Web Screens with Back-office Focus

Introduction

GeneXus*

Thin Client + Business Logic on the Server

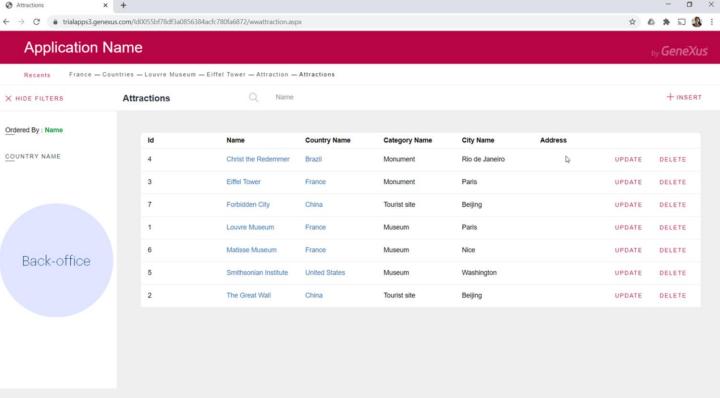
Web Applications with Back-office Focus Smart Client
+
Services on
the Server

Web Applications with UX Focus

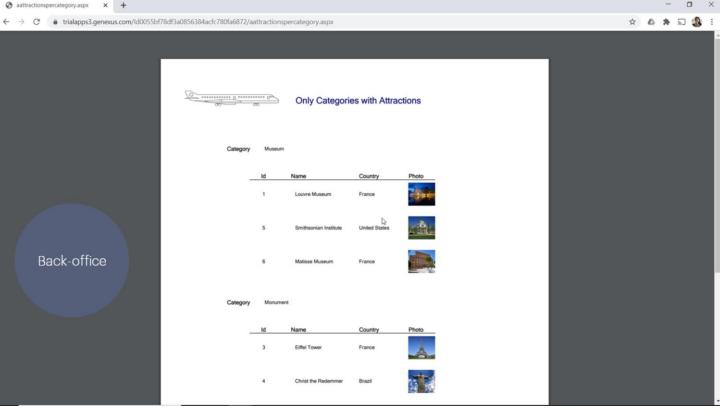
Native Mobile Applications

We've said that the applications' architecture conditions, among other things, the way they are programmed.

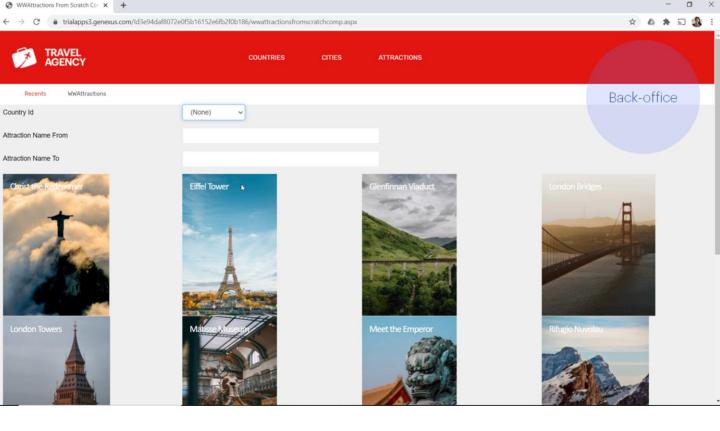
In this module, we will focus on web applications that will run on a thin client.



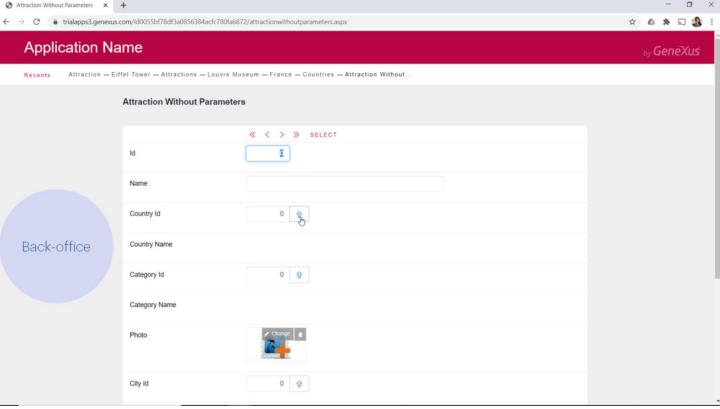
So far, we have been developing mainly the travel agency's web back-office application; that is, the application for company employees who will navigate through the data according to hierarchical views, such as those provided by the screens created by the Work With pattern, which will allow manipulating the data, making additions (i.e. insertions), deletions (deletions) and modifications through transactions.



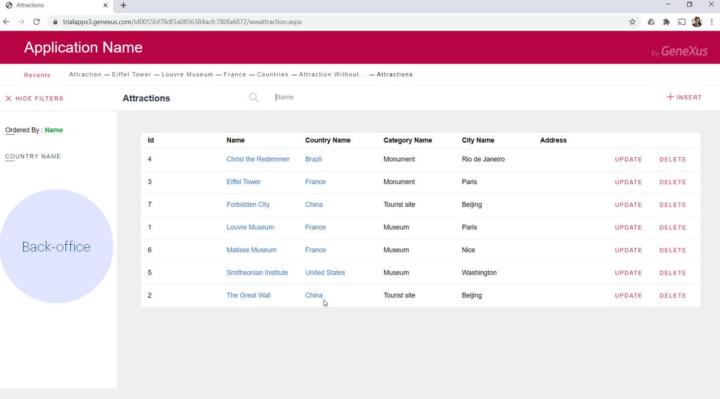
In addition, users will want to run PDF lists, workflows, and queries according to different filters, and view the information grouped in different ways to make decisions according to the users' permissions, so they must log in, among other things.



At the end of this section of the course that we are starting now, we will see how everything we have discussed and what we will study here is integrated, to obtain a visually appealing back-office that offers a smooth experience to users, with screens and intuitive and fast navigation.

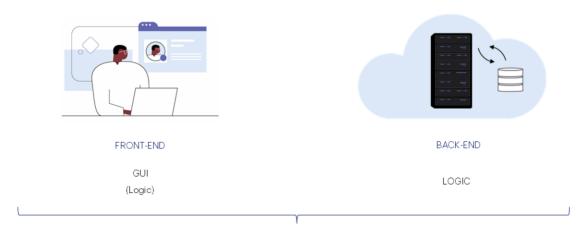


So far, we have interacted with two types of screens: that of the transaction object that allows manipulating the data in the database;



and that of the object generated by the Work With pattern, to display information and run queries and user actions based on what is displayed there.

The two screens we saw in the pattern, the selection screen and the display screen, correspond to the object we will study next: the Web Panel object.



Transactions

Web Panels

Every screen that the user interacts with (whether it is a transaction or a web panel) has a visual part that displayed in the browser and belongs to the front-end of the application. Also, they have a logical part that is a little bit on the client and much more on the server (back-end), especially the one related to data retrieval and manipulation, as well as heavy processing.

It must be made clear that even though we make this distinction between front-end and back-end, in fact the GeneXus objects program everything, on both sides, in a transparent way for the developer. So, once the developer chooses what kind of application to develop, he doesn't have to worry about this.

We will understand it here. First, we will study the Web panel object focusing more on its logic, and then we will talk about the UI and UX, in reference to the design system.



In this section, we will focus on the back-office that is completely fragmented for now.

Our home page is the Developer Menu, which is simply a menu with all the objects with interface that we have created in GeneXus and that can be directly invoked because they don't receive parameters. Obviously, to obtain the back-office application we will have to replace this Developer Menu by implementing a main object, Home, and there all its design and logic.

In this course we will only make an initial overview of all this. Let's begin...

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