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GeneXus by Globant



En el video anterior les presenté una posible implementación no terminada para el carrusel del panel Attractions.

Ahora la analizaremos en profundidad y pensaremos otras posibilidades.



Se utiliza un control grid cuando necesitamos presentar información repetitiva, ya sea en cantidad fija o variable.

Cuando la información a presentar es variable en cantidad, es claro el uso del grid. Es el de nuestro caso, donde la información a mostrar es la de las atracciones de la base de datos, que es, claramente, variable.



Pero también se lo utiliza cuando la cantidad es fija. Por ejemplo, para modelar estas cards del panel Home, también utilizaremos un grid, porque, recuerden, se compondrá de 4 cards, fijas, donde sólo hay 2 visibles en la pantalla por vez.

En este caso el grid cargará 4 ítems de información, pero cada uno con valores fijos, no tomados de la base de datos.



El caso de Attraction será más parecido al de Attractions, no sólo porque la información presentada es casi idéntica en estructura visual a la de las cards más largas de este otro grid, sino porque también se toma de la base de datos. En este caso, del segundo nivel de la transacción Attraction.



Si bien los 3 carruseles se implementarán mediante grids, tendrán sus particularidades. Dos de ellos pueden pensarse como grids de tipo **grid horizontal**, mientras que el que vamos a estudiar ahora será del tipo **flex**.

GeneXus for Angular Course × +	
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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	Total length of videos: 5.5h
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En el curso de GeneXus para Angular tienen este primer video bien cortito que les cuenta la relación de un grid con atributos de la base de datos y la carga de este grid automática. A quien nunca haya visto nada de esto les recomiendo detenerse aquí y mirarlo.

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En la KB yo ya había implementado una primera versión de este grid, en la copia del panel Attractions.

Voy a hacerlo ahora con ustedes detenidamente, para explicarles las cuestiones más relevantes desde el punto de vista del frontender.

Esta zona en la que entramos tiene de User Interface y también de codificación.

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Voy a empezar por insertar un grid en la segunda fila de Attractions. Nos abre esta ventana para seleccionar atributos y/o variables que queremos que sean parte de cada ítem que el grid presentará.

Podría seleccionar, por ejemplo, para nuestro caso, CountryName, AttractionName, AttractionPhoto, AttractionRating.



Veamos que nos colocó los 4 atributos uno al lado del otro, en 4 columnas, pero podemos reacomodar los elementos como queramos. A diferencia de lo que sucede con los grids tabulares, en los que solamente hay columnas y no se puede hacer esto otro.

Nosotros vamos a elegir el primer caso, claramente.

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Reacomodo los elementos como quiero que salgan.



Y ahora quiero ejecutar.

Así que en el Master Panel... en el evento asociado al botón Attractions... descomento la invocación al panel que estamos construyendo... y la invocación a la copia que tiene ya el grid avanzado la coloco para el botón About, provisoriamente.



No se está viendo nada en ejecución. ¿Por qué?

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Primero que nada veamos el tamaño de la fila en la que se encuentra el grid. 100% del alto restante de quitar 712 dips. Aquí evidentemente no está el problema.

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Entre las propiedades del Grid vemos que tiene la Auto Grow en False, así que no va a crecer conforme su contenido crezca.

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Y si analizamos cada ítem de su contenido, vemos que se modelará como esta tabla, que tiene 3 columnas y dos filas, y que tiene configurado como alto "platform default". Y por más que tiene Auto Grow en true, como el grid no lo tiene, no aplicará.

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Observemos qué pasa si cambiamos a True el Auto Grow del grid...



Nosotros no vamos a querer un grid con Auto Grow, porque en realidad vamos a querer un carrusel que tenga un scroll horizontal. El alto va a tener que ser fijo.

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Entonces defino este alto para la fila en la que se encuentra el grid...

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...y dejo el Auto Grow en False.

Tendré que trabajar con cuidado los tamaños de esta tabla.

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Lo que podemos ver hasta aquí es que utilizando atributos ya la carga del grid es automática. Es un grid con tabla base Attraction. No tuve ni que explicitarlo en esta propiedad. Lo infirió solo.



Por detrás GeneXus construye un Data Provider que es el que devuelve un SDT colección con todos los ítems necesarios para cargar el grid. Y vean la navegación de ese Data Provider. Está yendo a navegar la tabla Attraction, accediendo a Country para traer el CountryName.

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Si quisiéramos ordenar en forma descendente por AttractionRating vean que alcanzará con hacer esto... definir un order... de acuerdo a este atributo NO ascendente.



Y si ahora pedimos para ver el listado de navegación... aquí lo vemos reflejado.

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En la implementación que les mostré en el video anterior, en la que no utilicé atributos...



...yo construí explícitamente un Data Provider, así como también el SDT que utilizo como colección, y lo invoco también explícitamente, para que sea cargado en el grid una vez tenga sus datos.



El evento Refresh, recordemos, se va a disparar antes de la carga del grid.

Entonces, llamo al Data Provider, me devuelve la colección de datos, de ítems, cargados...

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...y como al grid le asocio esta colección, va a hacer un Load por ítem...



...disparando para cada uno el evento Load (que está programado aquí para producir una alternancia entre las cards: las de altura Small y las de altura Large...



Es decir, entre estas, de altura 260 y estas otras de altura 560.



En los grids podemos definir **múltiples layouts** para sus ítems, no tienen por qué ser para todos el mismo. Y esto es lo que hice en mi grid. Definí dos layouts distintos: este al que le llamé Large, y este, que es el default, al que le llamé Small.

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Si bien se ven idénticos, en verdad difieren en una cosa: en la altura de esta tabla (que ya vemos que es un canvas). La del layout de nombre Large es de 560 dips, mientras que la del layout de nombre Small es de 260.



Ya podemos pensar en este grid al modo de un contenedor flex, de este alto, y que ubica sus ítems en dirección columna, con la propiedad Wrap prendida, de modo que las primeras dos atracciones turísticas devueltas serán estas dos, que si las empezamos a contar con 0, entonces nos quedará así: la 0 y 1 entran en la primera columna pero la 2 y 3 no, así que pasan a una segunda columna, y la 4 y 5 en una tercera, y así sucesivamente.

Noten que podemos formalizar la alternancia de las cards mirando estas cuatro, porque después el esquema se va a repetir. La 0 y la 3 corresponderán a altura Small; y la 1 y la 2 a altura Large.

Para sus múltiplos vale el mismo esquema. Por eso lo resolví así.



En el Refresh pongo en 0 el contador de la atracción y luego calculo para cada ítem a ser cargado en el grid su posición, que será el resto de ese contador dividido 4, es decir, que será: 0, 1, 2 o 3.

Si es 0 o 3, le pido que cargue el ítem con el layout Small; y si en cambio es 1 o 2, con el layout Large.

Vean que este es el nombre del grid, y esta es la propiedad que indica cuál es el layout del ítem.

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Si observamos ahora la sección **Control Info** del grid, vemos que aquí especifiqué que se trata no de un grid común, sino de uno **Flex**. Miren todas las opciones que tenemos.

Esta corresponde al default.

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Veamos la del grid que insertamos en Attractions.

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Aquí claramente lo cambié a **Flex**. Pero además observen que aparece el **Horizontal**, que ya nos puede tentar para cuando queramos implementar los otros carruseles.

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Vean también que al haber elegido el tipo de grid **Flex**, aparecen las propiedades típicas de un contenedor flex: Flex Direction, Flex Wrap, justificación, alineación.

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Como la suma del alto de una card Small y una Large son de 260 + 560, es decir 820, y el grid tiene Auto Grow en false, y la fila en la que se encuentra es de 852 dips...



...(no sé por qué puse ese valor, cuando el espacio que me está faltando a los 820 dips es el de separación de las cards, algo que aún no implementé, pero que ya vemos que es de 11 píxeles, y también tengo que agregar, como veremos en el siguiente video, el espacio de la barra de scroll)...

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...pero veamos qué pasa si coloco un valor menor a la suma de los altos de las cards, como 800, por ejemplo...



No le alcanza el espacio para colocar dos cards por columna, por lo que nos ocurre esto...

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Attraction_DataProvider	Calculating Mobile Targets for Frontend (Front end)	Empty Grid Ba	Image	
> G WorkWithWebAttraction	Angular txecution started	Empty ond ba	timage	~
Category Y	Success: Angular Execution	Emoto Crid To	1	

En definitiva, si el Grid no tiene Auto Grow, entonces la cantidad de ítems que se colocarán en cada columna dependerá del alto de cada ítem y del alto de la celda en la que se encuentre ese grid.

Recordemos que las columnas se producen debido al Wrap. Si no hubiera Wrap sería una única columna, dado que la dirección es Column.



No sé si lo perciben, pero tenemos una doble barra de scroll. Presionaré F12 para verlo mejor.

Tenemos barra de scroll vertical del grid. Y la barra de scroll del panel.



En cambio, si tenemos Wrap en el propiedad... y coloquemos para el alto de la fila por ejemplo, no sé, 850 dips, por el momento...

Vemos que tenemos la barra de scroll vertical de la página y ahora para el grid una barra de scroll horizontal (en lugar de vertical).

Y además, claro, están entrando 2 cards por columna.

Bueno, voy a interrumpir aquí este video para que no se nos haga pesado. Y en el siguiente veremos en cierto detalle la implementación del layout de cada card del grid, para luego volver sobre el grid propiamente dicho.

Lxs espero.



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