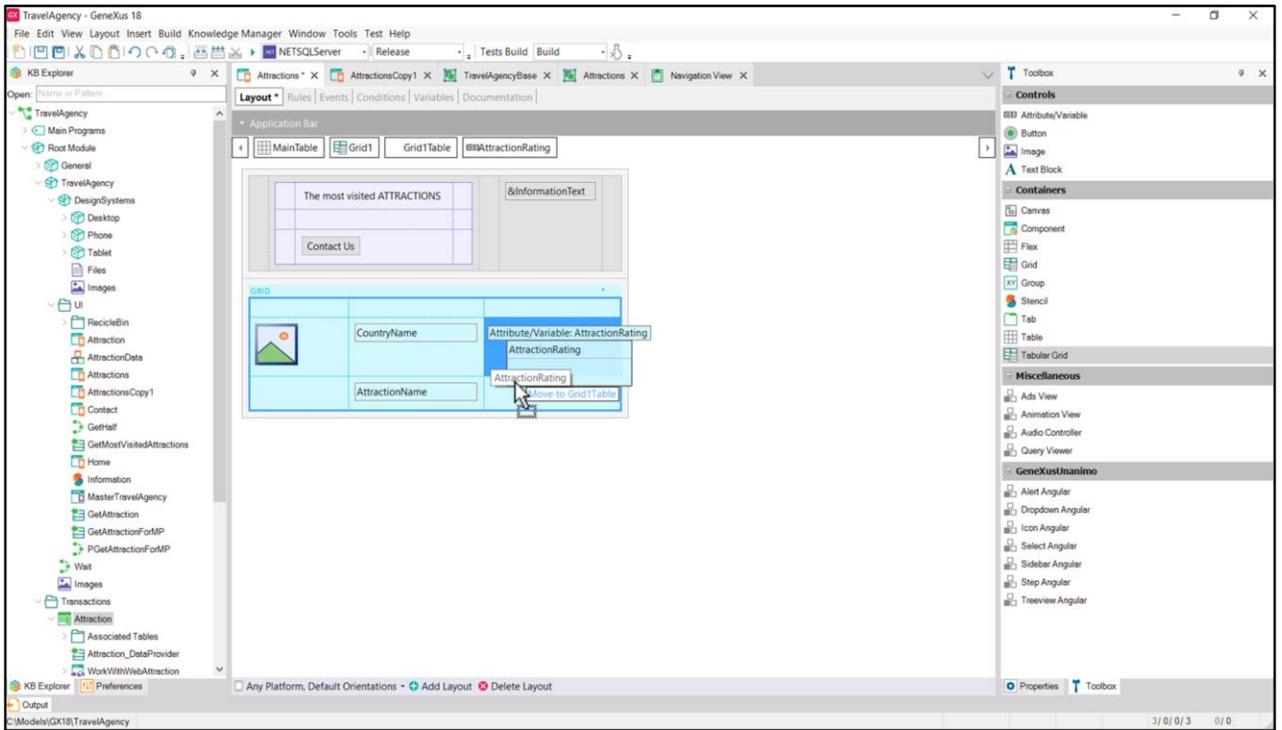
I will start by inserting a grid in the second row of Attractions. It opens this window for us to select attributes and/or variables that we want to be part of each item displayed by the grid.

For our case, I could select, for example, CountryName, AttractionName, AttractionPhoto, AttractionRating.

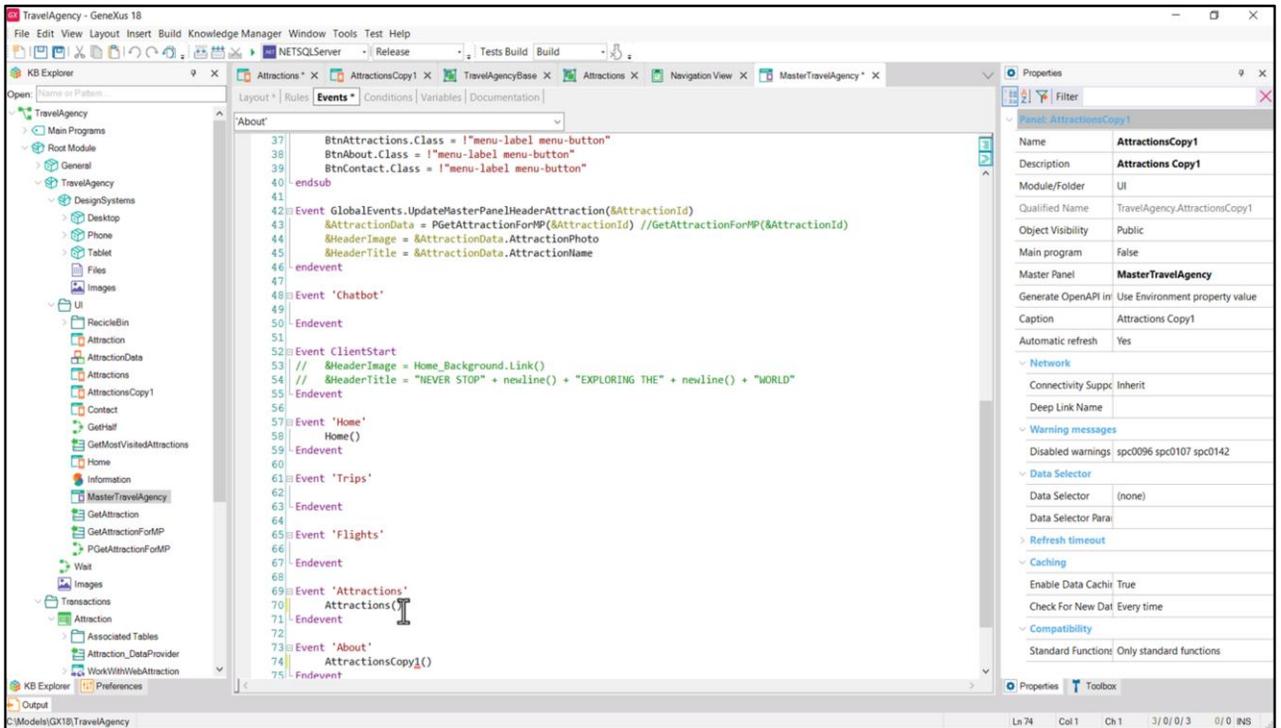


Note that it placed the 4 attributes side by side, in 4 columns, but we can rearrange the elements as we want. This is different from what happens with tabular grids, where there are only columns and we can't do this.

We are going to choose the first case, clearly.

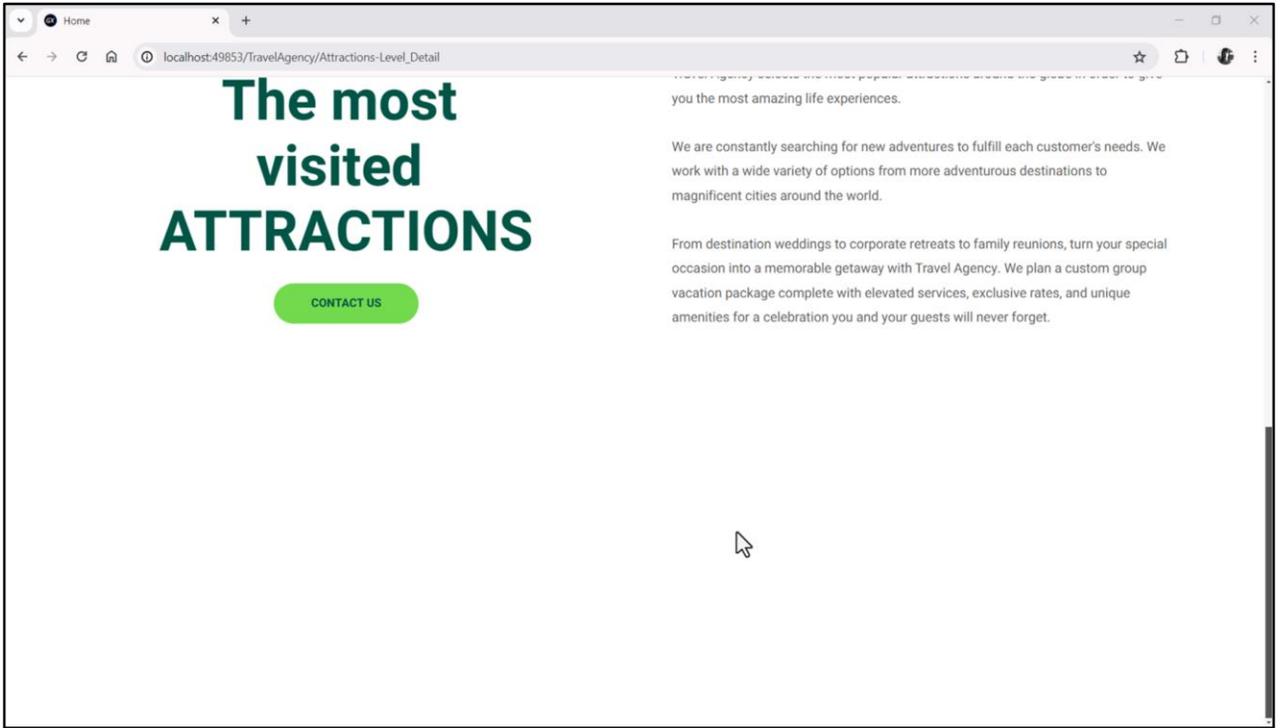


I rearrange the elements as I want them to be displayed.

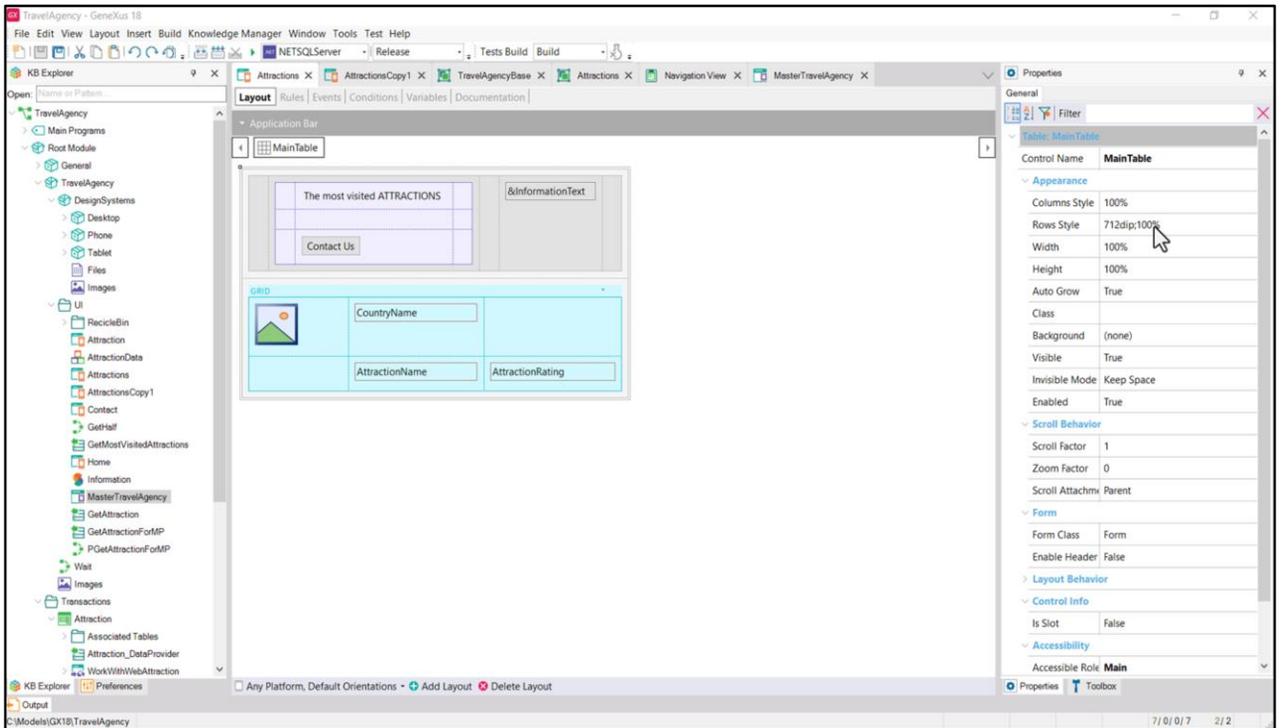


And now I want to execute.

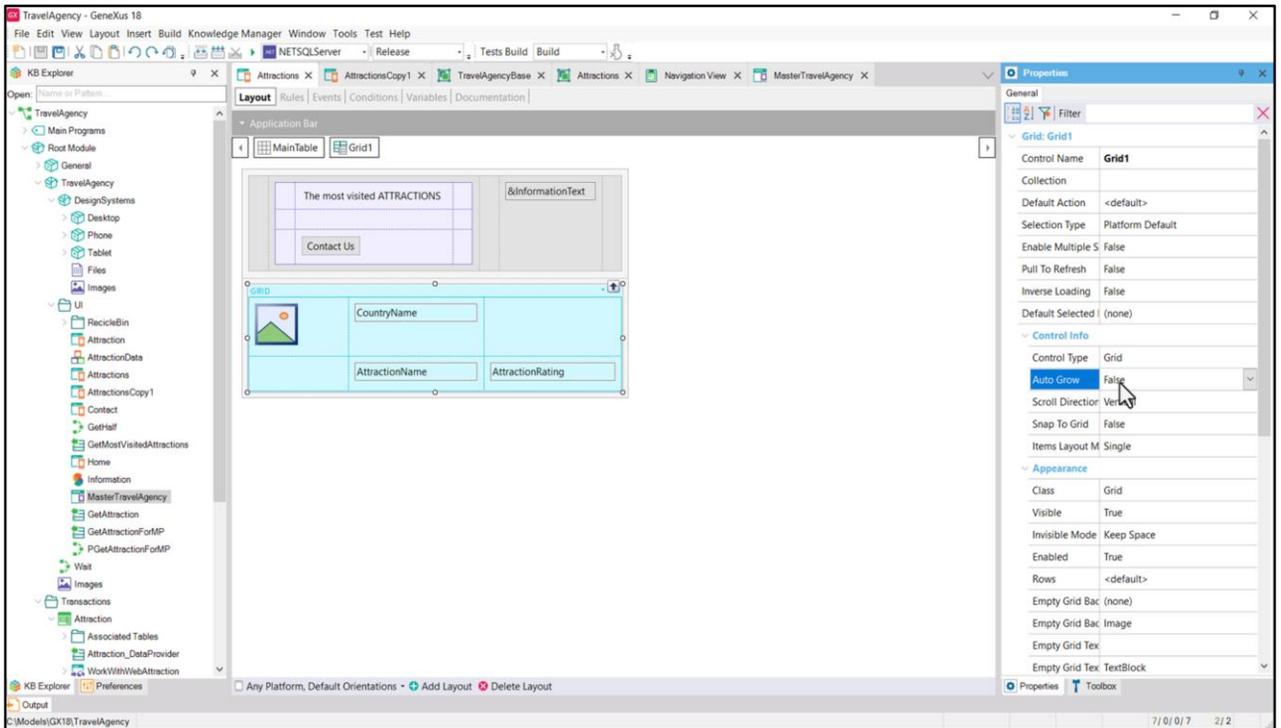
So in the Master Panel... in the event associated with the Attractions button... I uncomment the invocation to the panel that we are building... and as for the invocation to the copy that already has the advanced grid, I place it for the About button, provisionally.



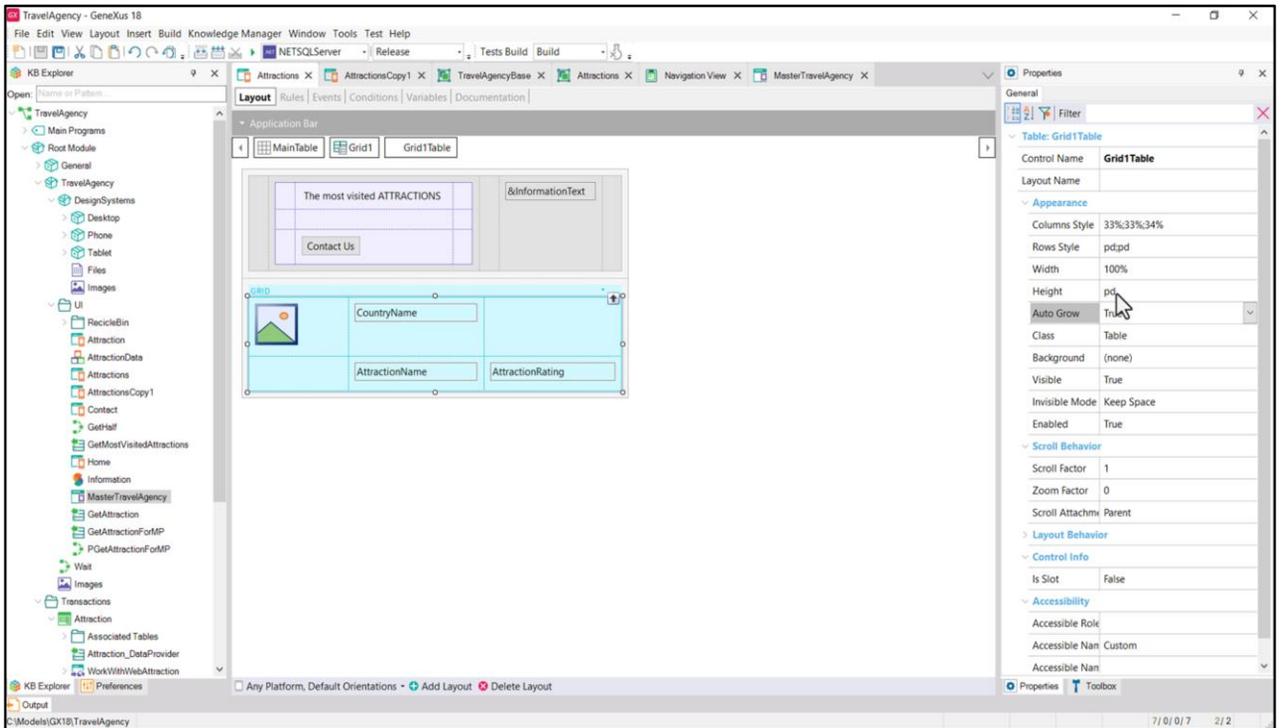
Nothing is being shown at runtime. Why?



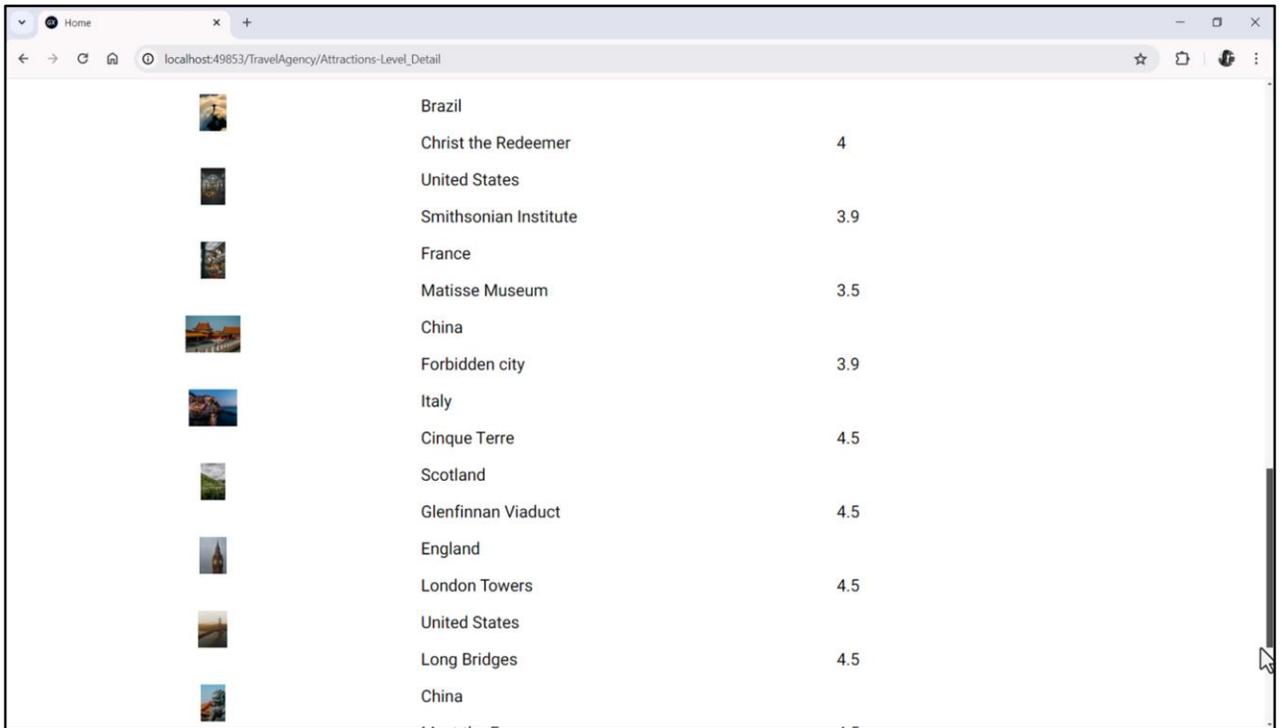
First of all, let's look at the size of the row in which the grid is located. 100% of the remaining height after removing 712 dips. Obviously there is no problem here.



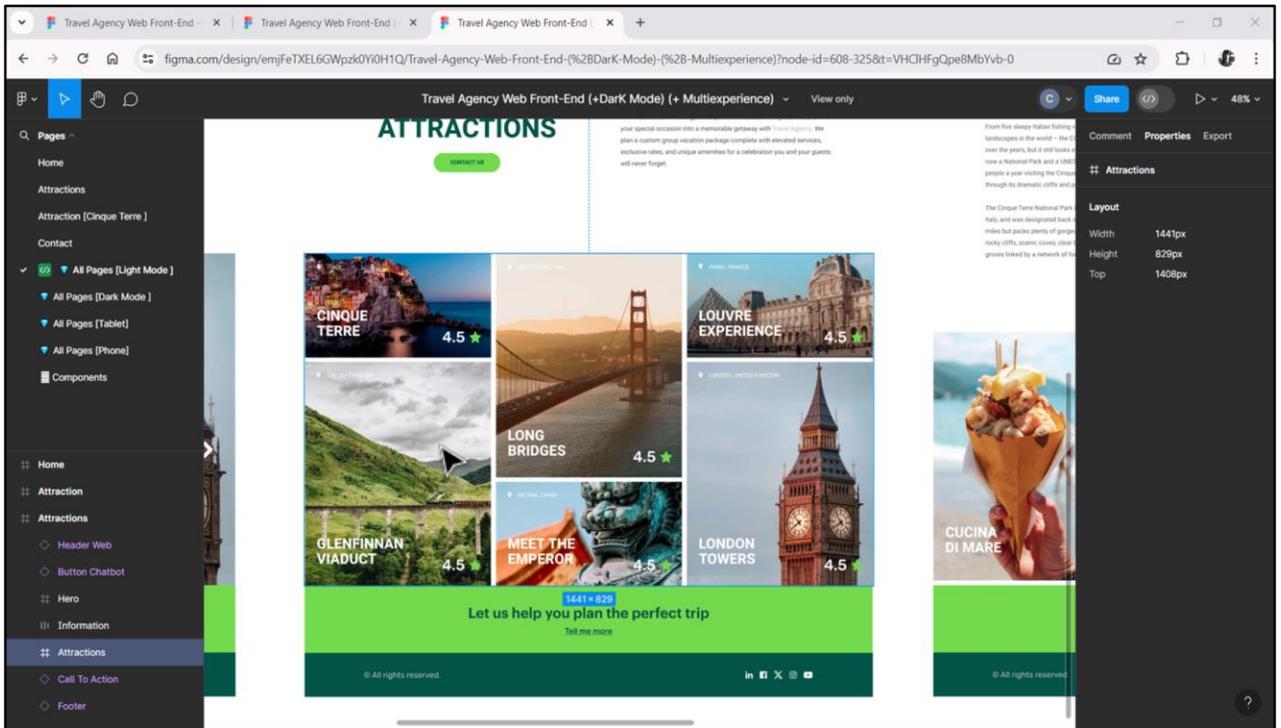
Among the properties of the Grid we see that it has Auto Grow set to False, so it will not grow as its content grows.



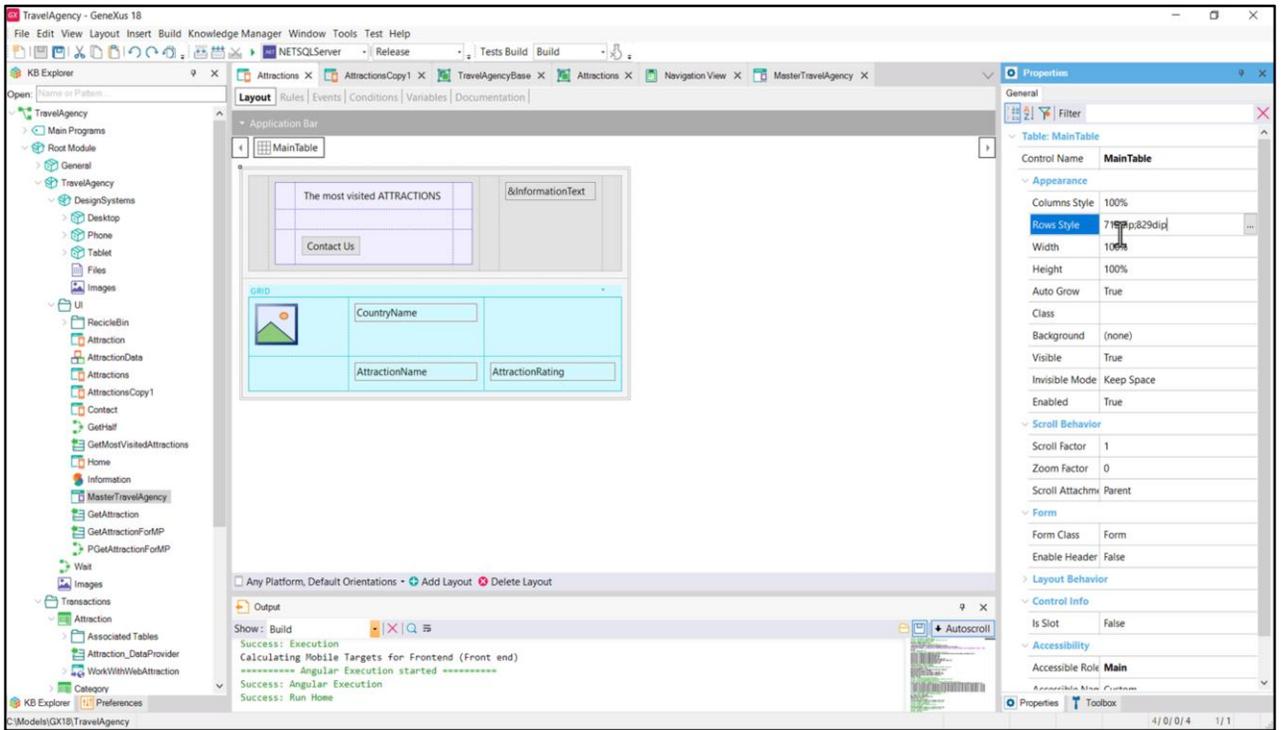
And if we analyze each content item, we see that it will be modeled as this table, which has 3 columns and two rows, and whose height is set to "platform default". And although it has Auto Grow set to true, since the grid doesn't have it, it will not apply.



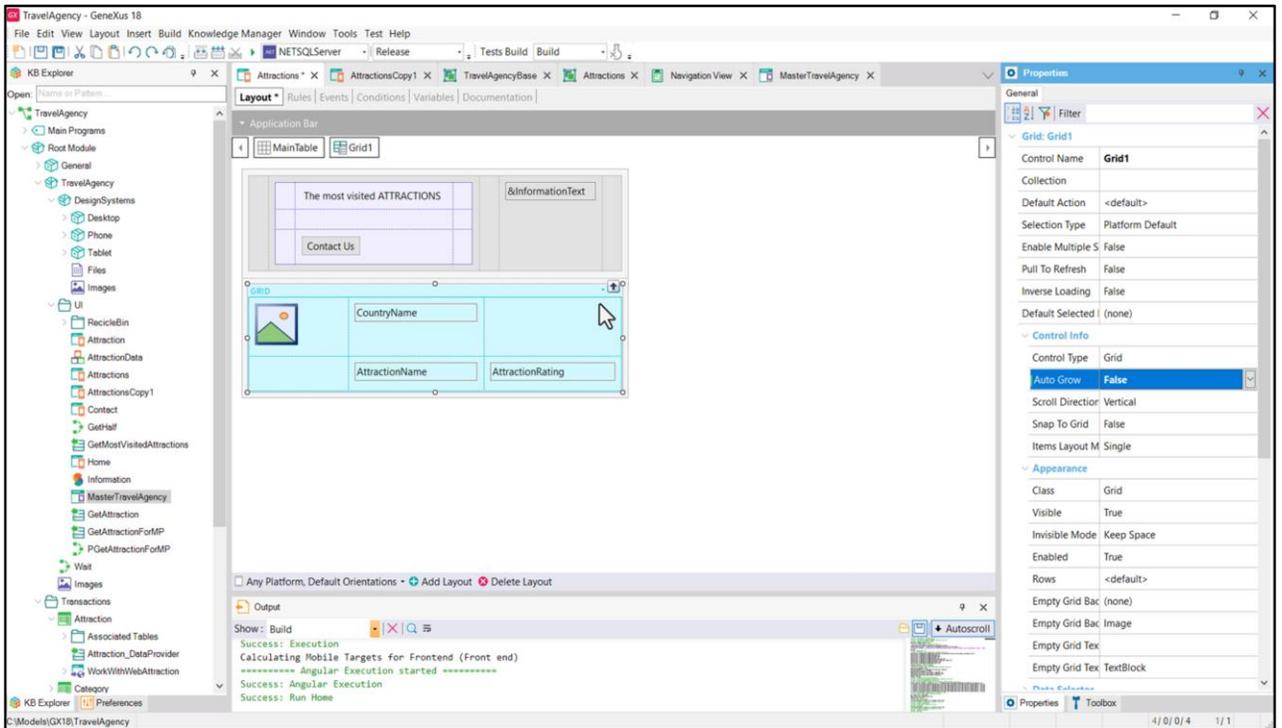
Let's see what happens if we change the Auto Grow of the grid to True...



We don't want a grid with Auto Grow, because we actually want a carousel that has a horizontal scroll. The height will have to be fixed.

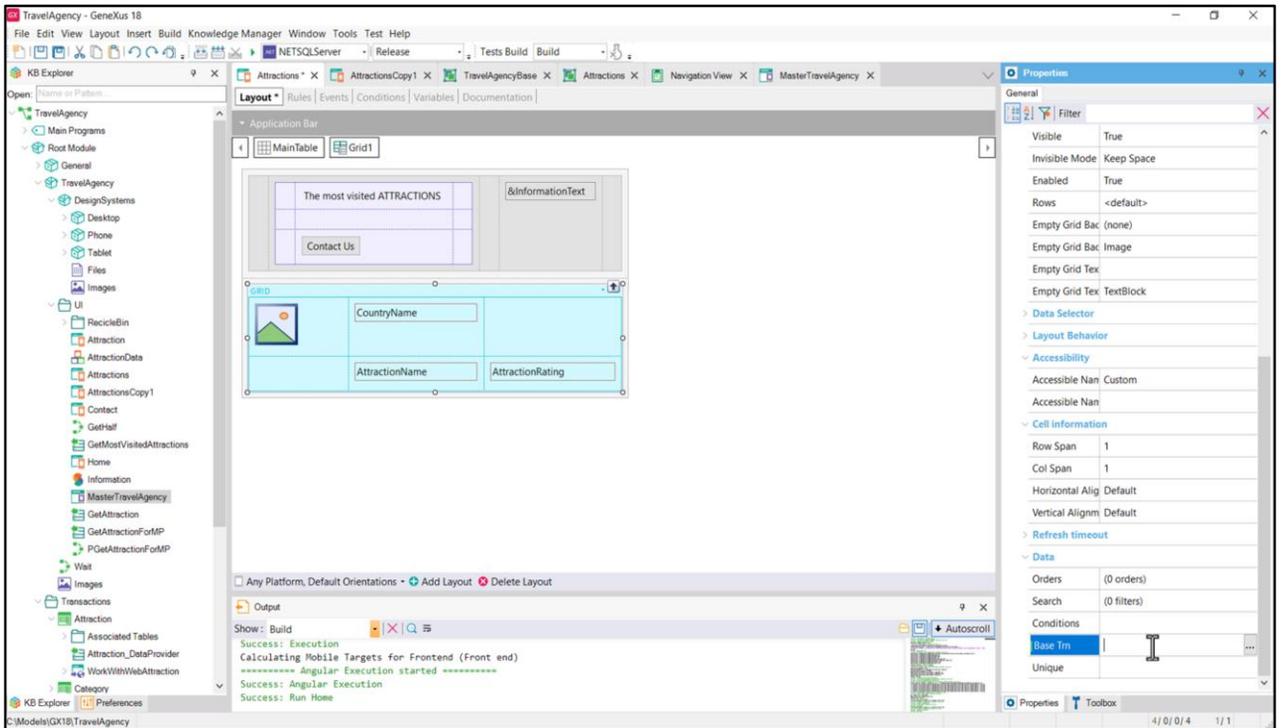


So I define this height for the row in which the grid is located...

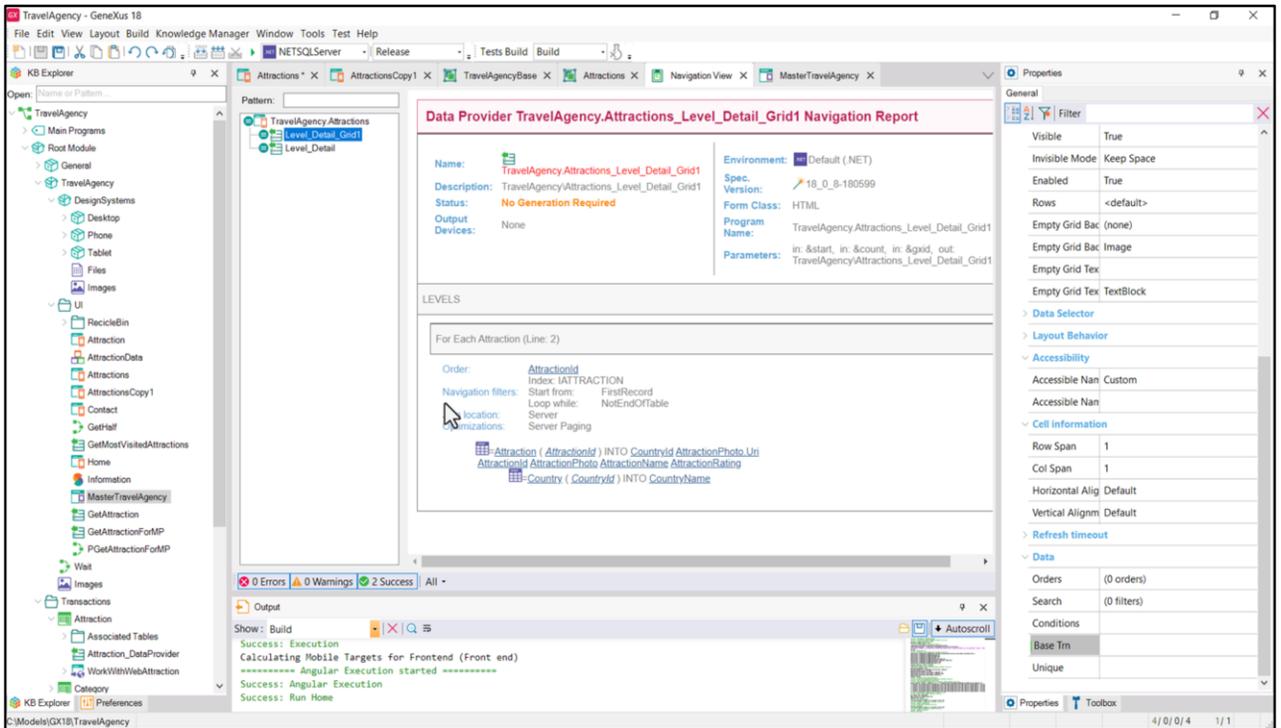


...and I leave Auto Grow set to False.

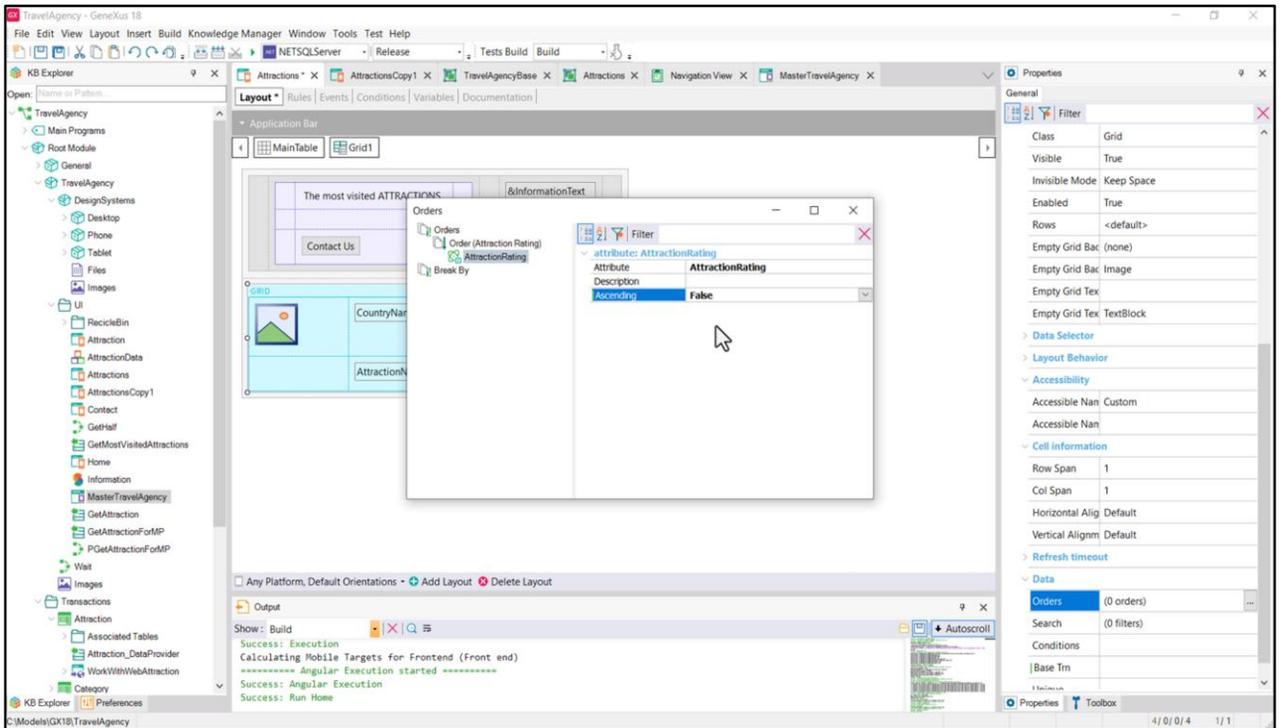
I will have to work carefully with the sizes of this table.



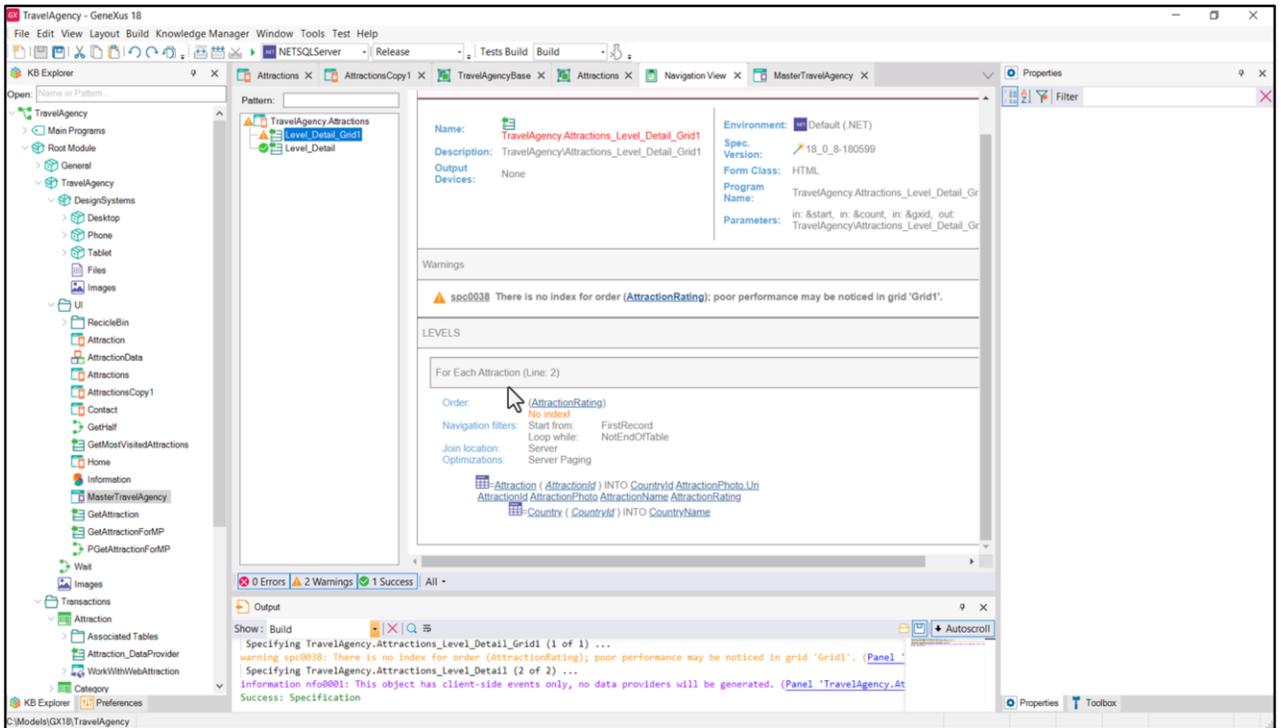
What we can see so far is that by using attributes the grid loading is already automatic. It is a grid with Attraction base table. I didn't even have to make it explicit in this property. It inferred it automatically.



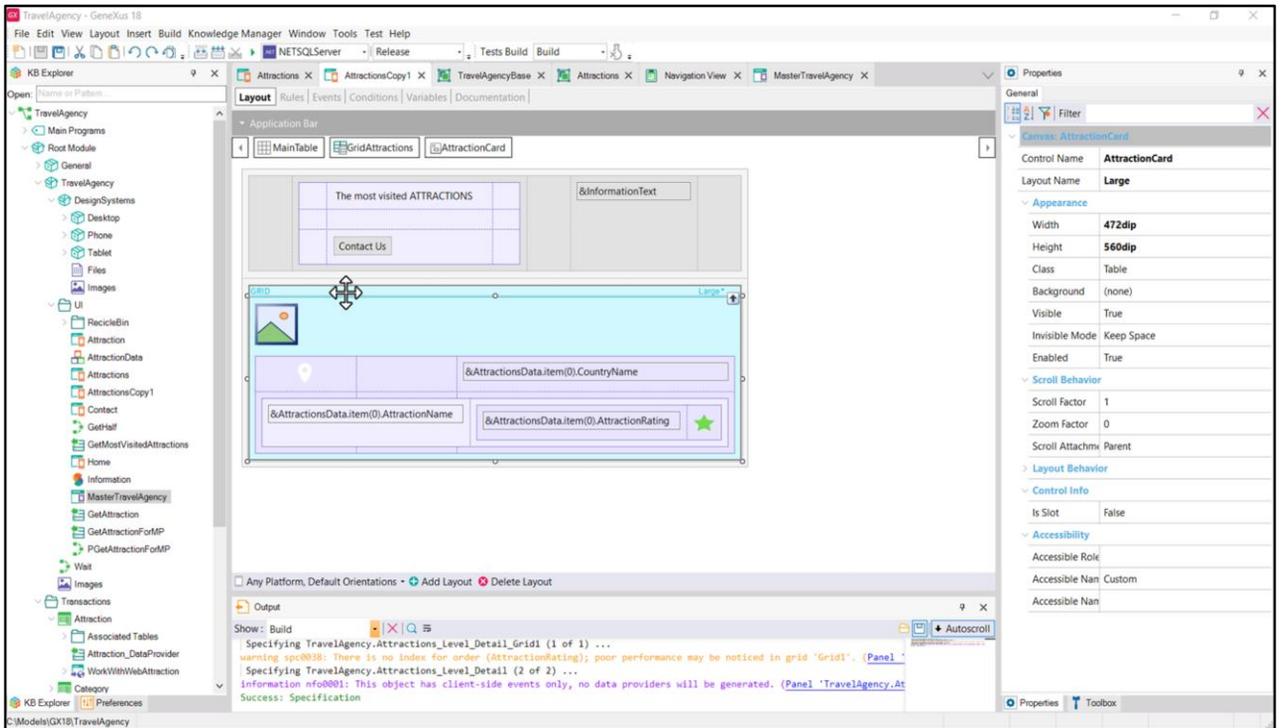
In the background, GeneXus builds a Data Provider that returns a collection SDT with all the necessary items to load the grid. Look at the navigation of this Data Provider. It goes to the Attraction table, accessing Country to get the CountryName.



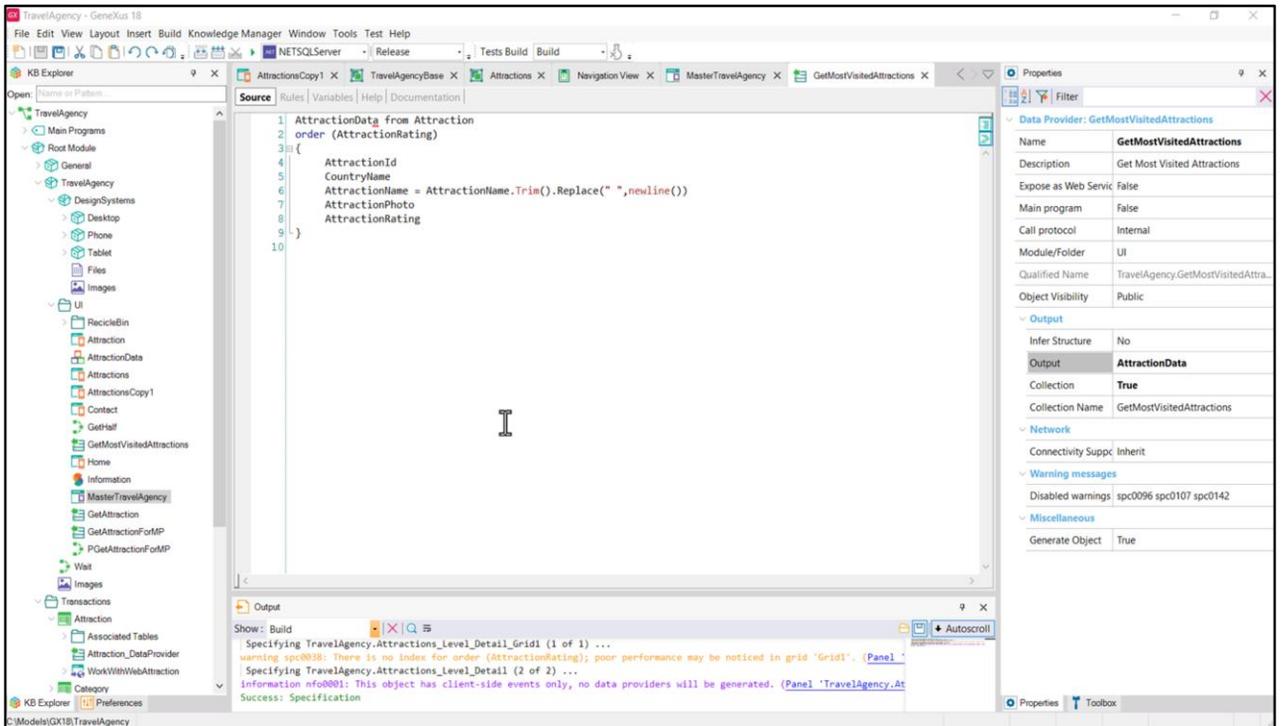
If we wanted to sort in descending order by AttractionRating, note that it would be enough to do this... define an order... according to this attribute that is NOT ascending.



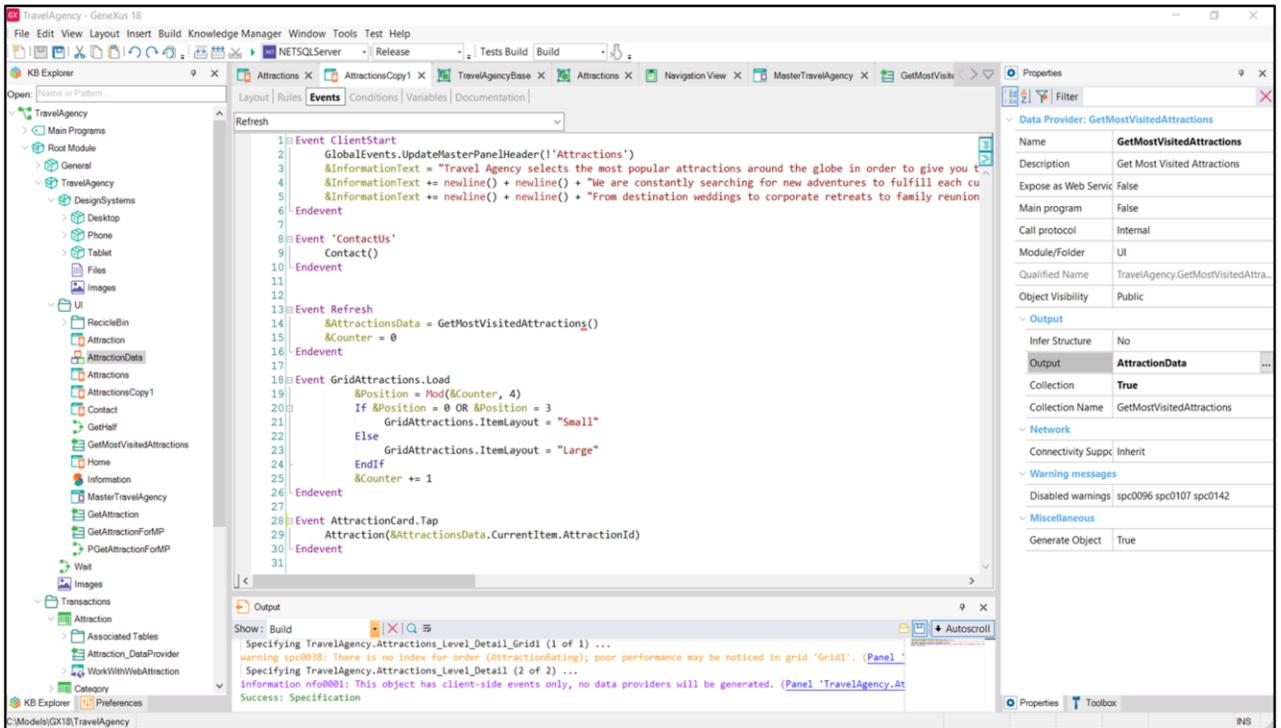
And if we now ask to see the navigation list... here we see it reflected.



In the implementation that I showed in the previous video, in which I didn't use attributes...

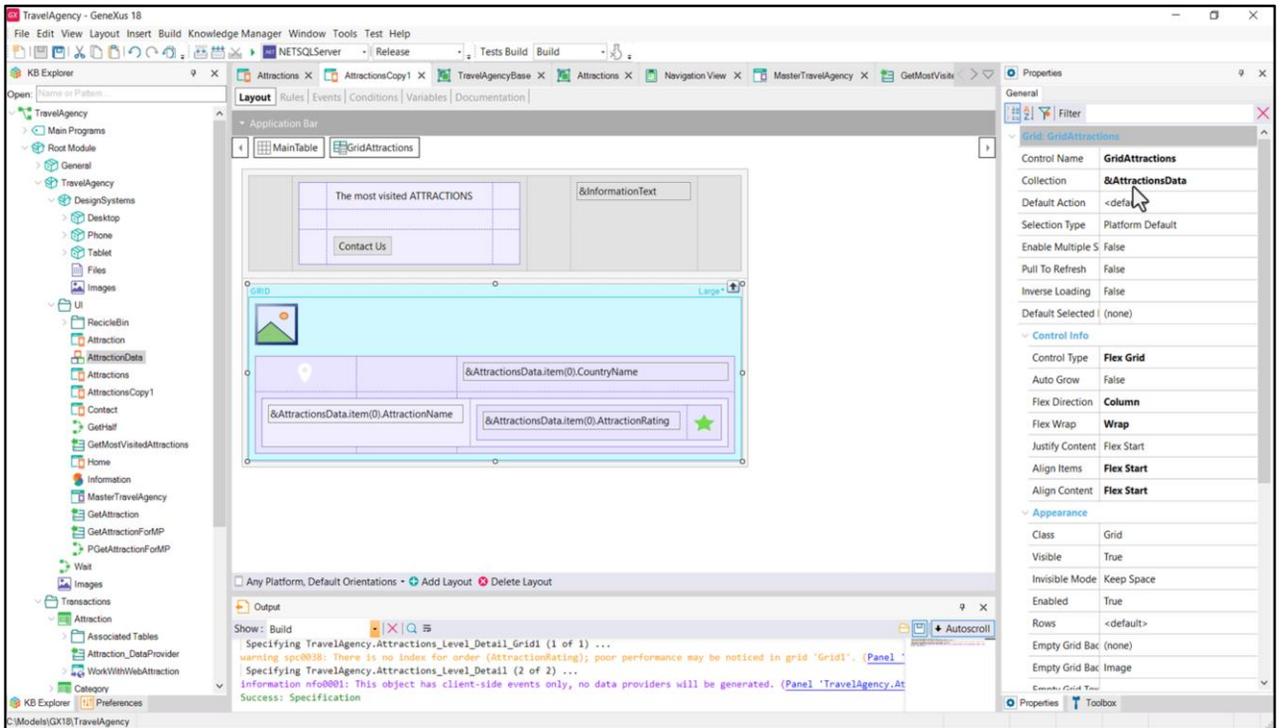


...I explicitly built a Data Provider, as well as the SDT that I use as a collection, and I also invoke it explicitly, so that it is loaded into the grid once I have its data.

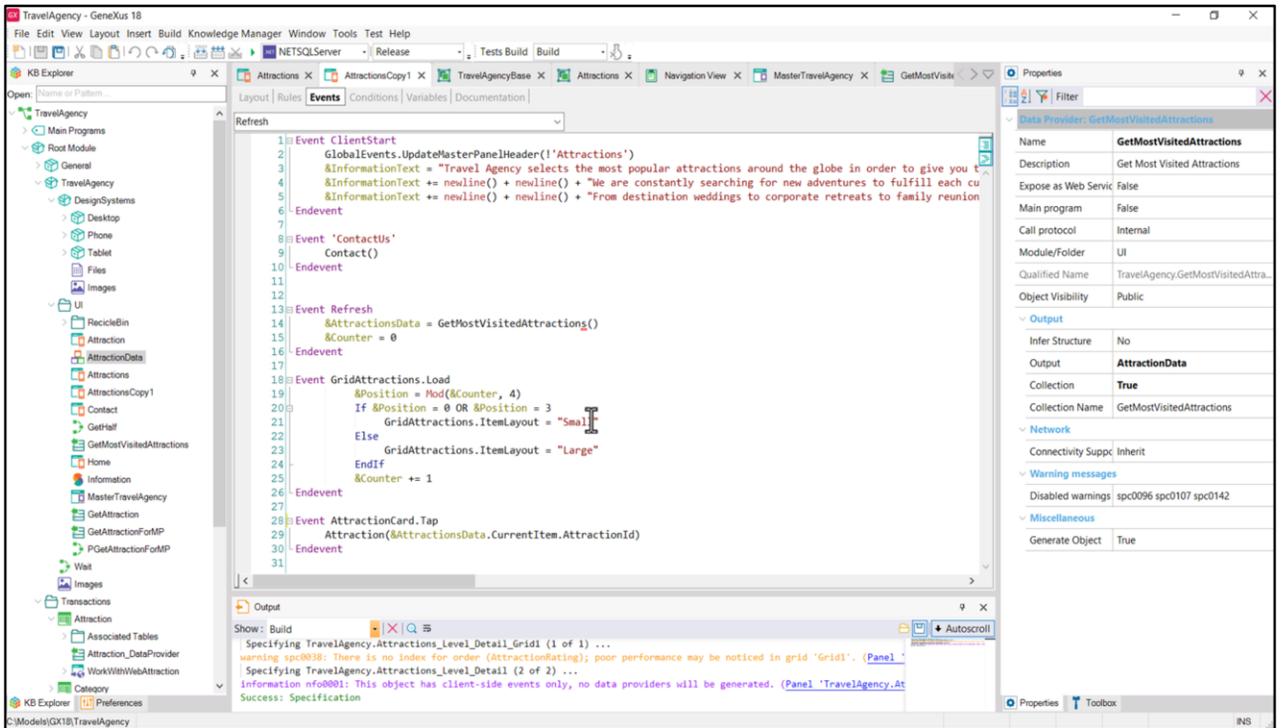


Remember that the Refresh event will be fired before the grid is loaded.

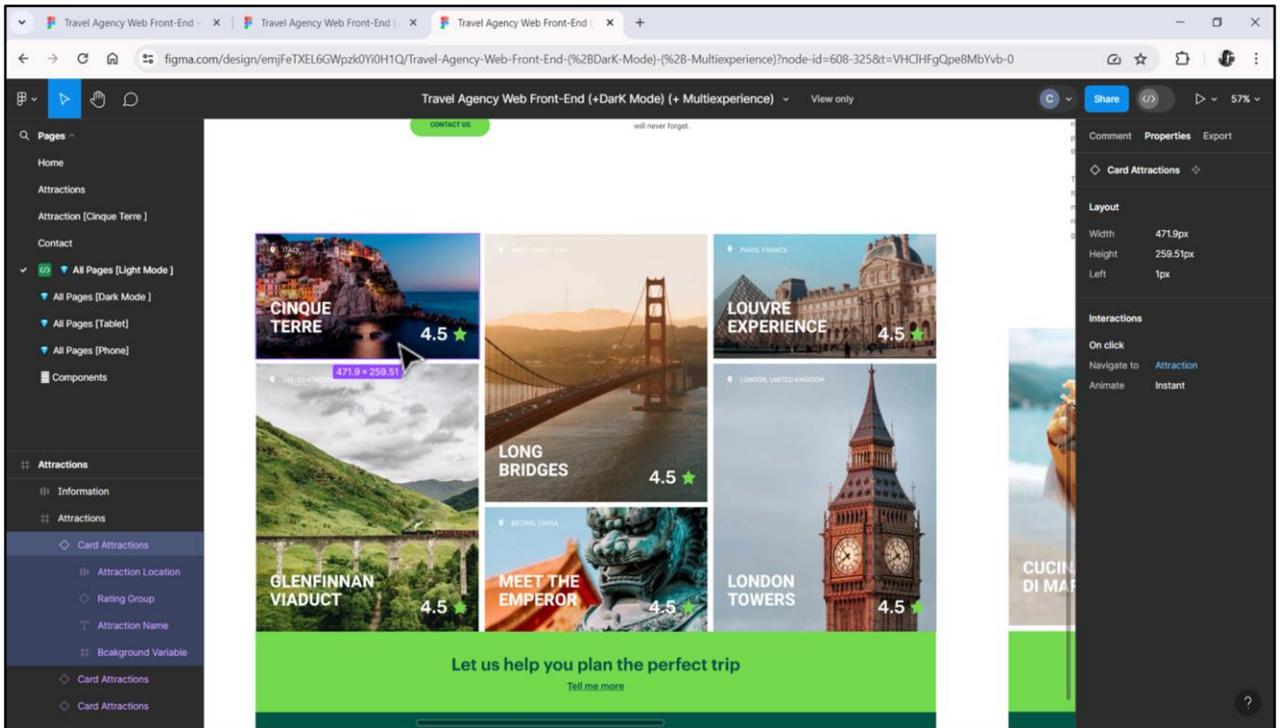
So, I call the Data Provider, it returns the collection of data, of items, loaded...



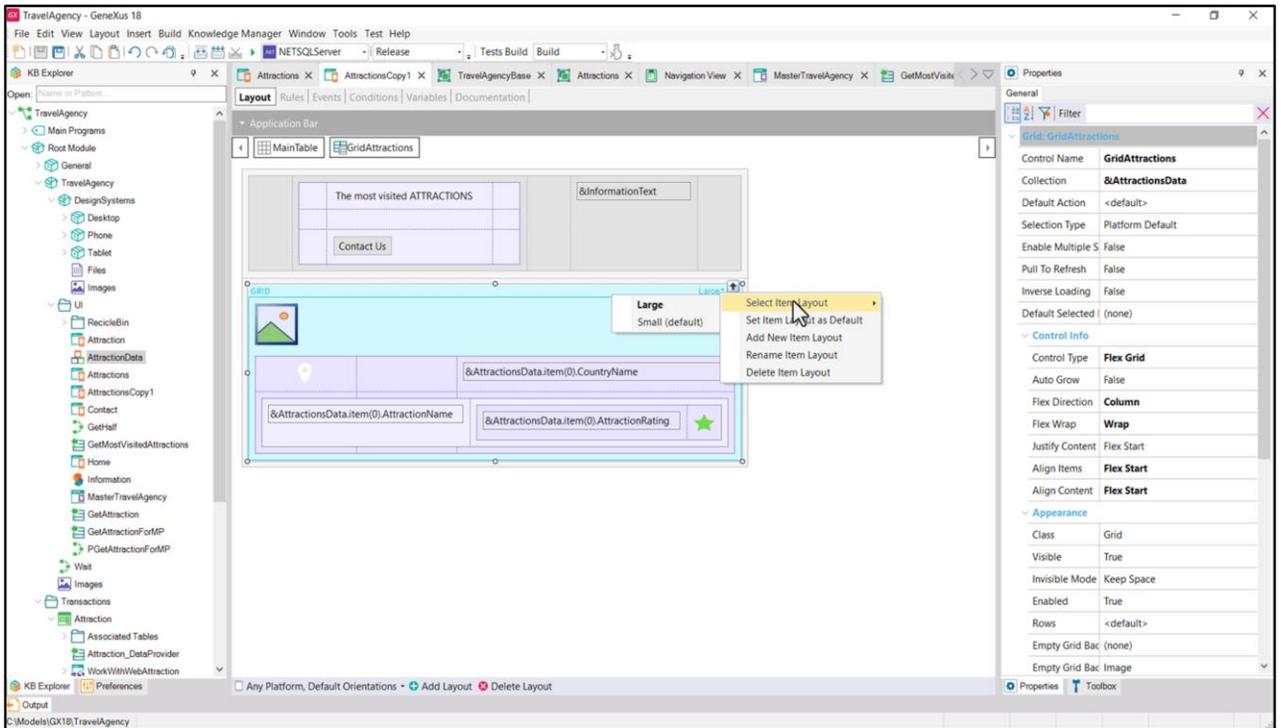
...and since I associate this collection with the grid, it will make a Load per item...



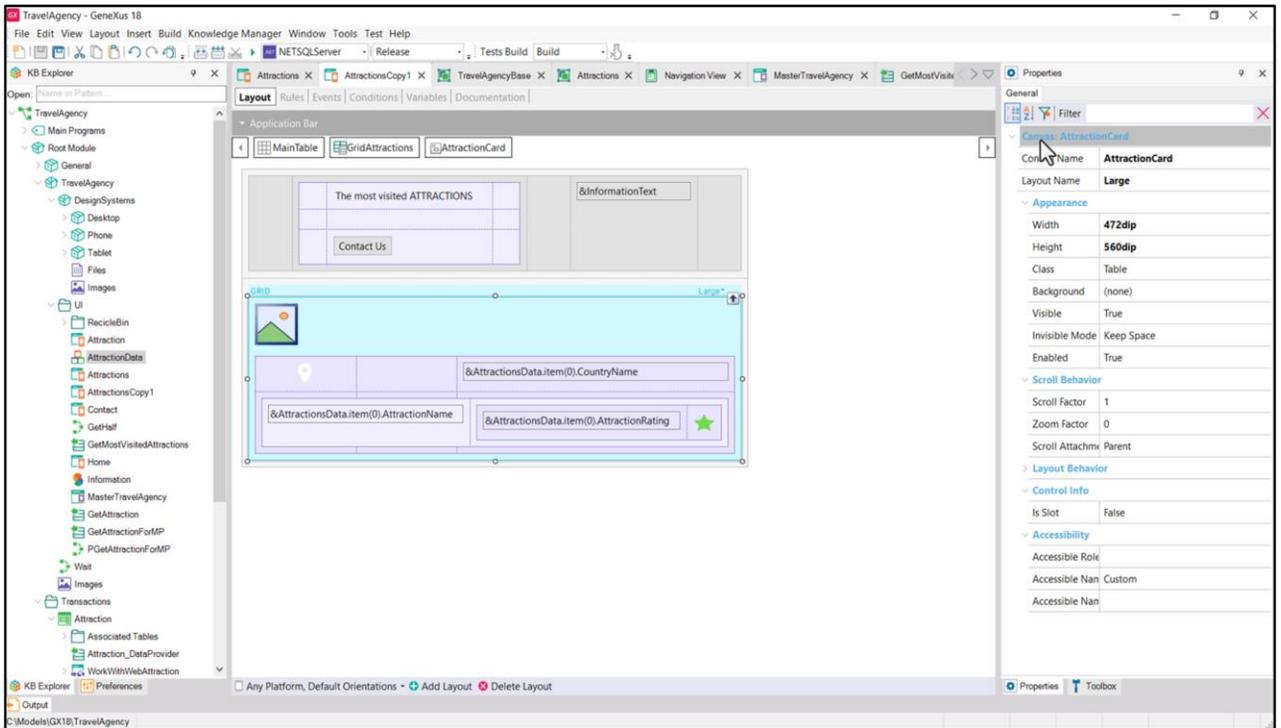
...firing for each one the Load event (which is programmed here to alternate between the cards: those of Small height and those of Large height...



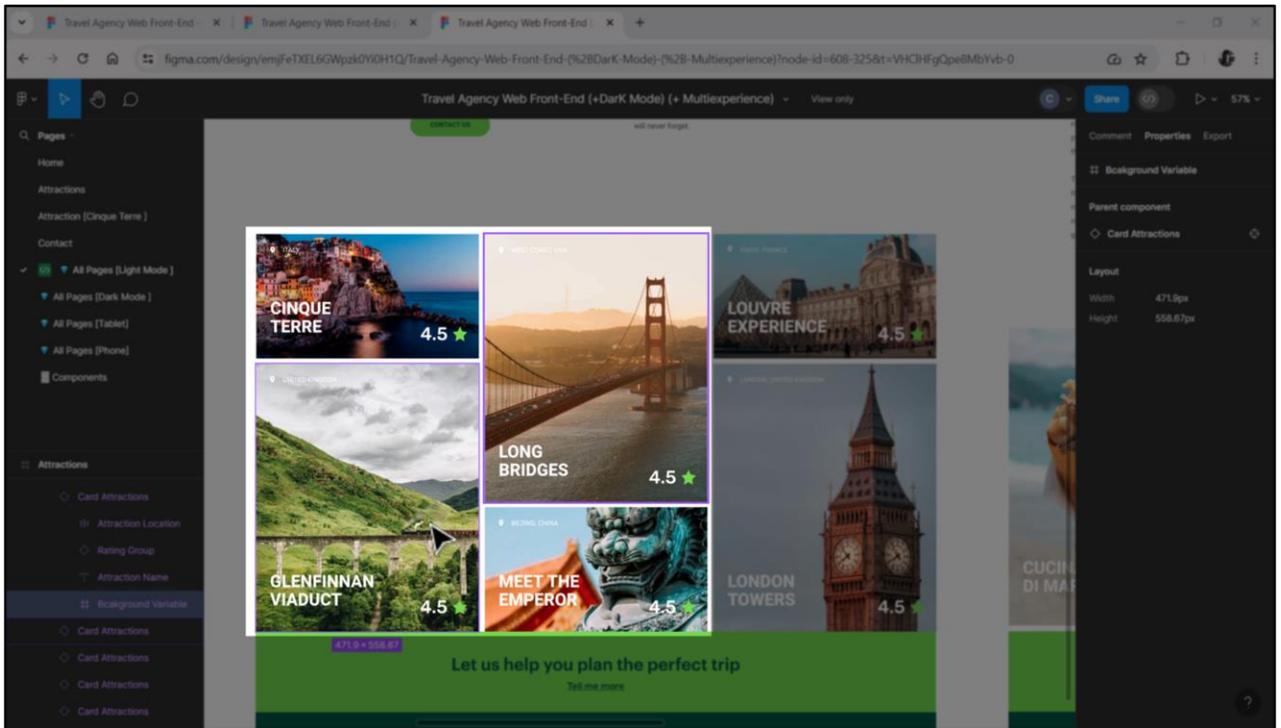
That is to say, between these with a height of 260 and these other ones with a height of 560.



In grids we can define **multiple layouts** for their items; they don't have to be the same for all of them. And this is what I did in my grid. I defined two different layouts: this one that I called Large, and this one, which is the default, which I called Small.



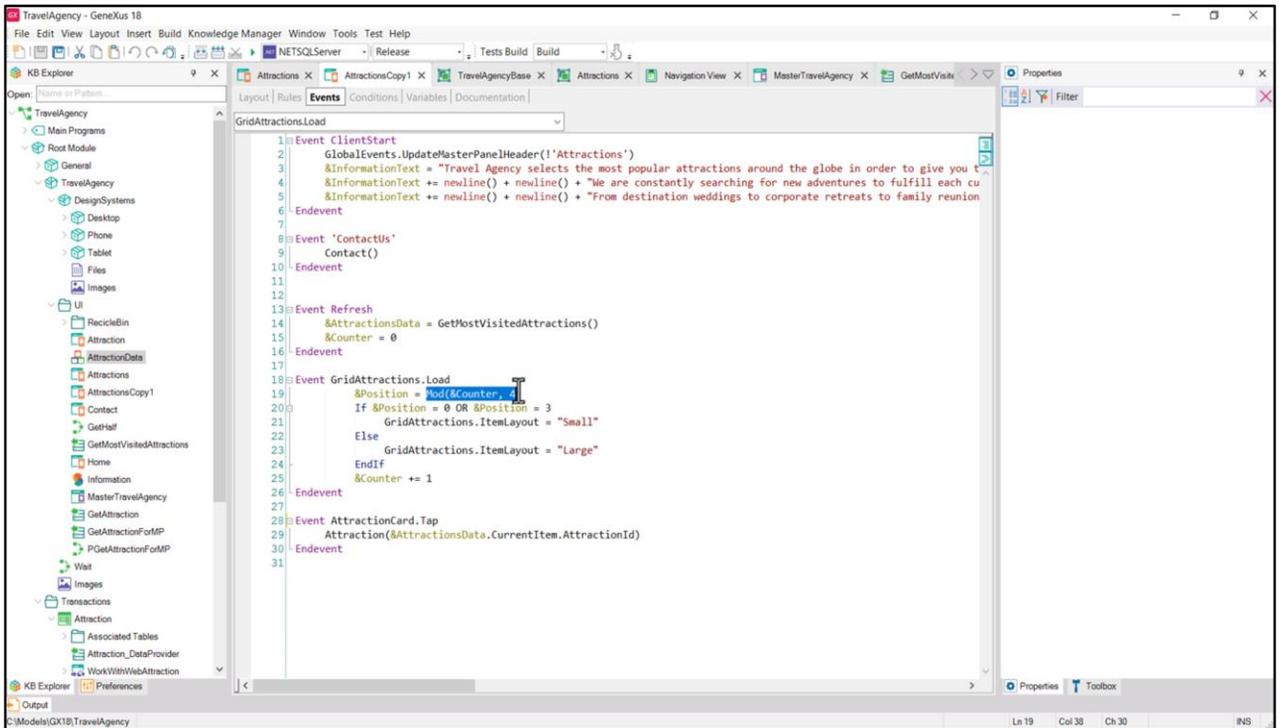
Although they look identical, actually they have one difference: the height of this table (which we can see is a canvas). That of the Large layout is 560 dips, while that of the Small layout is 260.



We can already think of this grid as a flex container, of this height, and with its items in column direction. The Wrap property is enabled, so the first two tourist attractions returned will be these two; if we start counting them at 0, then we will have this: 0 and 1 fit in the first column but 2 and 3 do not, so they go to a second column, and 4 and 5 in a third column, and so on.

Note that we can establish the alternation of the cards by looking at these four, because later the scheme will be repeated. Number 0 and 3 will correspond to Small height, and 1 and 2 to Large height.

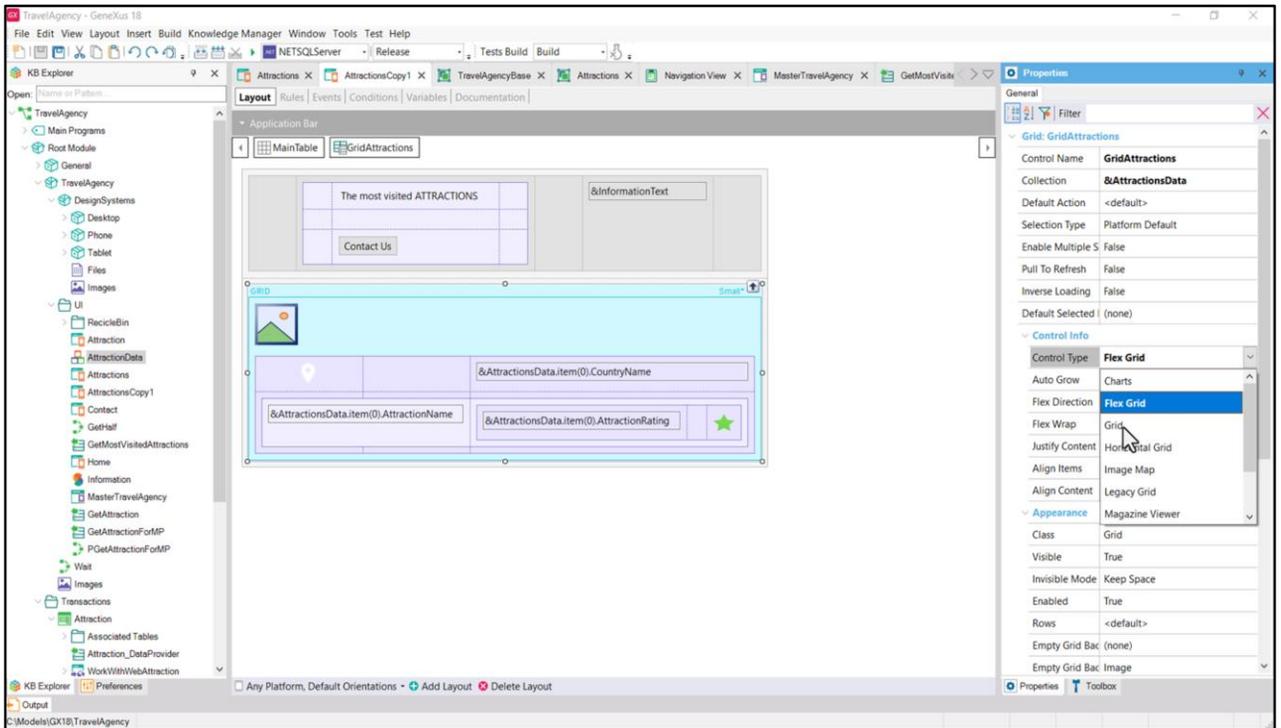
For their multiples the same scheme applies. That is why I solved it this way.



In Refresh I set the counter of the attraction to 0 and then I calculate, for each item to be loaded in the grid, the position of the item, which will be the rest of that counter divided by 4; that is to say, it will be: 0, 1, 2 or 3.

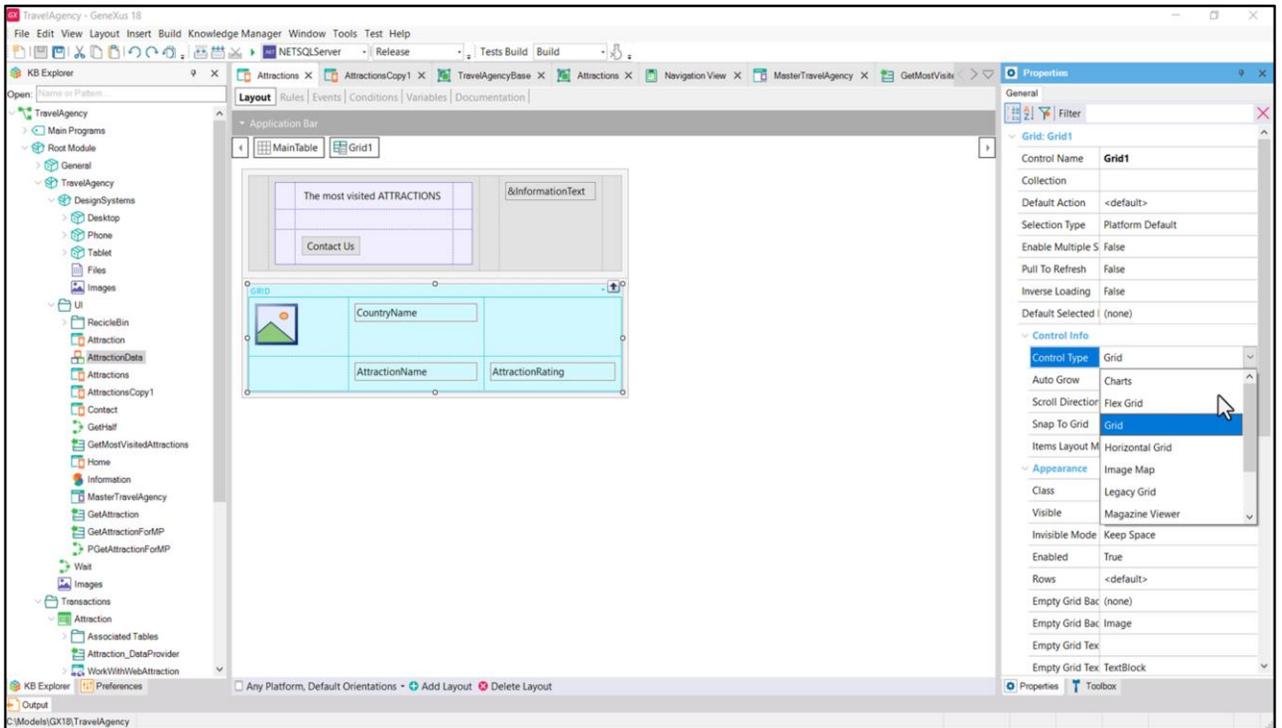
If it is 0 or 3, I instruct it to load the item with the Small layout; and if it is 1 or 2, with the Large layout.

Note that this is the name of the grid, and this is the property that indicates which is the layout of the item.

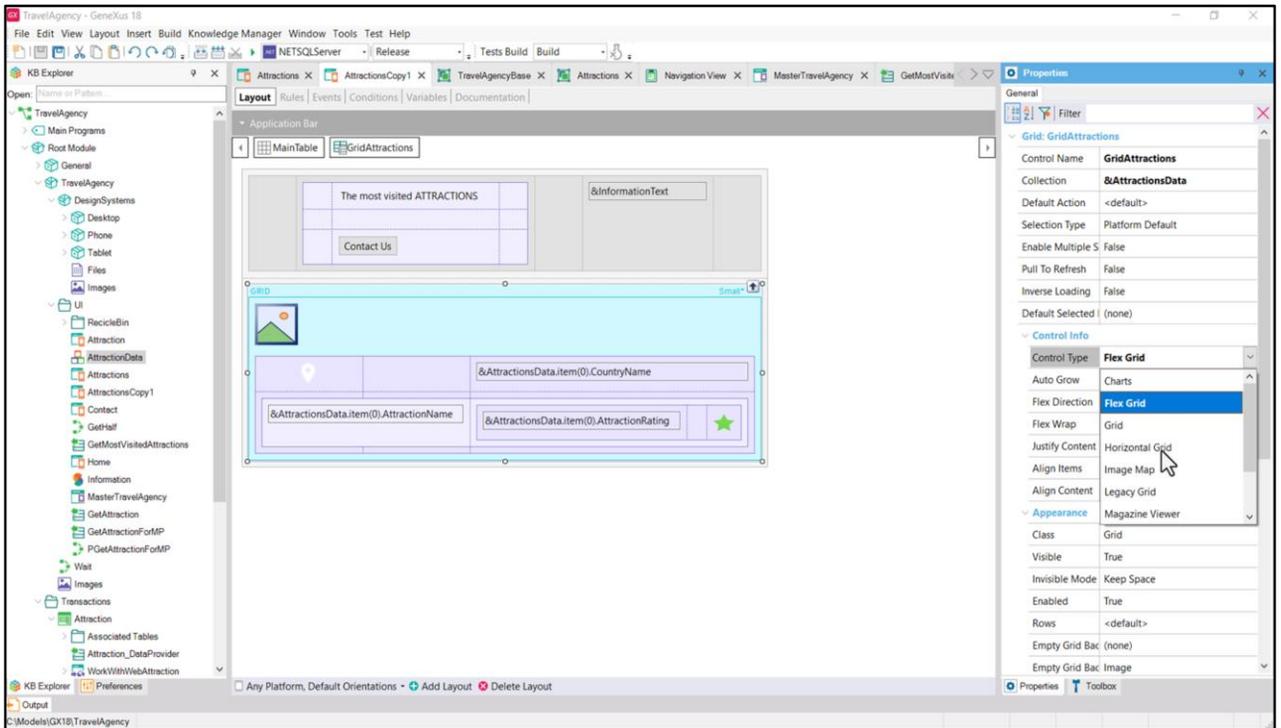


If we now look at the **Control Info** section of the grid, we see that here I specified that it is not a common grid, but a **Flex** one. Look at all the options we have.

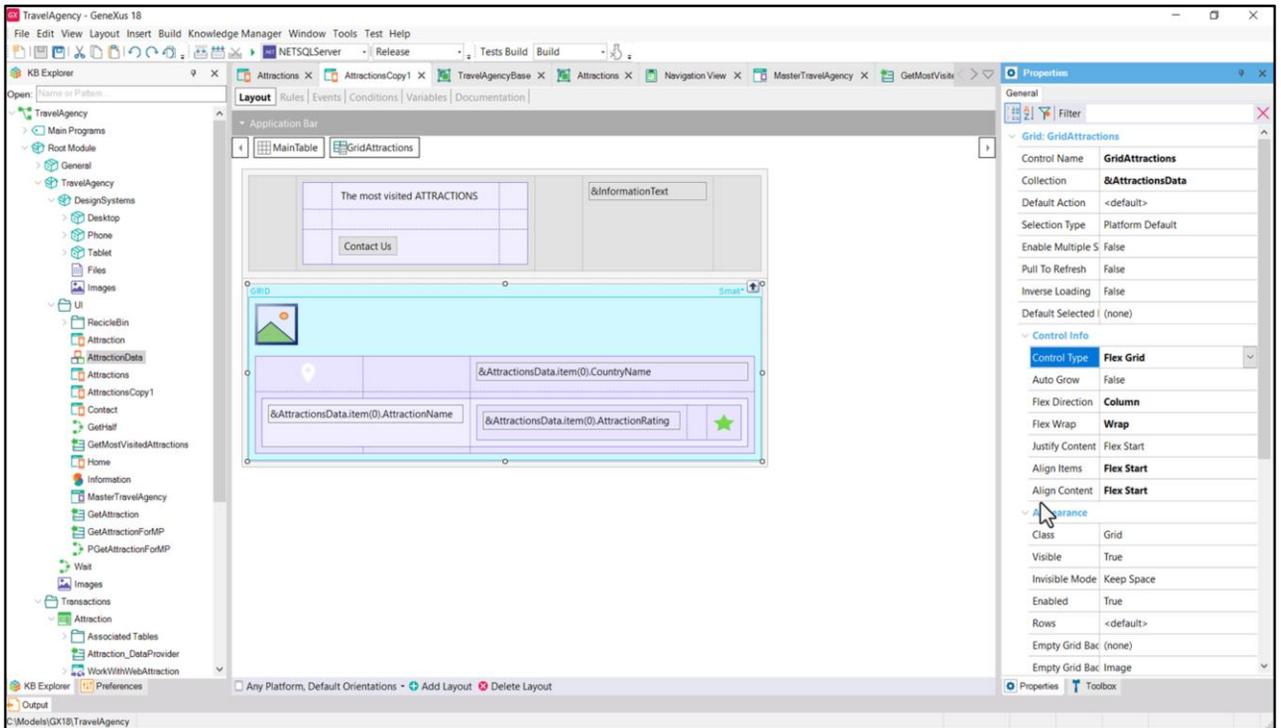
This one corresponds to the default.



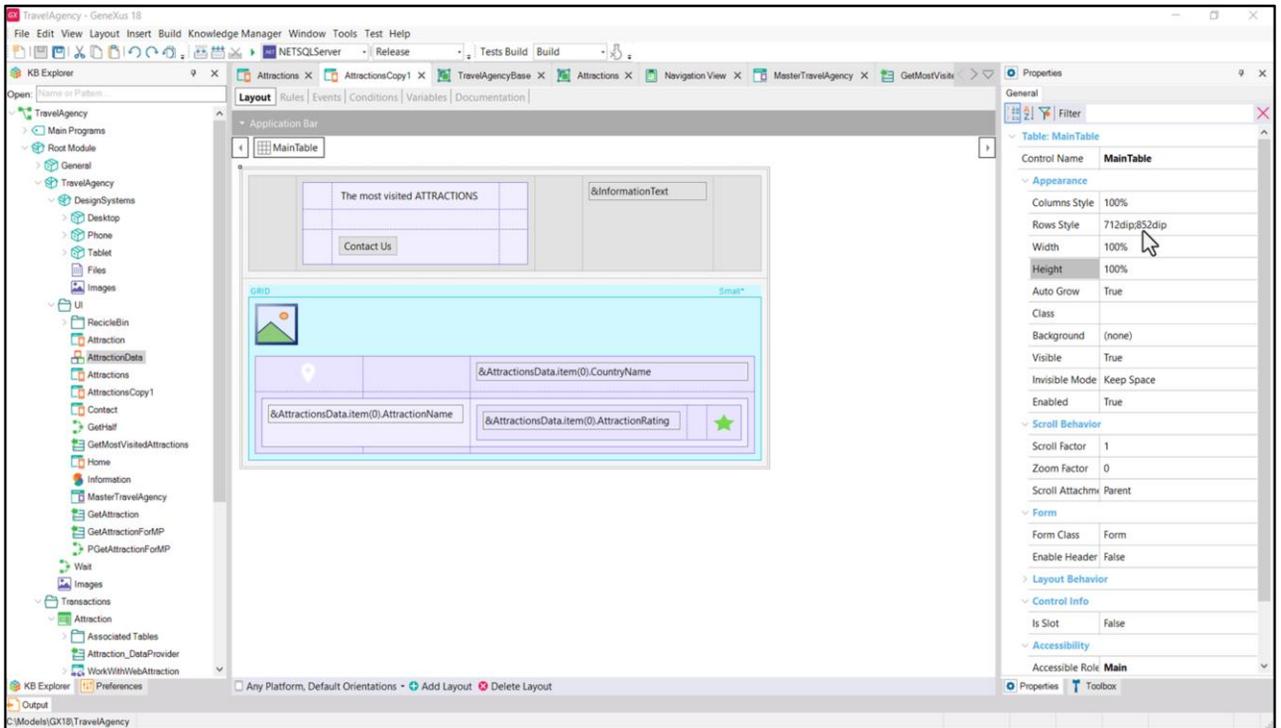
Let's see that of the grid we inserted in Attractions.



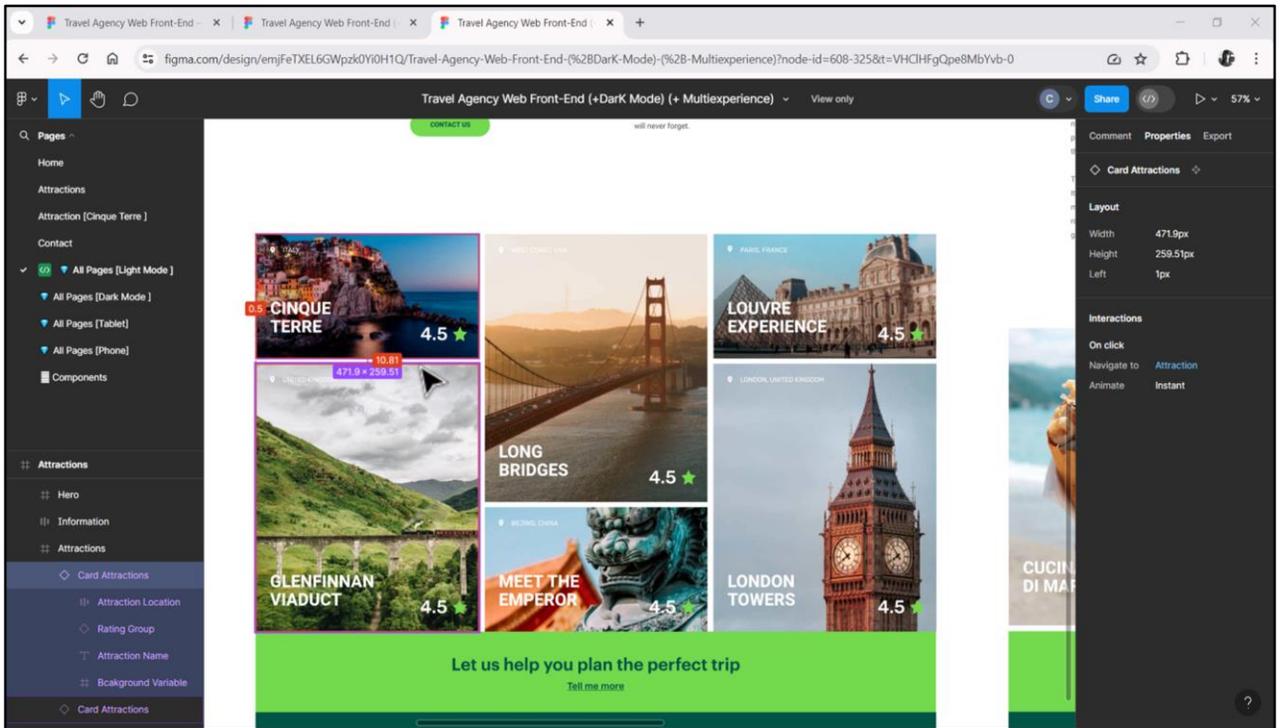
Here I clearly changed it to **Flex**. But also note that the **Horizontal** one appears, which can be convenient to implement the other carousels.



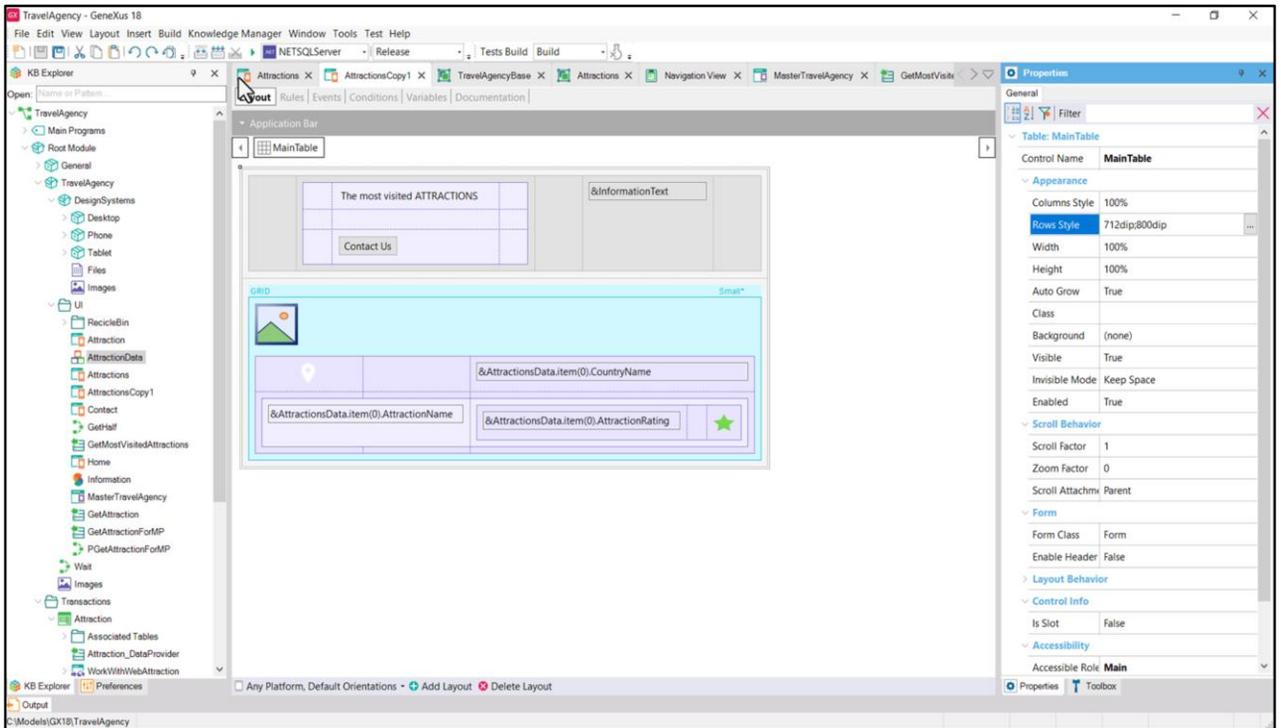
Also note that after choosing the **Flex** grid type, the typical properties of a flex container appear: Flex Direction, Flex Wrap, justification, alignment.



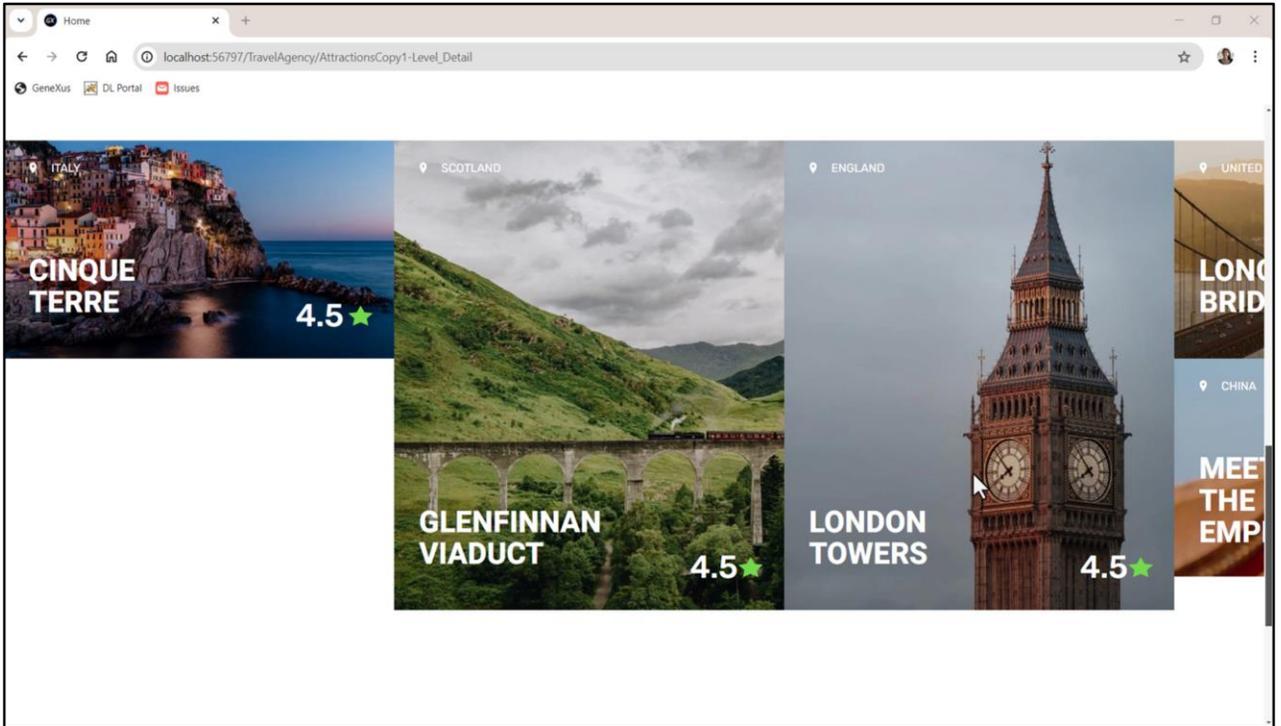
Since the sum of the height of a Small and a Large card is $260 + 560$, that is, 820 , and the grid has Auto Grow set to false, and the row in which it is located is 852 dips...



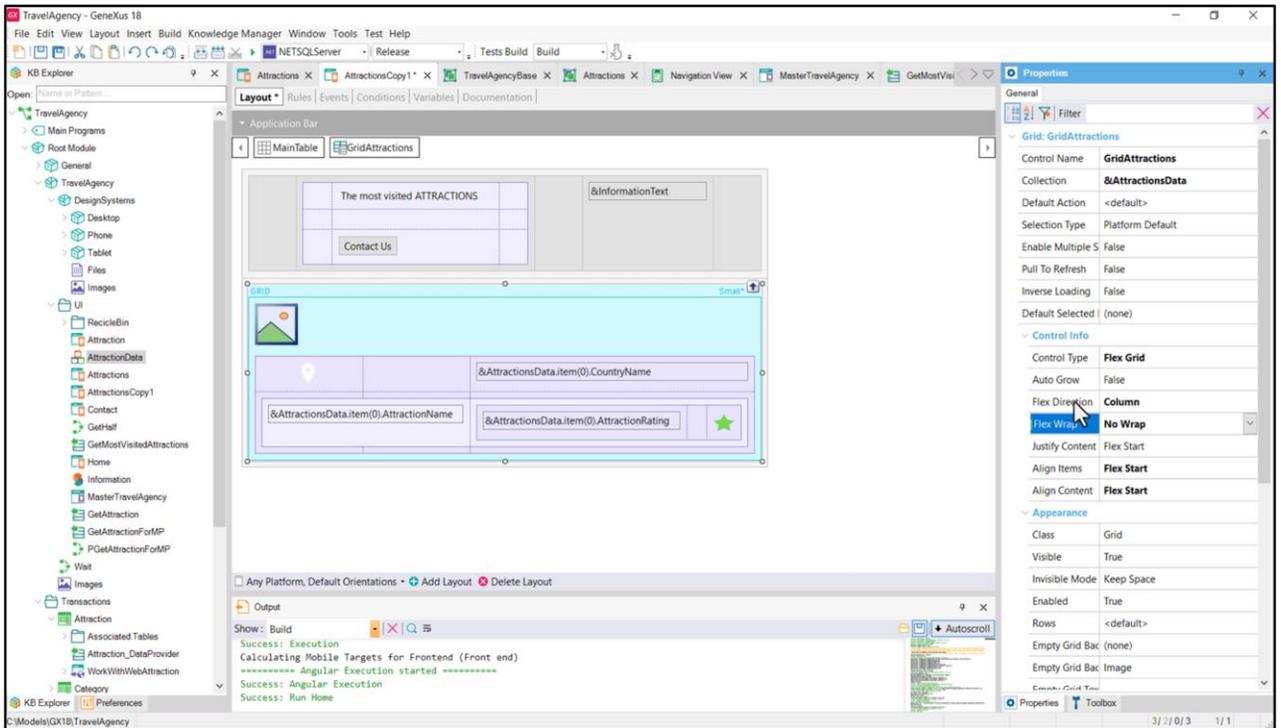
...(I don't know why I entered that value, when the space missing from the 820 dips is the spacing of the cards, something I haven't implemented yet, but we can already see that it is 11 pixels; I also have to add, as we will see in the next video, the space of the scrollbar)...



...but let's see what happens if I set a value lower than the sum of the heights of the cards, such as 800, for example...

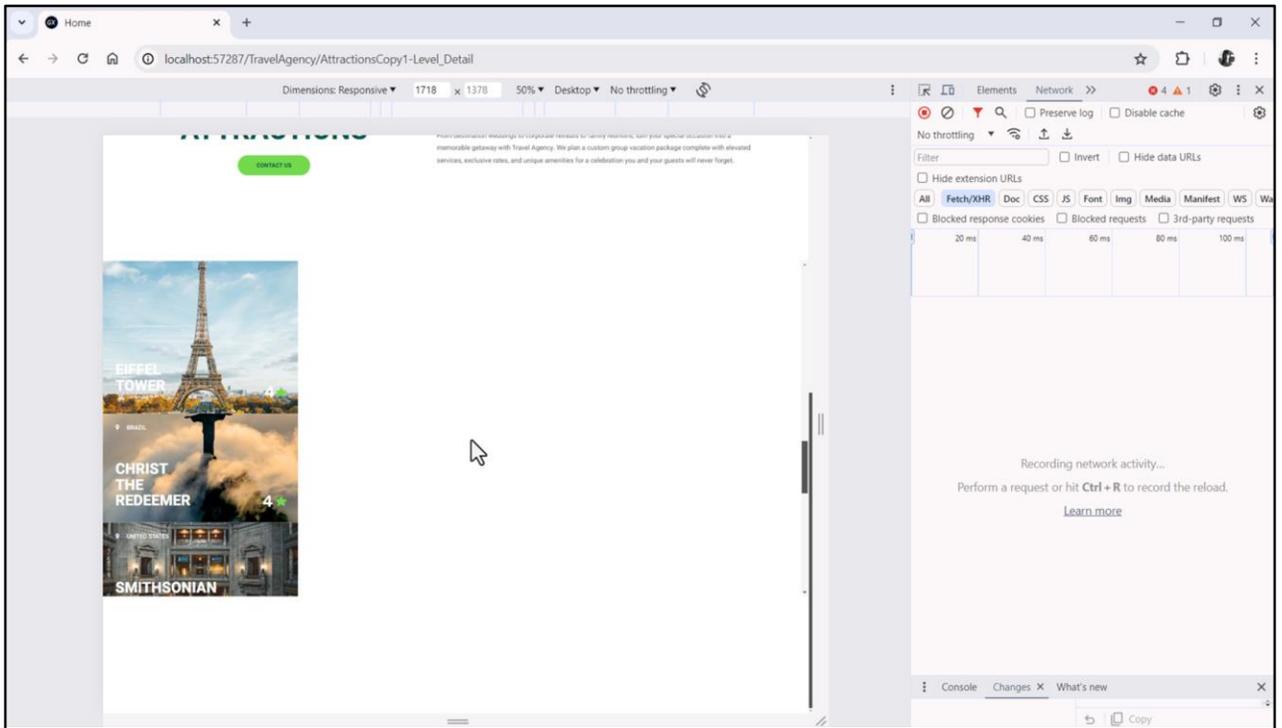


There is not enough space to place two cards per column, so this happens...



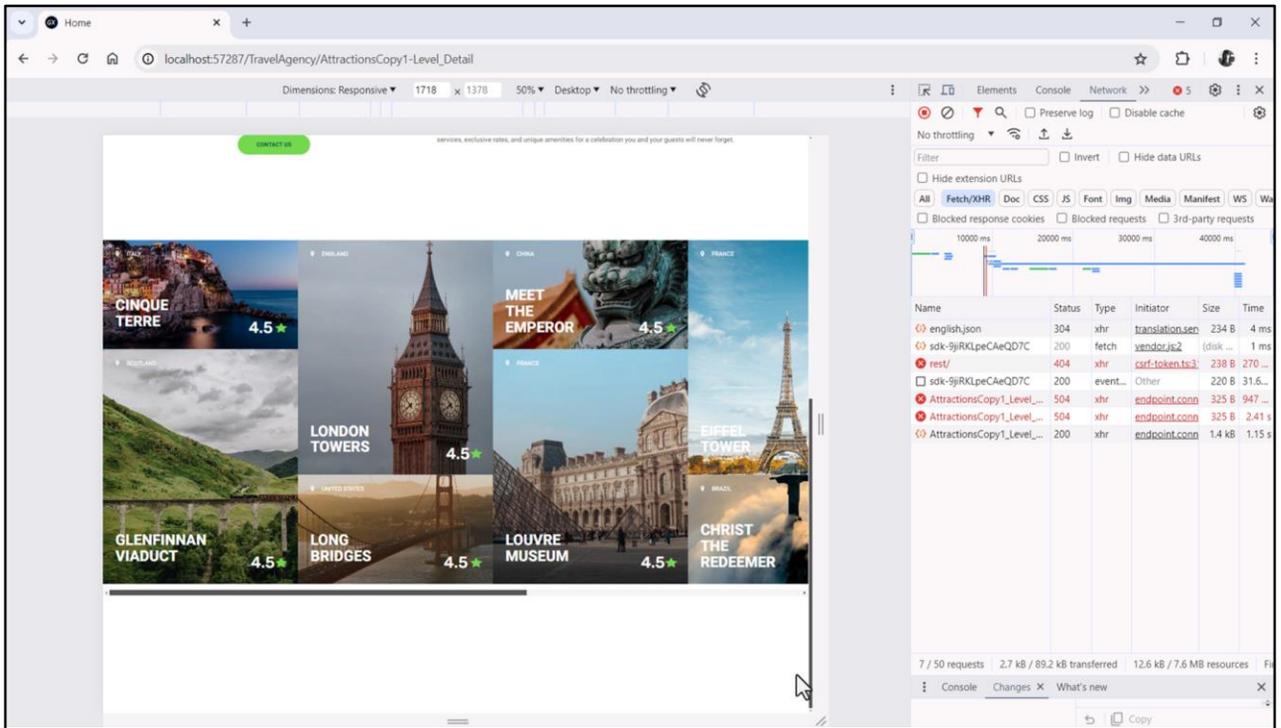
In short, if the Grid doesn't have Auto Grow, the number of items that will be placed in each column will depend on the height of each item and the height of the cell in which that grid is located.

Remember that the columns are created because of the Wrap. If there were no Wrap there would be a single column, since the direction is Column.



I don't know if you notice it, but there is a double scroll bar. I will press F12 to see it better.

We have a vertical scroll bar of the grid. And the scroll bar of the panel.



On the other hand, if the property has Wrap enabled... and we set the row height, for example, to 850 dips, for the moment...

Note that we have the vertical scroll bar of the page and now for the grid a horizontal scroll bar (instead of a vertical one).

And also, of course, 2 cards can be placed in each column.

Well, I'll end this video here so that it doesn't become boring. In the next one, we will see in some detail the implementation of the layout of each card of the grid, and then return to the grid itself.

See you soon.

GX

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