
Oracle Developer: Build Forms I

Volume 1 • Student Guide

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Preface

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Profile

Before You Begin This Course

Before you begin this course, you should have the following qualifications:

- Thorough knowledge of creating SQL query statements
- Working experience of:
 - Creating PL/SQL constructs, including conditional statements, procedures and functions
 - Creating PL/SQL stored (server) procedures and functions
 - Using a graphical user interface (GUI)

Prerequisites

- The following Instructor-Led Training (ILT) courses:
 - *Introduction to Oracle: SQL & PL/SQL* or *Introduction to Oracle for Experienced SQL Users*
 - *Advanced SQL and SQL*Plus*
 - *Develop PL/SQL Program Units*
- Or, the following CBTs from our SQL * PL/SQL CBT Library:
 - *Oracle SQL and SQL*Plus: Basic SELECT Statements* or *Oracle SQL Specifics: Retrieving and Formatting Data*
 - *Oracle SQL and SQL*Plus: DDL and DML* or *Oracle SQL Specifics: Creating and Managing Database Objects*
 - *Oracle PL/SQL: Basics*
 - *Oracle SQL and SQL*Plus: Advanced SELECT Statements*
 - *Oracle SQL and SQL*Plus: SQL*Plus and Reporting*
 - *Oracle PL/SQL: Procedures, Functions and Packages*
 - *Oracle PL/SQL: Database Programming*

Suggested Follow-Up Courses

- *Oracle Developer: Build Forms II*
- *Oracle Developer: Build Reports*
- *Oracle Developer: Deploy Web-Based Applications*

How This Course Is Organized

Oracle Developer: Build Forms I is an instructor-led course featuring lecture and hands-on exercises. Online demonstrations and written practice sessions reinforce the concepts and skills introduced.

Related Publications

Oracle Publications

Title	Part Number
<i>Oracle Developer: Guidelines for Building Applications Release 6</i>	A58766-02
<i>Oracle Developer: Getting Started Release 6</i>	A58767-02

Additional Publications

- *read.me* files
- *relnotes.pdf* file

Typographic Conventions

Typographic Conventions in Text

Convention	Element	Example
Bold italic	Glossary term (if there is a glossary)	The <i>algorithm</i> inserts the new key.
Caps and lowercase	Buttons, check boxes, triggers, windows	Click the Executable button. Select the Can't Delete Card check box. Assign a When-Validate-Item trigger . . . Open the Master Schedule window.
Courier new, case sensitive (default is lowercase)	Code output, directory names, filenames, passwords, pathnames, URLs, user input, usernames	Code output: <code>debug.seti('I',300);</code> Directory: bin (DOS), \$FMHOME (UNIX) Filename: Locate the init.ora file. Password: Use tiger as your password. Pathname: Open c:\my_docs\projects URL: Go to http://www.oracle.com User input: Enter 300 Username: Log on as scott
Initial cap	Graphics labels (unless the term is a proper noun)	Customer address (<i>but</i> Oracle Payables)
Italic	Emphasized words and phrases, titles of books and courses, variables	Do <i>not</i> save changes to the database. For further information, see <i>Oracle7 Server SQL Language Reference Manual</i> . Enter <i>user_id</i> @us.oracle.com, where <i>user_id</i> is the name of the user.
Quotation marks	Interface elements with long names that have only initial caps; lesson and chapter titles in cross-references	Select "Include a reusable module component" and click Finish. This subject is covered in Unit II, Lesson 3, "Working with Objects."
Uppercase	SQL column names, commands, functions, schemas, table names	Use the SELECT command to view information stored in the LAST_NAME column of the EMP table.

Convention	Element	Example
Arrow	Menu paths	Select File—>Save.
Brackets	Key names	Press [Enter].
Commas	Key sequences	Press and release these keys one at a time: [Alt], [F], [D]
Plus signs	Key combinations	Press and hold these keys simultaneously: [Ctrl]+[Alt]+[Del]

Typographic Conventions in Code

Convention	Element	Example
Caps and lowercase	Oracle Forms triggers	When-Validate-Item
Lowercase	Column names, table names	SELECT last_name FROM s_emp;
	Passwords	DROP USER scott IDENTIFIED BY tiger;
	PL/SQL objects	OG_ACTIVATE_LAYER (OG_GET_LAYER ('prod_pie_layer'))
Lowercase italic	Syntax variables	CREATE ROLE <i>role</i>
Uppercase	SQL commands and functions	SELECT userid FROM emp;

Typographic Conventions in Navigation Paths

This course uses simplified navigation paths, such as the following example, to direct you through Oracle Applications.

(N) Invoice—>Entry—>Invoice Batches Summary (M) Query—>Find
(B) Approve

This simplified path translates to the following:

- 1 (N) From the Navigator window, select Invoice—>Entry—>Invoice Batches Summary.
- 2 (M) From the menu bar, select Query—>Find.
- 3 (B) Click the Approve button.

N = Navigator, **M** = Menu, **B** = Button

Introduction

Objectives

After completing this lesson, you should be able to do the following:

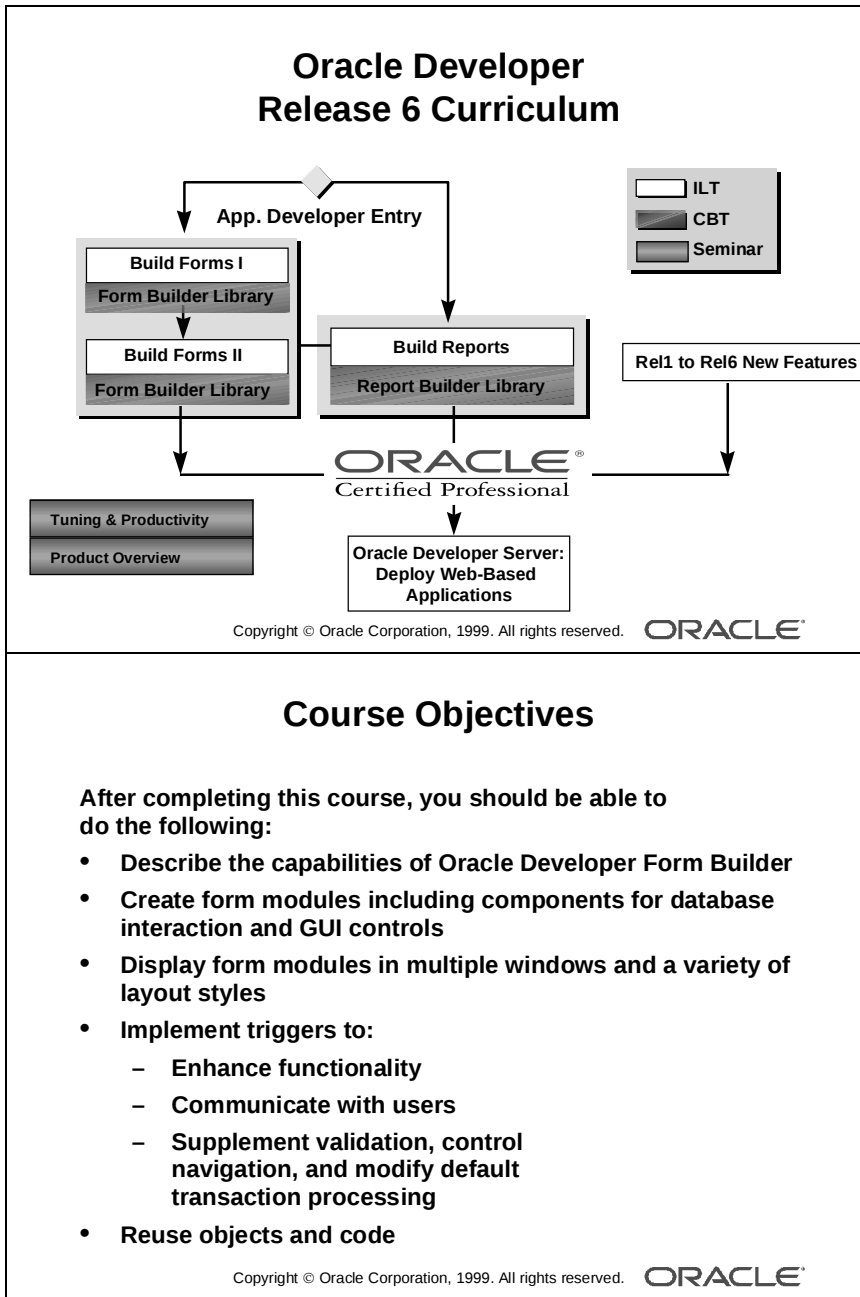
- **Identify the course objectives**
- **Identify the course content and structure**

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Overview

Introduction

This lesson introduces you to the *Oracle Developer: Build Forms I* course: the objectives that the course intends to meet, the topics that it covers, and how the topics are structured over the duration of the course.



Course Objectives

Course Description

In this course, participants will build and test interactive applications. Working in a graphical user interface (GUI) environment, participants will learn how to create and customize forms with user input items such as check boxes, list items, and radio groups. They will also learn how to modify data access by creating event-related triggers.

Course Content

Day 1

- **Lesson 1** **Course Introduction**
- **Lesson 2** **Running a Form Builder Application**
- **Lesson 3** **Working in the Form Builder Environment**
- **Lesson 4** **Creating a Basic Form Module**

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Course Content

Day 2

- **Lesson 5** **Working with Data Blocks and Frames**
- **Lesson 6** **Working with Text Items**
- **Lesson 7** **Creating LOVs and Editors**
- **Lesson 8** **Creating Additional Input Items**

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Course Content

The lesson titles show the topics we cover in this course, and the usual sequence of lessons. However, the daily schedule is an estimate, and may vary for each individual class.

Day 1

Lesson Number	Lesson Name
1	Course Introduction
2	Running a Form Builder Application
3	Working in the Form Builder Environment
4	Creating a Basic Form Module

Day 2

Lesson Number	Lesson Name
5	Working with Data Blocks and Frames
6	Working with Text Items
7	Creating LOVs and Editors
8	Creating Additional Input Items

Course Content

Day 3

- **Lesson 9** **Creating Non-Input Items**
- **Lesson 10** **Creating Windows and Content Canvases**
- **Lesson 11** **Working with Other Canvases**
- **Lesson 12** **Introduction to Triggers**
- **Lesson 13** **Producing Triggers**
- **Lesson 14** **Debugging Triggers**

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Course Content

Day 4

- **Lesson 15** **Adding Functionality to Items**
- **Lesson 16** **Runform Messages and Alerts**
- **Lesson 17** **Query Triggers**
- **Lesson 18** **Validation**
- **Lesson 19** **Navigation**

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Day 3

Lesson Number	Lesson Name
9	Creating Non-Input Items
10	Creating Windows and Content Canvases
11	Working with Other Canvases
12	Introduction to Triggers
13	Producing Triggers
14	Debugging Triggers

Day 4

Lesson Number	Lesson Name
15	Adding Functionality to Items
16	Runform Messages and Alerts
17	Query Triggers
18	Validation
19	Navigation

Course Content

Day 5

- **Lesson 20 Transaction Processing**
- **Lesson 21 Writing Flexible Code**
- **Lesson 22 Sharing Objects and Code**
- **Lesson 23 Introducing Multiple Form Applications**

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Day 5

Lesson Number	Lesson Name
20	Transaction Processing
21	Writing Flexible Code
22	Sharing Objects and Code
23	Introducing Multiple Form Applications

1

Course Introduction

Objectives

After completing this lesson, you should be able to do the following:

- **Describe common features and benefits of Oracle Developer**
- **Describe Oracle Developer components**
- **Describe common builder components**
- **Navigate around the builder interface**
- **Customize the Oracle Developer session**
- **Describe the course application**

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Introduction

Overview

This course teaches you how to build effective and professional form applications using Oracle Developer Form Builder. This is only one component of Oracle Developer, and it is useful for you to understand the whole suite of components and the capabilities of Oracle Developer in building consistent, integrated applications.

This lesson identifies the key and common features of Oracle Developer, the Oracle Developer components, and the course application model and contents.

What Is Oracle Developer?

Family of products



Oracle Designer



Oracle Developer

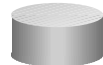


Oracle Discoverer

Supported technologies



GUI



Database



Client-server



World Wide Web

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What Is Oracle Developer?

Introduction

Oracle Developer is a suite of Oracle components that you can integrate to build comprehensive applications.

A Family of Products

Oracle Developer is one group of a family of products that support the design, creation, and running of applications across a variety of platforms.

The Oracle design, development, and data access tools are:

- Oracle Designer
- Oracle Developer
- Oracle Discoverer

Development Features

Oracle Developer enables you to build high-performance systems that take advantage of graphical user interface (GUI), database, client-server, and Web technologies.

The intuitive tools within Oracle Developer have common interfaces and features that make it easy to move among tools and to design elements that are both modular and reusable.

Key Features

- **Comprehensive GUI support**
- **Distributed applications**
- **Productive and comprehensive tools**
- **Application partitioning**
- **Flexible source control**
- **Extended scalability**
- **Object orientation**

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Oracle Developer Key Features

Oracle Developer Release 6 provides a number of features that contribute to the strength and flexibility of the product.

Comprehensive GUI Support Oracle Developer supports the native features of Microsoft Windows 95 and NT 4.0, and it provides portability to Motif, Macintosh, and character-mode production environments.

Distributed Applications The tools provide local, client-server, and Web support with multiple database connections per application. In addition to Oracle7 and Oracle8, your applications can access Structured Query Language (SQL) databases through open database connectivity (ODBC).

Productive and Comprehensive Tools Oracle Developer provides the same design facilities across tools for common functions such as the Layout Editor and the Object Navigator.

Application Partitioning You can place individual PL/SQL program units on the database server, the application server, or in the client-side application, whichever is most suitable in each case. You can copy and move objects between modules and the database server by using convenient drag-and-drop techniques.

Flexible Source Control You can store the definitions of your application modules in flat files or in the Oracle database. You can perform version control on these modules and produce documentation by using Oracle Developer facilities.

Extended Scalability You can scale applications from single users to tens of thousands, with no changes to the application. Scalability is inherent in the multitiered architecture of the product. There is support for server functionality, such as array DML, database cursors, bind variables, and result sets.

Object Orientation Oracle Developer offers an inheritance model that facilitates the inheritance of attributes and code from one object to another and from one application to another, through subclassing and object libraries.

Improved Developer Productivity

Release 6 provides:

- **Wizards**
- **Visual query builder**
- **Templates**
- **MAPI support**
- **Open APIs**

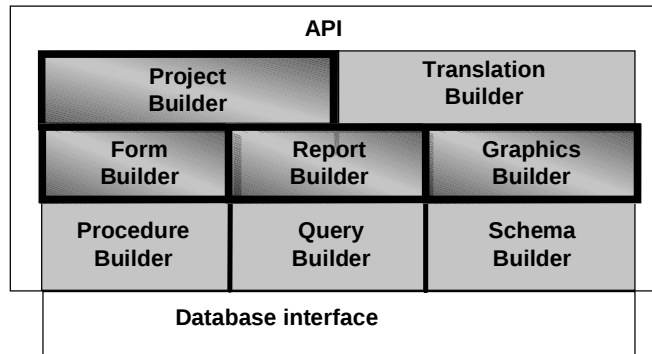
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Improved Developer Productivity

Release 6 simplifies many developer tasks. Features include:

- Wizards for many simple, repetitive tasks
- Visual query builder both as a stand-alone executable, and as a utility embedded in Reports
- Gallery of predefined and user-extensible templates
- Support for Microsoft Messaging Application Program Interface (MAPI) compliant clients, for easy report distribution
- Open Application Programming Interfaces (APIs), enabling developers to write their own programs in C/C++ and call the API to manipulate a file, providing a very fast program interface

Oracle Developer Components



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Introducing the Oracle Developer Components

Release 6 Components

Project Builder This component of Release 6 helps in the entire project life cycle. A navigator-style interface provides easy access to all your project files and the actions associated with them. The customizable launcher enables you to launch any application directly, such as Form Builder, Report Builder, or Microsoft Word.

You can package your application and then deploy it on other machines by using utilities of your own choosing.

Form Builder This development interface helps you build sophisticated, interactive applications—screens and pull-down menus. Form Builder can present information through textual items, GUI objects, and bitmapped images. Users can perform database transactions by interacting with these objects.

Wizards help you build simple, standard modules very quickly. You can then use the powerful features of Form Builder to enhance the appearance and functionality of your application.

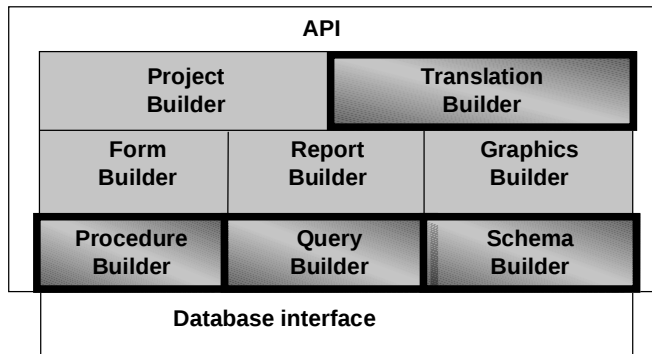
Report Builder This development interface helps you build both simple and extremely complex production-quality reports. The wizard offers a variety of styles. Templates help you develop professional, standard reports quickly and easily. Report Builder also supports many more complex and individual enhancements.

You can run a report as a stand-alone application, or invoke it from an Oracle Developer form, passing data to the report as required. You can deploy reports on the Web by using the Reports Server and Reports Web Common Gateway Interface (CGI).

Graphics Builder This development interface helps you build a variety of charts, including drilldown graphics applications. Use the Graphics Builder to enhance and modify charts created by the Chart Wizard in the Form and Report builders.

Note: You can automatically generate Oracle Developer applications from design specifications by using Oracle Designer.

Oracle Developer Components



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Release 6 Components (continued)

Query Builder With this user-friendly graphical interface, you can build queries, either in a stand-alone executable or during development of a report by using Report Builder.

Schema Builder With this user-friendly graphical tool you can define database objects and their relationships, in a stand-alone executable.

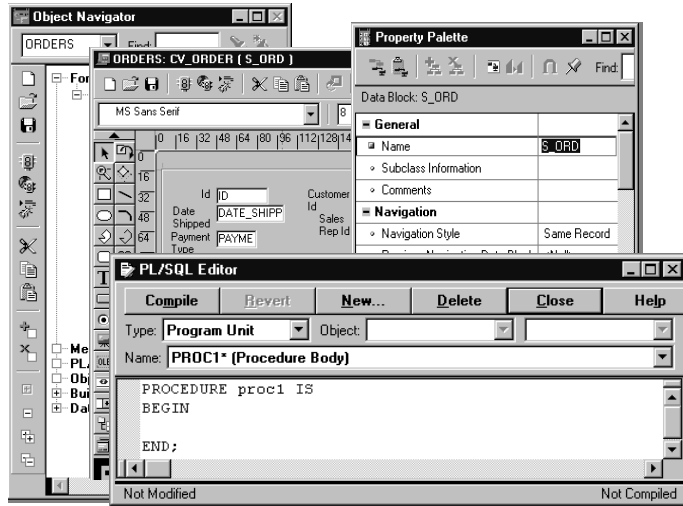
Procedure Builder Procedure Builder provides the common PL/SQL and program unit management facilities contained within the Oracle Developer application builders (Form, Report, and Graphics). You can also invoke the stand-alone builder, which enables you to create and manage program units in a separate session, without invoking the other application builders.

Procedure Builder enables you to:

- Create, modify, compile, and save program units
- Manage stored subprograms and database triggers
- Move code between Oracle Developer applications and the database, by using convenient drag-and-drop techniques

Translation Builder This user-friendly and powerful tool supports and manages translations of text extracted from Oracle resources. It is a cost effective solution to translate a given application, and above all, it helps Oracle developers to make a simultaneous release of native and multilingual applications.

Common Builder Components



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Common Builder Components

Introduction

The Oracle Developer Form, Report, and Graphics builders share a number of common interface components. These components may include options in one tool that do not occur in another, but their basic functionalities are the same throughout. These components help to provide the flexibility and productivity of the Oracle Developer development environment.

Object Navigator

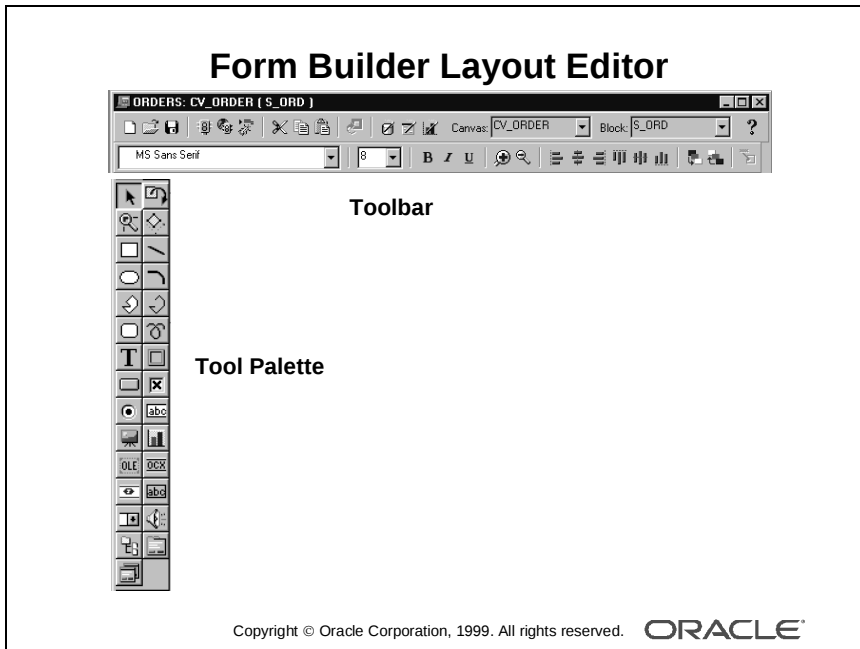
The Object Navigator is a hierarchical browsing and editing interface that enables you to locate and manipulate application objects quickly and easily. Features include:

- A hierarchy represented by indentation and expandable nodes. (Top-level nodes show module types, database objects, and built-in packages. All other nodes and the objects they contain are indented to indicate that they belong to these higher level nodes.)
- Find field and icons, enabling forward and backward searches for any level of node or for an individual item in a node.
- Icons in the vertical toolbar replicating common File menu functions.
- An icon next to each object to indicate the object type.

Property Palette

All objects in a module, including the module itself, have properties that you can see and modify in the Property Palette. Features include:

- Copy and reuse properties from another object
- Find field and icons, similar to Object Navigator



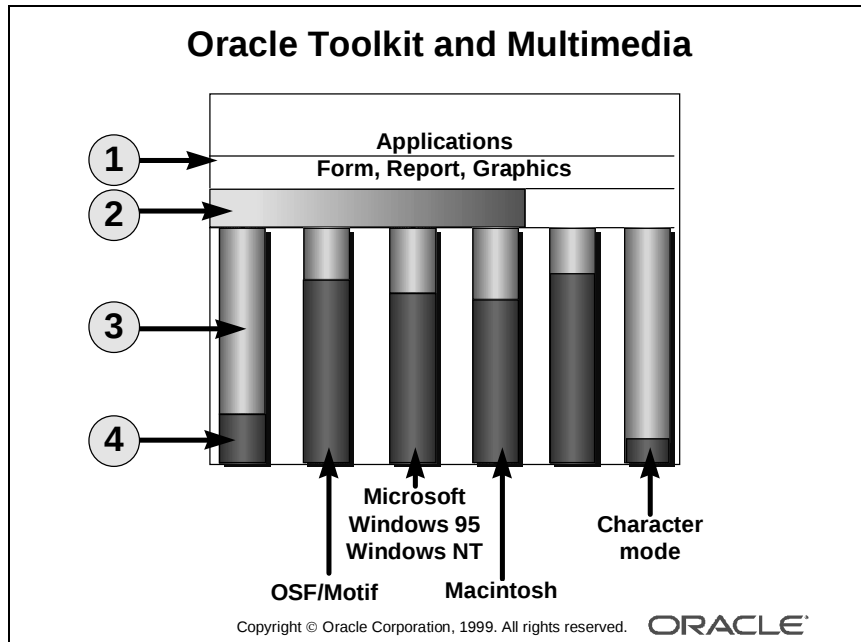
Layout Editor (or Layout Model)

The Layout Editor is a graphical design facility for creating and arranging interface items and graphical objects in your application. When you use the Tool Palette and the Toolbar available in the Layout Editor, you can design the style, color, size, and arrangement of visual objects in the application. The layout can include graphical objects and bitmapped images when running in a GUI environment.

PL/SQL Development Environment

The development environment is the integrated functionality of Procedure Builder that exists within the application builders. It provides:

- Development of triggers, procedures, functions, and packages in Oracle Developer as well as the database
- Development of libraries to hold PL/SQL program units
- Statement-level debugging of PL/SQL at run time



1	Oracle Developer tools
2	Multimedia extension
3	Toolkit
4	Base functionality

Oracle Toolkit and Oracle Multimedia

Oracle Toolkit is a library of functions that perform user interface events, such as control of the scroll bar and menu activation.

Together with Oracle Multimedia, which provides the integration of images, sounds, and other media facilities, Toolkit underlays the Oracle Developer development tools, bridging the gap between your Oracle Developer applications and the native environment in which you are working.

As your applications request facilities, such as opening a window or displaying a menu, Oracle Developer passes the requests to Toolkit, which communicates them to the native platform.

Toolkit attempts to pass tasks to the native interface, if that interface can handle them, so that your application uses the natural features of your environment, wherever possible. This means that a Oracle Developer application looks and behaves like a Windows NT application when running on Windows NT, and like a Motif or Macintosh application if moved to those platforms.

Toolkit itself provides the functionality where certain functionalities are not available through the native interface, for example, on character mode devices. This provides an adaptable user interface for your Oracle Developer applications.

Note: You can see a list of these and other products that support the common components and integration of Oracle Developer tools by selecting Help—>About in the builder menus.

Microsoft Windows 95 and NT Support

If you are designing your applications to run on Windows, Oracle Developer provides extensive support for its facilities.

In addition to basic Windows objects and features, Oracle Developer supports:

- Open Database Connectivity (ODBC)
- Object Linking and Embedding (OLE2)
- Dynamic Data Exchange (DDE)
- ActiveX controls

Getting Started

- **Start the builders:**
 - Invoke by using the Project Builder launchpad
 - Invoke from individual builder icons
- **See:**
 - Project Builder: the banner and then the wizard
 - Other builders: wizard
- **Connect to the database.**
- **Select File—>Connect.**

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Getting Started in the Oracle Developer Interface

Starting the Builders

There are two suggested methods of invoking any of the builders:

- Invoke Project Builder and launch the builder you require from the Project Builder launchpad.
- Invoke an individual builder from the Oracle Developer 6.0 group.

What You See in the Builders

When you invoke Project Builder, you first see a product banner and then the wizard.

When you invoke the other builders, you first see the wizard. Each builder wizard gives you several options, including:

- Create a new module by using the wizard
- Create a new module manually
- Open an existing module

Database Connection

If you build applications that access database objects, you need to connect to a database account from the builder.

Connect to a database if you need to:

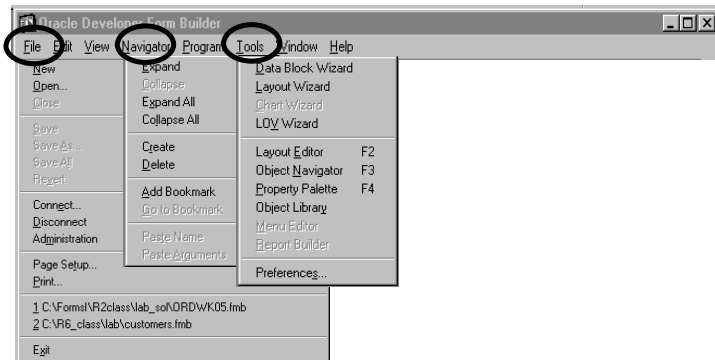
- Compile code that contains SQL
- Access database objects in the Object Navigator
- Create Oracle Developer objects that are based on database objects

How to Connect to Oracle

- 1 Select File—>Connect from the menu.
- 2 Enter the database user and password in the Connect dialog box. If not connecting to the default database, also provide the necessary connect string or database alias.

Note: Oracle Developer automatically displays the Connect dialog box if you try to perform a task that requires connection.

Main Menu Structure



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Navigating Around the Oracle Developer Main Menu

Introduction

The Main menu in each of the three main application builders is very similar.

The Main menu contains options in one builder that do not always appear in another, but their basic functionality is the same throughout. The Main menu also varies depending on your current context in the builder.

Common Menu Features

The following table describes some common features in GUI menus.

Feature	Description
Underline	Shortcut key: [Alt] + letter
Ellipsis (. . .)	Additional input, usually by using a dialog box
>	Menu option has a submenu
Windows menu	List of open windows; select any window to make it active
Help	List of help facilities, such as online help text, Cue Cards, Quick Tour

Native GUI Interface

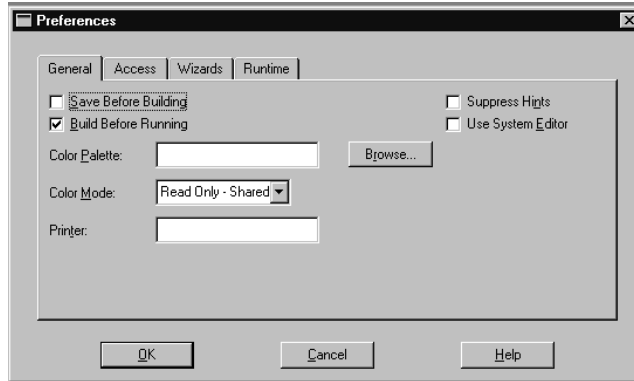
The menu example here is shown in Windows NT. However, menus appear with the same look and feel of your native GUI interface.

For example, in Motif, the Windows Print Dialog options appear as submenus of the Font menu.

The Builder Main Menu

Menu Item	Description
File	Common file utilities, such as open, save, connect, administration
Edit	Cut, copy, paste, and so on
View	Switch view in current window; options vary greatly depending on context
Navigator	Only appears in Object Navigator; includes expand, collapse, bookmark
Program	Includes compilation and access to PL/SQL editors
Tools	Includes wizards and preferences

Customizing Your Oracle Developer Session



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Customizing Your Oracle Developer Session

What Are Oracle Developer Tools Preferences?

You can use tools preferences to customize some aspects of your Oracle Developer builder session.

Each Oracle Developer builder has its own set of preferences; however, there are some that are common to all three.

Form Builder Preferences There are four tab pages in the Form Builder Preferences dialog box. Press the Help key ([F1] for Windows NT/95) in the Preferences dialog to see a description of each preference.

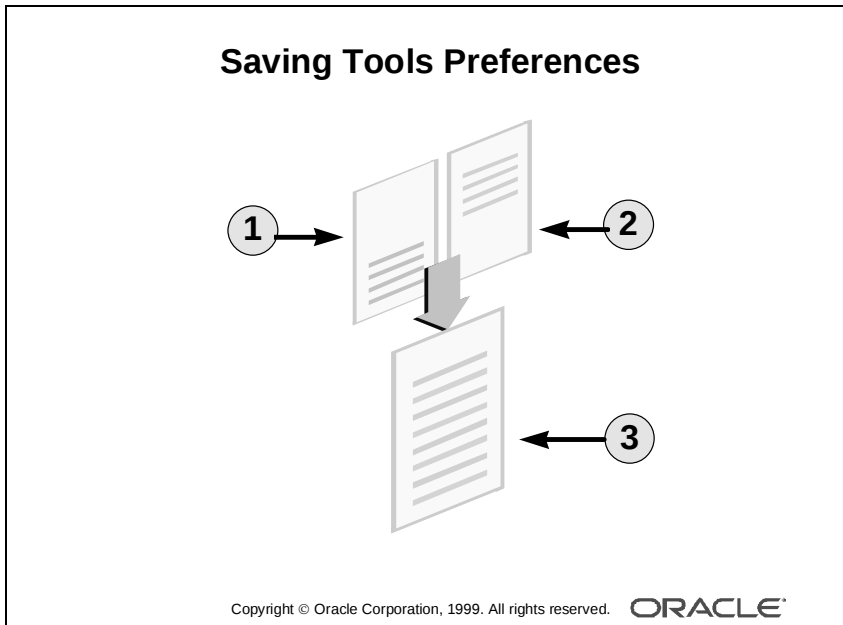
As well as session preferences, Form Builder preferences enable you to set run-time settings when running your form within the builder.

The table describes a few example form preferences.

Tab	Preference Name	Description
General	Build Before Running	Determines whether Form Builder automatically compiles the active module when you run a form. This option enables you to avoid issuing separate Compile and Run commands each time you modify and run a form.
Access	Access	Determines if form definitions are saved to (or opened from) the database or from files, or both. If access is set to both, Form Builder prompts you when you save or open each form.
Wizards	Welcome Dialog	Check box to suppress or display the first Welcome dialog box. There are several similar check boxes.
Runtime	Array Processing	Determines whether Form Builder processes groups of records at a time, reducing network traffic and increasing performance.

How to Modify Tools Preferences

- 1 Select Tools—>Preferences.
- 2 Select the option you require.
- 3 Click OK to save changes, or Cancel to cancel changes.



1	Existing preferences file
2	Modified preferences
3	Updated, merged preferences file

Saving Tools Preferences

When you click OK in the Preferences dialog box, Oracle Developer updates your current session with the changes.

When you exit the builder, Oracle Developer writes the changes to a preference file for future sessions.

If the preference file already exists, each Oracle Developer tool merges its changes with the existing file. This means that preferences for other tools are not affected.

Each option in the preference file is prefixed by the Oracle Developer tool name to which it belongs.

Example

```
OracleGraphics.Rulers = Yes
Reports.Object_Access = File
Forms.build_before_run = on
Forms.welcome_dialog = on
```

Oracle Developer reads the preference file whenever you invoke the Form, Report, or Graphics builder.

The name of the preference file varies on different platforms:

Window Manager	Preference Filename
Microsoft Windows	cauprefs.ora
Motif	prefs.ora

Note: The preferences file is an editable text file. However, we recommend that, where possible, you alter the options in the Preferences dialog box.

Oracle Developer Environment Variables

- **FORMS60_PATH**
- **REPORTS60_PATH**
- **GRAPHICS60_PATH**
- **UI_ICON**
- **ORACLE_PATH**

**Windows NT: Modify in Registry (REGEDIT . EXE or
REGEDT32 . EXE)**

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Oracle Developer Environment Variables

Introduction

Oracle Developer uses many environment variables. These have default values, all of which you can modify in your own environment for different applications.

In this section, we discuss only those variables that relate to file searching at run time.

Setting Pathnames

The main Oracle Developer builders—Form, Report, and Graphics—use some environment variables to search for files at run time. This enables you to build applications that are portable across platforms and directory structures, by avoiding hardcoded paths in file references within a form, report, or chart.

Variable	Description
FORMS60_PATH	A path that Form Builder searches for files at run time
REPORTS60_PATH	A path that Report Builder searches for files at run time
GRAPHICS60_PATH	A path that Graphics Builder searches for files at run time
UI_ICON	A path that all builders search for icon files at run time

Generic Oracle Path

ORACLE_PATH is an additional path that all components search if they cannot find a file in their own specific path.

Modifying Environment Variables

In a Windows NT 32-bit environment, use the Windows Registry to modify these paths.

Using the Online Help System

- **Quick Tour:** Built-in CBT package of technical information
- **Cue Cards:** Simple step-by-step instructions



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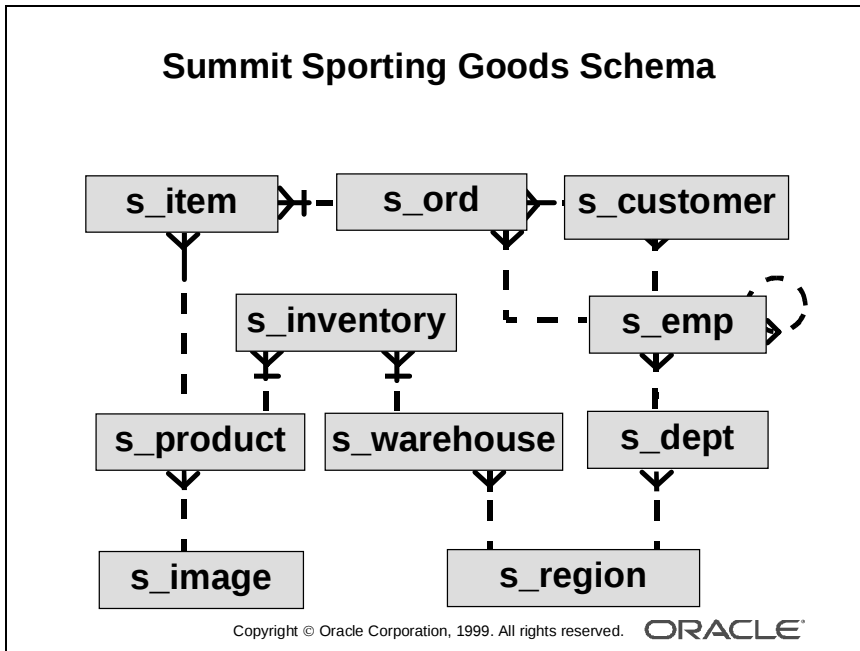
Invoking Online Help Facilities

Oracle Developer Help Options

The table describes the Help menu options in Report Builder.

Help Menu Option	Description
Form Builder Help Topics	This is the contents page for comprehensive online help. Includes Index and Find tabs. The Help key ([F1] (for Windows NT/95) displays context-sensitive online help at any place in the builder.
Quick Tour	This built-in computer-based training package is more detailed than the Cue Cards, including technical explanations of the Form Builder components.
Cue Cards	These appear as separate windows that give simple step-by-step instructions and examples to help novice users learn basic functionality.
Manuals	This provides an index to installed online manuals, which are HTML files that you can view with any browser.
About Form Builder	This is a separate window that shows product components and their version numbers. When you are connected to a database server, it also displays similar information for server-side product components.

Most of the Help features are optional extras during product installation, which require additional resources.



Introducing the Course Application

The Summit Sporting Goods Schema

The simplified table diagram shows the tables that we use throughout this course, to build our form application. Some of you will be familiar with these tables from other Oracle courses.

Summit Sporting Goods is a company supplying sports goods to customers. Summit has a number of employees in several departments. Some employees are sales representatives who have a relationship to specific customers.

Customers place orders. Each order consists of one or more line items. Each line item represents a product.

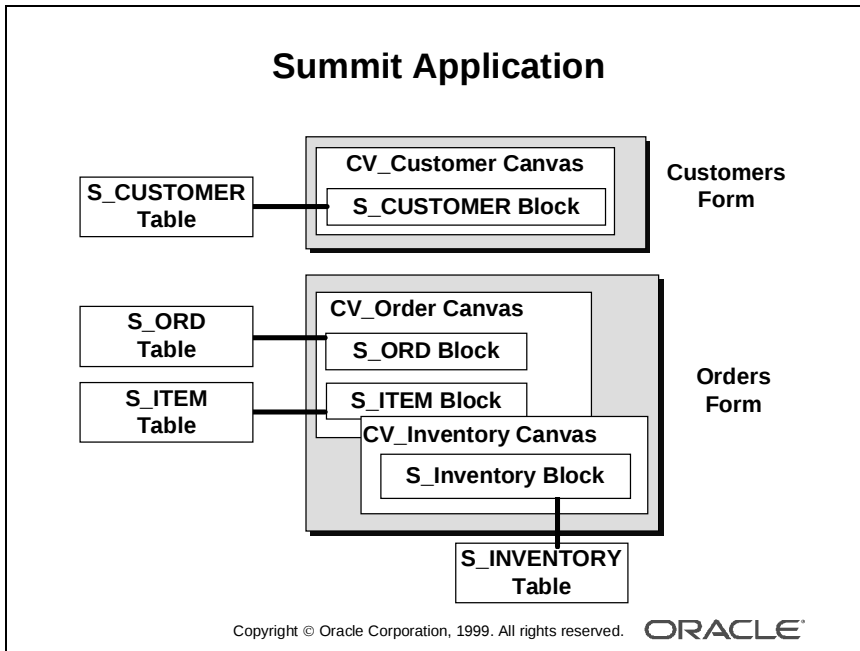
Each product has an image associated with it, in the form of an image file.

The company products are stored in a number of warehouses. The contents of the warehouses are managed in the inventory.

Prebuilt Course Application

The prebuilt application consists of forms, reports, and charts, all of which refer to these tables.

In this course, you build similar forms to those that form part of this Oracle Developer application.



The Summit Sporting Goods Application

The following example Form Builder application will familiarize you with the main run-time facilities of the product. You will also build your own version of this application during the workshops in the course.

The Summit company produces a range of sporting goods, which they sell to sports stores (their customers). The Summit application is an order-entry system that maintains customer details, their orders, and the available stock (inventory).

The application consists of two main forms:

- **CUSTOMERS form:** Facilitates queries on existing customers and the insertion, update, or deletion of customer records. When a customer is selected, the user can open the **ORDERS** form to enter or view orders for that customer.

S_CUSTOMER block: A single record block, whose base table is **S_CUSTOMER**.

- **ORDERS form:** Opened from the **CUSTOMER** form, the **ORDERS** form displays orders for a customer and the line items that belong to each order. Orders may also be created, modified, or deleted in this form. You can also display the stock available on the ordered products.
 - **S_ORD block:** A single record master block for the form (The base table is **S_ORD**, but the block also displays associated information from other tables, such as the name of the customer.)
 - **S_ITEM block:** The related detail block for an order, showing its line items and the products ordered (This is a multirecord block whose items are on the same canvas as those in the **S_ORD** block. The **ITEM** block's base table is **S_ITEM**, but it also displays information from other tables, such as the product name and standard price.)
 - **S_INVENTORY block:** A multirecord block showing warehouse stock for a product (Its items are on a separate canvas, which is assigned to its own window. This block is linked to the current product in the **S_ITEM** block, but the two blocks can operate independently.)

Summary

- Oracle Developer common features
- Common builder interface
- Builder preferences
- The S_SUMMIT course application

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Summary

- Oracle Developer provides a suite of components with common features and a common builder interface for Form, Report, and Graphic charts.
- The product provides a common builder interface, including Object Navigator, Layout Editor, PL/SQL Editor and Property Palette components, and it offers a comprehensive online Help system.
- Each Oracle Developer component has a set of preferences that you can alter for the current and subsequent builder sessions.
- Finally, in this lesson we described the Summit application tables that we use throughout the course to build our forms.

Practice 1 Overview

This practice covers the following topics:

- **Becoming familiar with the Object Navigator and Layout Editor**
- **Modifying file access preferences**
- **Creating executable files by using Project Builder**

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Note

For solutions to this practice, see Practice 1 in Appendix A, “Practice Solutions.”

Practice 1 Overview

This practice familiarizes you with Oracle Developer by asking you a number of questions that you answer by navigating around the Oracle Developer interface.

- Becoming familiar with the Layout Editor and Object Navigator in Form Builder
- Modifying file access preferences
- Creating the required executable files by using Project Builder to get ready for the next lesson

Practice 1

- 1 Invoke Project Builder and select “Go to the Project Navigator.”
- 2 Launch Form Builder, and select “Open an existing form” from the Welcome page.
- 3 Open the `Orders.fmb` form module from the Open Dialog window.
- 4 Change your preferences so that when you open or save a file Form Builder gives you the option of saving the file to the file system or the database.
- 5 Try to open the `Customers.fmb` form module. Notice that the module access dialog box displays. Press Cancel. Modify your preferences so that Form Builder will access the file system only.
- 6 Close the ORDERS form.
- 7 Open the `Summit.fmb` form module.
- 8 Expand the Data Blocks node.
- 9 Expand the Database Objects node. If you cannot expand the node, connect to the database and try again. What do you see below this node?
- 10 Collapse the Data Blocks node.

- 11** Change the layout of the `Summit.fmb` form module to match the screen shot shown below. At the end, save your changes, and exit Form Builder.

The screenshot shows the Oracle Forms Designer interface for the `Summit.fmb` form module. The form is divided into two main sections: **Dept** and **Emp**.

The **Dept** section contains the following elements:

- A text field labeled **Region Id** with the value `REGION_I`.
- Two text fields labeled **Id** and **Name** with values `ID` and `NAME` respectively.
- A logo in the top right corner consisting of three green triangles of increasing size arranged in a row, with the text **Summit Sporting** above them.

The **Emp** section contains a table with the following columns: **Id**, **Last Name**, **First Name**, **Title**, and **Dept Id**. The table has three rows of data, each with the same values: `ID`, `LAST_NAME`, `FIRST_NAME`, `TITLE`, and `DEPT_ID`.

- Invoke the Layout Editor.
- Move the three summit shapes to the top-right corner of the layout. Align the objects along the bottom edge.
- Select the summit shape in the middle and place it behind the other two shapes.
- Draw a box with no fill around the summit shapes.
- Add the text **Summit Sporting** on top of the box.
- Move the **Name**, **Id**, and **Region_Id** items to match the screenshot.
- Move the **First_Name** item up to align it at the same level as the **Last_Name** item.
- Resize the scroll bar, to make it the same height as the three records in the **Emp** block.
- Save the form module, and exit Form Builder.

Optional Practice

- 12** Your instructor may ask you to do the following exercise to prepare some forms for the next practice session:
- a** Launch Project Builder.
 - b** Select the “Open an existing project” option in the Welcome page.
 - c** Select the `Summit.upd` project in the Lab folder of the directory.
 - d** In the Project Builder - Project View window, expand the Projects node.
 - e** Expand the Oracle Developer: Build Forms I node. Open the Property Palette, and specify the Project Directory as well as the user ID and password.
 - f** Expand the Summit Application node in the Project Builder - Project View window.
 - g** Expand the Form Builder document node.
 - h** Select the `Orders.fmb` entry.
 - i** Select Project—>Build All from the default menu system. This creates the run-time files you will need for the next practice session.
 - j** Exit Project Builder.

Running a Form Builder Application

Objectives

After completing this lesson, you should be able to do the following:

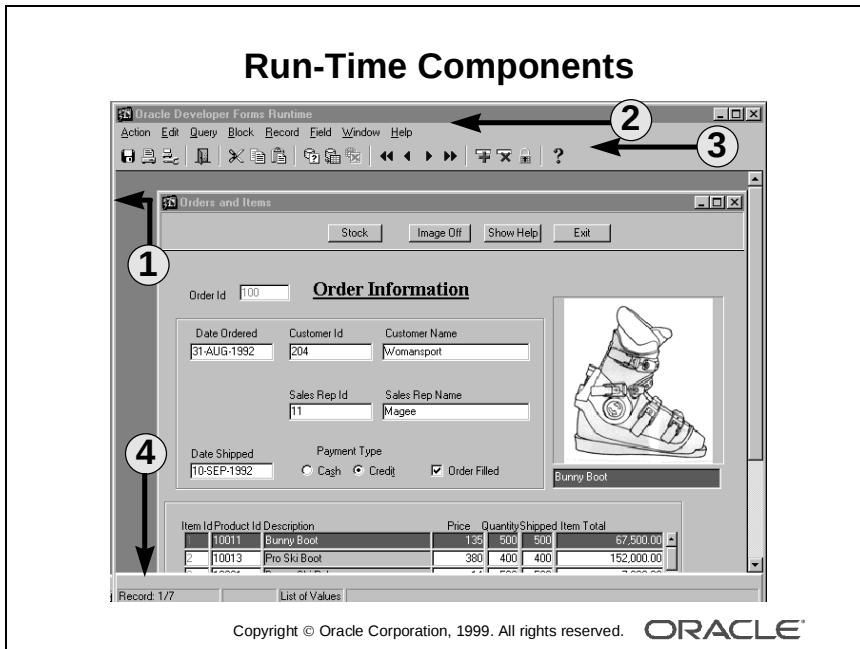
- **Describe the run-time environment**
- **Navigate a Form Builder application**
- **Describe the two modes of operation**
- **Retrieve both restricted and unrestricted data**
- **Insert, update, and delete records**
- **Display database errors**

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Introduction

Overview

In this lesson, you will run an existing application in order to become familiar with the run time interface of the Oracle Developer forms component. It is essential that you understand the form operator environment before you design and build your own applications.



1	MDI parent window
2	Default menu
3	Menu toolbar
4	Console

What You See at Run Time

Starting a Run-Time Session

A *run-time session* consists of one or more linked form and menu modules, all under the control of a single user.

In a GUI environment, you usually start a Forms run-time session by selecting one of the following items:

- An icon in the window system
- A menu option in the window system

In either case, this executes a run-time command to start a session. (The command name varies according to the platform).

For example:

```
IFRUN60 my_form scott/tiger
```

In a GUI environment, the Forms Run time Options screen is displayed when you execute the command (IFRUN60 in Microsoft Windows). Use this screen to enter the form name, the database user ID, and other options, if you did not specify them in the initial command.

What Is the MDI Parent Window?

The *multiple-document interface (MDI) parent window* is the container window in which your application can display multiple form modules (document windows). The title of the MDI parent window is Oracle Developer Forms Runtime.

Note: The concept of MDI is only applicable to Microsoft Windows.

What Is the SDI Window?

Although MDI is the default system of window management during run time, Form Builder also provides support for a *single-document interface (SDI) window* on Microsoft Windows.

What Is the Default Menu?

The *Default menu*, which is part of all Oracle Developer form applications, is an alternative to keystroke operations. You can replace or customize the Default menu to introduce your own functionality into a form module.

Run-Time Components

Oracle Developer Forms Runtime

Action Edit Query Block Record Field Window Help

Orders and Items

Stock Image Off Show Help Exit

Order Id: 100

Order Information

Date Ordered: 31-AUG-1992 Customer Id: 204 Customer Name: Womansport

Sales Rep Id: 11 Sales Rep Name: Magee

Date Shipped: 10-SEP-1992 Payment Type: ☐ Cash ☒ Credit ☒ Order Filled

Bunny Boot

Item Id	Product Id	Description	Price	Quantity	Shipped	Item Total
1	10011	Bunny Boot	135	500	500	67,500.00
2	10013	Pro Ski Boot	360	400	400	152,000.00

Record: 1/7 List of Values

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What Is the Menu Toolbar?

The *Menu toolbar* contains buttons corresponding to menu items. At run time, it appears above any user-defined toolbars. It executes the same code as menu items, and it is a shortcut to menu commands that does not duplicate code or effort.

What Is the Console?

The *console* is the generic name for the standard features that provide information at run time. The console is displayed at the bottom of the window and consists of:

- The message line that displays both Form Builder and application specific messages.
- The status line that displays a variety of indicators to reflect the current state of the form module.

Record: <i>n/m</i>	The <i>n</i> th record retrieved and displayed so far, out of <i>m</i> number of total records that can be retrieved by the query. Until the last record is viewed, <i>m</i> displays a “?”; after that it displays the number corresponding to the last record.
Enter-Query	The current block is in Enter Query mode and no records have been retrieved.
List of Values	A list of values (LOV) is associated with the current item.

Lesson 2: Running a Form Builder Application

Data Elements

The screenshot shows a window titled "Orders and Items" with a standard Windows-style title bar. The form contains several sections and controls:

- 1**: Points to the "Order Id" text prompt.
- 2**: Points to the text input field for "Order Id", which contains the value "100".
- 3**: Points to the "Stock" button.
- 4**: Points to the "Show Help" button.
- 5**: Points to the "Bunny Boot" image item.
- 6**: Points to the "Order Total" calculated field, which displays "601,100.00".
- 7**: Points to the "Add" icon button at the bottom left of the items table.
- 8**: Points to the "Payment Type" radio group, which includes "Cash", "Credit", and "Order Filled" (which is checked).
- 9**: Points to the "Order Filled" check box.

Order Information

Date Ordered: 31-AUG-1992 Customer Id: 204 Customer Name: Womansport
Sales Rep Id: 11 Sales Rep Name: Magee
Date Shipped: 10-SEP-1992
Payment Type: ☐ Cash ☐ Credit ☒ Order Filled

Item Id	Product Id	Description	Price	Quantity	Shipped	Item Total
1	10011	Bunny Boot	138	500	500	67,500.00
2	10013	Pro Ski Boot	380	400	400	152,000.00
3	10021	Bunny Ski Pole	14	500	500	7,000.00
4	10023	Pro Ski Pole	36	400	400	14,400.00

Order Total: 601,100.00

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1	Prompt
2	Text item
3	Button
4	Image item
5	Display item
6	Calculated field
7	Iconic button
8	Radio group
9	Check box

Identifying the Data Elements

A typical Form Builder application uses and displays a variety of objects and item types:

- Boilerplate text
- Boilerplate graphics
- Prompts
- Text items
- List items
- Push buttons
- Display items
- Radio buttons
- Check boxes
- Image items
- Sound items
- Hierarchical Tree items
- Chart items
- Custom items

The environment determines the appearance (layout and size of objects do not change) of the application and the data elements. The visually appealing characteristics that display when you run the application in a bitmapped environment are limited when you run it in a character mode environment.

Navigating at Run Time

- **Default menu**
- **Menu toolbar**
- **Mouse**
- **Buttons**
- **Function keys**

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Navigating a Form Builder Application

The Default Menu

The Default menu is automatically available in a form, unless it is disabled or replaced with a customized menu. Select options from the menu by using the mouse or function keys. At run time, use the menu to perform the following tasks:

- Move the cursor and navigate between data blocks, records, and items.
- Save or clear all changes.
- Execute queries.
- Insert new records or delete existing records.
- Invoke Help.

The Menu Toolbar

You can use the Default menu toolbar buttons to perform the following operations also available through the Default menu:

- Save all changes.
- Exit the form.
- Execute queries.
- Navigate between data blocks or records.
- Insert new records or delete existing records.
- Invoke Help to see properties of an item.

The Mouse

You can use the mouse to navigate and to perform many user operations in a bitmapped environment without needing to learn the function keys. Use the mouse to perform the following actions:

- Move the cursor.
- Select from a menu.
- Select from an LOV.
- Select or clear a check box.
- Select a button, including a radio group button.
- Switch to an open window.
- Respond to an alert.
- Scroll records or lines by using a data block or item scroll bar.

Navigating at Run Time

- **Default menu**
- **Menu toolbar**
- **Mouse**
- **Buttons**
- **Function keys**

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Buttons

Some applications use buttons as a means of navigation. You can click buttons with the mouse. Use buttons to perform the following tasks:

- Move input focus.
- Display a LOV.
- Invoke an editor.
- Invoke another window.
- Commit data.
- Issue a query.
- Perform calculations.
- Exit the form.

Function Keys

If you are running your application in a bitmapped environment, you can navigate with the mouse, or you can move from item to item in sequence with function keys. Use function keys to perform the following tasks:

- Navigate between data blocks, records, and items.
- Execute queries.
- Insert new records or delete existing ones.
- Invoke Help.

To view a list of keys and the functions they perform, select Help—>Keys.

Note: If you run a form application in a character mode environment, function keys are the only means of operation.

Enter Query Mode

Allows:

- Unrestricted and restricted queries
- Record count by using Query—>Count Hits

Does not allow:

- Navigation out of current data block
- Exiting run-time session
- Certain functions
- Insert, update, delete

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Modes of Operation

Form Builder has two main modes of operation: Enter Query mode and Normal mode.

Enter Query Mode

Use *Enter Query mode* to enter search criteria for a database query. In Enter Query mode, your keystrokes are interpreted as search criteria for retrieving restricted data.

What You Can Do in Enter Query Mode

- Retrieve all records.
- Retrieve records by using selection criteria.
- Retrieve records by using the Query/Where dialog box.
- Obtain the number of records that will be retrieved before fetching them from the database by using Query—>Count Hits.

What You Cannot Do in Enter Query Mode

- Navigate out of the current block.
- Exit from the run-time session.
- Use certain functions, such as Next Record.
- Insert new records.
- Update existing records.
- Delete records.

Normal Mode

Allows:

- Unrestricted queries
- Insert, update, delete
- Commit (Save)
- Navigation out of current data block
- Exiting run-time session

Does Not Allow:

- Restricted queries
- Query/Where dialog box

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Normal Mode

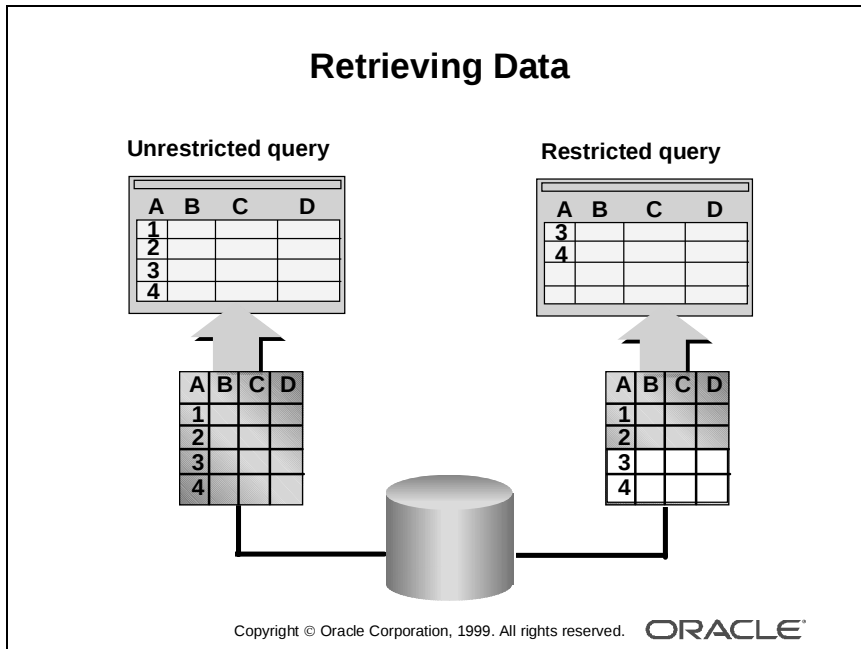
Use *Normal mode* to insert and alter records in the database. In Normal mode, your keystrokes are interpreted as either the entering of new records or the altering of existing ones.

What You Can Do in Normal Mode

- Retrieve all records.
- Insert new records.
- Update records.
- Delete records.
- Commit (Save) records.
- Rollback (Clear) records.
- Navigate outside of the current data block.
- Exit the run-time session.

What You Cannot Do in Normal Mode

- Retrieve a restricted set of records.
- Invoke the Query/Where dialog box.



Retrieving Data

You can use a form module to retrieve information from the database without knowing any SQL syntax. However, if you are an experienced SQL user, you may want to supplement Oracle Developer Form Builder default processing with your own SQL predicates. There are two general types of queries:

Query Type	Description
Unrestricted (global query)	The equivalent of selecting all the rows for all the represented columns from the base table for the queried data block
Restricted	The equivalent of selecting a restricted set of rows for all the represented columns from the base table for the queried data block

Performing an Unrestricted Query

You can retrieve unrestricted data by performing one of the following actions:

- Select Query—>Execute.
- Press the appropriate function key.
- Click the Execute Query button.

Note: You cannot perform a query while you have unsaved updates, inserts, or deletes. Either save or undo the changes before you continue with the query.

Retrieving Restricted Data

- Do not use quotation marks with character and date items.
- The LIKE operator is implied with % or _.
- Use hash (#) in front of SQL operators.
- Use Query/Where for complex query conditions.
- Use default date format (DD-MON-YY) in Query/Where.
- Use quotes around literals in Query/Where.

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Performing a Restricted Query

You can perform a restricted query by using any one of the following methods:

- Matching values
- Matching patterns (wildcards)
- A Query/Where dialog box for user entry of SQL predicates

Valid Search Criteria

Item	Criterion	Uses
Order ID	110	Exact match
Customer ID	%6	Implied LIKE operator
Order ID	#BETWEEN 105 AND 107	BETWEEN operator
Date Ordered	09/09/1992	Exact match by comparing the date, using the default format (09-SEP-92)
Payment Type	CASH	Exact match
Sales Rep ID	:S	Query Where dialog

How to Perform a Restricted Query

- 1 Do one of the following:
 - Select Query—>Enter.
 - Click the Enter Query button.
 - Press the appropriate function key.
 Enter-Query displays on the status line.
- 2 Enter search criteria into appropriate items.
- 3 Do one of the following:
 - Select Query—>Execute.
 - Click the Execute Query button.
 - Press the appropriate function key.

Note: Form Builder constructs a select statement by using the AND operator for all specified conditions.

Query/Where Dialog Box

- **Invoke by:**
 - Entering `:variable_name`
 - Executing query
- **Used to write:**
 - Complex search conditions
 - Queries with OR predicates
 - ORDER BY clause

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Using the Query/Where Dialog Box

The *Query Where dialog box* is a window in which you enter complex search criteria by using raw SQL. Using the Query/Where dialog effectively requires knowledge of SQL. Use Query/Where to perform the following tasks:

- Write complex search conditions.
- Write queries with OR predicates.
- Order the result of a query.

Note: Form Builder logically uses the AND operator to append the Query/Where conditions to any other search criteria (including those imposed by the form designer) and constructs a SELECT statement.

Example

To restrict the query to orders with a Sales Rep ID (:S) of 11 OR an Order ID (:O) between 100 and 200, enter the following in the Query/Where dialog box:

```
:S = 11 OR :O between 100 and 200
```

Example

To sort the data by Sales rep ID (:S), enter the following in the Query/Where dialog box:

```
ORDER BY :S
```

If you enter an ORDER BY at run time, it overrides any ordering defined by the designer.

Query/Where Dialog Box

The screenshot shows a window titled 'WINDOW0' containing a form titled 'Customer Information'. The form has several input fields: 'Id' (containing '1'), 'Name', 'Address', 'City', 'State', 'Country' (containing 'c'), 'Zip Code', 'Phone', 'Credit Rating', and 'Comments'. There are also two buttons on the right: 'Orders' and 'Stats'. A 'Query/Where' dialog box is open over the form, displaying the query: ':i between 201 and 205 or :c = 'USA''. The dialog box has 'Search', 'OK', and 'Cancel' buttons. At the bottom of the window, there is a status bar with the text: 'Press F10 to execute query. Ctrl-q to return to enter query mode.' and 'Record: 1/1 Enter-Query'.

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How to Use the Query/Where Dialog Box

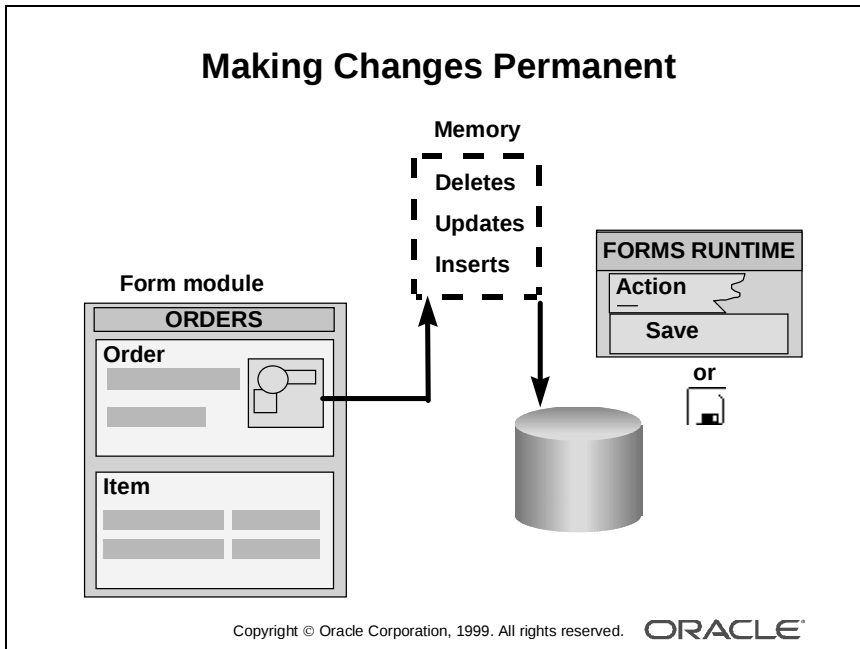
- 1 Do one of the following:
 - Select Query—>Enter.
 - Click Enter Query.
 - Press the appropriate function key.
- 2 Enter a colon (:) followed by a unique character variable name in one or more items.
- 3 Do one of the following:
 - Select Query—>Execute.
 - Click Execute Query.
 - Press the appropriate function key.

Note: Alternatively, you can select Query—>Count Hits if you simply want to know how many records will match your criteria.

The Query/Where dialog box is displayed.

- 4 Enter the search criteria by using variables, SQL, and logical operators.
- 5 Click OK.

Note: To perform a query without any variables, type only the colon (:) and execute the query. Doing so also displays the Query/Where dialog box.



Inserting, Updating, and Deleting Records

Upon entering a typical form module you are in Normal mode. This means that Form Builder regards anything you type into a blank record as an insert and anything you type over an existing record as an update.

How to Insert a Record

- 1 Ensure that you have the cursor positioned on a blank record by taking one of the following actions:
 - Scroll down until you find one (always the last in the block).
 - Select Record—>Insert.
 - Click Insert Record (green +).
 - Press the appropriate function key.
- 2 Enter the data into the relevant items.

How to Update a Record

- 1 Select Query—>Enter.
- 2 Enter the search criteria to retrieve the appropriate record.
- 3 Select Query—>Execute to retrieve all records that satisfy your specific search criteria.
- 4 Scroll through the records, stopping at the record to be updated.
- 5 Update the record.

How to Delete a Record

- 1 Select Query—>Enter.
- 2 Enter the search criteria to retrieve the appropriate record.
- 3 Select Query—>Execute to retrieve all records that satisfy your specific search criteria.
- 4 Scroll through the records, stopping at the record to be deleted. Delete the record by taking one of the following actions:
 - Select Record—>Remove to clear the record and mark it for deletion.
 - Click Remove Record (red X) to clear the record and mark it for deletion.
 - Press the appropriate function keys.

Making Permanent Changes

- **Select Action—>Save to make changes permanent.**
- **Select Action—>Clear All to discard changes.**

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Making Inserts, Updates, and Deletes Permanent

To make any inserts, updates, or deletes permanent you must save (commit) them to the database. To do this, take one of the following actions:

- Select Action—>Save.
- Click Save in the menu toolbar.

Discarding Inserts, Updates, and Deletes

To discard any inserts, updates, or deletes, you must clear the records (rollback) instead of saving. Perform a rollback by selecting Action—>Clear All.

Exiting a Run-Time Session

In a GUI environment, you exit the run-time session by taking one of the following actions:

- Select Action—>Exit.
- Click Exit.
- Press the appropriate function keys.

Note: By default, you cannot exit the form while you have unsaved updates, inserts, or deletes. You need to either save or undo the changes before you can exit.

Display Error

- **Use to view Oracle errors**
- **Select Help—>Display Error**
- **Shows:**
 - **SQL statement in error**
 - **Error information**

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Displaying Errors

If an Oracle error is displayed on the message line while you are operating a form application, you can view the underlying SQL code by selecting Help—>Display Error.

Example

Here is the SQL statement in error and its corresponding error:

```
SELECT deptno,dname,loc,ROWID
FROM dept
WHERE (deptno in ('a','b'))
```

ORA-01722: invalid number

Note: Selecting Help—>Display Error displays only those errors where the error on the message line is preceded by **ORACLE error**.

Summary

- The run-time environment
- Data elements
- Navigation methods
- Modes of operation:
 - Normal mode
 - Enter Query mode

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Summary

- Retrieving data:
 - Restricted queries
 - Unrestricted queries
- Inserting, updating, and deleting data
- Displaying errors

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Summary

This lesson introduced the operator interface of Form Builder. The following concepts were covered in this lesson:

- The run-time environment
- The data elements of a form
- Navigation methods
- Modes of operation:
 - Normal mode
 - Enter Query mode
- Retrieving data by performing:
 - Restricted queries—you supply search criteria
 - Unrestricted queries—you supply no search criteria
- Inserting, updating, and deleting records
- Displaying error information, when an error is reported by Form Builder

Many other facilities are available when operating a form, depending on what the form designer has implemented. These other Form Builder facilities are discussed in the coming lessons.

Practice 2 Overview

This practice covers the following topics:

- Running a form application
- Executing unrestricted and restricted queries
- Performing inserts, updates, and deletes in a form application
- Saving changes to the database

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Note

For solutions to this practice, see Practice 2 in Appendix A, “Practice Solutions.”

Practice 2 Overview

In this practice session, you use the Summit application to query the database tables. You also insert, update, and delete data through the application.

- Running a form application
- Executing unrestricted queries to query database tables
- Executing restricted queries and specify search criteria
- Performing insert, update, and delete operations in a form application
- Saving changes to the database

Practice 2

Queries

- 1 Start Forms Runtime by using the form module Customers.
- 2 Select Help—>Keys from the menu.
- 3 Execute an unrestricted query.
- 4 Execute a restricted query to retrieve the “Womansport” record.
Notice that the status line displays the words ENTER QUERY.
Notice that only the one record is retrieved.
- 5 Execute a restricted query to retrieve customers with a Sales Rep ID greater than 13.
- 6 Try each of these restricted queries:
 - Retrieve all cities starting with San.
 - Retrieve all those customers based in the USA with a credit rating of Excellent.
- 7 Display the customer details for Big John’s Sports Emporium and click the Orders button to move to the Orders form module.
- 8 Click the Image Off button and notice that the image item no longer displays. Click the Image On button and notice that the image item displays.
- 9 Query only those orders with a payment type of Credit.
- 10 Move to the first record in the Item block and click the Stock button.
The Inventory block displays in a separate window. Execute a query to get stock information.

Inserting, Updating, and Deleting Records

- 11** Insert a new record in the ORDER block, as detailed below.

Notice that some items are already populated with default values. Enter the following:

Item	Value
Date Shipped	Today's date (<i>DD-MON-YYYY</i>)
Payment Type	Cash (Radio group button)
Order Filled	No (Unchecked)

- 12** Insert a new record in the ITEM block.

Move to the ITEM block and enter the following:

Item	Value
Product ID	50530
Quantity	2

- 13** Save the new records.
- 14** Update the order that you have just placed and save the change.
- 15** Attempt to delete the order that you have just placed. What happens?
- 16** Delete the line item for your order and save the change.
- 17** Now attempt to delete your order and save the change.
- 18** Exit the run-time session.

3

Working in the Form Builder Environment

Objectives

After completing this lesson, you should be able to do the following:

- **Identify the main Form Builder executables**
- **Identify the main components of Form Builder**
- **Identify the main objects in a form module**

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Introduction

Overview

This lesson provides you with an overview of Form Builder, including a high-level description of its components and object hierarchy. Using this knowledge, you can plan and implement the structure of your form applications.

Form Builder Key Features

With Form Builder you can:

- **Insert, update, delete, and query data**
- **Present data as text, sound, video, image, and ActiveX controls**
- **Control forms across several windows and database transactions**
- **Access Graphics and OLE2 applications**
- **Use integrated menus**
- **Send data to Report Builder**

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What Is Form Builder?

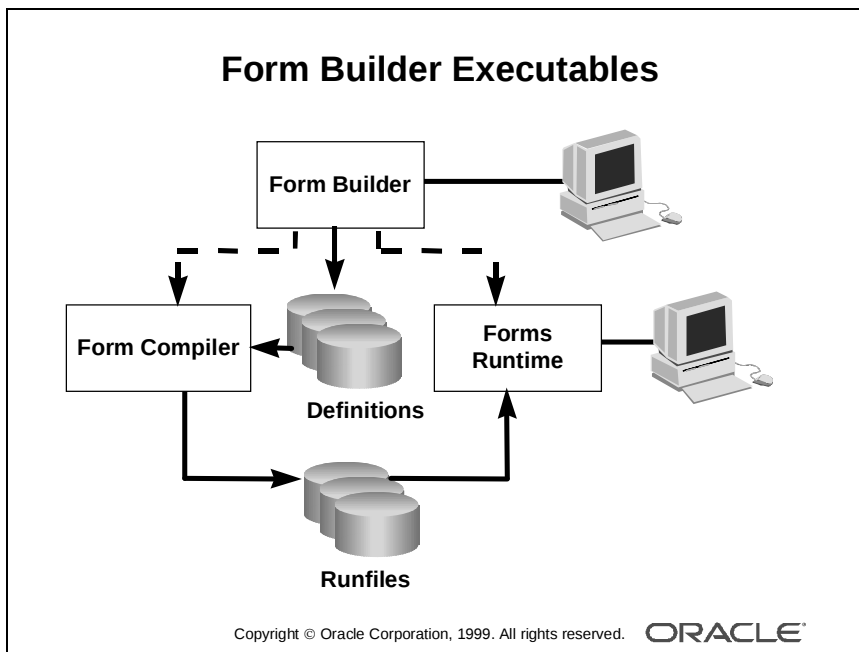
Form Builder is a major component of Oracle Developer. It enables you to quickly develop form-based applications for presenting and manipulating data in a variety of ways.

With Form Builder applications your users can:

- Insert, update, delete, and query data by using a variety of interface items
- Present data using text, sound, video, image, and custom controls, including JavaBeans and ActiveX
- Control forms across several windows and database transactions
- Access the facilities of Graphic Builder and OLE2 applications directly
- Access comprehensive facilities by using integrated menus
- Send data directly to Report Builder

As the designer of Form Builder applications, you can:

- Design forms that use a number of data sources, including Oracle databases
- Build applications quickly and easily by using powerful GUI development tools
- Design applications that are portable across both GUI and character-mode environments
- Copy and move objects and their properties easily between applications
- Use familiar, common design features of Oracle Developer tools, such as the wizards, Layout Editor, Object Navigator, and PL/SQL Editor



Form Builder Executables

Form Builder includes three executables (components) that you can access as the designer of applications.

Form Builder

This is the main application-building component of Oracle Developer. This component lets you design and store the definitions of form, menu, and library documents. While in the Form Builder, you can invoke the other two components, Form Compiler and Forms Runtime. You must run the Form Builder component in a GUI environment in order to use its graphical design facilities.

Form Compiler

Once your form is built, use the Form Compiler. This reads the definition of your module and creates an executable run file.

Forms Runtime

This is the program that runs an executable form application, and the modules within it. The files used at run time must already have been compiled by the Form Compiler component.

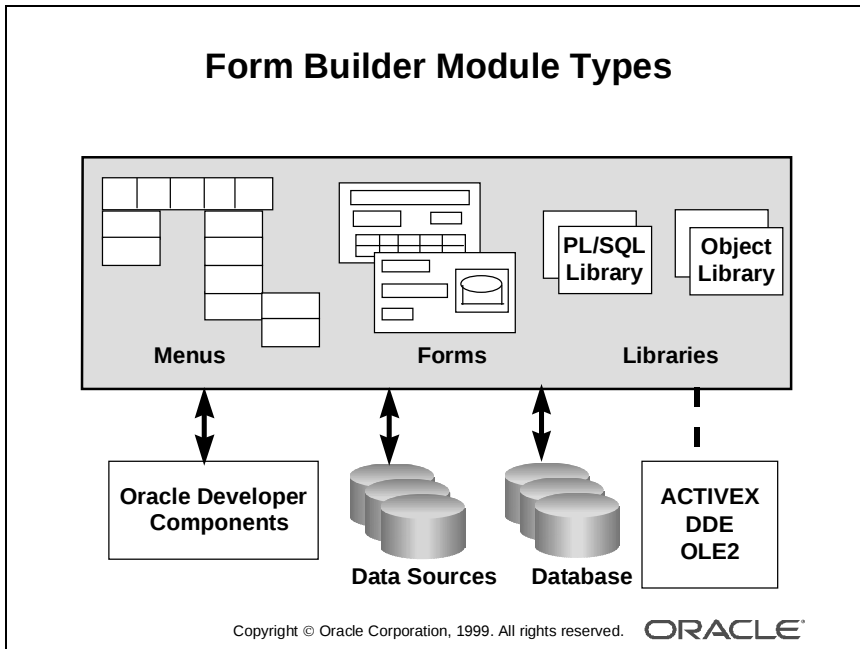
Invoking Form Builder Executables

In a GUI environment, you usually store commands to invoke Form Builder components in menus and window icons for convenient access. You can also enter these commands on the command line.

For example:

```
IFRUN60 my_form scott/tiger
```

Note: Commands for invoking the product components vary according to platform.



Form Builder Module Types

A Form Builder application can consist of many modules—that is, files. A module is a major component of your application and is the basis for storage and ownership. A module owns the rest of the objects in the system.

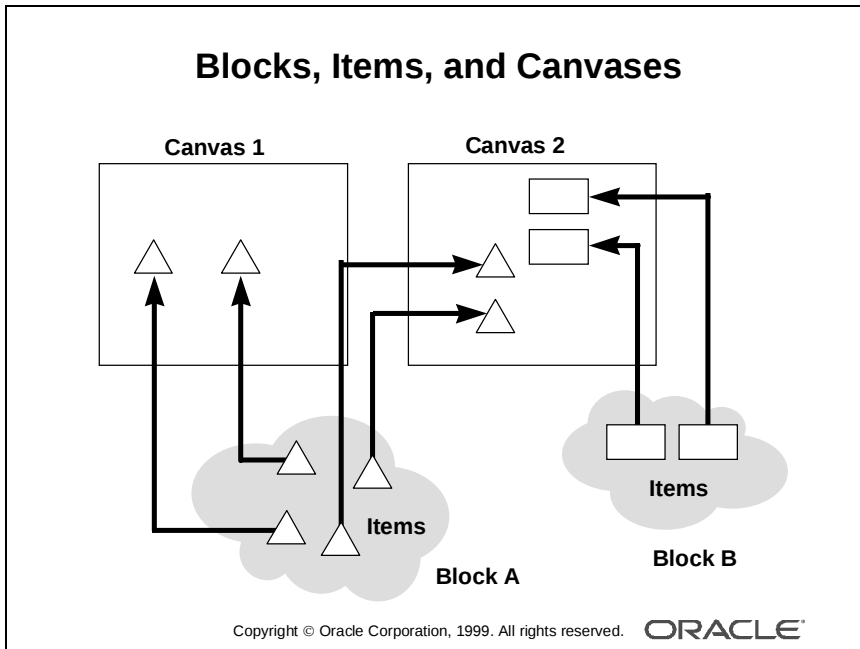
A Form Builder module can be of the following types:

- **Form:** As the main component of an application, the form module presents the objects and data that users can see or interact with. Data items in a form are arranged into records.
- **Menu:** A menu module can consist of a hierarchy of menus, each with selectable items.
- **PL/SQL Library:** A PL/SQL Library is a collection of PL/SQL program units, as in the other Oracle Developer tools, whose code can be referenced and called from other modules.
- **Object Library:** An Object Library is a collection of form objects that you can use in other modules. You can create it to store, maintain, and distribute standard objects that can be reused across the entire development organization.

Form Builder provides the default menu for every form. The default menu includes commands for all basic database operations, such as insert, update, delete, query, and so on. If your application has specific requirements that are not met by the default menu, you can create a custom menu module. Menu modules are usually attached to form modules. In this way, the menus can provide a service to the facilities offered by a form, as well as options to invoke facilities elsewhere.

PL/SQL Library documents can contain program units that can be used by other form and menu modules.

You can build an application from multiple form modules, menu modules, and library documents as needed.



Form Builder Components

Form modules make up the main “body” of a Oracle Developer application. They can consist of many object types, and some of these objects are visible to the user at run time.

The three major objects in a form are:

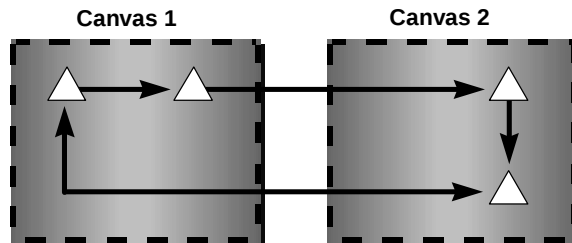
- **Blocks:** A block is the intermediate building unit for forms. Each form consists of one or more blocks. A block is the logical owner of items, rather like the sections of a paper form. Each item in a form belongs to a block. Items in one block are logically related; for example, they may correspond to columns in the same database table or may need to be part of the same navigation cycle.

Blocks therefore provide a mechanism for grouping related items into a functional unit for storing, displaying, and manipulating records.

- **Items:** These are interface objects that present data values to the user or enable the user to interact with the form, depending upon the item type. There are several different types of items. Items are logically grouped into *blocks* and visibly arranged on *canvases*.
- **Canvases:** A canvas is a “surface” where visual objects, such as graphics and items, are arranged. A form module can have several canvases (like the pages of a paper form). A canvas can display items from one or more blocks. To see a canvas and its items, you must display the canvas in a window. By default, all canvases in a form appear in the same window (which could mean you see only one canvas at a time), but you can assign separate windows for each canvas so that several canvases can be viewed at once.

Note: Items in one block do not need to be physically grouped. They can span many canvases (and windows).

Navigation in a Block



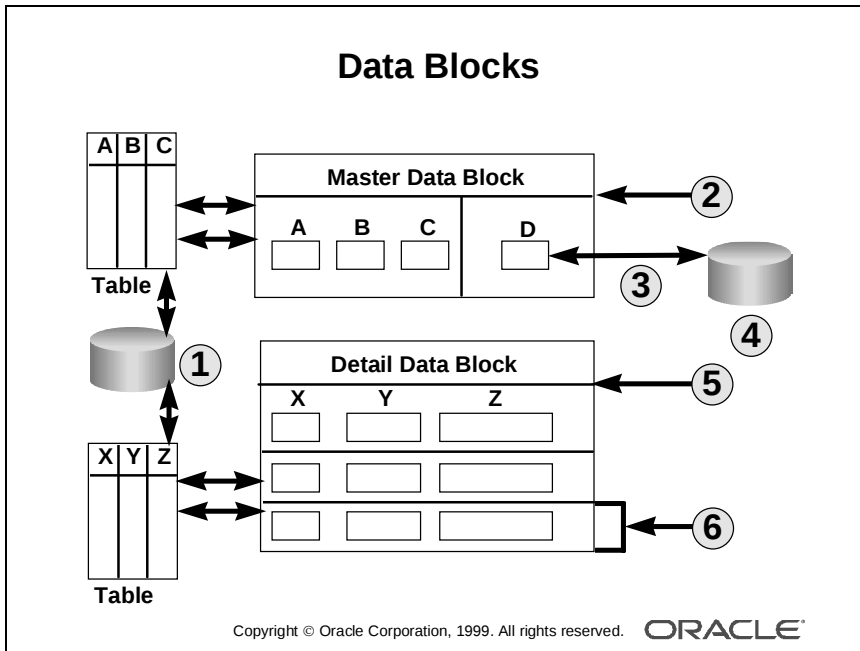
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Navigation in a Form Module

When you run a form, you principally navigate around its contents by way of items and blocks, *not* by canvases. Each item has a sequenced position within its block, and each block has a sequenced position in the form.

When a user requests to move to the next item in a block, focus will be set on the next item in sequence, wherever that may be. If the next item is on a different canvas, Oracle Developer displays that canvas automatically. Similarly, users can request to move to the next block (or previous block). If the first item in this block resides on another canvas, then that canvas is displayed automatically.

Of course, if you can already see the item that you want to move to, then you may click on it directly with the mouse. You can also program mechanisms into the application to enable navigation in other ways.



1	Base table source
2	Single-record data block
3	Trigger access
4	Nonbase table source
5	Multirecord data block
6	Record

Types of Blocks

In Form Builder there are two main types of blocks: data blocks and control blocks.

Data Blocks When you build database applications with Form Builder, many of the blocks will be *data* blocks. A data block is associated with a specific database table (or view), a stored procedure, a FROM clause query, or transactional triggers.

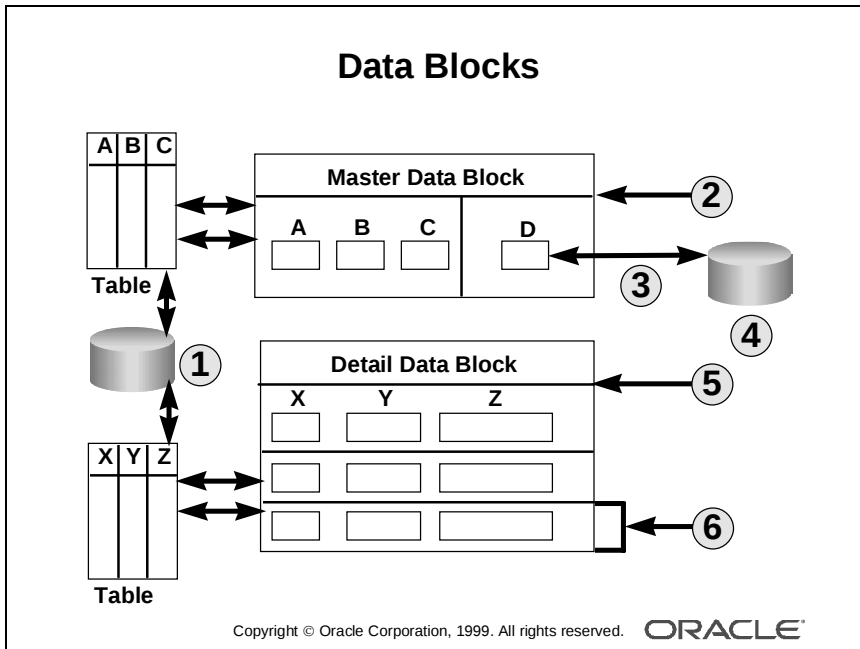
If it is based on a table (or view), the data block can be based on only *one* base table, even though the data block can be programmed to access data from more than one table and data sources. By default, the association between a data block and the database enables the user to automatically access and manipulate data in the database. However, to access data from other tables (nonbase tables), you need to write triggers.

For a base table, Form Builder automatically performs the following actions:

- Creates items in the data block to correspond to columns in the table (These items are data items or base table items.)
- Produces code in the form to employ the rules of the table's constraints
- Generates SQL at run time (implicit SQL) to insert, update, delete, and query rows in the base table, based upon the user's actions

At run time, you can use standard function keys, buttons, menu options, or standard toolbar options to initiate query, insert, update, or delete operations on base tables, and the subsequent commit of the transaction.

Control Blocks A control block is not associated with a database, and its items do not relate to any columns within any database table. Its items are called control items. For example, you can create many buttons in your module to initiate certain actions and to logically group these buttons in a control block.



1	Base table source
2	Single-record data block
3	Trigger access
4	Nonbase table source
5	Multirecord data block
6	Record

Master Versus Detail Blocks

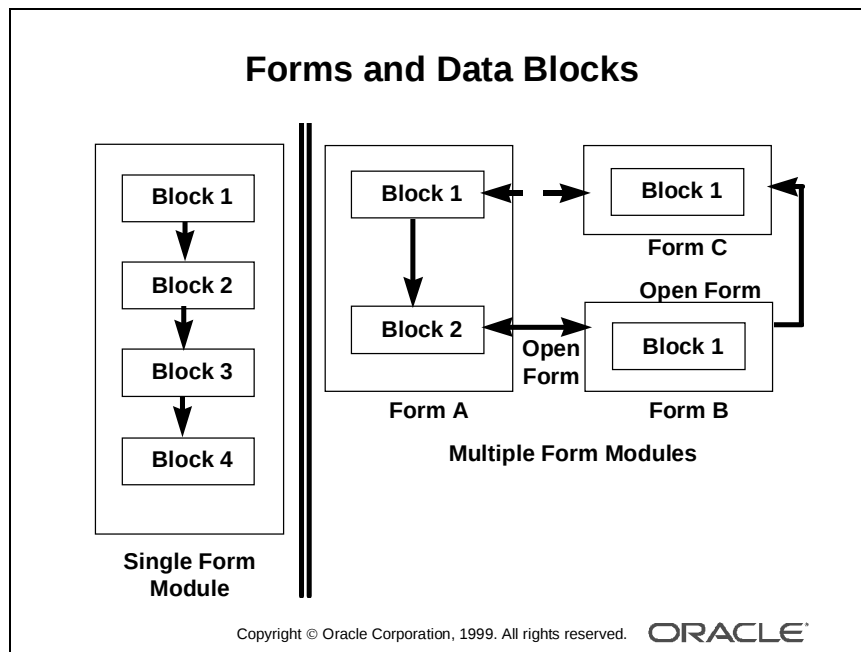
To support the relationship between data blocks and their underlying base tables, you can define one data block as the detail (child) of a master (parent) data block. This links primary key and foreign key values across data blocks, and synchronizes the data that these data blocks display.

Form Builder automatically generates the objects and code needed to support master-detail relationships. As the designer, you need only request it.

Note: If your application requires it, you can also create independent data blocks in which there is no relationship between the two data blocks.

Single-Record Versus Multirecord Blocks

You can design a data block to show one record at a time (single-record block) or several records at once (multirecord block). Usually, you create a single-record data block to show master block data and a multirecord data block to show detail block data. In either case, records in a data block that are currently not visible on the screen are stored in a block buffer.



Note

This slide illustrates multiple data blocks in a single form compared to the multiple form application.

Many Blocks or Many Forms?

Typically, a Form Builder application consists of more than one data block. With more than one data block, you can do the following:

- Separate the navigation cycle of one group of items from another
- Map each data block to a different database table (You can have one base table per data block.)
- Produce a master-detail form, with a master data block and corresponding detail data blocks that are related to the master

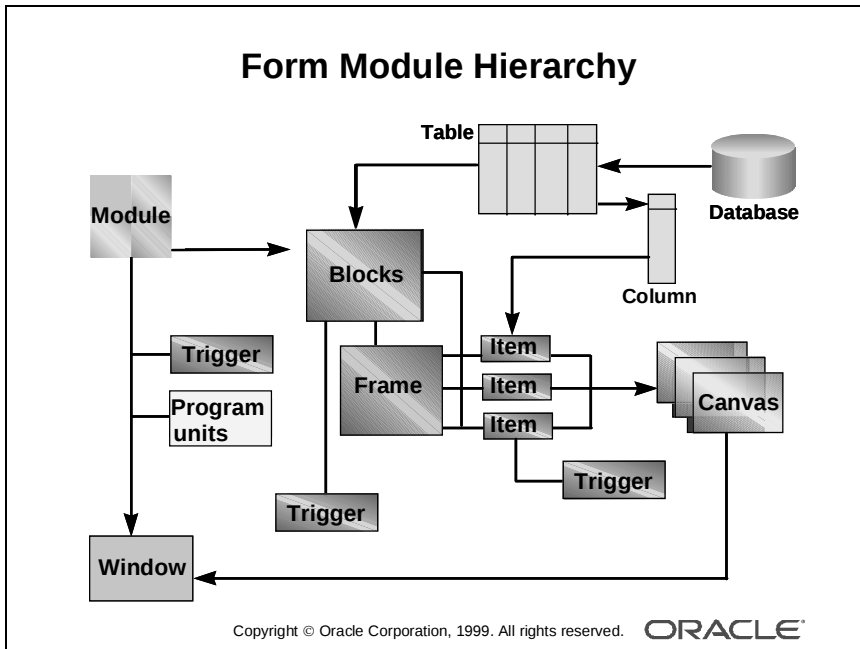
You can create a large form module with many data blocks. Alternatively, you can create several smaller form modules with fewer data blocks in each.

Generally, a modular application with several smaller form modules has the following characteristics:

- Modules are loaded only when their components are required, thus conserving memory.
- Maintenance can occur on one module without regenerating or loading the others.
- Forms can call upon one another, as required.
- Parallel development can be carried out by different team members on different components.

Here are some points to consider when grouping data blocks in the application:

Data Blocks in the Same Form Module	Data Blocks in Different Form Modules
The data blocks can be directly linked in master-detail relationships.	The data blocks cannot be linked by the standard interblock relations.
Navigation between data blocks is handled by default functionality.	Navigation between data blocks of different forms is programmed by the designer (although mouse navigation to visible items can be automatic).



Technical Note

A form module is made up of one or more blocks. A data block is based on a database object, such as a table or a view. A data block can contain both data items and control items. A frame can be created to arrange data block items. Each item in a block must appear on a canvas, and each canvas must appear in a window. A form module can have one or more canvases and windows.

Using triggers, you can add functionality to your form. Triggers can be written at different levels in a form module. User-named program units enable you to write additional PL/SQL code through procedures, functions, and packages.

The Object Hierarchy

You can create many types of objects in a form module. They are discussed in more detail in later lessons.

In the following table, note that some objects are associated, even though one might not be “owned” by the other.

Object	Description
Data block	Logical section of a form; owned by the form module
Item	Member of a data block (Items are functionally grouped into records.)
Canvas	The surface where visual objects are arranged; owned by the form module A canvas can contain text and graphics—static information that the user cannot interact with.
Window	Produced to contain the views of canvases; owned by the form module
Frame	A graphic object that appears on a canvas (A frame is used to arrange the items within a data block and is owned by the canvas it appears on.)
User-named program unit	Named procedure, function, or package; owned by the form module
Trigger	PL/SQL block executed on an event (Triggers can be owned by the form module, a data block, or an item, depending upon their scope.)
Other objects	Include alerts, parameters, and record groups (These are mainly owned by the form module itself.)

The structure of a menu module is discussed in the course *Oracle Developer: Build Forms II*.

Summary

- **Form Builder allows screen-based querying, insertion, updating, and deletion of data.**
- **Form Builder has powerful GUI and integration features.**
- **Applications can consist of form modules, menu modules, and library documents.**

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Summary

- **Form modules consist of logical data blocks, which are logical owners of items.**
- **Items in a data block can span several canvases.**

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Summary

- With Form Builder, an Oracle Developer component, you can develop form-based applications for presenting and manipulating data in a variety of ways. Form Builder enables screen-based queries, inserts, updates, and deletes of data.
- Form Builder provides powerful GUI and integration features.
- Applications consist of form modules, menu modules, and library documents. A form presents the objects and data with which users can see and interact. A menu module can consist of a hierarchy of menus, each with selectable items. A library document is a collection of PL/SQL program units. The use of the Object Library can ensure consistency and help prevent developers from re-creating objects that have already been developed.
- Form modules consist of logical data blocks. A data block is the logical owner of items.
- Items in one data block do not need to be physically grouped. Items in one data block can span several canvases.

4

Creating a Basic Form Module

Objectives

After completing this lesson, you should be able to do the following:

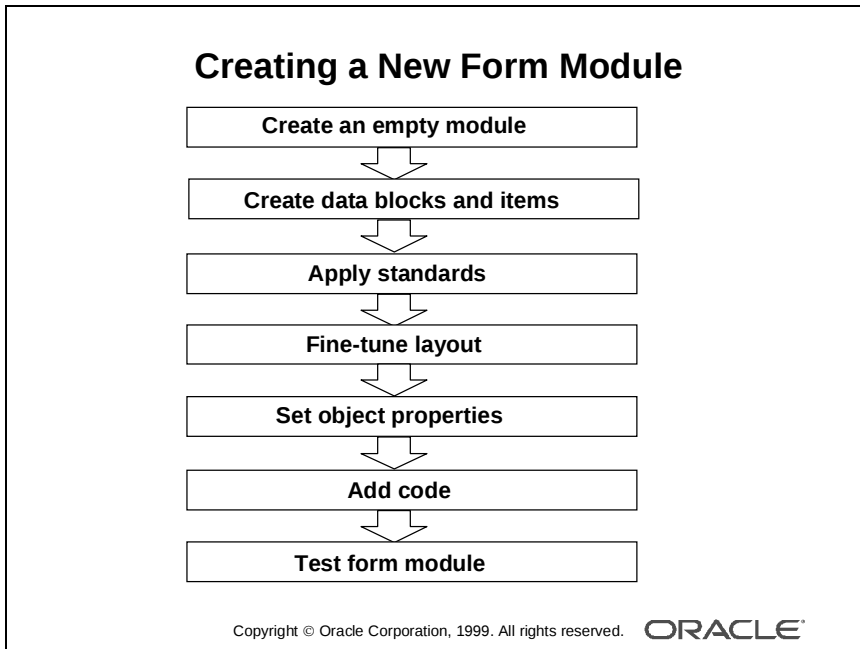
- **Create a form module**
- **Create a data block**
- **Modify a data block by using the Data Block Wizard**
- **Modify the layout by using the Layout Wizard**
- **Save, compile, and run a form module**
- **Identify file formats and their characteristics**
- **Create data blocks with relationships**
- **Run a master-detail form module**

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Introduction

Overview

Oracle Developer applications usually consist of a number of form modules. Each form module consists of data blocks that are built using table specifications from the database. This lesson shows you how to create a basic form module and its data blocks.



Creating a New Form Module

This lesson covers the basic process for creating a new form module and data blocks within it.

How to Create a New Form Module

- 1 Create an empty form module.
- 2 Create data blocks and items.
- 3 Apply user interface standards to objects.
- 4 Fine-tune the layout.
- 5 Set object properties.
- 6 Add code.
- 7 Test the form module.

Creating a New Form Module

To Do This	Use This Form Builder Tool
Create an empty module	Object Navigator
Create data blocks and items	Data Block Wizard
Apply standards	Object Library
Fine-tune the layout	Layout Wizard or Layout Editor
Set object properties	Property Palette
Add code	PL/SQL Editor
Test the form module	Forms Runtime

Creating a New Form Module

Choose one of several methods:

- **Use wizards:**
 - **Data Block Wizard**
 - **Layout Wizard**
- **Build module manually**
- **Use template form**

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Methods for Creating a New Form Module

You can create a new form module in many different ways.

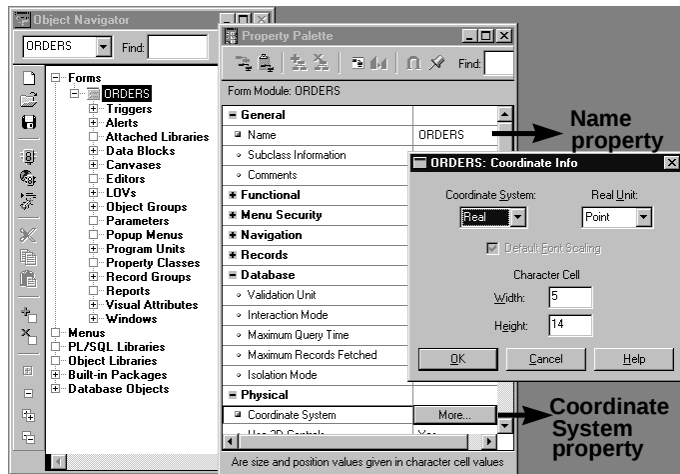
- Invoke the Form Builder component. This takes you to the Form Builder Welcome page. Now do one of the following:
 - Select the “Use the Data Block Wizard” option, then follow the required data block creation steps. Then follow the Layout Wizard steps.
 - Select the “Build a new form manually” option. This takes you into the Form Builder Object Navigator (automatically creating an empty form module).
 - Select the “Build a form based on a template” option and use a template form.
- If you are already in the Form Builder component, you can create a new form module by doing one of the following:
 - Double-click the Forms node in the Object Navigator (only when no other form modules are available).
 - Select File—>New—>Form.
 - Select the Object Navigator node for Forms, and then click the Create icon.

Changing the Form Module Name

- When you first build a form module, Form Builder assigns the name MODULEXX to the new form module, where XX is the next number available for module names. This name is displayed in the Object Navigator and in the Property Palette. You should change the default name to a meaningful name in either of the following places:
- In the Object Navigator:
 - Double-click the form module name.
 - Change the default name as desired and press [Enter].
- In the Property Palette (shown on the next page)

Note: Follow Oracle naming rules. Do not give two objects of the same type the same name. The name cannot include Oracle or Form Builder reserved words.

Form Module Properties



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Setting Form Module Properties

Each form module consists of several objects. Objects within a form, and the form module itself, have properties that define their behavior. You can see the properties of an object and their values in its Property Palette.

To open the Property Palette of an object, do one of the following:

- Double-click the object's icon in the Object Navigator.
- Select the object in the Object Navigator and select Tools—>Property Palette.

Define the properties of the form module when you first create it. The properties affect the general behavior of the form and the objects within it. Properties for a form module include the following:

Property	Description
Name	Specifies the internal name of the form module, as it appears in the Object Navigator
Coordinate System	Defines the units used to measure objects in the form and their positions (see next section)

Choosing a Unit for the Coordinate System

When you click More in the Property Palette window with the Coordinate System property selected, the Coordinate Info window opens.

The Coordinate System unit for a form can be one of the following:

- Real
 - Unit can be pixel, centimeter, inch, point, or decipoint.
 - Real units are suitable for GUI applications and enable flexibility and fine alignment when adjusting object positions and sizes.
- Character
 - Units are character cells (default size taken from the default font settings).
 - Character units are suitable where the run-time environment includes character mode devices.

The default unit is point (Real). This means that object positions and sizes within the form are measured by this unit. Points provide fine alignment and consistency across different platforms and video devices.

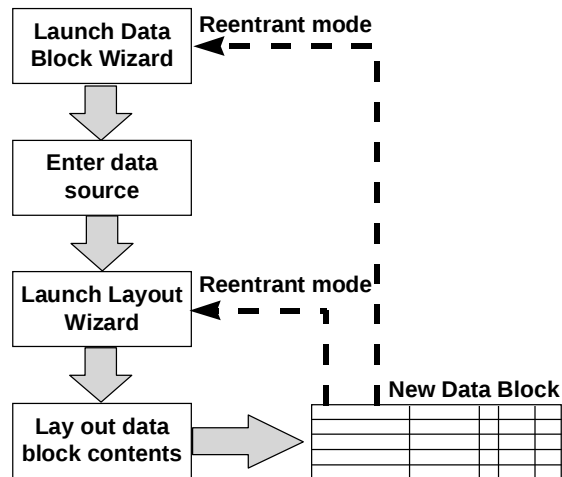
Creating a New Data Block

Use Form Builder Wizards:

- **Data Block Wizard:** Create a data block with associated data source quickly and easily
- **Layout Wizard:** Lay out data block contents for visual presentation
- Create manually

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Creating a New Data Block



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Creating a New Data Block

A form module consists of one or more data blocks and control blocks. Now that you know how to create a new form module, you need to create new data blocks within it. Block creation involves creating the data block and then laying out its contents for visual presentation. You can create a data block manually or by using the Form Builder wizards. In this lesson you learn how to create a new data block based on a database table, using the Data Block Wizard and the Layout Wizard.

Note: Recall that a data block can be based on a table or view, a stored procedure, a FROM clause query, or a transactional trigger. In this course, you use database tables as the source; other sources for creating data blocks are covered in the course *Oracle Developer: Build Forms II*.

Data Block Wizard

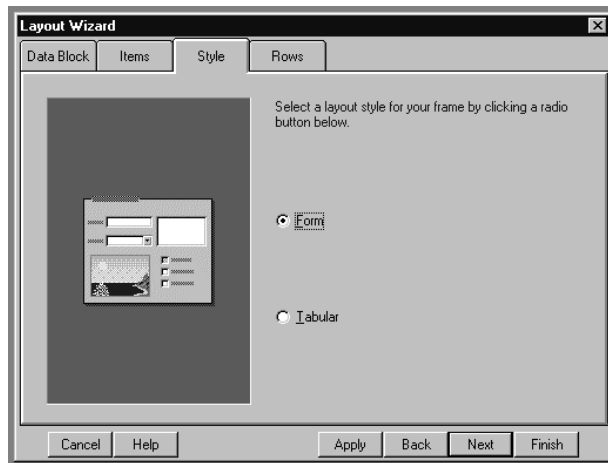
The Data Block Wizard enables you to create (or modify) data blocks quickly and easily for use in your application. The wizard can automatically generate code to enforce integrity constraints in the database.

Layout Wizard

Although the Data Block Wizard allows you to create a new data block easily with its associated data sources, it does not deal with the visual presentation of objects included in the data block. Once you create the data block, you need to lay out its contents for user interaction. To accomplish this task quickly and easily, use the Layout Wizard.

Note: The wizards are not the only way to perform a task such as building a data block, but they are usually the simplest. You can build a block manually instead of using the wizards.

Navigating the Wizards



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Navigating the Wizards

The Data Block Wizard and the Layout Wizard provide several buttons to help you navigate:

Button	Description
Cancel	Cancels any changes and exits the wizard
Help	Displays online help text for the current wizard page
Back	Navigates to the previous page in the wizard
Next	Navigates to the next page in the wizard
Apply	Applies your changes without exiting the wizard (available only upon reentering the wizard)
Finish	Saves any changes and exits the wizard

Note: Apply is available only when you reenter the Layout Wizard to modify an existing layout.

Launching the Data Block Wizard

In Form Builder, do one of the following:

- **Select Tools—>Data Block Wizard.**
- **Click the right mouse button.
Use the Data Block Wizard option.**
- **Select the Data Blocks node and then click the Create icon in Object Navigator.
Use the Data Block Wizard option.**
- **Use the Data Block Wizard button on the toolbar in the Layout Editor**

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Launching the Data Block Wizard

Launch the Data Block Wizard by doing one of the following:

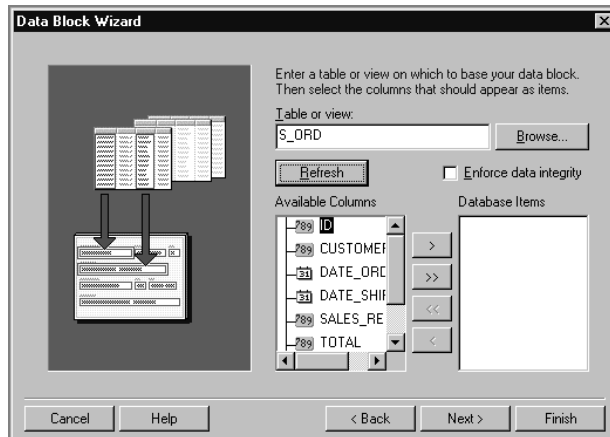
- In Form Builder, do one of the following:
 - Select Tools—>Data Block Wizard from the Form Builder default menu system.
 - Click the right mouse button and select the Data Block Wizard option.
 - In the Object Navigator, select the Data Blocks node, then click the Create icon. In the New Data Block dialog box, select the Use the Data Block Wizard option.
 - In the Layout Editor, click the Data Block Wizard button on the toolbar.
- If you are not already in Form Builder, launch Form Builder and select the Use the Data Block Wizard option in the Form Builder Welcome page.

Data Block Wizard: Type Page



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Data Block Wizard: Table Page



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Creating a New Data Block with the Data Block Wizard

Use the Data Block Wizard to create a new data block with its associated data sources. The Data Block Wizard consists of several pages. To create a new data block, you must interact with each page.

Type Page Choose between one of two data source types:

- Table or View
- Stored Procedure

Select the Table or View (default) option.

Table Page

- 1 Enter the table or view name for the data source name, or click Browse and select a name from a dialog box.
- 2 Click Refresh to display a list of columns in the selected table or view. If you are not connected to the database, the Connect box is displayed.
- 3 Select the columns you want to include in the data block. (Use [Control]-click to select more than one column.)
- 4 Click >> or << to include or exclude all columns, or click > or < to include or exclude selected columns only. You can also drag and drop selected columns from one list to another.
- 5 Select the Enforce Data Integrity check box if you want the wizard to enforce the database integrity constraints.

Note: If there is at least one other existing block in the current module, you next get the Master-Detail page, where you can associate the new data block with other master data blocks. This page is discussed later in the lesson.

Finish Page Select the “Create the data block, then call the Layout Wizard” option. Select Finish to create the new data block and immediately invoke the Layout Wizard.

Note: You have the option of exiting the Data Block Wizard at this stage, without immediately invoking the Layout Wizard. If you do so, you can either lay out the data block manually or invoke the Layout Wizard at a later time to lay out the items of a data block.

To invoke the Layout Wizard at a later time, select the data block in the Object Navigator, and choose Tools—>Layout Wizard.

Layout Wizard: Items Page

Enter a prompt, width, and height for each item. The units for item width and height are Points.

Name	Prompt	Width
ID		41
CUSTOMER_ID	Customer Id	41
DATE_ORDERED	Date Ordered	54
DATE_SHIPPED	Date Shipped	54
SALES_REP_ID	Sales Rep Id	41
TOTAL	Total	63
PAYMENT_TYPE	Payment Type	32
ORDER_FILLED	Order Filled	9

Buttons: Cancel, Help, < Back, Next >, Finish

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Layout Wizard: Style Page

Select a layout style for your frame by clicking a radio button below.

☒ Form

☐ Tabular

Buttons: Cancel, Help, < Back, Next >, Finish

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Laying Out a New Data Block with the Layout Wizard

Use the Layout Wizard to lay out the data block items for visual presentation quickly and easily. The Layout Wizard consists of several pages. You must interact with each page.

Welcome Page Click Next to continue.

Canvas Page

- 1 Select New Canvas from the Canvas pop-up list to get a new canvas on which to display the data block items.
- 2 Select Content as the canvas type in the Type pop-up list.

Data Block Page

- 1 Select the items you want to display in the data block frame. (Use [Control]-click to select more than one column).
- 2 Click >> or << to include or exclude all items, or click > or < to include or exclude selected items only. You can also drag and drop selected items from one list to another.

Note: To lay out the items in a particular sequence, drag and drop items into that sequence.

- 3 You can use the Item Type pop-up list to select a type for each item. The default type is Text for each item.

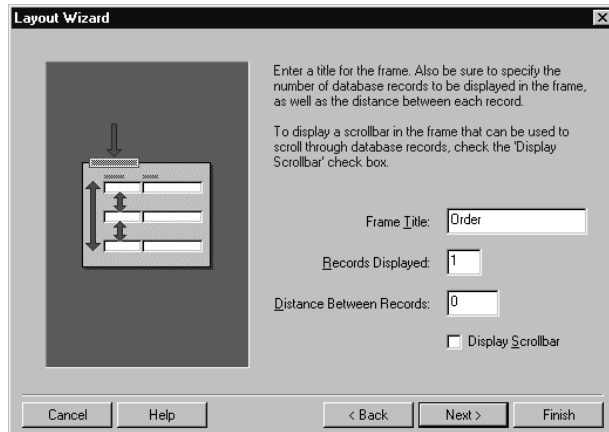
Note: An item type can also be changed later to something else, such as pop-up list or radio group.

Items Page Specify the prompt text and the display width and height for each display item for the data block.

Style Page Select a layout style for your frame. Your options are:

- Form (usually used to create single-record data blocks)
- Tabular (usually used to create multirecord data blocks)

Layout Wizard: Rows Page



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Data Block Functionality

Once you create a data block with the wizards, Form Builder automatically creates:

- A form module with database functionality including query, insert, update, delete
- A frame object
- Items in the data block
- A prompt for each item

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Laying Out a New Data Block with the Layout Wizard (continued)

Rows Page

- 1 Enter a title in the Frame Title field.
- 2 Enter the number of records you want to display at run time in the Records Displayed field.
- 3 Enter the physical distance (in the coordinate system unit of the form) between records.
- 4 You can select the Display Scrollbar check box to display a scroll bar next to the frame (common for multirecord data blocks).

Finish Page Select Finish to create a new frame and lay out the selected items for the new data block. The Layout Wizard steps are complete.

Note: Once you complete the Layout Wizard steps, you can view the layout in the Layout Editor. Here you can customize or modify the layout if necessary.

Data Block Functionality

Once you create a new data block by using the wizards, Form Builder *automatically* creates the following objects for you:

- A new form module with a default menu (Basic database functionality such as querying, inserting, updating, and deleting is automatically available on the items in the base table block when you run the new form.)
The new data block is created with default property values. These values can be modified to change the behavior of the form.
- A frame object to arrange the items within the new data block
- An item for each database table column included in the data block (Each item is assigned default property values to match the underlying column specifications.)
- A prompt for each item in the data block (The default prompt is the name of the column.)

Modifying the Layout

- **Reentrant Layout Wizard:**
 - Select frame in Object Navigator.
 - Select Tools—>Layout Wizard.
- Or
- Select frame in Layout Editor.
- Click Layout Wizard button.
- **Layout Editor:**
 - Select Tools—>Layout Editor.
 - Make changes manually.
- **Frame Property Palette: Change property values.**

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Modifying the Layout

Once you create a data block, you may want to customize or modify its layout. You can do this by doing one of the following:

- Reenter the Layout Wizard (see the next section), and use it to make the changes.
- Select Tools—>Layout Editor to invoke the Layout Editor and make changes manually in the editor.
- Change the property values of the frame in its Property Palette.

Invoking the Layout Wizard in Reentrant Mode

A very powerful feature of the Layout Wizard is its ability to operate in *reentrant* mode. Use the reentrant mode to modify the layout of items in an existing frame, even if the frame was not originally created with the Layout Wizard.

Invoke the Layout Wizard in reentrant mode from the Object Navigator or the Layout Editor.

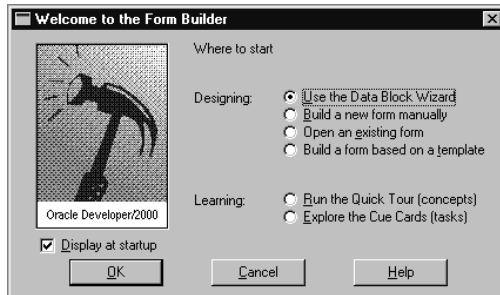
- From the Object Navigator:
 - Select the appropriate frame (under the Canvases node).
 - Select Tools—>Layout Wizard.
 or
 Click the right mouse button and select the Layout Wizard option.
- In the Layout Editor:
 - Select the appropriate frame.
 - Click Layout Wizard.

Note: Before you reenter the Layout Wizard, it is important to select the correct frame in the Object Navigator or the Layout Editor. If you overlook this when you reenter the Layout Wizard, you may create an additional frame instead of modifying the current frame.

Either method takes you to the Data Block page in the Layout Wizard. Use the Next and Back buttons as before, or go directly to a certain page by clicking the particular page tab.

Note: If necessary, you can also invoke the Data Block Wizard in reentrant mode to modify an existing data block. To do so, select the existing data block in the Object Navigator, and choose Tools—>Data Block Wizard.

Template Form



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Template Forms

You can create a new form based on standard template forms, so that you can provide other team members with a default starting point. Templates typically include generic objects, such as graphics, toolbars, and program units. You can define standard window layouts, standard toolbars, and other common objects that you want to include in new forms.

Creating a Form Based on a Template

To create a form based on a template, follow these steps:

- 1 Start Form Builder.
- 2 In the Welcome to the Form Builder dialog box, select the “Build a form based on a template” option, and then click OK.

Saving a Form Module

- **Save the form module:**
 - **Select File—>Save.**
 - **Click the Save icon.**
- **Enter a filename.**
- **Save to one of the following:**
 - **File system**
 - **Database**

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Compiling a Form Module

- **Compile explicitly:**
 - **Select File—>Administration—>Compile File.**
 - **Launch the Form Compiler component.**
 - **Initiate from Command line interface.**
- **Compile implicitly:**
 - **Select Tools—>Preferences.**
 - **Set the Build Before Running preference.**

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Saving, Compiling, and Running a Form Module

Saving a Form Module

You can save the form module definition by doing one of the following:

- Select File—>Save.
- Select the Save icon.

Both of these options display the File dialog box for the initial save. In the dialog box, do the following:

- 1 Enter a filename.
- 2 Click OK.

Note: You can choose to save a form module to either the database or the file system by setting your preference after selecting Tools—>Preferences. If you save to the file system, an `.fmb` file is produced. This *saved* definition of a form in the file system or database is not executable.

Note: When you work with more than one module at a time, Form Builder keeps track of the changes you make to each module separately. When you issue a Save command, only the current module is saved.

Compiling a Form Module

Before you can run a form, you must compile an executable (`.fmx`) file from the design (`.fmb`) file you created in Form Builder. Compiling a form (or menu) module creates the needed executable file.

- You can compile a form *explicitly* by doing one of the following:
 - Selecting File—>Administration—>Compile File after opening the form module
 - Launching the Form Compiler component
 - Initiating the process from the command line interface
- You can compile a form *implicitly* or automatically by checking the Build Before Running preference.

Form Builder implicitly compiles the form module when you attempt to run it. Set this preference by selecting Tools—>Preferences.

Note: Compiling and saving are two independent tasks. Performing one does not automatically accomplish the other. Both tasks must occur separately.

Running a Form Module

- **Forms Runtime component**
- **Command line interface**
- **Form Builder component**
 - **Select Program—>Run.**
 - **Click the Run icon.**

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Running a Form Module

You can run a form module from one of the following:

- Forms Runtime component
 - Command line interface
 - Form Builder component
 - Select Program—>Run Form.
- or
- Click the Run icon.

Note: If more than one form module is open in the Form Builder, make the form module you want to run the current one by selecting any of its objects in the Object Navigator.

Producing Text Files and Documentation

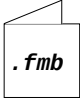
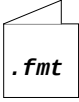
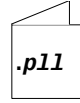
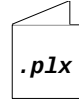
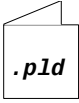
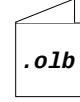
The files normally produced by saving and generating modules are in binary format. You can convert a binary file to text by doing the following:

- 1 Select File—>Administration—>Convert.
This opens the Convert dialog box.
- 2 Select the type of module (Form, Menu, PL/SQL Libraries, Object Libraries), the file to convert, and the direction (Binary-to-Text).
- 3 Select Convert. This produces a text file for the module.

You can produce documentation for your module by doing the following:

- 1 Select the module to be documented in the Object Navigator.
- 2 Select File—>Administration—>Object List Report from the menu system. This produces an ASCII file with the name <module>.txt.

Module Types

Form Module	 <i>.fmb</i>	 <i>.fmx</i>	 <i>.fmt</i>
Menu Module	 <i>.mmb</i>	 <i>.mmx</i>	 <i>.mmt</i>
PL/SQL Library	 <i>.pll</i>	 <i>.plx</i>	 <i>.pld</i>
Object Library	 <i>.olb</i>		 <i>.olt</i>

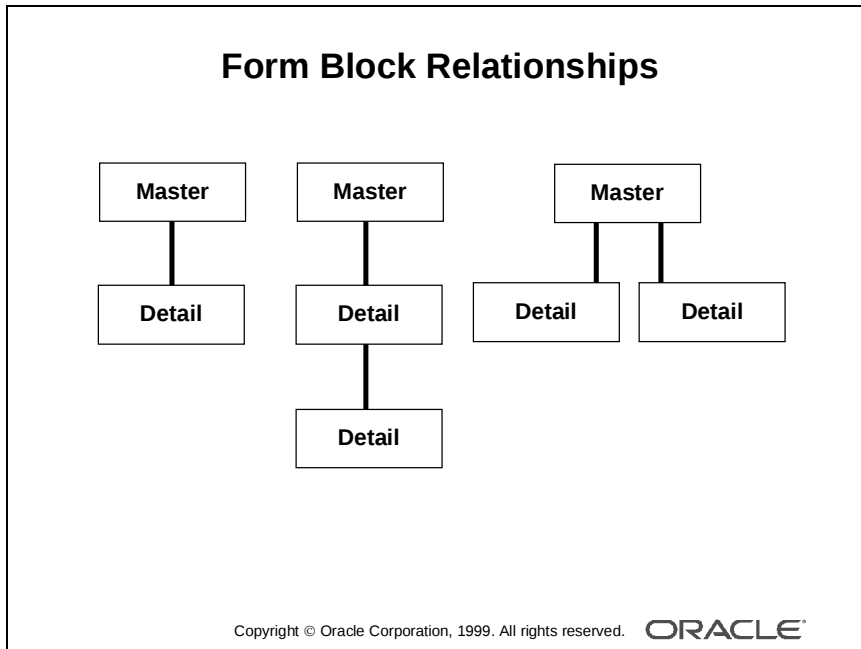
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Module Type and Storage Format

When you create form modules, menu modules, and library documents in Form Builder they are stored in source files that have a binary format and are portable across platforms. The application files that your users run are also in a binary format; however, they are not portable across platforms.

Module/ Document	Extension	Storage Format	Portable
Form	.fmb	Form module binary	Yes
	.fmx	Form module executable; executable	No
	.fmt	Form module text	Yes
Menu	.mmb	Menu module binary	Yes
	.mmx	Menu module executable; executable	No
	.mmt	Menu module text	Yes
PL/SQL Library	.pll	PL/SQL Library document binary	Yes
	.plx	PL/SQL Library document executable (no source)	No
	.pld	PL/SQL Library document text	Yes
Object Library	.olb	Object Library module binary	Yes
	.olt	Object Library module text	Yes

Note: .pll is portable but requires recompilation, because it contains both source and compiled pcode.



Creating Data Blocks with Relationships

A form module can contain one or more data blocks. Each data block can stand alone or be related to another data block.

Master-Detail Relationship

A master-detail relationship is an association between two data blocks that reflects a primary-foreign key relationship between the database tables on which the two data blocks are based. The master data block is based on the table with the primary key, and the detail data block is based on the table with the foreign key. A master-detail relationship equates to the one-to-many relationship in the entity relationship diagram.

A Detail Block Can Be a Master

You can create block relationships in which the detail of one master-detail link is the master for another link.

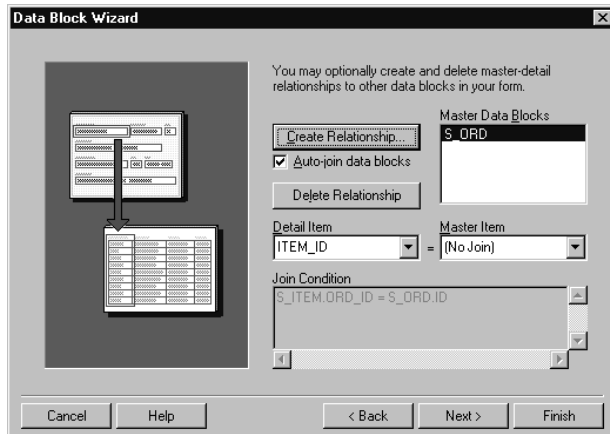
A Master Block Can Have More Details

You can create more than one detail block for a master block.

Note: The following are examples of the master-detail structure:

- Master-detail: Order-items
- Master-detail-detail: Customer-order-items
- Master-2*detail: Customer-order and customer-shipping contacts

Data Block Wizard: Master-Detail Page



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Creating a Master-Detail Form Module with the Data Block Wizard

You can build a master-detail form module either by creating a relation between a master and detail block explicitly, or by using the Data Block Wizard.

- 1 Create the master block as described earlier in this lesson.
- 2 Invoke the Data Block Wizard in the Object Navigator.
- 3 Follow the same steps as before to create a new data block in the Data Block Wizard until you come to the Master-Detail page. On this page, select the “Auto-join data blocks” check box and click Create Relationship.

Note: If the “Auto-join data blocks” check box is clear, the Data Block dialog is displayed with a list of *all data blocks* in the form without any foreign key constraint names.

- 4 Select a master data block in the Data Block dialog and click OK. The wizard automatically creates the join condition between the detail and master data blocks in the Join Condition field and displays the name of the master data block in the Master Data Blocks field.

Note: If the “Auto-join data blocks” check box is clear, the wizard does not automatically create the join condition between the detail and master data blocks. You must use the Detail Item and Master Item pop-up lists to create a join condition manually.

- 5 Click Next and finish the Data Block Wizard steps. Go through the Layout Wizard steps as described earlier in this lesson to finish creating and laying out the detail data block.

Note: The master data block must exist in the form module before you create the detail block.

Relation Object

- **New relation object created in Object Navigator under master data block node**
- **Default name assigned: MasterDataBlock_DetailDataBlock**
- **Triggers and program units generated automatically**

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New Relation

Once you create a master-detail form module, the Data Block Wizard automatically creates a form object that handles the relationship between two associated data blocks. This object is called a *relation*. The following tasks occur automatically:

- The new relation object is created under the master data block node in the Object Navigator with default properties.
- The relation is given the following default name:
MasterDataBlock_DetailDataBlock, for example ORDER_ITEM
- Triggers and program units are generated to maintain coordination between the two data blocks.

Creating a Relation Manually

The screenshot shows the 'MODULE4: New Relation' dialog box. It has a title bar with a close button. The 'Master Block' is set to 'S_ITEM'. The 'Detail Block' is set to 'S_INVENTORY' with a 'Select...' button to its right. Under 'Master Deletes', there are three radio buttons: 'Cascading' (unselected), 'Isolated' (unselected), and 'Non-Isolated' (selected). Under 'Coordination', there are two checkboxes: 'Deferred' (unselected) and 'Auto-Query' (checked). There is also an unchecked checkbox for 'Prevent Masterless Operation'. The 'Join Condition' section is active, showing a text area with the condition 'S_ITEM.PRODUCT_ID = S_INVENTORY.PRODUCT_ID'. At the bottom, there is an 'Object REF' section with a dropdown menu showing 'PRODUCT_ID'. At the very bottom are three buttons: 'OK', 'Cancel', and 'Help'.

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Creating a Relation Manually

What Is a Relation?

A *relation* is a Form Builder object that handles the relationship between two associated blocks.

You can create a relation either:

- Implicitly with a master-detail form module
- Explicitly in the Object Navigator

Implicit Relations

When you create a master-detail form module, a relation is automatically created. This relation is named `masterblock_detailblock`, for example, `S_ORD_S_ITEM`.

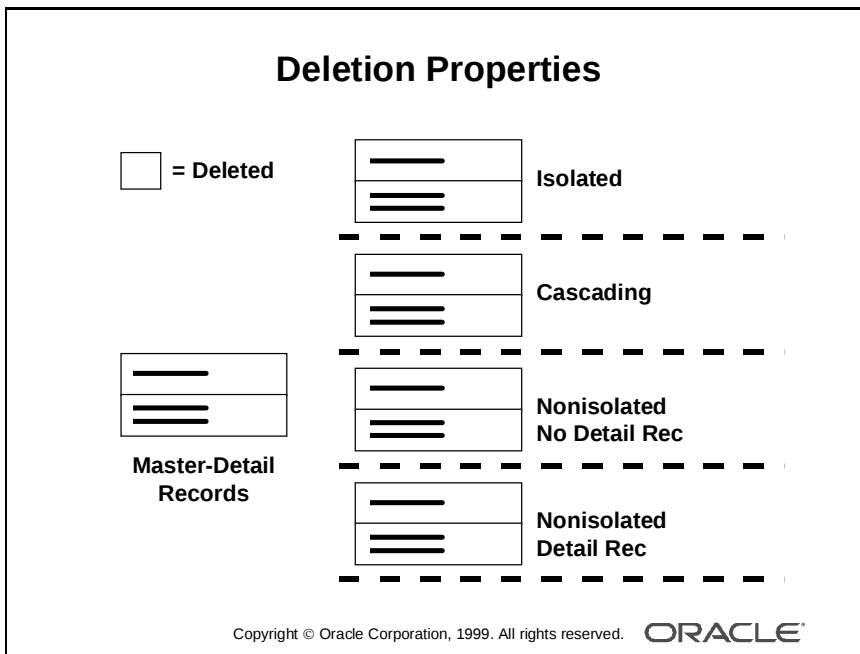
Explicit Relations

If a relation is not established when default blocks are created, you can create your own by setting the properties in the New Relation dialog box. Like implicitly created relations, PL/SQL program units and triggers are created automatically when you explicitly create a relation.

How to Create a Relation Explicitly

- 1 Select the master block entry in the Object Navigator.
- 2 Click the Create icon.
The New Relation window is displayed.
- 3 Specify the name of the relation.
- 4 Specify the name of the master block.
- 5 Specify the name of the detail block.
- 6 Choose your master delete property.
- 7 Choose your coordination property.
- 8 Specify the join condition.
- 9 Click OK.

The new relation, new triggers, and new program units are highlighted in the Object Navigator.



Modifying a Relation

You can alter the relation properties to affect the way deletes and block coordination are handled.

Master Deletes

You can prevent, propagate, or isolate deletion of a record in a master block when corresponding records exist in the detail block by setting the Master Deletes property. For example, you can delete all corresponding line items when an order is deleted.

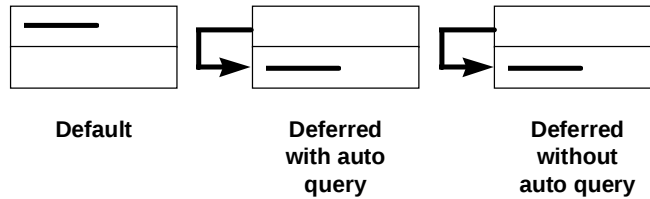
Property	Use
Non-Isolated	Prevents the deletion of the master record when the detail records exist
Cascading	Deletes the detail records when a master record is deleted
Isolated	Deletes only the master record

Note: Although deleting with the cascading property may remove many detail records, the commit message shows only the number of records deleted from the master block.

What Happens When You Modify a Relation?

- Changing the Master Deletes property from the default of Non-Isolated to Cascading replaces the On-Check-Delete-Master trigger with the Pre-Delete trigger.
- Changing the Master Deletes property from the default of Non-Isolated to Isolated results in the removal of the On-Check-Delete-Master trigger.

Coordination Properties



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Join Condition

- **Creates primary-foreign key link between blocks**
- **Define using:**
 - **Block and item names**
 - **SQL equijoin syntax**

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Coordination

You can control how the detail records are displayed when a master block is queried by setting the coordination property. For example, you can defer querying the line items for an order until the operator navigates to the item block.

Coordination Property	Use
Default	Forces coordination of blocks to occur whenever the master record is changed by a user or a trigger
Deferred with Auto Query	Postpones potentially expensive detail query processing until the cursor visits the related blocks
Deferred Without Auto Query	Allows entry of additional query criteria in the detail block prior to querying
Prevent Masterless Operations	Ensures that the detail block cannot be queried or used to insert records when a master record is not displayed

Note: Setting the Deferred property to Yes enables the Auto Query check box.

Join Condition

Use to:

- Create links between blocks using SQL
- Alter links between blocks using SQL

Define using:

- Usual SQL equi-join condition syntax
- Block names instead of the base table names
- Item names that exist in the form module instead of base table column names

Running a Master-Detail Form Module

- **Automatic block linking for:**
 - Querying
 - Inserting
- **Default deletion rules: Cannot delete master record if detail records exist**

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Running a Master-Detail Form Module

When you run your master-detail form module you will find that:

- Querying the master data block immediately retrieves corresponding detail records.
- Deleting a master record is prevented if detail records exist.
Note: You can change the above behavior by modifying the relation object properties.
- Inserting a detail record automatically associates it with the currently displayed master.

Summary

- **Build a new form module:**
 - Using Form Builder wizards
 - Manually
 - Using a template form
- **Use the Data Block Wizard—data source.**
- **Use the Layout Wizard—visual presentation.**

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Summary

- **Modify layout—reentrant wizards.**
- **Save, compile, and run a form module.**
- **Use module types and storage formats.**
- **Create master-detail form module.**

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Summary

- Building a new form module by using the following methods:
 - Form Builder wizards
 - Manually
 - Template form
- Using the Data Block Wizard to create a new data block with its associated data sources quickly and easily
- Using the Layout Wizard to quickly lay out the new data block contents for user interaction
- Modifying the data block layout:
 - Using reentrant wizards
 - Changing frame properties
- Saving the form module to preserve its definition; compiling it to get an executable file; running the form module to test it
- Using several module types and storage formats that are available for form modules, menu modules, PL/SQL Library documents, and Object Library modules
- Creating data blocks with a master-detail relationship

Practice 4 Overview

This practice covers the following topics:

- **Creating new form modules**
- **Creating data blocks by using Form Builder wizards**
- **Modifying data block layout by using the Layout Wizard in reentrant mode**
- **Saving and running the form modules**

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Note

For solutions to this practice, see Practice 4 in Appendix A, “Practice Solutions.”

Practice 4 Overview

In this practice session, you will create two new form modules. You will create a single-block form that displays a single record. You will also create a form that displays master-detail information.

- Create a new form module called CUSTOMERS. Create a new data block in this form by using the Form Builder wizards, and base it on the S_CUSTOMER table. Using the Layout Editor, reposition the items in this block to match the screenshot provided.
- Create a master-detail form module called ORDERS. Create a master block based on the S_ORD table and a detail block based on the S_ITEM table. Create a third data block that is not related to any other block in the form module. Base this block on the S_INVENTORY table, and manually create a relation with the block based on the item table. Use the Form Builder wizards to create all three data blocks.
- Invoke the Layout Wizard in reentrant mode, and change the layout of the S_ITEM and S_INVENTORY data blocks.
- Save and run the new form modules.

Practice 4

- 1 Create a new form module.

Create a new single block by using the Data Block Wizard.

Base it on the S_CUSTOMER table and include all columns.

Display the S_CUSTOMER block with a form style layout on a new content canvas called CV_CUSTOMER and show just one record at a time. Set the frame title to Customers.

Hint: Manually rename the canvas in the Object Navigator.

- 2 Save the new module to a file called CUSTGXX, where XX is the group number that your instructor has assigned to you.

Run your form module and execute a query.

Navigate through the fields. Exit run time and return to Form Builder.

- 3 Change the form module name in the Object Navigator to CUSTOMERS.

- 4 In the Layout Editor, reposition the items, so that the canvas resembles the screenshot below.

Hint: First resize the canvas and the frame.

The screenshot shows a form titled "Customers" with two columns of input fields. The left column contains: Id (ID), Phone (PHONE), City (CITY), Country (COUNTRY), Credit Rating (CREDIT_R), and Region Id (REGION_I). The right column contains: Name (NAME), Address (ADDRESS), State (STATE), Zip Code (ZIP_CODE), Sales Rep Id (SALES_R), and Comments (COMMENTS). Each field is represented by a text box with its corresponding label to the left.

- 5 Create a new form module.

Create a new block by using the Data Block Wizard.

Base it on the S_ORD table and include all columns except TOTAL.

Display the S_ORD block on a new content canvas called CV_ORDER and show just one record at a time. Use a form style layout. Set the frame title to Orders.

Hint: Manually rename the canvas in the Object Navigator.

Practice 4 (continued)

- 6** Create a new block by using the Data Block Wizard.
Base the block on the S_ITEM table and include all columns.
Create a relationship and select the master block as S_ORD.
Display all items except ORD_ID on the CV_ORDER canvas.
Display six records in this detail block on the same canvas as the master block.
Use a tabular style layout and include a scroll bar.
Change the order of the blocks in the Object Navigator, moving the S_ITEM block after the S_ORD block. Set the frame title to Items.
- 7** Save the new module to a file called **ORDGXX**, where **XX** is the group number that your instructor has assigned to you.
- 8** Create a new block based on S_INVENTORY (do not create any relationships with other blocks at this time) to display on a different canvas.
Base it on the S_INVENTORY table; exclude the OUT_OF_STOCK_EXPLANATION column from the definition.
Display four records in this block and ensure that they display on a new content canvas called CV_INVENTORY.
Use a tabular style layout, and include a scroll bar.
In the Object Navigator move the S_INVENTORY block after the S_ITEM block.
Set the frame title to Stock.
Do not create any relationships between blocks at this time.
- 9** Create a relation called S_Item_S_Inventory explicitly between the S_Item and S_Inventory blocks.
Ensure that line item records can be deleted independently of any related inventory.
Set the coordination so that the Inventory block is not queried until you explicitly execute a query.
- 10** On the S_ITEM block change the prompt for the Quantity Shipped item to Shipped by using the reentrant Layout Wizard. First select the relevant frame in the Layout editor, then use Layout Wizard.
- 11** In the S_INVENTORY data block, change the prompt for Amount in Stock to In Stock by using the Layout Wizard.

Practice 4 (continued)

12 Run your form module.

Execute a query.

Navigate through the blocks so that you see the S_INVENTORY block.

Exit run time and return to Form Builder.

13 Change the form module name in the Object Navigator to ORDERS and save.

5

Working with Data Blocks and Frames

Objectives

After completing this lesson, you should be able to do the following:

- Identify the components of the Property Palette
- Manipulate properties through the Property Palette
- Control the behavior and appearance of data blocks

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Objectives

- Control frame properties
- Create blocks that do not directly correspond to the database
- Delete data blocks and their components

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Introduction

Overview

In this lesson you will learn how to customize existing data blocks and modify frames. You will also learn how to include blocks that are not associated with the database.

Modifying the Appearance and Behavior of Data Blocks

- **Reentrant wizards**
- **Layout Editor**
- **Data Block Property Palette**
- **Frame Property Palette**

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Managing Object Properties

Modifying the Appearance and Behavior of Data Blocks

You can modify the appearance and behavior of a data block after it has been created. To do this use one of the following methods:

- Reentrant wizards: Reenter the Data Block Wizard or the Layout Wizard as described in the previous lesson to modify the data source and visual presentation of objects within the data block.
- Layout Editor: Invoke the Layout Editor and make your modifications manually.
- Data Block Property Palette: Open the Data Block Property Palette and change individual property values to modify the behavior of the data block at run time.
- Frame Property Palette: Open the associated Frame Property Palette and change individual property values to modify the arrangement of items within the data block.

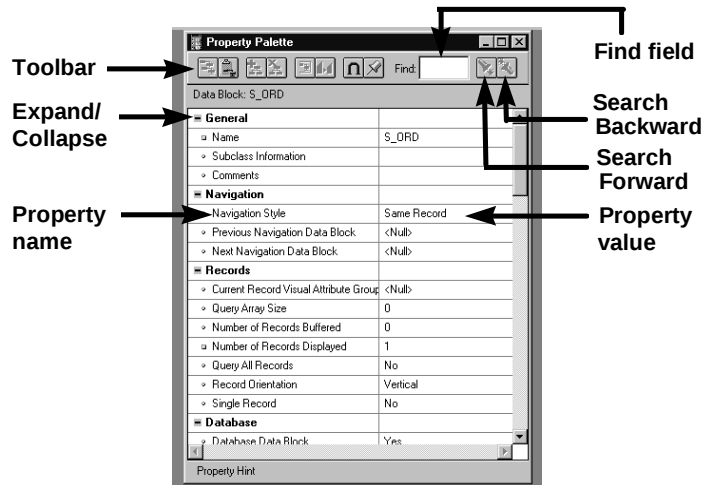
Displaying the Property Palette

Use one of several methods:

- Select Tools—>Property Palette.
- Double-click the object icon in the Object Navigator.
- Double-click the object in Layout Editor.
- Click the right mouse button.

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Property Palette Features



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Property Palette

Every object in a form module, as well as the form module itself, has properties that dictate the object's behavior. When an object is first created, it is automatically assigned several property values by default. You can change these property values in the Property Palette.

Displaying the Property Palette

To display the Property Palette of an object, use any of the following methods:

- Select the object in the Object Navigator and then select Tools—>Property Palette from the menu system.
- Double-click the object icon for the object in the Object Navigator (except for code objects and canvases).
- Double-click an item in the Layout Editor.
- Select the object in the editor or the Object Navigator, and then click the right mouse button. From the pop-up menu, select the Property Palette option.

Property Palette Features

Feature	Description
Property list	The property list displays a two-column list of property names and property values. Properties are grouped under functional headings or nodes. You can expand or collapse a node by using the plus and minus icons beside the node name.
Find field	The Find field enables you to quickly locate the name of a particular property. The Search Forward and Search Backward buttons enhance your search.
Toolbar	The toolbar consists of a series of buttons that provide quick access to commands.



Note

Once you activate the Property Palette for an object, its window remains open. The window automatically displays the properties of each object you visit in the Layout Editor or Object Navigator. This is because, by default, the list of properties in the Property Palette is synchronized whenever you select an object.

You can turn the synchronization on or off for a specific palette by clicking Freeze/Unfreeze in that Property Palette toolbar.

Using the Property Palette

Each form object has various types of properties. Properties are manipulated differently, depending on the property type. Here is a summary of controls used in the Property Palette:

Property Control	Description
Text field	This is displayed when the current property can be set by entering a text value. For longer text values, an iconic button also appears, enabling you to open a text editor.
Poplist	This occurs where the property is Yes or No, or where a fixed set of values are allowed. Click the down arrow to open the list and select a value. Alternatively, double-click the property name to cycle through the values.
LOV window	LOVs occur where a potentially large list of possible values is available. Click the iconic button in the property value column to invoke an LOV.
More button	Use this when more complex settings are needed. Click the More button to open the extra dialog.

Property Palette Icons

Each property in a Property Palette has an icon to its left. Here is a summary of these icons and their description:

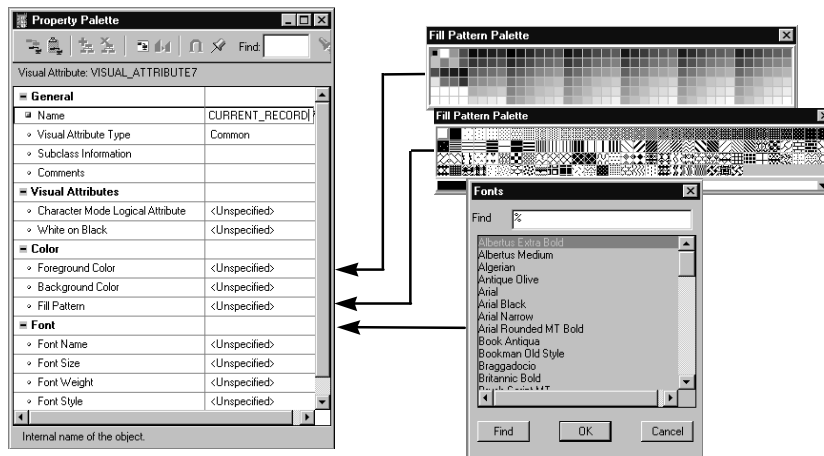
Icon	Description
Circle	Specifies that the property value is the default value
Square	Specifies that the property value has been changed from the default
Arrow	Specifies that the property value is inherited
Arrow with a cross	Specifies that the property value was inherited but has been overridden

Visual Attributes

- **Visual attributes:**
 - Are font, color, and pattern properties
 - Can be set for form and menu objects
- A visual attribute is a form object with font, color, and pattern properties.
- Set the Visual Attribute Group property to the visual attribute object.

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Font, Pattern, and Color Picker



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Visual Attributes

Visual attributes are the font, color, and pattern properties that you set for form and menu objects.

A visual attribute is another object that you can create in the Object Navigator with properties such as font, color, and pattern combinations.

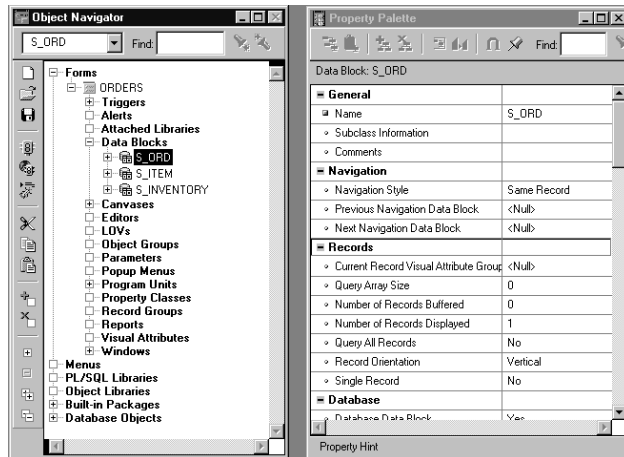
When creating visual attributes, you can use the Font Picker and Color Picker to select the font and color. When changing a font from the Property Palette, click the Font group itself to invoke the Font Picker.

Every interface object in a forms application has a property called Visual Attribute Group, which determines how the individual visual attribute settings of an object are derived. The Visual Attribute Group property can be set to Default, NULL, or the name of a named visual attribute object.

Partial Visual Attributes

Partial visual attributes are just like visual attributes, except that you need to set only the properties that you want to be inherited by the objects that use them. This means that you can apply a visual attribute that changes the font color without having to set the font name.

Data Block Properties



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Data Block Property Groups

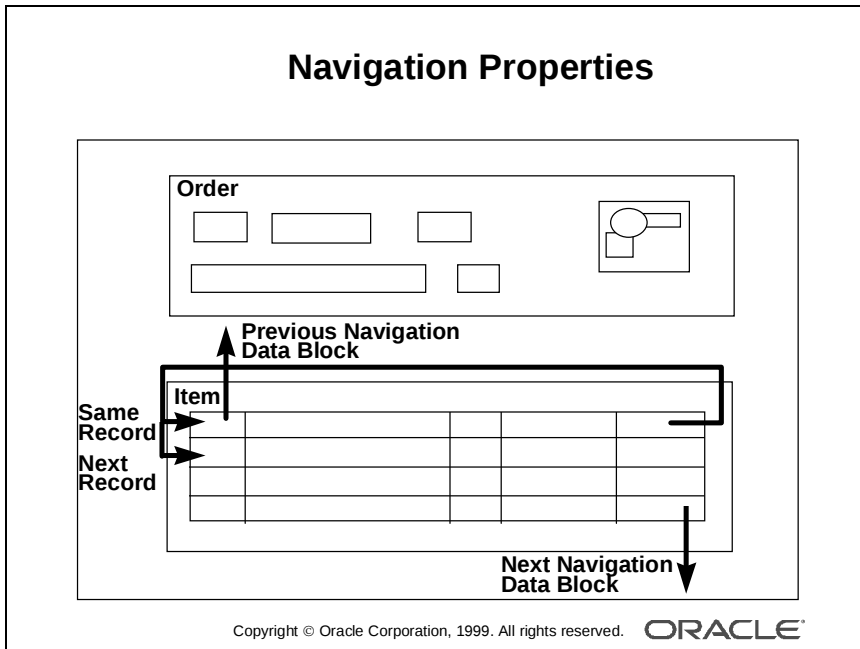
- General
- Navigation
- Records
- Database
- Advanced Database
- Scrollbar
- Font and Color
- Character Mode
- International

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Data Block Properties

Each data block has several properties. These properties are divided into the following groups:

- General
- Navigation
- Records
- Database
- Advanced Database
- Scrollbar
- Font and Color
- Character Mode
- International



Controlling the Behavior of Data Blocks

Setting Navigation Properties

Navigation Style Normally, when you navigate beyond the last item in a record, Form Builder returns you to the beginning of the same record. With this property you can change the location of the cursor.

The following settings are valid for the Navigation Style property:

- Same Record (default)
- Change Record
- Change Data Block

Note: If you want the cursor to move to the next record when you reach the end of the current record, set the Navigation Style property for the block to Change Record.

Previous/Next Navigation Data Block Each data block in a form module has a sequenced position in the data block object hierarchy. Normally, when you perform an operation to move to the previous or next data block at run time, Form Builder moves control to the previous or next adjacent data block in sequence. These properties enable you to name the previous or next data block to which to navigate from the current one.

.

Database Properties

Use properties in the Database group to control:

- **Type of block—data or control block**
- **Query, insert, update, and delete operations on the data block**
- **Data block's data source**
- **Query search criteria and default sort order**
- **Maximum query time**
- **Maximum number of records fetched**

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Setting Database Properties

Database Data Block This property is set to Yes if the data block is based on a database object and No if it is a control block.

Enforce Primary Key This controls whether Form Builder checks that records are unique before they are inserted or updated in the base table, in order to avoid committing duplicate rows in the database. A value of Yes means that the form checks that inserted or updated records in the client-side record group are unique before an attempt is made to commit possible duplicate rows.

Query/Insert/Update/Delete Allowed These properties control whether the associated operations can be performed on the data block records.

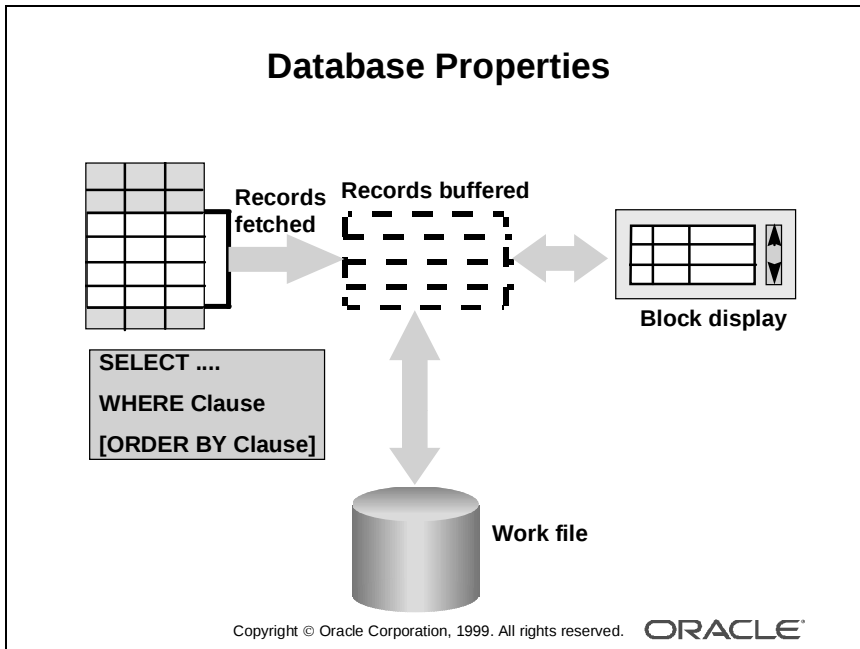
Query Data Source Type This property specifies the type of the query data source for the data block. Possible values for this property are None, Table, Procedure, Transactional Triggers, or FROM clause query.

Query Data Source Name This property specifies the name of the query data source for the data block. This property is used only if the type of the query data source is Table, FROM clause query, or Procedure.

Query Data Source Columns This property specifies, in a dialog box, the name and data type of the columns associated with the query data source. This property is used only if the type of the query data source is Table, FROM clause query, or Procedure.

WHERE Clause This property specifies a SQL condition that is attached to every default SELECT statement associated with the data block through implicit SQL. This clause is automatically appended (ANDed) with any conditions supplied by the operator in Enter Query mode.

Use this property to define general restrictions on the rows this data block may fetch.



Setting Database Properties (continued)

ORDER BY Clause This clause defines a default order for records displayed from a query. The operator can alter this order by using the Query Where dialog box at run time.

Optimizer Hint This property specifies a hint string that Form Builder passes to the Optimizer when constructing implicit SQL on the data block. Using the Optimizer can improve the performance of database transactions.

Locking Mode/Key Mode These properties control how Form Builder handles records and transactions when the data block is primarily associated with non-Oracle data sources. The default settings are usually appropriate for data blocks connected with an Oracle database.

Update Changed Columns Only When this property is set to Yes, only those items updated by the operator are written to their corresponding database columns. If the operator commonly updates or inserts records with only one or two columns, this can save network traffic. By default, this property value is set to No, so that all columns are included in the default UPDATE statement.

Enforce Column Security When this property is set to Yes, items in the data block can be updated only if the current user has permission to update the corresponding database columns.

Maximum Query Time This property provides the option to abort a query when the elapsed time of the query exceeds the value of this property. This property is useful when the Query All Records property is set to Yes.

Maximum Records Fetched This property provides the option to abort a query when the number of records fetched exceeds the value of this property. This property is useful when the Query All Records property is set to Yes.

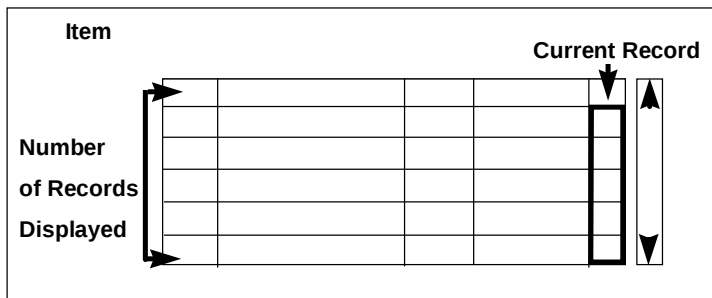
Records Properties

Vertical Record Orientation

Horizontal Record Orientation

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Records Properties



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Controlling the Appearance of Data Blocks

Setting Record Properties

Current Record Visual Attribute Group This group names a visual attribute that will be used to highlight the current record in the data block.

Query Array Size This size specifies the maximum number of records that Form Builder should fetch from the database at one time.

A lower value in this property value means faster response time; however, a larger value means fewer calls to the database for records, thereby resulting in reduced overall processing time.

Number of Records Buffered This is the minimum amount of buffer space retained for holding queried records in the data block. The minimum setting allowed is the value of the Number of Records Displayed property plus 3.

Form Builder buffers any additional records to a temporary disk file.

Number of Records Displayed This property specifies the maximum number of records the data block can display on the canvas at one time and how many records you can see at once. If you change this value, make sure there is enough room on the canvas layout for the number of records, or objects may overlap.

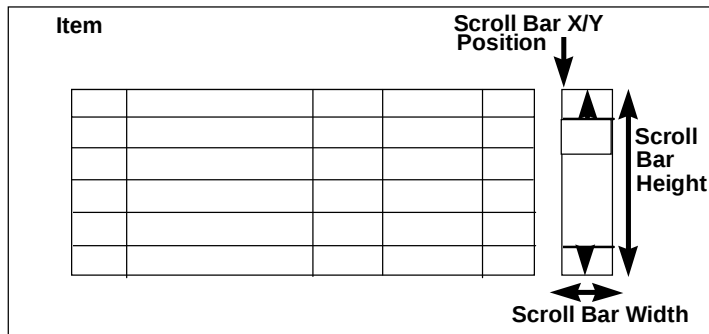
Query All Records This property specifies whether all the records matching the query criteria should be fetched when a query is executed. (This query is necessary to support the Calculated Field feature.)

Record Orientation This property determines the orientation of records in the data block—horizontal or vertical. When you set this property, Form Builder adjusts the display position of items in the data block accordingly.

Single Record This property specifies that the control block should always contain one record. Set this property to Yes for a control block that contains a summary calculated item.

Note: You cannot set this property to Yes for a data block.

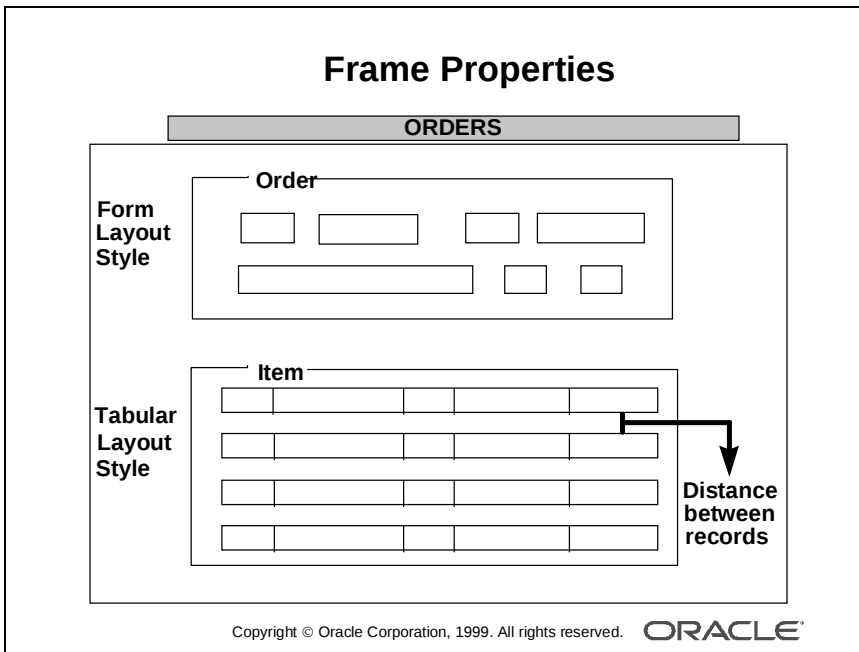
Scroll Bar Properties



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Setting Scroll Bar Properties

- **Show Scroll Bar:** This property specifies whether Form Builder should create a scroll bar for the data block. To delete an existing scroll bar, set this property to No.
- **Scroll Bar Canvas:** This property specifies the canvas on which the data block scroll bar will be displayed. The specified canvas must exist in the form.
- **Scroll Bar Tab Page:** This property specifies the canvas tab page on which the scroll bar will be displayed.
- **Scroll Bar Orientation:** This property specifies whether the scroll bar should be displayed horizontally or vertically.
- **Scroll Bar X/Y Position:** This property specifies the x and y coordinates (measured in the coordination system units of the form) where the scroll bar will display on the canvas. The default value for both coordinates is 0.
- **Scroll Bar Width/Height:** This property specifies the width and height of the scroll bar.
- **Reverse Direction:** This property specifies that the scroll bar scrolls in reverse. Setting this value to Yes causes Form Builder to fetch the next set of records when the user scrolls upward. If the user scrolls downward, Form Builder displays already fetched records.



Controlling Frame Properties

The selections that you make in the Layout Wizard when creating a data block are recorded as properties of the resulting layout frame object. You can change frame properties to modify the arrangements of items within a data block. The main frame properties are as follows:

Layout Data Block This property specifies the name of the data block with which the frame is associated. The items within this data block are arranged within the frame.

Note: A data block can be associated with only one frame. You cannot arrange a block item within multiple frames.

- **Update Layout:** Specifies when the frame layout is updated. Valid settings are:
 - **Automatically:** The layout is updated whenever you move or resize the frame, or modify any frame layout property.
 - **Manually:** The layout is updated whenever you use the Layout Wizard to modify the frame, or in the Layout Editor, when you click Update Layout or select the Arrange—>Update Layout menu option.
 - **Locked:** The layout is locked and cannot be updated.
- **Layout Style:** This property specifies the layout style for the items within the frame. Choose between Form and Tabular styles.
- **Distance Between Records:** This property specifies the physical distance (measured in the form's coordination system units) with which to separate records displayed in the frame.
- **X/Y Position:** This property specifies the x and y coordinates (measured in the form's coordination system units) of the frame's position on the canvas.
- **Width/Height:** This property specifies the width and height of the frame (measured in the form's coordination system units).

Note: You can arrange a frame as well as the objects within it manually in the Layout Editor.

Multiple Property Palettes

- **Display multiple Property Palettes for an object:**
 - 1 **Open a Property Palette for the object.**
 - 2 **Hold down the [Shift] key and double-click the object icon for an additional palette.**
- **Display Property Palettes for the multiple objects:**
 - 1 **Open the Property Palette for first object.**
 - 2 **Click the Freeze/Unfreeze button on the toolbar.**
 - 3 **Invoke Property Palette for the next object.**

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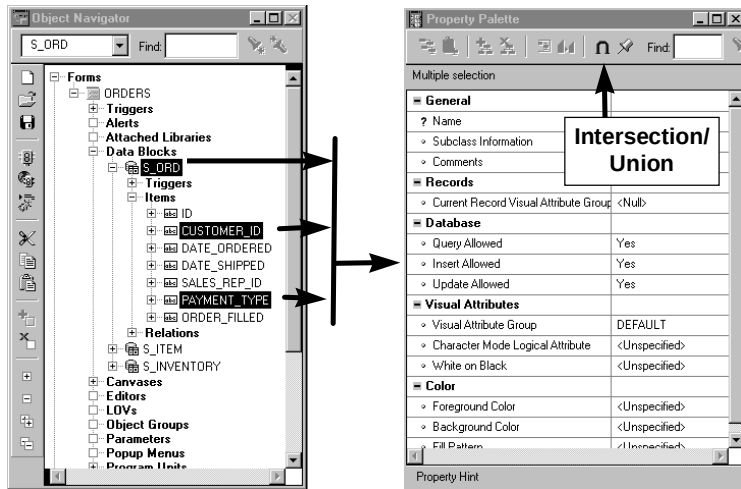
More About Object Properties

Displaying Multiple Property Palettes

- To display the properties of an object in multiple Property Palettes:
While one Property Palette is already open, hold down the [Shift] key and double-click the object icon for the object in the Object Navigator.
- To display the Property Palettes for multiple objects at the same time:
 - 1 Open the Property Palette of the first object. Click Freeze/Unfreeze on the toolbar to “freeze” this palette.
 - 2 Invoke the Property Palette for another object. This Property Palette appears in a separate window.

If the second window is on top of the first one, drag it alongside the first window.

Setting Properties on Multiple Objects



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Setting Properties on Multiple Objects

You can view and set the properties of several objects simultaneously, whether they are the same or different object types. To do this, select the objects in the Object Navigator and display a combination of the properties in the Property Palette. The combination or set may be:

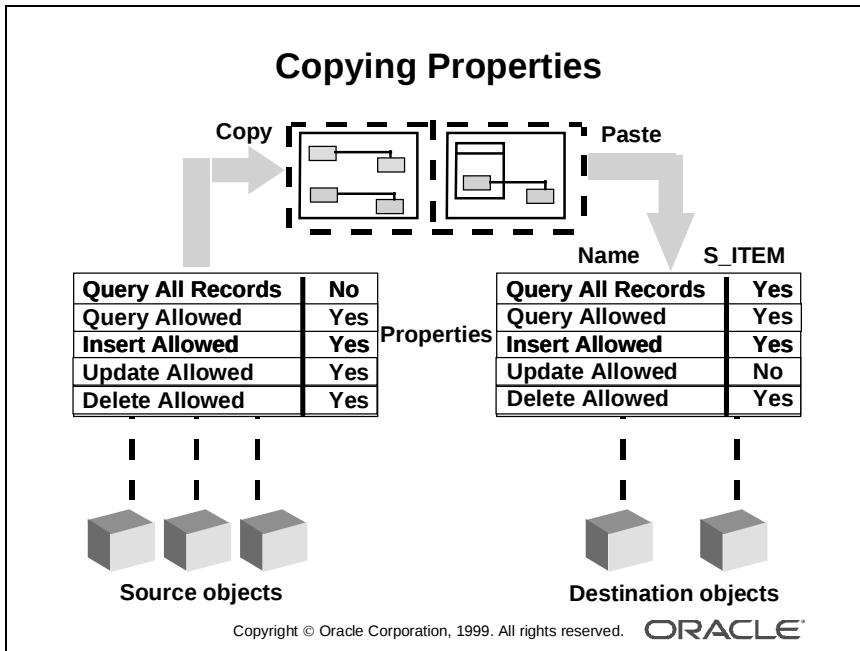
- Intersection ($\cap$): A subset in which you display only the common properties of the selected objects (This is the default set operator.)
- Union ($\cup$): A superset in which you display both the common properties and the unique properties of the selected objects

Where there are differing values for a property across the selected objects, you will see ********* in the property value. This changes to a definitive value once you enter a new value in the Property Palette. This new value then applies to each of the selected objects to which the property is relevant.

How to Set Properties on Multiple Objects

- 1 Open the Property Palette for one of the objects.
- 2 Hold down the [Ctrl] key and click each object in the Object Navigator or the editors whose properties are to be viewed or changed in combination. The selected objects are highlighted.
- 3 Set the Intersection/Union button from the toolbar in the Property Palette to the desired operation. This button toggles between the two options.
- 4 Change the displayed properties, as required. Your changes are applied to all selected objects with these properties.

Note: With a union, some properties you see might not be relevant to all of the selected objects. Changes to a property are applied only to objects that have the property.



How to Copy Properties to Other Objects

You can write the properties and values from the Property Palette to a buffer, so that they can be applied (pasted) to other objects in your design session.

- 1 In the Property Palette, display and set the properties to be copied. This may be from one object or a combination of them.
 - To copy all the property settings from the Property Palette, select Edit—>Select All.
 - To copy selected property settings only, hold down the [Ctrl] key and click each property individually.
- 2 Click Copy Properties on the toolbar of the Property Palette.
- 3 From the Object Navigator select the object into which the properties are to be copied.
- 4 In the Property Palette, click Paste Properties. The selected object receives values from all copied properties that are relevant to their object types.

Note: It is possible to copy the property settings of an object to objects of different types. In this case, properties that do not apply to the target object are ignored.

Property Classes

When you display a list of properties (from either one object or a combination of objects) in the Property Palette, the list of property names and associated values can be saved for future application to other objects. This is known as a property class, which is a Form Builder object in its own right.

Objects can inherit some of their properties from a linked property class, so their properties will automatically change if the associated properties are changed in the property class.

Property classes are discussed in more detail in a later lesson.

Creating a Control Block

- Click the Data Blocks node and click the Create icon.
or
Select Navigator—>Create.
- Select the “Build a new data block manually” option in the New Data Block dialog box.

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Creating Control Blocks

A control block is a block that is not associated with any database, and its items do not relate to any columns within any database table.

This means that Form Builder does not perform an automatic query when the operator issues an Enter Query or Execute Query command, nor does it issue an automatic Insert, Update, or Delete for the block when the operator saves changes to the database.

How to Create a Control Block

- 1 Click the Data Blocks node in the Object Navigator.
- 2 Click the Create icon on the toolbar.
or
Select Navigator—>Create from the menu.
- 3 In the New Data Block dialog box, select the “Build a new data block manually” option.
- 4 Open the Property Palette of the new data block and change its name.

Note: Because there are no database columns on which to base control block items, a control block has no items until you manually add them later.

Deleting a Data Block

- **Select a data block for deletion and click the Delete icon.**
- or
- **Select Navigator—>Delete.**
- **Click Yes in the alert box.**

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Deleting Data Blocks

To delete a data block:

- 1 Select the data block to be deleted in the Object Navigator.
- 2 Click the Delete icon on the toolbar
or
Select Navigator—>Delete from the menu.
- 3 An alert is displayed for delete confirmation. Click Yes to delete the data block.

Note: Deleting a data block also deletes its subordinate objects (items and triggers). If the data block was a master or detail block in a relation, the relation is also deleted. However, the frame border and its title will remain. Delete the frame manually in the Layout Editor.

Summary

- **Modify the data block properties in its Property Palette to change its behavior.**
- **Data blocks have Navigation, Database, Records, Scrollbar and other properties.**
- **Database properties include WHERE Clause, Query Data Source, and Maximum Records Fetched.**
- **Change frame properties to modify the arrangements of items within a data block.**

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Summary

- **A control block is not associated with the database.**
- **Copy properties between data blocks and other objects.**
- **View and change properties of several objects together (Intersection/Union).**

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Summary

- Modify the data block properties in its Property Palette to change its behavior at run time.
- Data blocks have Navigation, Database, Records, Scrollbar, and other properties.
- Database properties include WHERE Clause, Query Data Source Type, and Maximum Records Fetched.
- You can change frame properties to modify the arrangements of items within a data block.
- You can copy properties between data blocks and other objects.
- You can view and change the properties of several objects together. You can use Intersection or Union settings to connect their properties in the Property Palette.

Practice 5 Overview

This practice covers the following topics:

- Creating a control block
- Creating a visual attribute
- Modifying data block properties
- Modifying frame properties

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Note

For solutions to this practice, see Practice 5 in Appendix A, “Practice Solutions.”

Practice 5 Overview

In this practice session, you will create control blocks and modify several data block properties as well as frame properties.

- Create a control block in the CUSTOMERS form.
- Using the Property Palette, change properties in the S_CUSTOMER data block to change its run-time appearance and behavior. Change the related frame properties to change the run-time appearance and to keep any layout changes you make manually in the Layout Editor. Save and run the form after the changes are applied.
- Create a control block in the ORDERS form.
- Create a visual attribute in the ORDERS form and use it to highlight the current record in the S_ITEM and S_INVENTORY data blocks at run time. Use the multiple selection feature on both data blocks when setting the appropriate property in the Property Palette.
- Change properties in the S_ITEM and S_INVENTORY data blocks to change their run-time appearance and behavior. Change the frame properties of all the data blocks in the ORDERS form to change their run-time appearance and to keep any layout changes you make manually in the Layout Editor. Save and run the form after the changes are applied.

Practice 5

CUSTGXX Form

- 1 Create a control block in the CUSTGXX form.

Create a new block manually, and rename this block CONTROL.

Set the Database Data Block, Query Allowed, Insert Allowed, Update Allowed, and Delete Allowed Database properties to No. Set the Query Data Source Type property to None. Leave other properties as default.

Move the CONTROL block after the S_CUSTOMER block.

- 2 Ensure that the records retrieved in the S_CUSTOMER block are sorted by the customer's ID.

- 3 Set the frame properties for the S_CUSTOMER block as follows:

Remove the frame title, and set the Update Layout property to Manually.

- 4 Save and run the CUSTGXX form.

Test the effects of the properties that you have set.

Note: The Compilation Errors window displays a warning that advises you that the CONTROL block has no items. This is expected (until you add some items to the CONTROL block in a later lesson).

ORDGXX Form

- 5 Create a control block in the ORDGXX form.

Create a new block manually, and rename this block CONTROL.

Set the Database Data Block, Query Allowed, Insert Allowed, Update Allowed, and Delete Allowed database properties to No. Set the Query Data Source Type property to None. Leave other properties as default.

Position the CONTROL block after the S_INVENTORY block in the Object Navigator.

Hint: You can copy the CONTROL block from CUSTGXX form.

ORDGXX Form (continued)

- 6** Ensure that the current record is displayed differently from the others in both the S_ITEM and S_INVENTORY blocks.

Create a visual attribute called Current_Record.

Using the Color Picker, set the Foreground Color to White and the Background Color to Dark Cyan. (If these colors are not available on your window manager, use other colors instead.) Using the Pattern Picker, choose any fill pattern. Using the Font Picker, set the font to MS Serif italic 10 point. (If that font is not available on your window manager, use any available font.)

Use the multiple selection feature on both data blocks to set the relevant block property to use this visual attribute.

- 7** For the S_ITEM block change the number of records displayed to 4 and resize the scroll bar accordingly.
- 8** Ensure that the records retrieved in the S_ITEM block are sorted by the ITEM_ID.
- 9** Set the property that causes automatic navigation to Next Record, when the user uses [Next Item] to exit the last item of a record in the S_ITEM block.
- 10** Set the frame properties for all blocks as follows:
Remove the frame title and set the Update Layout property to Manually.
- 11** Save, compile, and run the ORDGXX form.
Test the effects of the properties that you have set.

6

Working with Text Items

Objectives

After completing this lesson, you should be able to do the following :

- Describe text items
- Create a text item
- Modify the appearance of a text item
- Control the data in a text item

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Objectives

- Modify the navigational behavior of a text item
- Enhance the relationship between the text item and the database
- Modify the functionality of a text item
- Include Help messages

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Introduction

Overview

The default item type in the Oracle Developer form component is the text item or field. You have seen how creating a new data block based on a table creates text items for each selected column from that table. This lesson shows you how to customize text items to change their appearance and behavior.

Text Items



- **Default item type**
- **Interface object for:**
 - **Querying**
 - **Inserting**
 - **Updating**
 - **Deleting**
- **Behavior defined in the Property Palette**

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What Is a Text Item?

A *text item* is an interface object through which you can query, insert, update, and delete data. A text item usually corresponds to a column in the database table. When an item is first created, its default type is text.

The item type determines the properties available in the Property Palette. In this lesson you look at the properties of a text item. Remaining item types are covered in subsequent lessons.

Use the Property Palette to define, alter, or examine the characteristics of items.

Creating a Text Item

Canvas selection Block selection

The screenshot shows the Oracle Forms Designer interface. The title bar reads 'ORDERS: CV_ORDER (S_ORD)'. Below the title bar is a menu bar and a toolbar. The main canvas displays a form with two sections: 'Orders' and 'Items'. The 'Orders' section contains several text items: 'ID', 'Customer Id', 'Date Ordered', 'Date Shipped', 'Sales Rep Id', 'Payment Type', and 'Order Filled'. The 'Items' section contains a table with five columns: 'Item Id', 'Product Id', 'Price', 'Quantity', and 'Qty. Shipped'. The 'Qty. Shipped' column contains a text item. An arrow points from the 'Block selection' label to this text item. The 'Canvas selection' label points to the top of the form canvas.

Item Id	Product Id	Price	Quantity	Qty. Shipped
ITEM_ID	PRODUC	PRICE	QUANTITY	QUANTITY_SHTEXT ITE
ITEM_ID	PRODUC	PRICE	QUANTITY	QUANTITY_SHTEXT ITE
ITEM_ID	PRODUC	PRICE	QUANTITY	QUANTITY_SHTEXT ITE
ITEM_ID	PRODUC	PRICE	QUANTITY	QUANTITY_SHTEXT ITE

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Creating a Text Item

You can create a text item by doing one of the following:

- Converting an existing item into a text item
- Using the Text Item tool in the Layout Editor
- Using the Create icon in the Object Navigator
- Using the wizards

How to Create a Text Item in the Layout Editor

- 1 Invoke the Layout Editor.

It is important to point to the correct data block where you want to create the text item. In the Layout Editor, select the data block from the Block pop-up list.

- 2 Click the Text Item tool.

- 3 Click the canvas.

The text item appears.

- 4 Double-click the text item.

The text item Property Palette appears.

- 5 Set the item properties as required.

How to Create a Text Item in the Object Navigator

- 1 Locate the block in which you want to create the item.

- 2 Select the Items node.

- 3 Click the Create icon.

A new item entry is displayed in the Object Navigator.

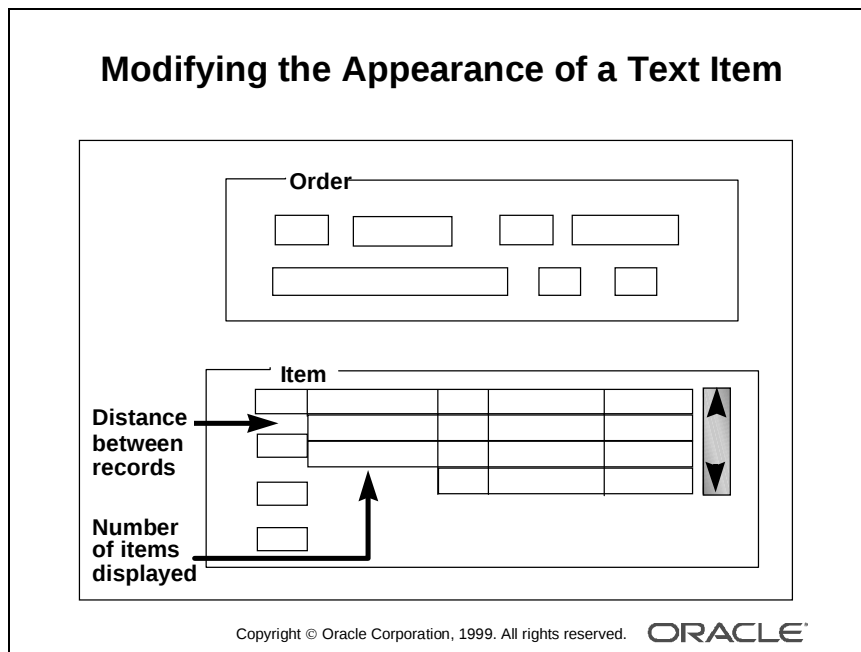
- 4 Double-click the icon to the left of the new item entry.

The Property Palette appears.

- 5 Set the Type property to Text Item.

- 6 Set all other item properties as required.

Note: To display an item at run time, you must assign the item to a canvas. Do this in the Property Palette of the text item by setting the Canvas property to the desired canvas.



Modifying the Appearance of a Text Item

The properties of an item are divided into several groups.

You can affect the way the text item is displayed by altering its General, Physical, Records, and Font and Color group properties.

General Property	Function
Item Type	Selects the type of item you want to create

Physical Property	Function
Visible	Determines whether the item is displayed
Canvas	Determines on which canvas the item is displayed
Tab Page	Determines the tab page on which the item is located
X Position	Sets the X coordinate of the item relative to the canvas (bitmapped) or the screen (character)
Y Position	Sets the Y coordinate of the item relative to the canvas (bitmapped) or the screen (character)
Width	Sets the width of the text item in the current form coordinate units
Height	Sets the height of the text item in the current form coordinate units
Bevel	Sets the sculpted appearance of the item border
Rendered	Conserves system resources (When a rendered item no longer has focus, the resources used to display it are released.)
Show Vertical Scrollbar	Determines whether a vertical scroll bar appears for the multiline text item

Records Property	Function
Current Record Visual Attribute Group	Specifies the name of the visual attribute to use when the item is part of the current record
Distance Between Records	Specifies the amount of space between instances of the item in a multirecord data block
Number of Items Displayed	Specifies the number of item instances displayed for the item when the item is in a multirecord block

Note: When the Canvas property of an item is left unspecified, it is said to be a *Null canvas* item. It will not display at run time or in the Layout Editor.

Font and Color Properties

Use properties in the Font and Color group to specify an item's:

- **Visual attributes**
- **Font name, size, weight, style, color, and pattern**

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Font and Color Property	Function
Visual Attribute Group	Specifies how the item's individual visual attributes are derived (Select Default or Named.)
Font Name	Specifies the font family (The list of fonts available is system dependent.)
Font Size	Specifies the font size in points
Font Weight	Specifies the weight of the font
Font Style	Specifies the font style
Font Spacing	Specifies the width of the font (This is the amount of space between characters.)
Foreground Color	Specifies the foreground color for the item
Background Color	Specifies the background color for the item
Fill Pattern	Specifies the pattern for the item fill region
Character Mode Logical Attribute	Specifies the name of the Oracle Terminal resource file attribute that sets the attributes of the device when running in character mode
White on Black	Determines whether the item appears as white text on a black background when displayed on a monochrome device

Prompts

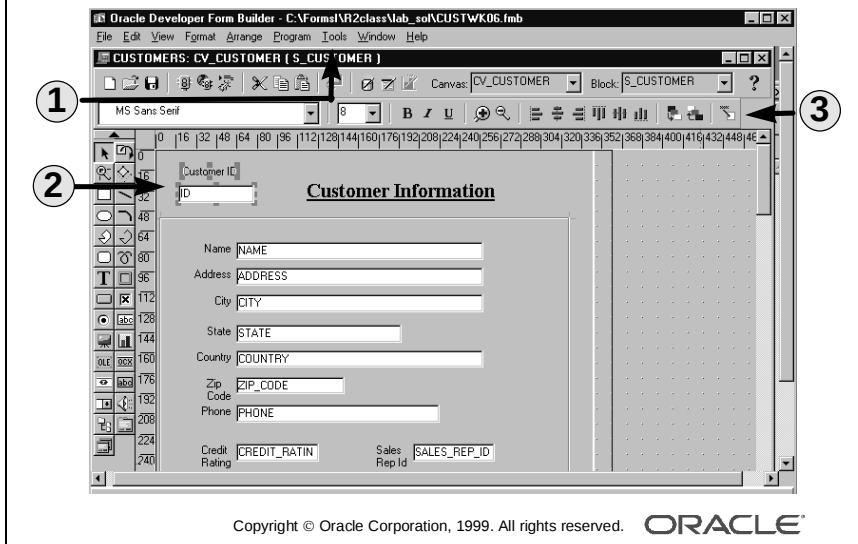
- Prompts specify the text label that is associated with an item.
- Several properties are available to arrange and manage prompts.
- Use prompt properties of an item to change the prompt's display style, justification, alignment, color, and font.

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Prompt Property	Function
Prompt	Specifies the text label for the item
Prompt Display Style	Specifies the display style of the prompt (Choose among First Record, Hidden, and All Records.)
Prompt Justification	Specifies how the prompt is justified
Prompt Attachment Edge	Specifies the item edge to which the prompt is attached
Prompt Alignment	Specifies how the prompt is aligned along the item edge (Choose among: Start, End, and Center.)
Prompt Attachment Offset	Specifies the distance between the item and its prompt
Prompt Alignment Offset	Specifies the alignment offset of the prompt
Prompt Reading Order	Specifies the prompt order (Choose among: Default, Left To Right, and Right To Left.)

Prompt Font and Color Properties	Function
Prompt Visual Attribute Group	Specifies the named visual attribute that should be applied to the item prompt at run time
Prompt Font Name	Specifies the font family or typeface of the item prompt
Prompt Font Size	Specifies the size of the prompt font, in points
Prompt Font Weight	Specifies the weight of the prompt font
Prompt Font Style	Specifies the style of the prompt font
Prompt Font Spacing	Specifies the amount of space between characters
Prompt Foreground Color	Specifies the prompt text color

Associating Text with an Item Prompt



Associating Text with an Item Prompt

The enhanced Form Builder Layout Editor has a tool called Associate Prompt which enables you to create a prompt for an item using any boilerplate text in the editor. In order to create a prompt-item association using the Associate Prompt tool, do the following:

- 1 Open the Layout Editor window.
- 2 Select the item and boilerplate text you want as the item's prompt in the editor.
- 3 Click the Associate Prompt tool.

Note: Release 6.0 of Form Builder enables users to create text items *with* a border but *without* a bevel by setting the Bevel property to Plain. In previous releases, if bevel for a text item was removed, the border was also removed.

Synchronize with Item Property

Orders and Items

Query Save Stock Image Off Show Help Exit

Order Id 101

Order Information

Date Ordered31-AUG-1992Customer Id205Customer NameKant's Sporting Goods

Sales Rep Id14Sales Rep NameDumas

Date Shipped15-SEP-1992Payment Type☐ Cash ☒ Credit ☒ Order Filled



Major League Baseball

Item Id	Product Id	Description	Price	Quantity	Shipped	Item Total
2	40422	Pro Curling Bar	50	30	30	1,500.00
3	41010	Prostar 10 Pound Weight	8	20	20	160.00
4	41100	Prostar 100 Pound Weight	45	35	35	1,575.00
5	50169	Major League Baseball	4.28	40	40	171.60

1	Synchronize with Item property set to Description item
2	Number of Items Displayed property set to 1

Controlling the Data of a Text Item

Use the data group properties of a text item to control the way the data is displayed and entered.

Data Property	Function
Data Type	Determines what kinds of values Form Builder allows as input into the item
Maximum Length	Sets the maximum number of characters allowed in the item (This usually corresponds to the column width for base table items.)
Fixed Length	Determines whether the user is required to fill the item completely before being able to move into another item
Initial Value	Specifies the default value that Form Builder gives to the item for each new record
Required	Determines whether the item is mandatory; that is, whether it is based on a NOT NULL column constraint in the underlying table
Format Mask	Specifies a format for the text item
Lowest Allowed Value	Sets the minimum value allowed in this item
Highest Allowed Value	Sets the maximum value allowed in this item
Copy Value from Item	Specifies the block and item to use as the source for copying a value into this item when focus is set on one of its records (used in interblock relations)
Synchronize with Item	Specifies the name of the item from which the current item derives its value (This property means that you can have two items in a block that simultaneously represent the same base table column, thus mirroring each other.)

Note

- If the Maximum Length exceeds the display width of the item, Form Builder automatically enables the end user to scroll the contents of the item horizontally, so that the cursor remains visible.
- When Fixed Length is set to Yes, a text item is valid only if it contains the number of characters specified in the Maximum Length property.
- Form Builder accepts NULL values in a fixed length text item, provided the text item does not have its Required property set to Yes.
- Use only CHAR, NUMBER, DATE, and LONG data types. All other data types are available for compatibility with earlier versions of Oracle Developer.

Copy Value from Item Property

The diagram illustrates a data flow from a form to a table. The 'Dept' form has three fields: 'Id' with the value 31, 'Region Id' with the value 1, and 'Name' with the value Sales. An arrow points from the 'Id' field to the 'Dept Id' column in the 'Employee' table. The 'Employee' table has five columns: Id, Last Name, First Name, Title, and Dept Id. It contains two rows of data: one for Midori Nagayama (VP, Sales) and one for Colin Magee (Sales Rep), both associated with Dept Id 31.

Employee				
Id	Last Name	First Name	Title	Dept Id
3	Nagayama	Midori	VP, Sales	31
11	Magee	Colin	Sales Rep	31

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Format Masks

- Standard SQL formats
 - Dates FXDD-MON-YY
 - Numbers L099G99D99
- Nonstandard formats
 - Use double quotes for embedded characters
 - "("099")"099"-"0999

Note: Allow for format mask's embedded characters when defining Width property.

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FX Format Mask

The FX format mask in a date value ensures that the date is entered exactly as defined in the mask. Element D is for decimal, and G is a group separator.

The Copy Value from Item Property

Use the Copy Value from Item property to reference the source of the value that Forms uses to populate the current item.

- Enter the block and item name from which Form Builder reads the value as follows:
`<data_block_name>.<item_name>.`

- Use this property to link data blocks. In a master-detail form module, Form Builder automatically sets this property for the foreign-key item in the detail data block to the primary-key item in the master data block.
- In the Summit application, S_ITEM.ORD_ID has this property.

Note: The text item should disable input; otherwise, the user could violate the foreign-key relationship. To prevent operators from deactivating the foreign-key relationship, set the Enabled property to No for the foreign-key item.

Formatting a Text Item

Use the Format Mask property to specify the format in which the user sees the item value.

- Use standard SQL formatting syntax for dates and numbers; for example, DD/MM/YY and \$99,999.99.
- Enclose non-SQL standard embedded characters in double quotes; for example, hyphen (-) and comma (,).
- Reuse format masks by selecting Edit—>Copy followed by Edit—>Paste.

Example

With a date format of DD/MM/YY, valid entries are:

- 10/12/93
- 10 12 93

With the same format mask, these entries are invalid:

- 10-DEC-93
- 101293

Note: You can enter any character to represent the (/) in the value. Allow for the embedded characters of the format mask when defining the Width property. The embedded characters are used only for purposes of display and are not stored in the database.

Initial Values

- Are used for every new record
- Can be overwritten
- Must be compatible with item's data type
- Use:
 - Raw value
 - System variable
 - Global variable
 - Form parameter
 - Form item
 - Sequence

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Initial Values

The initial value must be compatible with the item data type. If the Lowest/Highest Allowed values are specified, the initial value cannot be outside the range.

Creating an Initial Value

Use any one of the following values to issue an initial item value whenever a new record is created:

- Raw value
Example: 340, RICHMOND
- System variable
 - Variables giving current *operating system* date/time:

Variable	Format
\$\$DATE\$\$	DD-MON-YY
\$\$DATETIME\$\$	DD-MON-YYYY hh:mi[:ss]
\$\$TIME\$\$	hh:mi[:ss]

- Variables giving current *database* date/time:

Variable	Format
\$\$DBDATE\$\$	DD-MON-YY
\$\$DBDATETIME\$\$	DD-MON-YYYY hh:mi[:ss]
\$\$DBTIME\$\$	hh:mi[:ss]

- Global variable
Example: :GLOBAL.CUSTOMER_ID
- Form parameter
Example: :PARAMETER.SALES_REP_ID
- Form item
Example: :ORDER.ID
- Sequence
Example: :SEQUENCE.S_ORD_ID.NEXTVAL

Automatic Sequence Number Generation

The initial value can reference a sequence in the database. Form Builder automatically writes generated sequence numbers into the text item.

Navigational Behavior of Text Items

- **Established by order of entries in Object Navigator**
- **Controlled by:**
 - **Keyboard Navigable**
 - **Previous Navigation Item**
 - **Next Navigation Item**

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Altering the Navigational Behavior of a Text Item

You can see the default navigational sequence of items in the Object Navigator, as the item entries are displayed in the navigational order. However, you can also use the Navigation group properties to control the navigational behavior of a text item.

Navigation Property	Function
Keyboard Navigable	Determines whether you can navigate to an item during default navigation with the function keys or menu items and place input focus on it (When this property is set to No, Form Builder skips over the item and enters the next navigable item in the default navigation sequence.)
Previous Navigation Item	Determines the previous item to be visited when you navigate out of the current item
Next Navigation Item	Determines the next item to be visited when you navigate out of the current item

Note: The next or previous navigation item must be in the same data block as the current item.

Database Properties

Use properties in the Database group to control:

- **Item's data source—base table item or control item**
- **Query, insert, and update operations on an item**
- **Maximum query length**
- **Query case**

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Enhancing the Relationship Between Text Item and Database

You can alter or enhance the way in which a text item interacts with its corresponding database column by setting the Database group properties.

Database Property	Function
Database Item	Determines whether the item value is stored in the block base table as opposed to being a control item
Column Name	Establishes that the item corresponds to a column in the table associated with the data block
Primary Key	Indicates that the item is a base table item and that it corresponds to a primary key column in the base table (Its value must be unique.)
Query Only	Specifies that the item can be queried but not included in an INSERT or an UPDATE statement
Query Allowed	Determines whether the item can accept query criteria
Query Length	Sets the maximum length of a query expression for the item (Enter Query mode) (This may not be set to a value lower than that of the Maximum Length, unless set to zero.)
Case Insensitive Query	Determines whether the difference between upper, mixed, and lowercase values is recognized during query processing
Insert Allowed	Determines whether the item allows values to be inserted (This property applies only to new records.)
Update Allowed	Determines whether the item allows updates
Update Only If NULL	Determines whether the item allows updates only when the current value is NULL (This property applies to existing records only.)
Lock Record	Determines whether the record is locked when the item is modified (This property applies only to nonbase table items.)

Note: When you create an item in a data block, Form Builder assumes the item is a data item and sets its Database Item property to Yes. Data items are automatically included in any SELECT, UPDATE, and INSERT statements issued to the database. If an item you are creating is a control item, you must explicitly set its Database Item property to No.

Functional Properties

Enabled=No

Order

Order Id Date Ordered Case Restriction=Upper

Date Shipped Payment Type

Item

Justification = Start

Justification = Right

Id	Product Id	Price	Shipped	Item Total
1	10011	135	500	67,500.00
2	10013	380	400	152,000.00

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Conceal Data Property

Log Screen

Enter Userid:

Enter Password:

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Adding Functionality to a Text Item

Add to the default functionality of a text item by introducing some of the additional features:

Functional Property	Function
Enabled	Determines whether you can navigate to an item and manipulate it with the mouse (When this property is set to No, the item is disabled and appears grayed out on most window managers.)
Justification	Determines the text justification of the value within the item
Multi-Line	Determines whether the item can store multiple lines of text (Text items can be multiline only if they represent a VARCHAR2, or long base table column.)
Wrap Style	Determines whether a multiline text item wraps onto the next line; choose from None, Character, or Word
Case Restriction	Forces the case of the user's input to Upper, Lower, or Mixed
Conceal Data	Determines whether the value in the item is echoed to the screen and hence visible to the user (This setting is typically used for password protection.)
Keep Cursor Position	Retains the cursor position so that when you reenter an item, it is in the same place
Automatic Skip	Determines whether the cursor automatically skips into the next item when this one is full (Auto Skip is used in conjunction with the Fixed Length property.)
Popup Menu	Specifies the pop-up menu within the current form module to display for the item

Note: The Enabled property set to No grays out the item. If you want the item to appear normally but do not want the users to change it, do the following:

- Set Insert Allowed to No.
- Set Update Allowed to No.
- Set Enabled to Yes.

Note: A pop-up menu is a context-sensitive menu that enables users to access common functions and commands quickly. It is a top-level object in the Object Navigator and belongs to a form module.

Technical Note

A pop-up menu belongs to the form module, as opposed to a form menu, which belongs to a separate menu module.

Keyboard Navigable and Enabled Properties

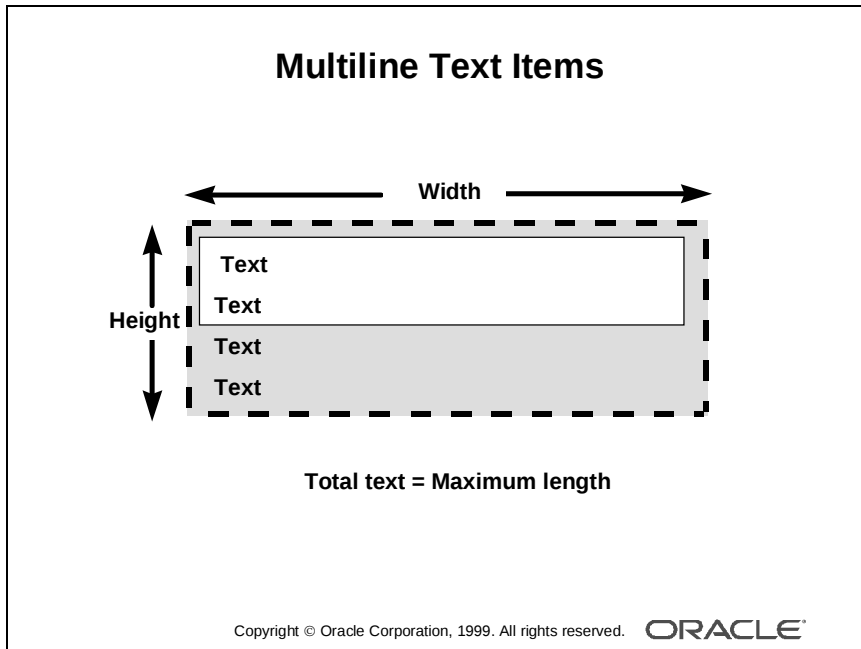
- Set both properties to allow or disallow navigation and interaction with text item.
- When Enabled is set to Yes, Keyboard Navigable can be set to Yes or No.
- When Enabled is set to No, the item is always nonnavigable.

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Setting Keyboard Navigable and Enabled Properties

You can set the Keyboard Navigable and Enabled properties for items to specify whether operators can navigate to and interact with them.

Enabled	Keyboard Navigable	Navigation Behavior
Yes	Yes	Item is included during default navigation. The item can be navigated to and manipulated with the mouse.
Yes	No	Item is excluded during default navigation. The item can be navigated to and manipulated with the mouse.
No	No	Item is excluded during default navigation. The item cannot be navigated to or manipulated with the mouse.
No	Yes	Item is excluded during default navigation. The item cannot be navigated to or manipulated with the mouse. The Keyboard Navigable property is also effectively set to No.



Creating a Multiline Text Item

Use multiline text items to display the following:

- Addresses
- Comments
- Descriptions

The data in a multiline text item must be one of the following types:

- Char
- Alpha
- Long

When creating a multiline text item, consider the following properties:

- Width
- Height
- Font Size
- Maximum Length
- Show Vertical Scroll Bar

To see the desired number of lines, you need to alter the default values for the aforementioned properties; otherwise, the text item merely has the ability to store multilined data.

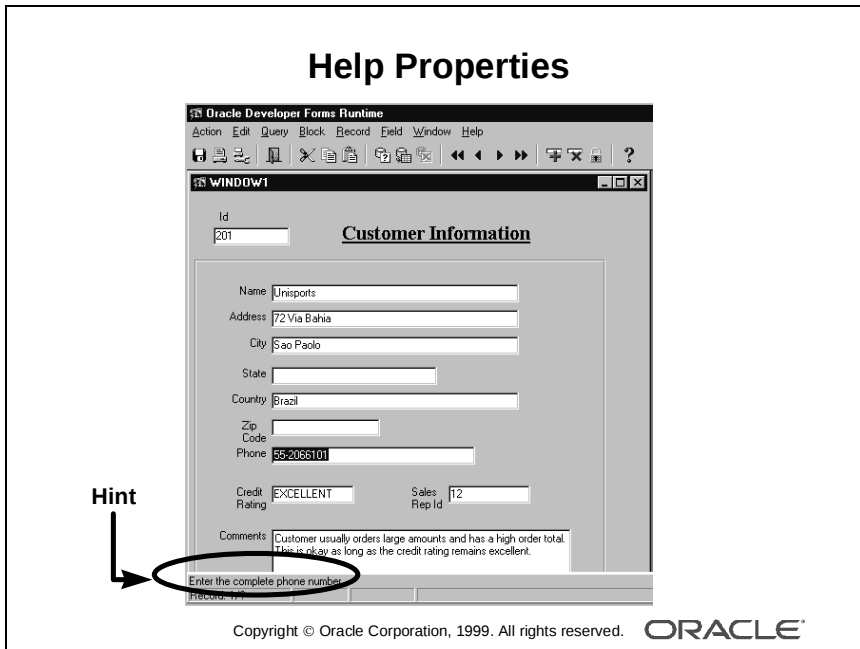
The number of characters that can fit on one line is dictated by the width of the text item and the font in use.

Setting the Justification

You can specify how text values are aligned in a text item by setting the Justification property to Left, Right, Center, Start, or End.

Note: Some window managers do not display right-aligned or centered text.

Setting right or center alignment for scrollable text items may result in values being hidden from the user.



Including Helpful Messages

Use the Help group properties to provide context-sensitive help to your user:

Help Property	Function
Hint	Writes item-specific Help text that is displayed on the message line at run time (The Help text is available when input focus is on the item.)
Display Hint Automatically	Determines whether the hint for the item is displayed automatically

Summary

- **Creating a text item**
- **Modifying appearance**
- **Controlling data**
- **Altering navigational behavior**
- **Enhancing relationship with database**
- **Adding functionality**
- **Including context-sensitive Help**

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Summary

This lesson showed you how to create and modify a text item that Form Builder creates for each column flagged for inclusion in a data block. In particular, text items have properties that enable you to do the following:

- Modify their appearance
- Control the data stored in the item
- Alter navigational behavior
- Enhance the relationship with the database
- Add functionality
- Include Help information

Practice 6 Overview

This practice covers the following topics:

- Deleting text items
- Modifying text item properties
- Creating text items

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Note

For solutions to this practice, see Practice 6 in Appendix A, “Practice Solutions.”

Practice 6 Overview

In this practice session you will create text items, alter the behavior and the appearance of text items, and delete text items.

- Delete the region ID item in the CUSTOMERS form.
- Using the Property Palette, change the properties of several text items in the S_CUSTOMER data block to change their run-time appearance. Save and run the form after the changes are applied.
- In the ORDERS form, create new text items to hold the customer name and sales rep name values in the S_ORD block, and set the suggested properties. Change additional text item properties in the S_ORD, S_ITEM, and S_INVENTORY data blocks to change their run-time appearance and behavior. Save and run the form after the changes are applied.

Practice 6

CUSTGXX Form

- 1 Remove the Region ID item.
- 2 Make sure that the Comments item allows multiline text to display.
- 3 Automatically display a unique, new customer number for each new record and ensure that it cannot be changed. Use the S_CUSTOMER_ID sequence.

Note: This is not the only way to do this. Other methods are shown in later lessons.

- 4 In the CUSTGXX form, resize and reposition the items. Reorder the items in the Object Navigator. Use the screenshot and the table below as a guide. Resize items by setting the width according to the following property table.

Item	Suggested Width
ID	60
NAME	195
ADDRESS	195
CITY	195
STATE	130
COUNTRY	195
ZIP_CODE	85
PHONE	160
CREDIT_RATING	65
SALES_REP_ID	65
COMMENTS	236

Id
ID

Customer Information

Name NAME

Address ADDRESS

City CITY

State STATE

Country COUNTRY

Zip Code ZIP_CODE

Phone PHONE

Credit Rating CREDIT_RATIN

Sales Rep Id SALES_REP_ID

Comments COMMENTS

5 Save, compile, and run the form to test the changes.

ORDGXX Form

- 6** In the S_ORD block, create a new text item called Customer_Name.
Ensure that Customer_Name is not associated with the S_ORD table.
Do not allow insert, update, or query operations on this item, and make sure that navigation is possible only by means of the mouse. Set the Prompt text to Customer Name. Display this item on CV_ORDER canvas.
- 7** In the S_ORD block, create a new text item called Sales_Rep_Name.
Ensure that Sales_Rep_Name is not associated with the S_ORD table.
Do not allow insert, update, or query operations on this item and make sure that navigation is possible only by means of the mouse. Set the Prompt text to Sales Rep Name. Display this item on the CV_ORDER canvas.
- 8** Set the relevant property for Date_Ordered, so that it displays the current date whenever a new record is entered.
- 9** In the S_ITEM block, create a new text item called Item_Total.
Ensure that Item_Total is not associated with the S_ITEM table.
Do not allow insert, update, or query operations on this item and make sure that navigation is possible only by means of the mouse.
Allow numeric data only and display it by using a format of 999G990D99.
Set the Prompt text to Item Total. Display this item on the CV_ORDER canvas.
- 10** Justify the values of Price, Quantity, and Quantity_Shipped to the right.
- 11** Alter the Quantity_Shipped item, so that navigation is possible only by means of the mouse and updates are not allowed.

12 In the ORDGXX form, resize and reposition the items according to the screenshot and the table below.

Resize the items by setting the width in the corresponding property palette. Drag and drop the items to reposition:

S_ORD Block Items	Suggested Width
ID	40
DATE_ORDERED	66
CUSTOMER_ID	66
CUSTOMER_NAME	116
SALES_REP_ID	66
SALES_REP_NAME	116
DATE_SHIPPED	66
PAYMENT_TYPE	48
ORDER_FILLED	18

S_ITEM Block Items	Suggested Width
ITEM_ID	20
PRODUCT_ID	40
PRICE	42
QUANTITY	26
QUANTITY_SHIPPED	26
ITEM_TOTAL	86

Lesson 6: Working with Text Items

Order Id

Order Information

Date Ordered	Customer Id	Customer Name
DATE_ORDER	CUSTOMER_ID	CUSTOMER_NAME
	Sales Rep Id	Sales Rep Name
	SALES_REP_ID	SALES_REP_NAME
Date Shipped	Payment Type	Order Filled
DATE_SHIPPED	PAYMENT	OR

Item Id	Product Id	Price	Qty	Shipped	Item Total
ITEM_ID	PRODUCT_ID	PRICE	QTY	SHIPPED	ITEM_TOTAL
ITEM_ID	PRODUCT_ID	PRICE	QTY	SHIPPED	ITEM_TOTAL
ITEM_ID	PRODUCT_ID	PRICE	QTY	SHIPPED	ITEM_TOTAL
ITEM_ID	PRODUCT_ID	PRICE	QTY	SHIPPED	ITEM_TOTAL

- 13 In the S_INVENTORY block, alter the number of instances of the Product_ID so that it is displayed just once.
- 14 Arrange the items and boilerplate on CV_INVENTORY, so that it resembles the screenshot.

Hint: Set the Update Layout property for the frame to Manually.

Stock Information

Product Id

PRODUCT_ID

Warehouse Id	In Stock	Reorder Point	Max In Stock	Restock Date
WAREHOUSE_I	AMOUNT_IN_STOC	REORDER_POINT	MAX_IN_STOCK	RESTOCK_DAT
WAREHOUSE_I	AMOUNT_IN_STOC	REORDER_POINT	MAX_IN_STOCK	RESTOCK_DAT
WAREHOUSE_I	AMOUNT_IN_STOC	REORDER_POINT	MAX_IN_STOCK	RESTOCK_DAT
WAREHOUSE_I	AMOUNT_IN_STOC	REORDER_POINT	MAX_IN_STOCK	RESTOCK_DAT

- 15 Save, compile, and run the forms to test the changes.

7

Creating LOVs and Editors

Objectives

After completing this lesson, you should be able to do the following:

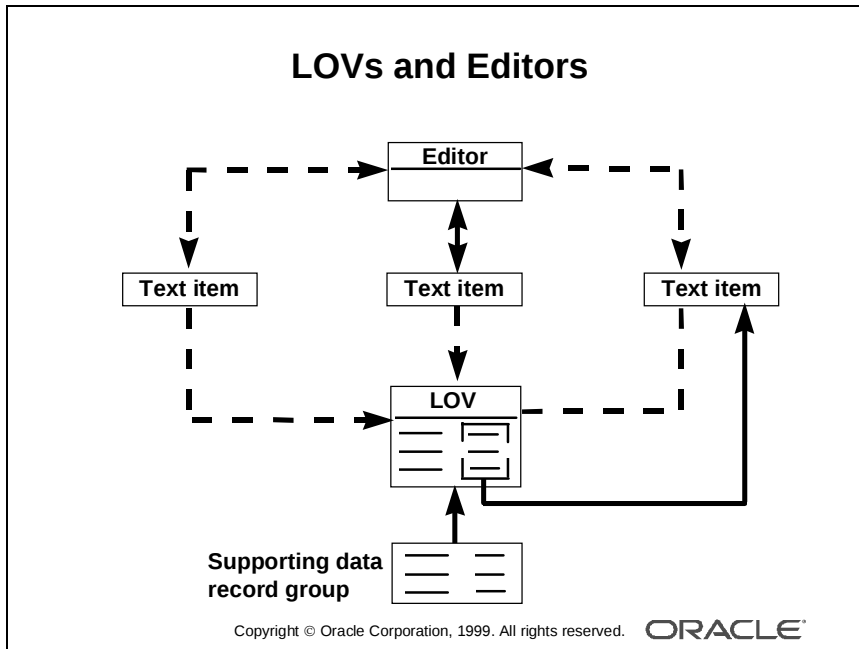
- **Describe LOVs and editors**
- **Design, create, and associate LOVs with text items in a form module**
- **Create editors and associate them with text items in a form module**

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Introduction

Overview

With Oracle Developer you can enhance your application with lists of available values and text editors to supplement the text item object. In this lesson you will learn how to create lists of values (LOVs) and text editors, and to associate them with items in your application.



What Are LOVs and Editors?

Lists of values (LOV) and *editors* are objects in a form module that each open their own window when activated at run time. They are defined at the form level, which means you can use them to support text items in any block of the form module.

LOVs

An LOV is a scrollable pop-up window that provides a user with a simple mechanism to pick the value of an item from a multicolumn dynamic list. The user can reduce the lines displayed in the list by simple automatic reduction techniques, or by search strings.

Each line in an LOV can present several field values, with column headings above. You can design your LOV to retrieve some or all of the field values from the line chosen by the user, and place them into form items or variables.

LOVs have the following qualities:

- **Dynamic:** The list entries can change to reflect changes in the source data.
- **Independent:** The designer can invoke an LOV from any text item, or from outside a text item if called programmatically.
- **Flexible:** You can use the same LOV to support several items, if appropriate (for example, `product_ID`, `product_name`).
- **Efficient:** You can design LOVs to reuse data already loaded into the form, instead of accessing the database for every call. This is useful where data is relatively static.

LOVs and Editors

- **LOVs**
 - **List of values for text items**
 - **Dynamic or static list**
 - **Independent of single text items**
 - **Flexible and efficient**
- **Editors**
 - **Override default editor**
 - **Used for special requirements such as larger editing window, position, color, and title**
 - **System editor available as an option**

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How to Use an LOV at Run Time

When a text item has an LOV attached, the List of Values lamp displays on the status line, while the cursor is in the item.

- 1 Either press the [List of Values] key, or select Edit—>Display List to invoke the LOV.
- 2 Select an entry in the displayed list. You can type characters to automatically reduce the list, or enter a search string in the Find field.
- 3 Click OK to retrieve the line value.

Note: Automatic reduction works by comparing the search string entered with the values displayed in the first column of the LOV. If you start your search criteria with a % symbol, Form Builder performs a search on *all* LOV columns.

Editors

With a text editor enabled the user can view multiple lines of a text item simultaneously, search and replace text in it, and generally modify the value of an item from this separate window.

You can use one of three editors at run time:

- Form Builder default editor
- User-named editor
- System editor

Every text item has the default editor available, but you can design your own replacement editor for those items that have special requirements such as larger editing window, position, color, and title.

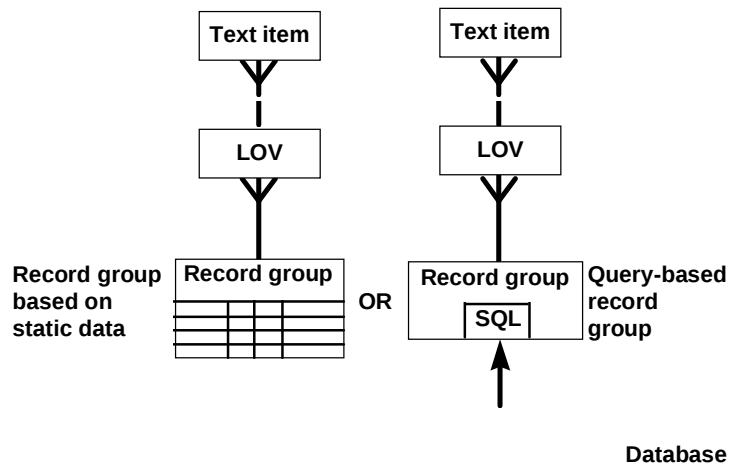
By overriding the default editor for a text item, you can provide a larger editing window for items with potentially large textual values. Optionally, use an external system editor.

How to Use an Editor at Run Time

With the cursor in the text item to be edited, follow these steps:

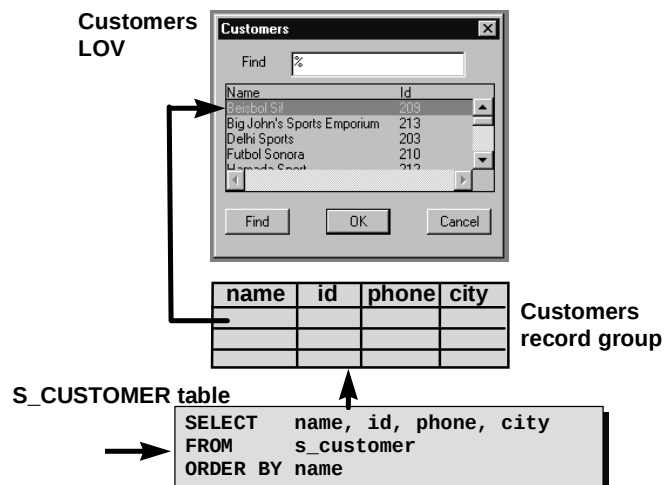
- 1 Press the [Edit] key, or select Edit—>Edit to invoke the attached editor.
- 2 Edit the text in the Editor window. Form Builder editors provide a Search button that invokes an additional search-and-replace dialog box for manipulating text.
- 3 Click OK to write your changes back to the text item.

LOVs and Record Groups



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LOVs



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Defining an LOV

Designing an LOV

When you build an LOV, consider the following objects:

- Record group: A Form Builder object that is used to store the array of values that are presented by an LOV (The record group can be created first or as part of the LOV creation process if based on a query.)
- LOV: The list itself, which presents *one or more* column values from the supporting record group in the LOV window (It enables the user to select values, and then write values back to specified items or variables.)

Text items: The main text item that you attach to an LOV is usually one that the LOV returns a value to. You can call the LOV from this item to provide possible values for it. A single LOV can return values to several items, and you may want to attach it to these items as well in your application.

In fact, you can attach the LOV to any text item from which the same list of values needs to be viewed, whether or not it will receive a value.

Record Groups

A *record group* is a column-and-row structure stored within Forms Runtime memory and is similar to the structure of a database table. It holds records that can be reused by Oracle Developer applications, hence reducing repeated access to external data.

Record groups can be designed to contain static values. Alternatively, they can be populated programmatically at run time or, most commonly, populated by a SQL query. In this lesson, you use record groups to support LOVs.

Record groups can provide the following:

- Data that is presented by LOVs
- Data for dynamic list items
- Data to be passed to Report Builder and Graphics Builder
- Other application-defined uses

Note: Because LOVs and record groups are separate objects, you can create multiple LOVs based on the same record group.

New LOV

CUSTOMERS: New LOV

Data to be Displayed in this LOV:

☐ Existing Record Group

☐ Y2-Style TABLE.COLUMN Values

☒ New Record Group Based on the Query below...

Query Text:

```
SELECT name, id, phone, city
FROM s_customer
ORDER BY name
```

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Creating an LOV

Select the LOVs node in the Object Navigator, and then click the Create icon. This opens the New LOV dialog box, with the following elements:

Element	Description
Data to be displayed in this LOV (radio group)	Select from: - Existing record group - V2 style TABLE.COLUMN values - New record group based on the query below
Select (Button)	Use to see list of record groups, if LOV uses one that already exists.
Query Text	Multiline area where you enter SQL statement (Use this if a query-based record group is to be created to support the LOV. See the next section.)

The Query Text

When you create a record group at the same time as the LOV (the default action), the new record group will be query-based. That is, it will execute a SQL SELECT statement to populate the group from the database.

The query text that you supply in the New LOV dialog box defines the following:

- The query on which the new record group will be based
- Optionally, the return items for values in the LOV (This can be defined through the INTO clause, but you can supply this information more conveniently later.)

The query text must include a SELECT and FROM clause. Optional clauses include the following:

- INTO
- WHERE
- GROUP BY
- ORDER BY

Note: The names of the database columns in the SELECT statement must be listed in the order in which you want them to appear in the LOV at run time.

LOV Queries

- **Avoid very large queries—use restrictions.**
- **Use column in LOV to validate user input—place this column first in SELECT list.**
- **Define return items later, or use optional INTO clause.**
- **Use optional WHERE, GROUP BY, and ORDER BY clauses.**

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Query Text Example

The following query text example displays salespeople's names, IDs, and departments from the S_EMP table. (Department numbers are for display purposes only and are not returned by the LOV.)

```
SELECT last_name, id, dept_id
FROM s_emp
WHERE title = 'Sales Representative'
ORDER BY last_name
```

Note: Avoid large queries because they result in large memory requirements for the record group, and they slow down the run time session during execution. You can use the Filter Before Display LOV property to help restrict queries (covered later in this lesson).

If you plan to use a column from the LOV to validate user input on a text item, make sure you place this column first in the SELECT list.

Query Text Example

The following New LOV Query Text retrieves and displays the names and IDs of customers. Receiving items will be defined for the LOV later.

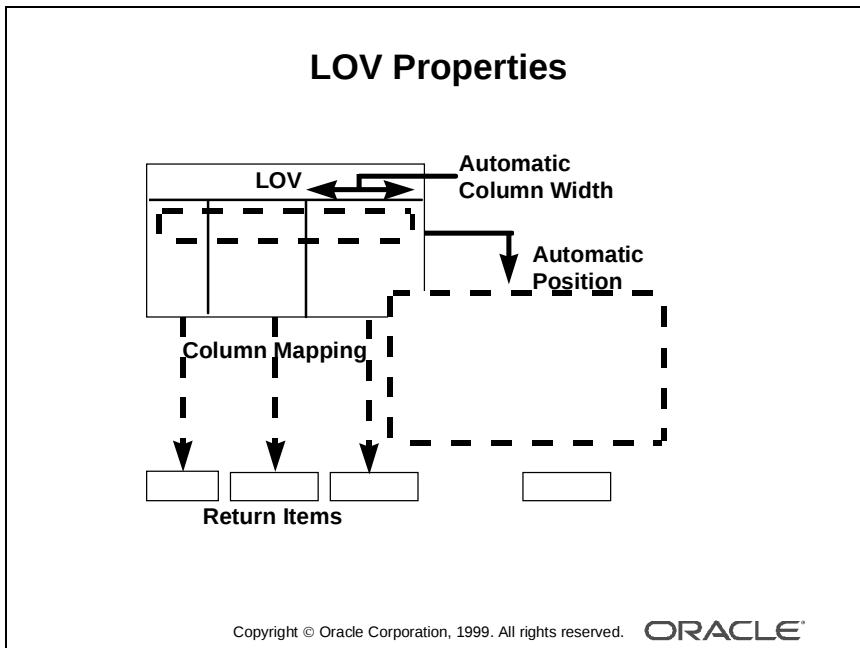
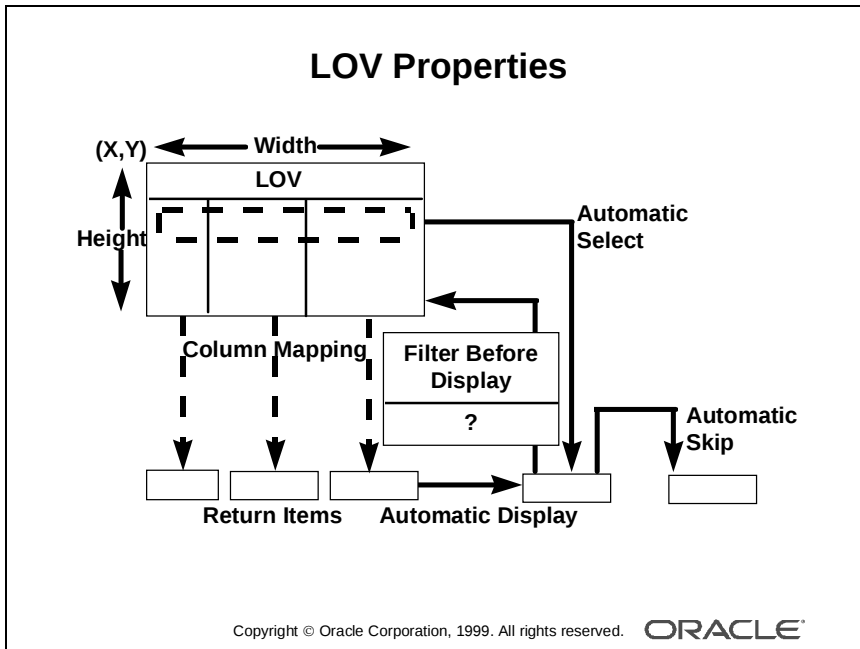
```
SELECT name, id
FROM s_customer
ORDER BY name
```

Note: You can define the return items in the SELECT statement by using the INTO clause. By defining the return items later, rather than in the SQL, you can easily choose to omit leading or intermediate columns from the list. For example, you can display the customer's name first but only return his or her ID to a text item in your form application.

LOV Default Functionality

Once you create the new LOV, it displays in the Object Navigator. You will also see the associated record group. The two objects initially have the same name, if they were created together.

Note: To view the underlying SELECT statement, open the Property Palette of the associated record group and examine the Record Group Query property value.

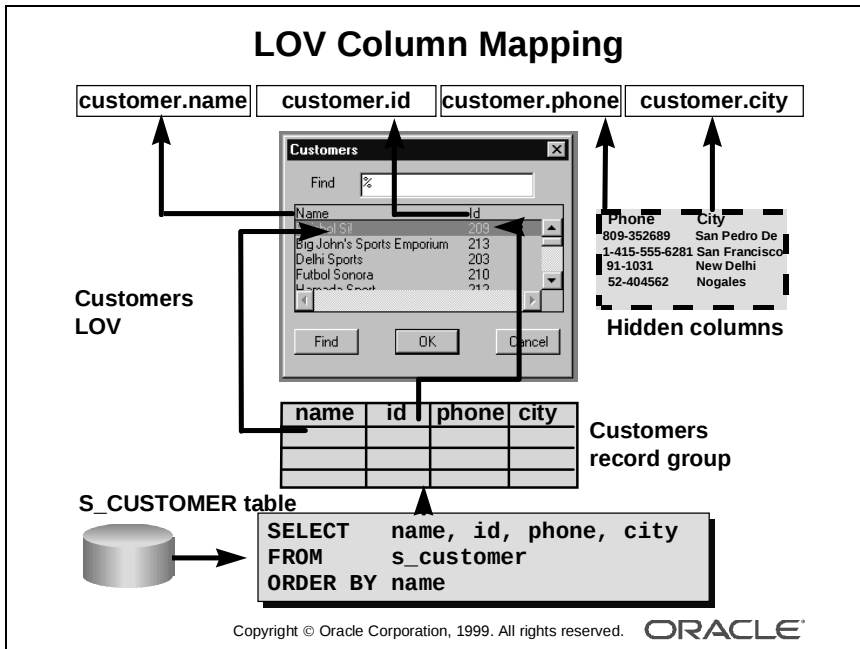


Setting LOV Properties

After you create an LOV, open its Property Palette to define its properties.

Property	Function
Title	Specifies a title for the LOV
X Position and Y Position	Screen coordinates for the LOV window in the current form coordinate units (Choose a position that is suitable for the items that the LOV supports.)
Width and Height	Size of the LOV window in the current form coordinate units (The user can adjust this, but choose a size that is suitable for the data.)
Column Mapping Properties (More . . .)	Opens the LOV Column Mapping window (discussed later in this lesson)
Filter Before Display	Determines whether users should be prompted with a dialog box that enables them to enter a search value before the LOV is invoked (This value is used as an additional restriction on the first column in the query.)
Automatic Display	Determines whether the LOV should be invoked automatically when the cursor enters an item to which the LOV is attached
Automatic Refresh	When this property is set to Yes, the record group reexecutes its query every time the LOV is invoked. When this property is set to No, the record group query fires only the first time the LOV is invoked within a user session. Subsequent LOV calls use current record group data (more efficient for data that will not change much.)
Automatic Select	Determines whether the LOV should close and return values automatically when reduced to a single entry
Automatic Skip	Determines whether the cursor skips to the next navigable item when the operator selects a value from the LOV to populate the text item
Automatic Position	Determines whether Form Builder automatically positions the LOV near the field from which it was invoked
Automatic Column Width	Determines whether Form Builder automatically sets the width of each column to display the entire column title when the column title width is longer than the column display width

Note: More than one LOV can be based on the same record group. When this is the case and you set Automatic Refresh to No, Form Builder will not reexecute the LOV query once any of the LOVs is invoked.



The Column Mapping Properties

When you click the More property control button for Column Mapping Properties, the LOV Column Mapping dialog box opens.

Column Mapping Element	Description
Column Names (List)	Lets you select an LOV column for mapping or defining a column
Return Item	Specifies the name of the form item or variable to which Form Builder should assign the column value. Use one of the following: <code>block_name.item_name</code> <code>GLOBAL.variable_name</code> <code>PARAMETER.parameter_name</code> If null, the column value is not returned from LOV.
Display Width	Width of column display in LOV (A 0 value causes the column to be hidden, although its value remains available for return.)
Column Title	Heading for column in LOV window

To set a column mapping in this dialog, first select the column from the Column Names list, then set the other mapping values, as required.

Note: The record group columns and LOV columns must remain compatible.

You can modify the record group query from its own properties list.

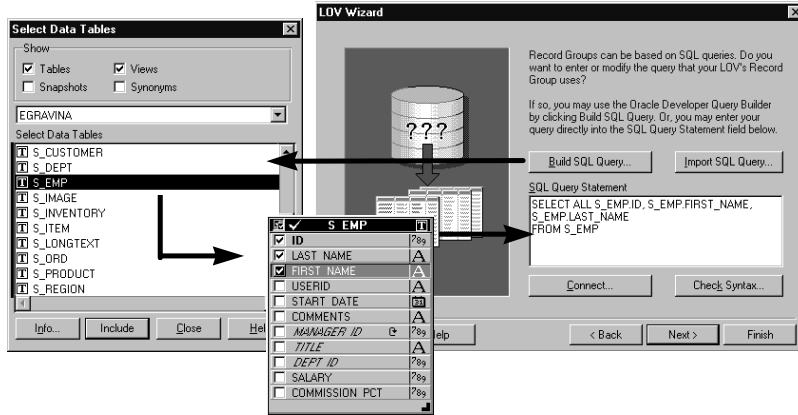
Associating an LOV with a Text Item

So that the user can invoke an LOV from a text item, you must specify the LOV name in the Property Palette of the text item.

- 1 Select the text item in the Object Navigator from which the LOV is to be accessible.
- 2 In the item Property Palette, set the List of Values property to the required LOV.

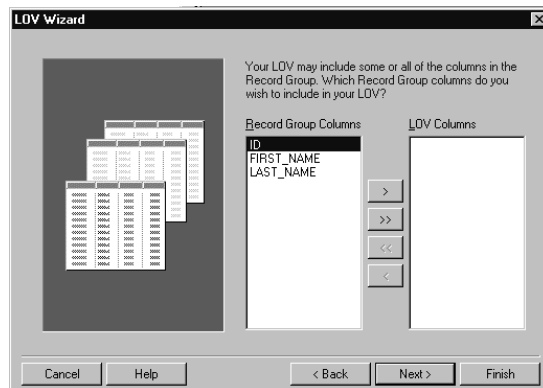
Remember that the List of Values lamp is displayed when the user navigates to this text item, indicating that the LOV is available through the [List of Values] key or menu command.

Creating an LOV Using the LOV Wizard: SQL Query Page



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Creating an LOV Using the LOV Wizard: Column Selection Page



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Creating an LOV by Using the LOV Wizard

- 1** Launch the LOV Wizard.
The Welcome page is displayed. Click Next.
- 2** Specify the LOV source in the LOV Source page. Choose an existing record group or create a new one based on a query. The New Record Group based on a query radio button is set by default. Click Next to select the default.
- 3** In the SQL Query page specify the query used to construct the record group.
 - Click the Build SQL Query button to use the Query Builder.
 - Click the Import SQL Query button to import a query from a file.
 - To enter the query directly, type the SQL syntax in the SQL Query Statement field. Then click the Check Syntax button.
- 4** In the Column Selection page, select the record columns that you want to include in the LOV.

Creating an LOV Using the LOV Wizard: Column Properties Page

If you wish to specify the LOV column properties, you may enter a title, width and return value for each LOV column. The units for the column width is Points.

Column	Title	Width	F
ID	Id	108	
FIRST_NAME	First_Name	117	
LAST_NAME	Last_Name	117	

☐ Automatically size columns Look up return item...

Cancel Help < Back Next > Finish

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Creating an LOV Using the LOV Wizard: Display Page

What title would you like to display in your LOV window?

Title:

What size would you like your LOV to be? The units for the LOV size and position are Points.

Width: Height:

Do you want Forms Runtime to position your LOV?

☒ Yes, let Forms position my LOV automatically

☐ No, I want to position it manually

Left: Top:

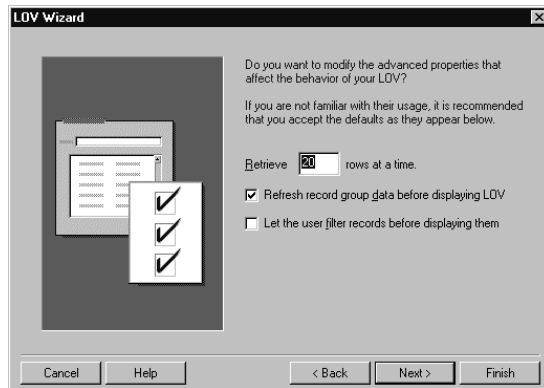
Cancel Help < Back Next > Finish

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Creating an LOV by Using the LOV Wizard (continued)

- 5 In the Column Properties page, specify the title, width and return value for each LOV column. Note that the Return Value Into item is optional.
- 6 In the LOV Display page, specify the title, width, and height of the LOV window.

Creating an LOV Using the LOV Wizard: Advanced Properties Page



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Creating an LOV by Using the LOV Wizard (continued)

- 7** In the Advanced Options page, set the additional advanced properties.
Specify:
 - The number of records to be fetched from the database
 - If the user should be presented with a dialog box to add criteria before the LOV is displayed
 - If the LOV records should be queried each time the LOV is invoked
- 8** In the Finish page, click Finish to complete the LOV creation process.

Editors

The screenshot shows an Oracle Forms window titled "WINDOW1". On the left is a form for a customer record with the following fields: "Id" (value: 201), "Name" (value: Unisports), "Address" (value: 72 Via Bahia), "City" (value: Sao Paulo), "State" (empty), "Country" (value: Brazil), "Zip Code" (empty), "Phone" (value: 55-2066101), "Credit Rating" (value: EXCELLENT), and "Comments" (value: Customer usually orders large amounts and has a high order total. This is okay as long as the credit rating remains excellent. This customer usually visits the Summit offices on a monthly basis.). On the right is a "Comments" editor window with a text area containing the same comment text and a signature "LM Hutton, Chief Sales Manager". At the bottom right of the comments editor are "Search", "OK", and "Cancel" buttons.

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Defining an Editor

If the user needs to use an editor on text values, the default Form Builder editor is usually sufficient for most items. However, you can design your own customized editor as an object in a form module, and then attach it to the text items that need it.

How to Create a Customized Editor

- 1 Select the Editors node in the Object Navigator, then click Create. A new editor object is displayed in the list.
- 2 Select the new editor in the Object Navigator, and then access its Property Palette, where you can set its name and other properties.

The following properties show the individual tailoring that is possible by creating your own editor. Properties are abridged and summarized.

Property	Function
Title/Bottom Title	Displays at top or bottom of editor window
Width/Height	These properties control the size of the editor and hence its editing area
X Position/Y Position	Screen position for window; can also be defined by a text item property
Wrap Style	Specifies how text is displayed when a line of text exceeds the width of the editing area (Choose among None, Character, or Word.)
Show Vertical Scroll Bar	To add a vertical scroll bar to the editor, specify Yes for this property.

Editors

- Associate one of three types of editors with a text item.
- Set text item's Editor property to one of the following:
 - Null (default Form Builder editor)
 - editor_name (customized editor)
 - SYSTEM_EDITOR (external editor)

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Associating an Editor with a Text Item

To associate an editor with a text item, you must specify the editor in the Property Palette of the text item.

Select the text item in the Object Navigator from which the editor is to be accessible.

In the item Property Palette, set the Editor property to one of the following settings:

- Null: The text item uses the default Form Builder editor.
- editor_name: The text item uses the named editor that you have created and customized in this module.
- SYSTEM_EDITOR: The item uses the external ASCII editor defined in the system editor environment variable (which varies according to platform).

Summary

- LOVs and editors are form objects.
- LOVs and editors can be shared across text items.
- There are three steps to implement an LOV.
- Text items can use the default editor, a custom editor, or a system editor.

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Summary

In the lesson you learned that lists of values (LOVs) and text editors can be used to support text items. Both LOVs and editors are objects in a form module that open their own window when activated at run time and are used to support text items in any block of the form module.

- LOVs and editors can be shared across text items.
- The steps to implement an LOV are:
 - a** Create a new LOV (and record group).
 - b** Define column mapping for return items.
 - c** Attach the LOV to text items, as required.
- Text items can use the default editor, a user-named editor, or a system editor.

Practice 7 Overview

This practice covers the following topics:

- Creating an LOV and attaching the LOV to a text item
- Creating an editor and attaching the editor to a text item

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Note

For solutions to this practice, see Practice 7 in Appendix A, “Practice Solutions.”

Practice 7 Overview

In this practice session, you will create two LOVs and an editor.

- Using the LOV Wizard, create an LOV in the ORDERS form to display product numbers and their descriptions. Attach the LOV to the Product_ID item in the S_ITEM data block. Save and run the form.
- Using the LOV wizard, create an LOV in the CUSTOMERS form to display sales representatives' numbers and their names. Attach the LOV to the Sales_Rep_ID item in the S_CUSTOMER data block. Save and run the form.
- Create an editor in the CUSTOMERS form, and attach it to the Comments item. Save and run the form.

Practice 7

- 1** In the ORDGXX form, create an LOV using the LOV Wizard to display product numbers and descriptions to be used with the Product_Id item in the S_ITEM block. Use the S_PRODUCT table, Id, and Name columns.

Assign a title of Products to the LOV. Assign a column width of 25 for ID, and assign the LOV width of 200 and a height of 250. Position the LOV 30 pixels below and to the right of the upper lefthand corner. For the ID column, set the return item to S_ITEM.PRODUCT_ID. Attach the LOV to the Product_Id item in the S_ITEM block. Change the name of the LOV to PRODUCTS_LOV.
- 2** Save, compile, and run the form to test the changes.
- 3** In the CUSTGXX form, create an LOV to display sales representatives' numbers and their names, using the LOV Wizard. Use the S_EMP table, Id, First_Name, and Last_Name columns. Concatenate the First_Name and the Last_Name columns and give an alias such as Name.

Assign a title of Sales Representatives to the LOV. Assign a column width of 20 for ID, and assign the LOV a width of 200, and a height of 250. Position the LOV 30 pixels below and to the right of the upper lefthand corner. For the ID column, set the return item to S_CUSTOMER.SALES_REP_ID. Attach the LOV to the Sales_Rep_Id item in the S_CUSTOMER block.

Change the name of the LOV to SALES_REP_LOV.
- 4** In the CUSTGXX form, create an editor and attach it to the Comments item. Set the title to Comments, the background color to gray, and the foreground color to yellow.
- 5** Save, compile, and run the forms to test the changes. Resize the window if necessary.

Creating Additional Input Items

Objectives

After completing this lesson, you should be able to do the following:

- **Identify the item types that allow input**
- **Create a check box**
- **Create a list item**
- **Create a radio group**

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Introduction

Overview

In Oracle Developer addition to text items, Oracle Developer provides a variety of other item types. These can be divided into two groups: those that accept input and those that do not. This lesson covers input items and how they are used.

Input Items

- **Item types that accept user input include:**
 - **Check boxes**
 - **List items**
 - **Radio groups**
- **Input items enable insert, update, delete, and query.**

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What Are Input Items?

Input item is a generic term for Form Builder item types that accept user input.

These item types include the following:

- Check box
- List item
- Radio group

What Can You Do with Input Items?

When you create input items, they already have some initial functionality. Through items you can interact with the database in the following ways:

- Insert values
- Update existing values
- Delete existing values
- Query existing values

Note: You can add functionality to input items with triggers and PL/SQL program units.

Check Boxes



- **Two-state interface object:**
 - **Checked**
 - **Unchecked**
- **Not limited to two values**

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Creating a Check Box

What Is a Check Box?

A *check box* is a two-state interface object that indicates whether a certain value is ON or OFF. The display state of a check box is always either checked or unchecked.

Although a check box is limited to two states, it is not limited to just two values. You specify the value to represent Checked, the value to represent Unchecked, and how other values are processed.

You can use check boxes to enhance the user interface by converting existing items that have two possible states.

Using a Check Box at Run Time

You can do the following at run time:

- Set check box values in the following ways:
 - By user input
 - By means of the Initial Value property
 - Programmatically
- Query checked values.
- Query unchecked values.
- Ignore check box values in Enter Query mode by disabling the item with [Shift] + Click.

Creating a Check Box

- Convert an existing item.
- Use the Check Box tool in the Layout Editor.
- Use the Create icon in the Object Navigator.

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Check Box Specific Properties

- | | |
|----------------------|-------------------------------------|
| • Data Type | • Value When Unchecked |
| • Label | • Check Box Mapping of Other Values |
| • Access Key | • Mouse Navigate |
| • Value When Checked | |

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Creating a Check Box

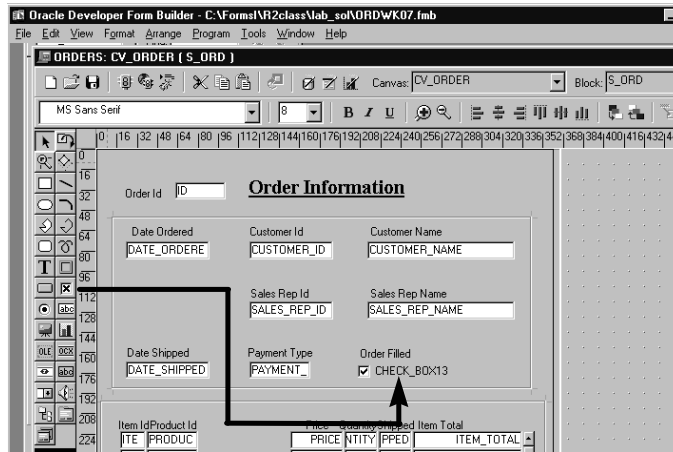
A check box can be created in three ways:

- Converting an existing item
- Using the Check Box tool in the Layout Editor
- Using the Create icon in the Object Navigator

Item Properties Specific to the Check Box

Property	Function
Data Type	Determines the data type (There is a restricted choice of CHAR, NUMBER, and DATE.)
Label	Specifies the text label that is displayed adjacent to the check box item (This is independent of the check box value.)
Access Key	Determines which combination of keys can be used to navigate to this item and check or uncheck it
Initial Value	Specifies the initial value of the item and thus determines whether the check box is initially checked or unchecked
Value When Checked	Specifies a value to represent the checked state of the check box (The value must be compatible with the data type specified.)
Value When Unchecked	Specifies a value to represent the unchecked state of the check box (The value must be compatible with the data type specified.)
Check Box Mapping of Other Values	Determines how other values are processed (Choose from NOT ALLOWED, CHECKED, and UNCHECKED.)
Mouse Navigate	Determines whether Form Builder navigates to the item and moves input focus to it when the user activates the item with the mouse (The default setting is Yes.)

Creating a Check Box



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How to Convert an Existing Item into a Check Box

You can convert an existing item into a check box by changing the Item Type property to Check Box in the Property Palette and setting other relevant properties.

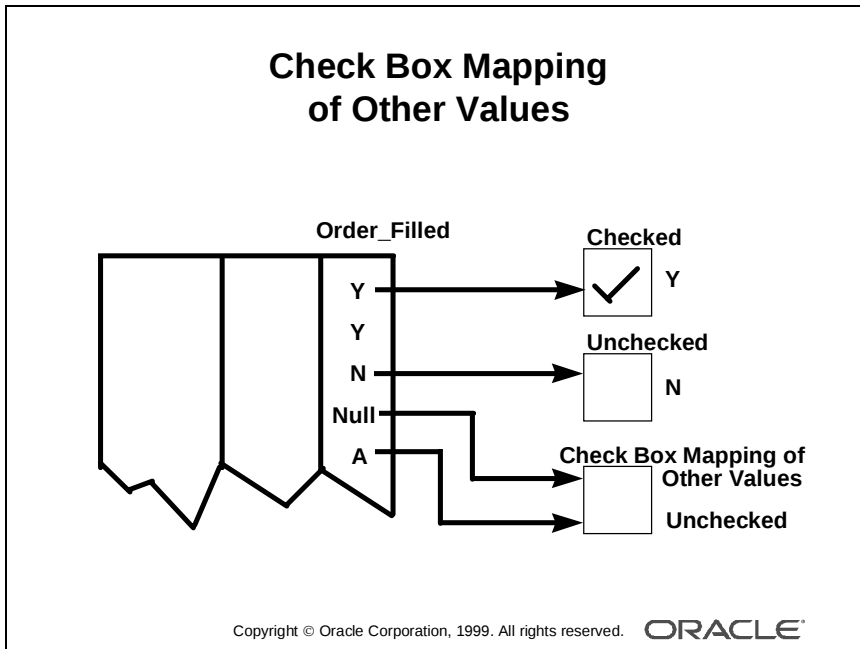
- 1 Invoke the Property Palette for the item that you want to convert.
- 2 Set the Item Type property to Check Box.
- 3 Enter a check box label.
- 4 Enter values for the checked and the unchecked states.
- 5 Set the Check Box Mapping of Other Values property.
- 6 Enter an initial value for the check box item.

Note: The check box label that you specify is displayed to the right of the check box element at run time. If the complete label name is not displayed, adjust it in the Layout Editor. If the item already has a prompt, delete it in the item Property Palette.

How to Create a Check Box in the Layout Editor

You can also create a check box by using the Check Box tool in the Layout Editor.

- 1 Invoke the Layout Editor.
- 2 Set the canvas and block to those on which you want the check box item to be displayed.
- 3 Click the Check Box tool.
- 4 Click the canvas in the position where you want the check box to be displayed.
- 5 Double-click the check box to invoke its Property Palette.
- 6 Set the properties as required.



Dealing with Other Values

If your base table column accepts other values, then your check box should account for them. You can assign other values to either the checked or unchecked states by using the Check Box Mapping of Other Values property. Alternatively, you can choose not to accept other values with the Not Allowed setting.

Note: If you choose not to accept other values and they exist in the base table column, Form Builder ignores the entire record during query processing.

Dealing with Null Values

If your base table column accepts null values, you can account for them by one of the following methods:

- Set the Check Box Mapping of Other Values property.
- Set the checked or unchecked state to represent null (leave the value blank).
- Ignore a check box in Enter Query mode (use [Shift] + Click).

List Items



- Set of mutually exclusive choices, each representing a different value
- Three list styles available
- Space-saving alternative to a radio group
- Smaller-scale alternative to an LOV

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List Styles

Excellent	▼	Poplist
-----------	---	---------

Excellent	▲	Tlist
Good		
Poor	▼	

Excellent	▼	Combo Box
-----------	---	-----------

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Creating a List Item

What Is a List Item?

A *list item* is an interface object that displays a predefined set of choices, each corresponding to a specific data value. You use the list item at run time to select a single value. List choices or elements are mutually exclusive; one and only one can be selected at a time.

The Three List Item Styles

List Style	Description
Poplist	Appears as a field with an iconic button attached to the right side (When you click a poplist, all its list elements are displayed.)
Tlist	Appears as a rectangular box that displays the list elements (When the display area is not big enough to display all the list elements, a scroll bar is automatically attached to the right side to view the remaining list elements.)
Combo box	Appears as a field with a down arrow next to its right side (Use the button to display all the combo box list elements. The combo box accepts user input.)

Uses and Benefits of List Items

- Enable display of a defined set of choices
- Display a set of choices without using a vast area of canvas
- Provide an alternative to radio groups
- Provide a Windows-style list of values

Setting the Value for a List Item

The value for a list item can be set in any of the following ways:

- User selection
- User input (combo box style only)
- A default value
- Programmatic control

Creating a List Item

- **Convert an existing item.**
- **Use the List Item tool in the Layout Editor.**
- **Use the Create icon in the Object Navigator.**

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List Item Specific Properties

- **Elements in List:**
 - List elements
 - List item value
- **List Style**
- **Mapping of Other Values**
- **Mouse Navigate**

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Creating a List Item

A list item can be created in three ways:

- Converting an existing item
- Using the List Item tool in the Layout Editor
- Using the Create icon in the Object Navigator

Item Properties Specific to the List Item

Property	Function
Elements in List	Opens List Item Elements dialog window (covered later in this lesson)
List Style	Specifies the display style of the list item (choose from Poplist, Tlist, or Combo Box)
Mapping of Other Values	Determines how other values are processed
Mouse Navigate	Determines whether Form Builder navigates to the item and moves input focus to it when the user activates the item with the mouse

Note: The poplist and combo box take up less space, but end users must open them to see the list elements. A Tlist remains “open,” and end users can see multiple values at a time. Use the attached scroll bar to see more values if the Tlist is not big enough to display all the list elements.

The Elements in List Property

When you click the More property control button for the Elements in List property, the List Item Elements dialog window opens.

Element	Description
List Elements	Enables you enter the list elements as they appear at run time
List Item Value	Enables you to specify the actual value that correspond to each of the list elements

Creating a List Item

The screenshot shows two windows from the NetBeans IDE. The 'Property Palette' window on the left displays properties for the 'CREDIT_RATING' item. The 'List Elements' dialog box on the right shows a list of values: 'Poor', 'Good', and 'Excellent', with 'POOR' entered in the 'List Item Value' field.

Property Palette

Item: CREDIT_RATING

Name	CREDIT_RATING
Item Type	List Item
Subclass Information	
Comments	
Functional	
Enabled	Yes
Elements in List	More...
List Style	Combo Box
Mapping of Other Values	
Implementation Class	
Case Restriction	Mixed
Popup Menu	<Null>
Navigation	
Keyboard Navigable	Yes

List Elements

List Elements

Poor

Good

Excellent

List Item Value

POOR

OK Cancel Help

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How to Convert an Existing Item into a List Item

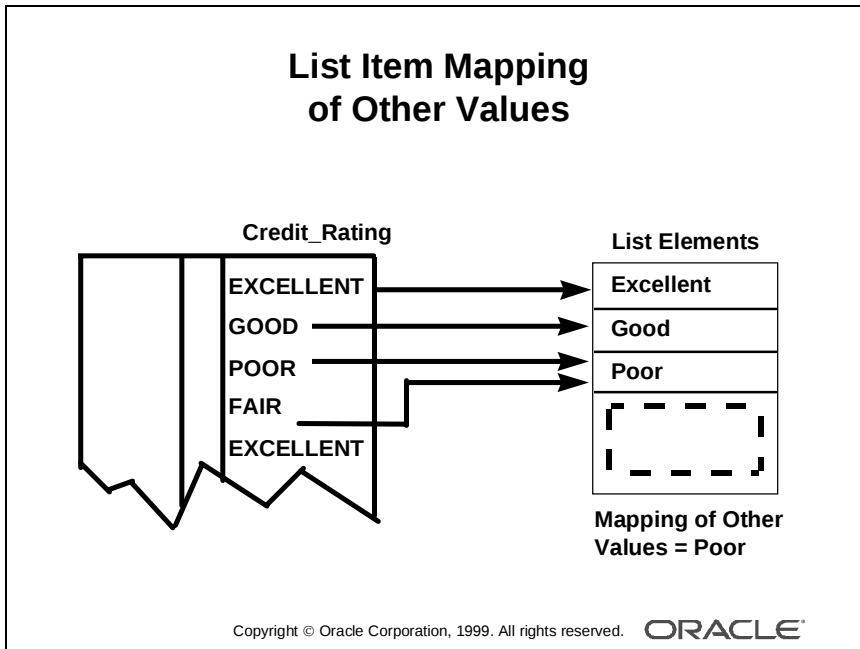
You can convert an existing item into a list item by changing its Item Type property to List Item and setting the relevant properties.

- 1 Invoke the Property Palette for the item that you want to convert.
- 2 Set the Item Type property to List Item.
- 3 Select the Elements in List property.
- 4 Click More.
The List Item Elements dialog box appears.
- 5 Enter the element that you want to appear in your list item in the List Elements column.
- 6 Enter the value for the currently selected list element in the List Item Value field.
- 7 Create additional list elements and values by repeating steps 5 and 6.
- 8 Click OK to accept and close the List Item Elements dialog box.
- 9 Set the Other Values property to do one of the following:
 - Reject values other than those predefined as list values
 - Accept and default all other values to one of the predefined list element values
- 10 Enter an initial value for the list item.

How to Create a List Item in the Layout Editor

You can also create a list item by using the List Item tool in the Layout Editor.

- 1 Invoke the Layout Editor.
- 2 Set the canvas and block to those on which you want the list item to be displayed.
- 3 Select the List Item tool.
- 4 Click the canvas in the position where you want the list item to be displayed.
- 5 Double-click the list item to invoke its Property Palette.
- 6 Set the properties as required.



NULL Values in a List Item

If the base table column for a list item accepts NULL values, Form Builder creates a pseudochoice in the list to represent the null.

All three list styles display a blank field if a query returns a NULL value. If the Data Required property is set to Yes, upon activation list items display a blank element.

- A poplist displays a blank element for a NULL value.
- For Tlists, the user must scroll through to display the blank element.
- A combo box does not display a blank element. The end user must delete the default value if the default value is not NULL.

Handling Other Values in a List Item

If the base table column for a list item accepts values other than those associated with your list elements, you must specify how you want to handle the values. Do this in one of the following ways:

- Ignore other values by leaving the Mapping of Other Values property blank.
- Associate the other values with one of the existing list elements (by naming either the list element or its associated value) in the Mapping of Other Values property.

Radio Groups



- Set of mutually exclusive radio buttons, each representing a value
- Use:
 - To display two or more static choices
 - As an alternative to a list item
 - As an alternative to a check box

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Creating a Radio Group

What Is a Radio Group?

A *radio group* is a set of radio buttons. Each radio button represents a different value. These values and hence their corresponding radio buttons are mutually exclusive.

Uses and Benefits of Radio Groups

- Provide a choice between two or more static values
- Provide an alternative to list items with two or three choices
- Provide a choice between two alternatives, where choice is not On/Off or Yes/No; for example, Landscape or Portrait print format

Note: Consider list items instead of radio groups if there are more than four or five choices.

Using a Radio Group at Run Time

You can do the following at run time:

- Set radio group values:
 - By user input
 - By means of the Initial Value property
 - Programmatically
- Query individual radio button values
- Ignore radio button values in Enter Query mode by ensuring that none are selected

Creating a Radio Group

- Convert an existing item.
- Create a new radio group item in the Layout Editor.
- Use the Create icon in the Object Navigator.

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Radio Group and Radio Button Specific Properties

Radio group

- Data Type
- Mapping of Other Values
- Mouse Navigate

Radio button

- Access Key
- Label
- Radio Button Value

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Creating a Radio Group

A radio group can be created in three ways:

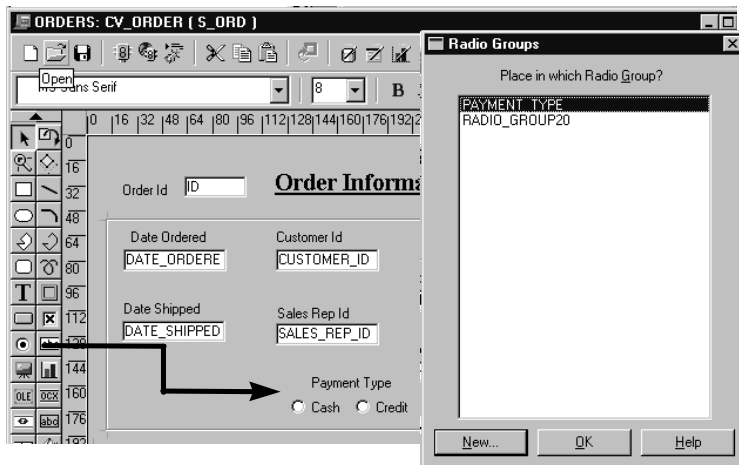
- Converting an existing item to a radio group
- Creating a new radio group item in the Layout Editor
- Using the Create icon in the Object Navigator

Item Properties Specific to Radio Group Items and Radio Buttons

Radio Group Property	Function
Data Type	Sets the data type (There is a restricted choice of CHAR, NUMBER, and DATE.)
Mapping of Other Values	Determines how values other than those specified are processed
Mouse Navigate	Determines whether Form Builder navigates to the item when the operator activates the item with the mouse

Radio Button Property	Function
Name	Identifies each radio button in the radio group
Access Key	Determines which combination of keys can be used to navigate to and manipulate this button
Label	Specifies the text that appears adjacent to the radio button (These labels are independent of the button values.)
Radio Button Value	Specifies the value that the radio button represents in a radio group

Creating Radio Buttons



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How to Convert an Existing Item into a Radio Group

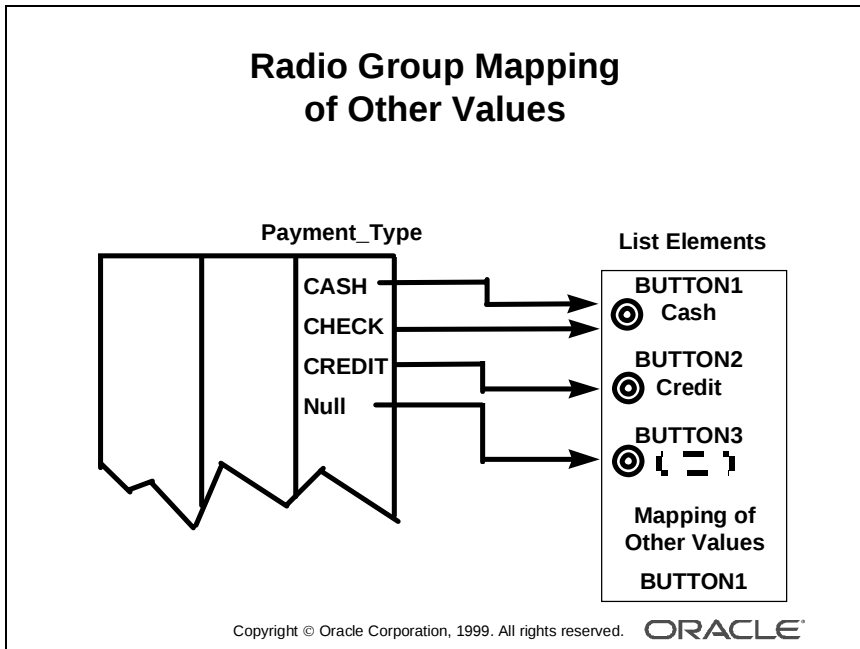
You can convert an existing item to a radio group by changing the item type and setting the properties for a radio group.

- 1 Invoke the Property Palette for the item that you want to convert.
- 2 Set the Item Type property to Radio Group.
- 3 Set the Mapping of Other Values property to specify how the Radio Group should handle any other values.
- 4 Set the Initial Value property, as required. This should be the name of a radio button.
- 5 Expand the item node in the Object Navigator.
The Radio Buttons node appears.
- 6 Select the Radio Buttons node and click the Create icon.
A radio button displays in the Object Navigator and the Property Palette takes on its context.
- 7 Enter a name, value, and a label for the radio button.
- 8 Specify the display properties of the radio button.
- 9 Create additional radio buttons by repeating steps 6 through 8.

How to Create a Radio Group in the Layout Editor

You can also create a radio group by using the Radio Button tool in the Layout Editor.

- 1 Invoke the Layout Editor.
- 2 Set the canvas and block to those on which you want the radio group to be displayed.
- 3 Select the Radio Button tool.
- 4 Position the cursor at the desired location and click.
If you already have a radio group in the current block, the Radio Groups dialog box appears and you must decide whether the new radio button should appear in the existing group or a new one.
- 5 Double-click the radio button to invoke the Property Palette.
The new radio group is created implicitly.
- 6 Set the radio button properties as required.



NULL Values in a Radio Group

A radio group can treat NULL as a valid value. You should account for the NULL case, if your base table column allows them. Do this in one of the following ways:

- Use the Mapping of Other Values property to implicitly force NULL to a radio button.
- Assign the NULL to its own radio button.

Note: To assign a NULL value to a radio button, leave the Radio Button Value property blank.

Handling Other Values in a Radio Group

If the base table column for a radio group accepts values other than those associated with your radio buttons, you must use one of the following methods to specify how you want to handle the values:

- Ignore other values (by leaving the radio group's Mapping of Other Values property blank)
- Associate the other values with one of the existing radio buttons (by naming the associated value of the button in the Mapping of Other Values property)

Note: Ignoring other values results in the entire row being ignored during query processing.

Summary

- Check boxes
- List items
- Radio groups

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Summary

In this lesson, you learned how to create items that accept direct user input. Use these items to enhance the user interface:

- Check boxes: To convert items that have two possible states
- List items (Poplists, Tlists, and Combo boxes): To convert items that are mutually exclusive
- Radio groups: To convert items (two or three alternatives) that are mutually exclusive

Practice 8 Overview

This practice covers the following topics:

- Converting a text item into a list item
- Converting a text item into a radio group
- Converting a text item into a radio group
- Adding radio buttons to the radio group

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Note

For solutions to this practice, see Practice 8 in Appendix A, “Practice Solutions.”

Practice 8 Overview

In this practice session, you will convert existing text items into other input item types. You will create a list item, a check box, and a radio group.

- In the CUSTOMERS form, convert the Credit_Rating item into a list item. Save and run the form.
- In the ORDERS form, convert the Order_Filled item into a check box item.
- In the ORDERS form, convert the Payment_Type item into a radio group. Add two radio buttons in the radio group. Save and run the form.

Practice 8

- 1** In the CUSTGXX form, convert the Credit_Rating text item into a pop-up list item.
Add list elements of Poor, Good, and Excellent to represent database values of POOR, GOOD, and EXCELLENT.
Display any other values as Poor.
Ensure that new records display the initial value GOOD.
Resize the poplist in the Layout Editor, so that the elements do not truncate at run time.
- 2** Save, compile, and run the form to test the changes.
- 3** In the ORDGXX form, convert the Order_Filled text item into a check box.
Set the checked state to represent the base table value of Y and the unchecked state to represent N.
Ensure that new records are automatically assigned the value N.
Allow only those records with Order_Filled values of Y or N to display.
Remove the existing prompt and set label as Order Filled.
In the Layout Editor resize the check box so that its label is displayed to the right.
- 4** Convert the Payment_Type text item into a radio group.
Add radio buttons for Cash and Credit to represent database values of CASH and CREDIT.
Define access keys of S for cash and T for credit.
Add text Payment type to describe the radio group's purpose.
Set Label to Cash for Cash radio button and Credit for Credit radio button.
Ensure that new records display the default of Cash.
- 5** Reorder the items of the S_ORD block in the Object Navigator. Use the order of the items in the Layout Editor as a guide.
- 6** Save, compile, and run the forms to test the changes.

Creating Noninput Items

Objectives

After completing this lesson, you should be able to do the following:

- **Identify item types that do not allow input**
- **Create a display item**
- **Create an image item**
- **Create a sound item**
- **Create a button**
- **Create a calculated item**
- **Create a hierarchical tree item**

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Introduction

Overview

Some Oracle Developer item types do not accept user input (noninput items); however, they do provide an effective means of accessing data and initiating actions. This lesson describes how to create and use noninput items.

Noninput Items

Item types that do not accept direct user input include:

- **Display items**
- **Image items**
- **Sound items**
- **Buttons**
- **Calculated items**
- **Hierarchical tree items**

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What Are Noninput Items?

Noninput items is a generic term for item types that do not accept direct user input. However, you can set the value of some noninput items by programmatic control. Noninput items can be divided into two groups—those that can display data and those that cannot.

Noninput Items That Can Display Data

- Display items
- Image items
- Calculated items

Noninput Items That Cannot Display Data

- Sound items
- Push Buttons

Using Noninput Items

Use noninput items to enhance your application by displaying additional data often from a nonbase table.

Display Items



- Display items are similar to text items.
- Display items cannot:
 - Be edited
 - Be queried
 - Be navigated to
 - Accept user input
- Display items can:
 - Display data
 - Conserve resources

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Creating a Display Item

What Is a Display Item?

A *display item* is similar to a text item, except that it cannot be edited or navigated to at runtime. A display item is a read-only text box whose value must be fetched or assigned programmatically.

Display items:

- Display additional, no-base table information
- Display derived data values
- Conserve memory

Note: Display items require less memory than text items. However, this is no longer as significant, now that we have the `Rendered` property for text items.

Creating a Display Item

ORDERS: CV_ORDER (S_ORD)

Canvas: CV_ORDER Block: S_ORD

MS Sans Serif

Order Id ID

Order Information

Date Ordered DATE_ORDERED Customer Id CUSTOMER_ID Customer Name CUSTOMER_NAME

Sales Rep Id SALES_REP_ID Sales Rep Name SALES_REP_NAME

Date Shipped DATE_SHIPPED Payment Type PAYMENT_TYPE

DISPLAY_ITEM19

Item Id	Product Id	Price	Quantity	Shipped	Item Total
ITE	PRODUC	PRICE	NTITY	PPED	ITEM_TOTAL
ITE	PRODUC	PRICE	NTITY	PPED	ITEM_TOTAL
ITE	PRODUC	PRICE	NTITY	PPED	ITEM_TOTAL
ITE	PRODUC	PRICE	NTITY	PPED	ITEM_TOTAL

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Creating a Display Item

A display item can be created by using:

- The Layout Editor
- The Create icon in the Object Navigator
- The Item Type property to convert an existing item into a display item

Whichever method you choose, you need to set the required item properties in the Property Palette.

How to Create a Display Item from the Layout Editor

- 1 Invoke the Layout Editor.
- 2 Display the desired canvas and ensure that the correct data block is set.
- 3 Select the Display Item tool.
- 4 Click the canvas at the position where the display item is required.
- 5 Double-click the new display item.
The Property Palette displays.
- 6 Change the name from `DISPLAY_ITEMXX` to the required name.
- 7 Specify the other properties as required.

Note: Remember to set the Database Item property to No for a display item whose value is not stored in the base table.

You can assign a format mask to a single-line display item by manipulating its Format Mask property.

Image Items



- Interface control
- Use to display bitmapped images:
 - From file system—supported file type
 - From database—LONG RAW column

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Creating an Image Item

You can use images as graphic objects within a form module. A graphics image displays automatically and cannot be manipulated at runtime. It can be imported from the database or the file system.

Alternatively, you can display images within image items.

What Is an Image Item?

An *image item* is a special interface control that can store and display vector or scanned bitmapped images. Just as text items store and display VARCHAR2, number, or date values, image items store and display images.

Like other items that store values, image items can be either data block items or control items.

Displaying Image Items

You can populate an image item using one of the following methods:

- Fetching from a LONG RAW database column
- Using a trigger and a built-in to populate the image item programmatically
- Cutting or pasting an image to the clipboard, selecting the image item at runtime, and choosing Edit—>Paste

Storing Images

You can store images in either the database or the file system.

When you insert images into the database by means of a Form Builder save (commit), they are automatically compressed using Oracle Image compression.

Where Image Is Stored	Description
Database	Long Raw column compressed image that can be up to two gigabytes
File	Any supported file format

Note: To conserve client memory when displaying large image items, reduce the number of records that are buffered by manipulating the Number of Records Buffered data block property.

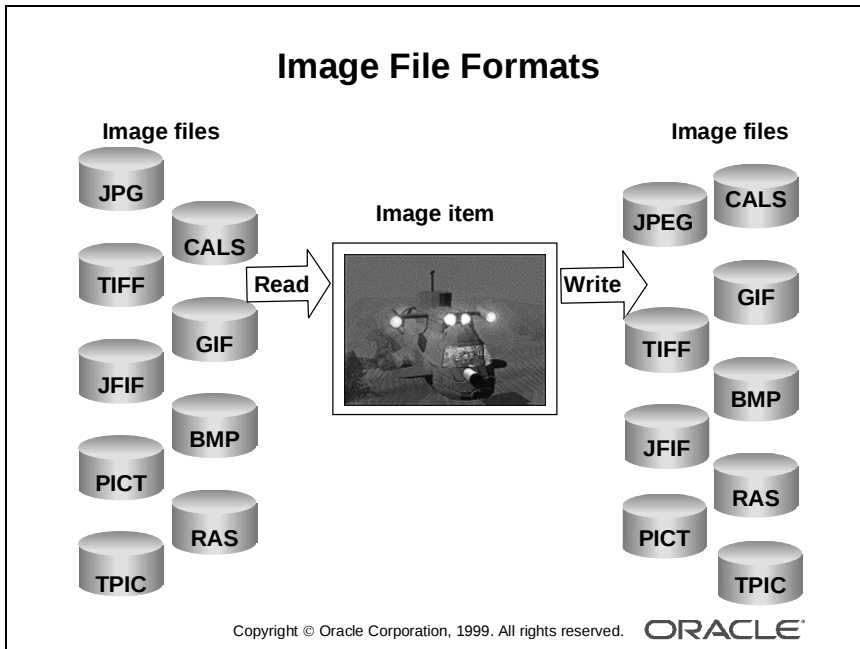


Image File Formats

Form Builder supports the following image formats:

File Suffix	Description	Image Items
BMP	Microsoft Windows and OS/2 BitMap Picture	Read/Write
CALS	CALS type raster	Read/Write
GIF	CompuServe	Read/Write
JFIF	JPEG File Interchange Format	Read/Write
TIFF	Tag Image File Format	Read/Write
JPEG	Joint Photographic Experts Group	Read/Write
PICT	Macintosh Quickdraw Picture	Read/Write
RAS	Sun Raster	Read/Write
TPIC	Truevision Raster Graphics Array Picture	Read /Write

Image-Specific Item Properties

- **Image Format**
- **Image Depth**
- **Compression Quality**
- **Display Quality**
- **Show Palette**
- **Sizing Style**
- **Show Horizontal Scrollbar**
- **Show Vertical Scrollbar**

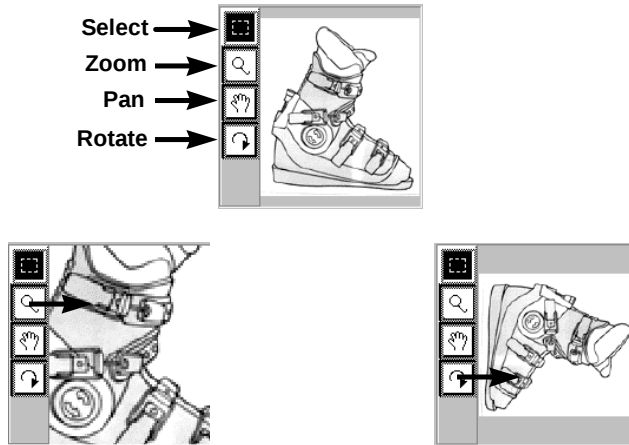
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Item Properties Specific to the Image Item

Property	Function
Image Format	Specifies the format in which the image item will be stored in the database
Image Depth	Specifies the image depth setting for the image item being read from or written to a file in the file system (Choose from: Original, Monochrome, Gray, LUT, or RGB.)
Compression Quality	Specifies whether an image item being read from or written to a file should be compressed, and to what degree (Choose from: None, Minimum, Low, Medium, High, or Maximum.)
Display Quality	Determines the resolution used to display the image item (You can use this property to control the trade off between quality and performance. Choose from: High, Medium, or Low.)
Show Palette	Display image manipulation palette (Discussed later in this lesson).
Sizing Style	Determines how much of the image displays when the image size does not match the size of the item (Crop and Adjust are the two style choices. Crop cuts the edges off the images so that it fits in the rectangle. Adjust scales the image to fit within the display rectangle.)
Show Horizontal Scrollbar	Displays a horizontal scroll bar
Show Vertical Scrollbar	Displays a vertical scroll bar

Note: Image items do not have a Data Type property. If you set an image item Database Item property to Yes, Form Builder understands that the data type is LONG RAW.

Image Manipulation Palette



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Creating an Image Item

The screenshot shows the Oracle Forms Designer interface. The title bar reads "ORDERS: CV_ORDER (S_ORD)". The menu bar includes File, Edit, Format, Window, and Help. The toolbar contains various icons for file operations, editing, and formatting. The canvas area shows a form titled "Order Information" with fields for Order Id, Date Ordered, Customer Id, Customer Name, Sales Rep Id, Sales Rep Name, Date Shipped, Payment Type, and Order Filled. A large image box labeled "IMAGE: IMAGE51" is positioned to the right of the form fields. An arrow points from the "IMAGE: IMAGE51" label to the image box. The status bar at the bottom shows the coordinates of the selected object.

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Manipulating an Image

To manipulate an image at run time, set the Show Palette property for the image item to Yes. This will display a palette adjacent to the image item with three image manipulation tools.

Tool	Function
Select	Select an area in the image
Zoom	Zoom in or zoom out the image incrementally
Pan	Pan unseen portions of the image
Rotate	Rotate the image clockwise in 90-degree increments

Creating an Image Item

An image item can be created in three ways:

- By using the Image Item tool in the Layout Editor (as described in the next section)
- By using the Create icon in the Object Navigator
- By converting an existing item into an image item

Steps to Create an Image Item from the Layout Editor

- 1 Invoke the Layout Editor.
- 2 Set the canvas and block to those on which you require the item to display.
- 3 Select the Image Item tool.
- 4 Click the canvas at the position where you want the image item to display.
- 5 Double-click the image item.
The Property Palette displays.
- 6 Change the name from IMAGEXX to the required name.
- 7 Specify the other properties as required.

Note: Remember to set the Database Item property to No for an image item whose value is not stored in the base table.

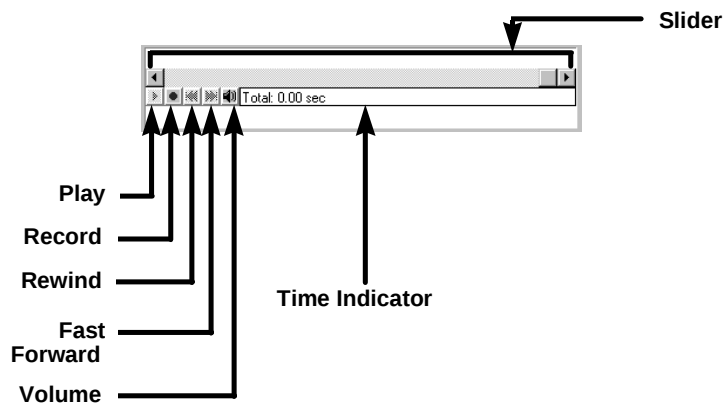
Sound Items



- Interface control
- Use to play and record sound:
 - From file system—supported sound types
 - From database—LONG RAW column

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Sound Item Control



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Creating a Sound Item

What Is a Sound Item?

A *sound item* is a special interface control that can play and record sound data. Sound data can be stored in either the database or a file system.

Sound items can be either data block items or control items.

Playing Sound Data

You can play sound data in one of two ways:

- Fetching from a LONG RAW database column
- Programmatically using a trigger and built-ins

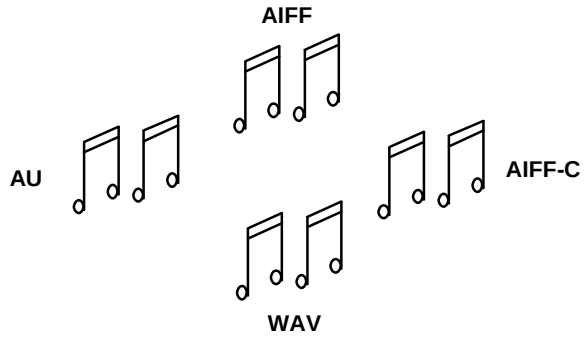
Sound Item Control

When you create a sound item, Form Builder automatically represents the item in the layout with a sound control widget for user interaction. Each component within the sound control widget has a specific task.

Sound Control	Description
Play	Starts playback of sound from the current pointer position
Record	Starts recording sound data from the current pointer position
Rewind	Rewinds sound data
Fast Forward	Fast forwards sound data
Volume	Displays a vertical slide control you can use to control playback and recording volume
Time Indicator	Displays three modes of time information for the sound data (You can click the indicator text to switch between total time, elapsed time, and remaining time.)
Slider	Displays a horizontal slide control to indicate current pointer position within the sound data (You can slide the handle left or right to reposition the pointer.)

Note: Each of the sound control components is optional, except for Play or Record, one of which must always be displayed if the sound item is visible.

Sound Types



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Sound-Specific Item Properties

- **Sound Format**
- **Audio Channels**
- **Compress**
- **Sound Quality**
- **Show Play/Record/Rewind/Fast Forward/Volume Control/Time Indicator/Slider Button**

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Sound Types

Form Builder supports the following sound types:

- AU
- AIFF
- AIFF-C
- WAV

Creating a Sound Item

A sound item can be created in three ways:

- By converting an existing item
- By using the Sound Item tool in the Layout Editor
- By using the Create icon in the Object Navigator

Item Properties Specific to the Sound Item

Property	Function
Sound Format	Specifies the format in which the sound item will be stored in the database (Choose from AU, AIFF, AIFF-C, or WAVE.)
Audio Channels	Specifies the number of channels with which the sound item will be stored in the database (Choose from Automatic, Mono, or Stereo.)
Compress	Specifies whether a sound object that is read from a file should be compressed
Sound Quality	Specifies the quality for storing the sound item in the database (Choose from Automatic, Highest, High, Medium, Low, or Lowest.)
Show Play/Record/ Rewind/Fast Forward/ Volume Control/Time Indicator/Slider Button	To display or hide a sound item control component

Note: Large sound objects can degrade performance over a network. Improve performance by setting the Update Changed Columns Only property to Yes for the sound item block.

Creating a Sound Item

The screenshot shows the Oracle Forms Designer interface for the 'ORDERS: CV_ORDER (S_ORD)' canvas. The canvas contains a form with the following elements:

- Sales Rep Id:** A text field with the value 'SALES_REP_ID'.
- Sales Rep Name:** A text field with the value 'SALES_REP_NAME'.
- Date Shipped:** A text field with the value 'DATE_SHIPPED'.
- Payment Type:** A group box containing two radio buttons: 'Cash' and 'Credit'. The 'Credit' radio button is selected.
- Order Filled:** A checkbox labeled 'Order Filled' which is checked.
- Item Table:** A table with the following columns: 'Item Id', 'Product Id', 'Price', 'Quantity', 'Shipped', 'Item Total'. The table contains three rows of data, each with the same values: 'ITE', 'PRODUC', 'PRICE', 'NTITY', 'PPED', 'ITEM_TOTAL'.
- Total:** A text item at the bottom of the form with the value 'Total: 0.00 sec'. This item is highlighted with a black box and a red arrow pointing to it from the left margin.

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How to Create a Sound Item from the Layout Editor

- 1 Invoke the Layout Editor.
- 2 Set the canvas and block to those you require the item to display on.
- 3 Select the Sound Item tool.
- 4 Click the canvas at the position in which you want the sound item to display.
- 5 Double-click the sound item.
The Property Palette displays.
- 6 Change the name from SOUND_ITEMXX to the required name.
- 7 Specify the other properties as required.

Note: Remember to set the Database Item property to No for a sound item whose value is not stored in the base table.

Buttons



- **Interface control**
- **Cannot display/represent data**
- **Use to initiate an action**
- **Display as:**
 - **Text button**
 - **Iconic**

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Buttons

- **Use buttons to:**
 - **Move input focus**
 - **Display an LOV**
 - **Invoke an editor**
 - **Invoke another window**
 - **Commit data**
 - **Issue a query**
 - **Perform calculations**

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Creating a Push Button

What Is a Push Button?

A *push button* is an interface object that you click to initiate an action. A push button is usually displayed as a rectangle with a descriptive label inside. Push buttons cannot store or display values.

You can enhance your form module further by adding push buttons to provide quick and direct access to the most needed operations.

Push Button Styles

Form Builder supports two push button styles:

- Text button: Displayed with a text label on the push button
- Iconic button: Displayed with a bitmapped graphic on the push button, and often used in toolbars

Some Typical Push Button Actions

- Moving the input focus
- Displaying an LOV
- Invoking an editor
- Invoking another window
- Committing data
- Issuing a query
- Performing calculations

Note: Push buttons do not accept input focus on some window managers. On these platforms, the Keyboard Navigable property has no effect, and users can only interact with the items by using a mouse. Clicking a push button does not move the input focus on these platforms. The input focus remains in the item that was active before the push button.

Button-Specific Item Properties

- Label
- Mouse Navigate
- Default Button
- Iconic
- Icon Filename
- Tooltip
- Tooltip Visual Attribute Group

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Tool Tip

The screenshot displays the Oracle Developer Forms Runtime window titled 'WINDOW1'. The form is titled 'Customer Information' and contains several input fields: 'Id' (with value 201), 'Name' (Unisports), 'Address' (72 Via Bahia), 'City' (Sao Paulo), 'State' (empty), 'Country' (Brazil), 'Zip Code' (empty), and 'Phone' (55-2066101). There are also dropdown menus for 'Credit Rating' (set to 'Excellent') and 'Sales Rep Id' (set to '12'). A button labeled 'Press to invoke LOV' is located next to the 'Sales Rep Id' field. A tooltip is visible at the bottom of the form, containing the text: 'Customer usually orders large amounts and has a high order total. This is okay as long as the credit rating remains excellent.'

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Creating a Push Button

A push button can be created by using:

- The Push Button tool in the Layout Editor
- The Create icon in the Object Navigator

Item Properties Specific to the Push Button

Property	Function
Label	Specifies the text label that appears on the push button at run time
Mouse Navigate	Determines whether Form Builder navigates to the item when you click on it by using the mouse
Default Button	Determines whether this is the default push button for the block (You can select the default push button implicitly by pressing a platform-specific key without the need to navigate or use the mouse.)
Iconic	Determines whether the push button displays as an icon instead of as a label
Icon Filename	Identifies the name of the file that contains the icon resource (Do <i>not</i> enter the icon file extension here.)
Tooltip	Specifies the help text that should appear in a tool tip beneath the current item
Tooltip Visual Attribute Group	Specifies the named visual attribute that should be applied to the tool tip at run time

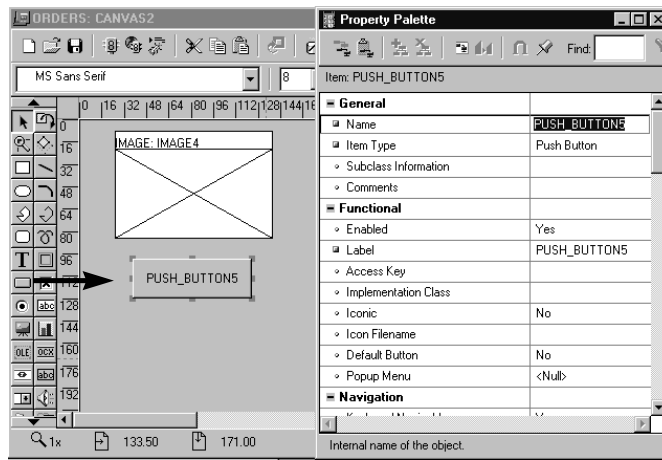
Note: On some window managers, the default push button is bordered or highlighted in a unique fashion to distinguish it from other push buttons.

Tool Tip

A tool tip is a small text box that displays help information about an item when you navigate to it with the mouse. The tool tip remains visible until the mouse is moved outside the item, or until another window is shown, or until the user performs an action in the current item.

You can specify helpful information about a push button by entering the required help text in the Tooltip property of the push button. At run time, this text will automatically display in a small box when the user navigates to the push button.

Creating a Button



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How to Create a Push Button from the Layout Editor

- 1 Invoke the Layout Editor.
- 2 Set the canvas and block to those on which you require the push button to display.
- 3 Select the Push Button tool.
- 4 Click the canvas at the position where you want the push button to display.
- 5 Double-click the push button.
The Property Palette displays.
- 6 Change the name from PUSH_BUTTONXX to the required name.
- 7 Specify the other properties as required.

Note: You can use the mouse to resize and move the push button once you have created it.

Calculated Items

- They accept item values that are based on calculations.
- They are read-only.
- They can be expressed as:
 - Formula
 - Summary

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Calculation Modes

- Formula
 - A calculated item value is the result of a horizontal calculation.
 - It involves bind variables.
- Summary
 - A calculated item value is a vertical calculation.
 - A summary is performed on values of a single item over all rows in a block.

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Creating a Calculated Item

What Is a Calculated Item?

With a calculated item you can declaratively base item values on calculations involving one or more variable values. For example, obtaining a running total of employees' total compensation.

Any item that can store a value can be used as a calculated item by setting its required property values.

Calculation Modes

Calculations can be expressed as a formula or as a summary of all items in a block. Form Builder supports the following calculation modes:

Calculation Mode	Description
Formula	The calculated item value is the result of a horizontal calculation involving one or more bind variables, such as form items, global variables, and parameters
Summary	The calculated item value is a vertical calculation involving the values of a single item over all the rows within a single block

Note: A calculated item is read only. End users cannot insert or modify calculate items. You should, therefore, generally use display items as calculated items.

Item Properties Specific to the Calculated Item

Formula

- Calculation Mode
- Formula

Summary

- Calculation Mode
- Summary Function
- Summarized Block
- Summarized Item

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Summary Functions

- AVG
- COUNT
- MAX
- MIN
- STDDEV
- SUM
- VARIANCE

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Creating a Calculated Item

A calculated item can be created by:

- Setting the calculation specific properties of any existing item that can store a value
- Creating a new item in the Layout Editor and setting its calculation specific properties
- Using the Create icon in the Object Navigator and setting its calculation specific properties

Item Properties Specific to the Calculated Item

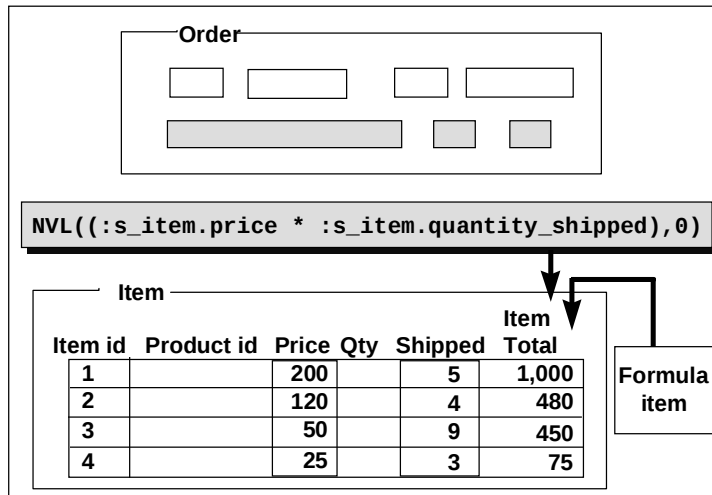
Property	Function
Calculation Mode	Specifies the method of computing the calculated item value (Choose from None, Formula, and Summary.)
Formula	Specifies a single PL/SQL expression that determines the calculated item value (The expression can compute a value or call a subprogram.)
Summary Function	Specifies the type of summary function to be performed on the calculated item (discussed later in this lesson).
Summarized Block	Specifies the block over which all rows will be summarized in order to assign a value to the calculated item; required if the item Calculation Mode property value is set to Summary
Summarized Item	Specifies the item whose value is summarized in order to be assign a value to the calculated item; required if the item Calculation Mode property value is set to Summary

Summary Functions

You can use the standard SQL aggregate functions for summary items:

- AVG
- COUNT
- MAX
- MIN
- STDDEV
- SUM
- VARIANCE

Item Based on a Formula



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Rules for Formula Items

- A formula item must not invoke restricted built-ins.
- A formula item cannot execute any DML statements.
- Do not terminate a PL/SQL expression with a semicolon.
- Do not enter a complete PL/SQL statement in assignment expressions.

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How to Create an Item Based on a Formula

- 1 Create a new item in the Object Navigator.
- 2 Open the Property Palette of the item.
- 3 Set the Calculation Mode property to Formula.
- 4 Click More for the Formula property and enter the PL/SQL expression to define the formula.

Note: A formula item cannot be a database item because its value is computed by Form Builder, not queried from a database column.

Rules for Creating an Item Based on a Formula

- The formula (and any user-written subprogram that calls it) must not invoke any restricted built-ins.
- The formula (and any user-written subprogram that calls it) cannot execute any DML statements.
- Do not terminate the PL/SQL expression with a semicolon.
- If the PL/SQL expression involves an assignment, do not enter the complete PL/SQL statement. Form Builder assigns the actual assignment code internally.

Example

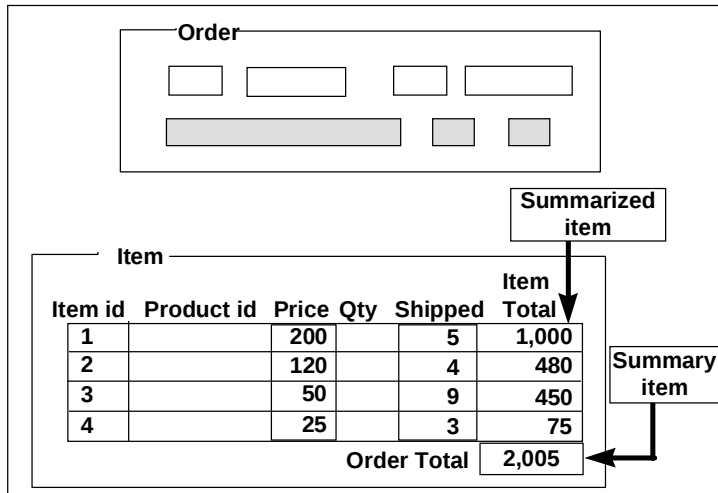
If you set the Formula property to:

```
NVL(:s_emp.salary,0) * NVL(:s_emp.commission_pct,0)
```

Form Builder will internally convert this expression into a complete statement as:

```
:s_emp.gross_comp :=  
(NVL(:s_emp.salary,0) * NVL(:s_emp.commission_pct,0));
```

Item Based on a Summary



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Rules for Summary Items

- **Summary item must reside in:**
 - The same block as the summarized item
 - A control block with Single Record property set to Yes
- **Summarized item must reside in:**
 - A data block with Query All Records property or Precompute Summaries property set to Yes
 - A control block
- **Datatype of summary item must be Number, unless using MAX or MIN**

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How to Create an Item Based on a Summary

- 1 Create a new item in the Object Navigator.
- 2 Open the Property Palette of an item.
- 3 Set the Calculation Mode property to Summary.
- 4 Select the required function from the Summary Function pop-up list.
- 5 From the Summarized Block pop-up list, select a block over which all rows will be summarized.
- 6 From the Summarized Item pop-up list, select an item to be summarized.

Note: A *summary item* is the calculated item to which you assign a value.

A *summarized item* is the item whose values are summarized and then assigned to the summary item.

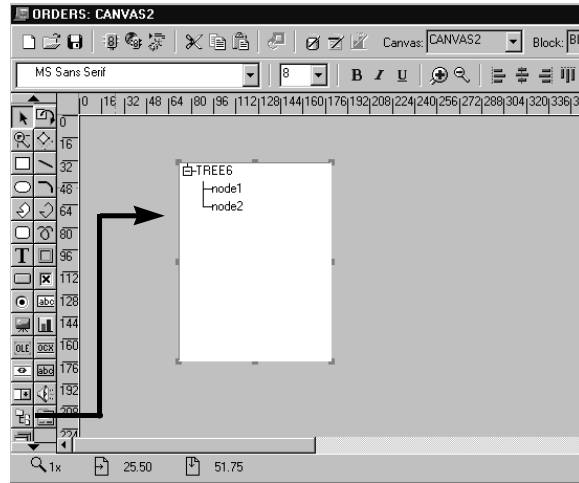
Rules for Creating an Item Based on a Summary

- The summary item must reside in the same block as the summarized item, or in a control block whose Single Record property is set to Yes.
- The summarized item must reside in a control block, or in a data block whose Query All Records property or the Precompute Summaries property is set to Yes.

Note: This ensures that records fetched in the block and the summarized value are consistent. Otherwise, another user may possibly update a record that has not been fetched yet.

- Set the Data Type property for a summary item to Number, unless the summary function is Max or Min, in which case the datatype must mirror that of its associated summarized item.
- If the summarized item values are based on a formula, the summarized item must reside in a block whose Query All Records property is set to Yes.

Creating a Hierarchical Tree



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Hierarchical Tree Properties

- Allow empty branches
- Multi selection
- Show lines
- Show symbols
- Record group
- Data query

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Creating a Hierarchical Tree Item

A hierarchical tree is a new item in Oracle Developer Release 6. It displays in the form of a standard navigator.

How to Create a Hierarchical Tree Item

To create a hierarchical tree item, do one of the following:

- In the Layout Editor:
 - Click the Hierarchical Tree icon.
 - Click and drag the mouse on the canvas to create the hierarchical tree object.
 - Set other hierarchical tree-related properties as required.
- In the Object Navigator:
 - Create a new item by using the Create icon.
 - Open the item's Property Palette and set the Item Type property to Hierarchical Tree.
 - Set other hierarchical tree related properties as required.

Hierarchical Tree Properties

Hierarchical Tree Properties include:

- Item Type
- Allow Empty Branches
- Multi Selection
- Show Lines
- Show Symbols
- Record Group
- Data Query

Several new built-ins are available to manipulate hierarchical trees. These are discussed in Lesson 15.

Summary

- Display items
- Image items
- Sound items
- Buttons
- Calculated items
- Hierarchical tree items

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Summary

In this lesson, you should have learned that:

- Display items display graphics or conditional text.
- Image items store and display vector or scanned bitmapped images.
- Sound items play and record sound data.
- Push Buttons initiate an action.
- Calculated items base item values on calculations. Calculations can be expressed in one of the following modes:
 - Formula
 - Summary
- Hierarchical trees display information in an Object Navigator style display.

Practice 9 Overview

This practice covers the following topics:

- Creating display items
- Creating an image item
- Creating iconic buttons
- Creating calculated items:
 - Formula
 - Summary

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Note

For solutions to this practice, see Practice 9 in Appendix A, “Practice Solutions.”

Practice 9 Overview

In this practice session, you will add several items in the CUSTOMERS and ORDERS forms: display items, image item, push buttons, and calculated items.

- In the ORDERS form, create two display items in the S_ITEM block.
- Create an image item in the S_ITEM block.
- In the ORDERS form, create an iconic button in the control block.
- In the ORDERS form, base the Item_Total item in the S_ITEM block on a formula. Create a control item in the same block. Base this item value on a summary that displays the total value of an order.
- In the CUSTOMERS form, create an iconic button in the CONTROL block.
- Save and run the ORDERS and CUSTOMERS forms.

Practice 9

- 1 In the S_ITEM block of the ORDGXX form, create a display item called Description. Set the Prompt property to Description and display the prompt above the item.
- 2 Create a single-record image item called Product_Image in the S_ITEM block of the ORDGXX form.
- 3 Create another display item, Image_Description, in the S_ITEM block. This should synchronize with the Description item. Set the Maximum Length property to the same value as the Description item.
- 4 In the CONTROL block of the ORDGXX form, create an iconic button called Product_LOV_Button. Use the list.ico file (do not include the .ico extension). Set both the Keyboard Navigable property and the Mouse Navigate property to No.
- 5 To display item total information, set the following properties for the Item_Total item in the S_ITEM block:
 - Set the Justification property to right.
 - Set the Calculation Mode property to Formula.
 - Set the Formula property to
:S_ITEM.quantity_shipped * :S_ITEM.price.
 - Set the Keyboard Navigable property to No.
- 6 To display the total of the item totals create a new nondatabase item in the S_ITEM block.
 - Set the position, size and prompt properties according to the screenshot.
 - Set the format mask property to 9G999G990D99.
 - Set the Justification property to right.
 - Set the Number of Items Displayed property to 1.
 - Make S_ITEM.total a summary item and display summaries of the item_total values in the S_ITEM block. Ensure that you have to set the Query All Records property to Yes for the S_ITEM block.
 - Set the Keyboard Navigable property to No.

Item Id	Product Id	Price	Qty	Shipped	Item Total
ITE	PRODUC	PRICE	QTY	SHIPPED	ITEM_TOTAL
ITE	PRODUC	PRICE	QTY	SHIPPED	ITEM_TOTAL
ITE	PRODUC	PRICE	QTY	SHIPPED	ITEM_TOTAL
ITE	PRODUC	PRICE	QTY	SHIPPED	ITEM_TOTAL

Order Total **TOTAL**

- 7 Save, compile, and run the forms to test the changes. Change the window size if necessary.

Order Id **ID** **Order Information**

Date Ordered	Customer Id	Customer Name
DATE_ORDER	CUSTOMER_ID	CUSTOMER_NAME
	Sales Rep Id	Sales Rep Name
	SALES_REP_ID	SALES_REP_NAME
Date Shipped	Payment Type	
DATE_SHIPPED	☐ Cash ☐ Credit ☒ Order Filled	

IMAGE: PRODUCT IMAGE

IMAGE_DESCRIPTION

Item Id	Product Id	Description	Price	Qty	Shipped	Item Total
ITE	PRODUC	DESCRIPTION	PRICE	QTY	SHIPPED	ITEM_TOTAL
ITE	PRODUC	DESCRIPTION	PRICE	QTY	SHIPPED	ITEM_TOTAL
ITE	PRODUC	DESCRIPTION	PRICE	QTY	SHIPPED	ITEM_TOTAL
ITE	PRODUC	DESCRIPTION	PRICE	QTY	SHIPPED	ITEM_TOTAL

 Order Total **TOTAL**

- 8 Perform a query in the ORDGXX form to ensure that the new items do not cause an error. Did you remember to switch off the Database Item property for items that do not correspond to columns in the base table?

- 9** Create an iconic button similar to the one created in question 4, in the CONTROL block of form CUSTGXX. Use the `list.ico` file (do not include the `.ico` extension). Name the push button `Sales_Rep_Lov_Button`, and place it next to `Sales_Rep_ID`.
- 10** Save, compile, and run the form to test the changes.