

Uniface 10 Update

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UNIFACE

Uniface 10 Main Objective

- ▲ A New Development Experience
 - ▶ IDE Development familiarity
 - ▶ Modern Look and Feel
 - ▶ Easy navigation
 - ▶ Increase productivity



Today's Objective


- ▲ Experience Uniface 10 Web Edition
 - ▶ *Early Adopter Version*
 - ▶ Web Development
 - ▶ From Zero to 

Uniface 10 Editions

- ▲ Web Edition
- ▲ Mobile Edition
- ▲ Enterprise Edition



What's new in Uniface 10

- ▲ Navigation: U-Bar, Tab Strip
 - ▲ Multiple Editors
 - ▲ Resource Browsers
 - ▲ Project support
 - ▲ Snippets
 - ▲ Script Containers
 - ▲ Parameter Help
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What has changed

- ▲ ProcScript Editing
- ▲ Model name = namespace
- ▲ Standardized Deployment (~~URR~~, ~~DOL~~)

What's **not** there yet

- ▲ Library objects

 - global proc, include proc, global variables and messages

- ▲ Development for GUI clients

- ▲ Migration from UF9

- ▲ Load Definitions



What does *Early Adopter* Mean

- ▲ Work in Progress
- ▲ Support, help and assistance
 - ➔ Uniface 10 Web Edition Forum on Uniface.Info
- ▲ Maintenance
 - ➔ 1 Service Pack (July)
- ▲ Platform and DBMS support
 - ➔ Windows 7/8.1/Server 2K8R2 & 2K12R2
 - ➔ SQLite, MSSQL 2012, Oracle 12c



UNIFACE 10
Web Edition
Early Adopter

0

Deploy

- Compile, Test, Archive

Develop

- Components
 - DSP, USP, Service
- Snippet Libraries

Design

- Entity Model

Setup

- Project Setup

Acquire / Install

BROWSE ▶ ude: STARTPAGE

ude:STARTPAGE

UNIFACE 10

Web Edition

Early Adopter Version

Welcome to Uniface 10

This is an Early Adopter version of the Uniface 10 Integrated Development Environment. The functionality made available with this release is intended to offer developers the experience of building Web Applications.

Note: In this release, it is not possible to import or migrate application definitions from previous Uniface versions.

Getting Started

To help get you started, tutorials are provided in the Uniface documentation. From the Menu in the top-right corner, choose **Help** to open the documentation.

For existing Uniface users, the What's New section provides details about differences between Uniface 9 and Uniface 10.

Quick Steps into Model-Based development

The Uniface IDE is designed for Uniface's model-driven approach to application development. The basic steps for creating an application are:

1. Create a *Project*. From the Menu in the top-right corner, choose **Create Project**.
2. Drag *Modeled Entities* and *Components* from the **Resource Browser** into your Project.
3. Open the modeled entities and define their fields, keys and relationships.
4. Open the components and define their characteristics:
 - **Data Structure:** drag modeled entities and fields into the component structure to define the data that the component accesses.
 - **Script:** write procedural logic in Uniface's ProcScript or in JavaScript. Use the Resource Browser to insert snippets of code containing language constructs or complete modules.
 - **Layout:** define the user interface using HTML and CSS. Use the Resource Browser to insert HTML constructs or to bind data elements to layout elements.
5. Compile and test your components.



Kernel Build 10.1.01 (0518_1) May 18, 2015
IDE Build 10.1.01 (0518_1) May 18, 2015

Messages Compiler Output

BROWSE ▶ cpt: WKS_ARTISTS

ude:STARTPAGE | prj:MYPROJECT | prj:WORKSHOP | cpt:WKS_ARTISTS

Define Structure | Write Script | Design Layout

Compile Actions ▾

Templates Model

▶ cpt: DSP_OBJECTS

Alternative Name

- Empty non-dbms entity
- Field level widgets
 - Attributes Only
 - Checkbox
 - Button (secure)
 - Button (non-secure)
 - Date Picker
 - Dropdown List
 - DSP Container
 - Editbox
 - Flat Button (secure)
 - Flat Button (non-secure)
 - Field used as Label
 - LABEL.U
 - Listbox
 - Password
 - Picture Button (secure)
 - Picture Button (non-secure)
 - Picture (secure)
 - Picture (non-secure)
 - Radio Button
 - Raw Html (secure)
 - Raw Html (non-secure)
 - Static Text (secure)
 - Static Text (non-secure)

Name	Inherits	Type	Description	Data Type	Database Behav
WKS_ARTISTS	N/A	Component		N/A	N/A
ARTIST.WORKSHOP	F False	Entity		N/A	None
SELECTED	F False	Field	Selected Ch	B Boolean	N/A
NAME	F False	Field		None	N/A
BUTTONS.DUMMY	F False	Entity	Templated I	N/A	None
NEW	F False	Field	New Butto	S String	N/A
STORE	F False	Field	Store Butto	S String	N/A
DELETE	F False	Field	Delete Butt	S String	N/A

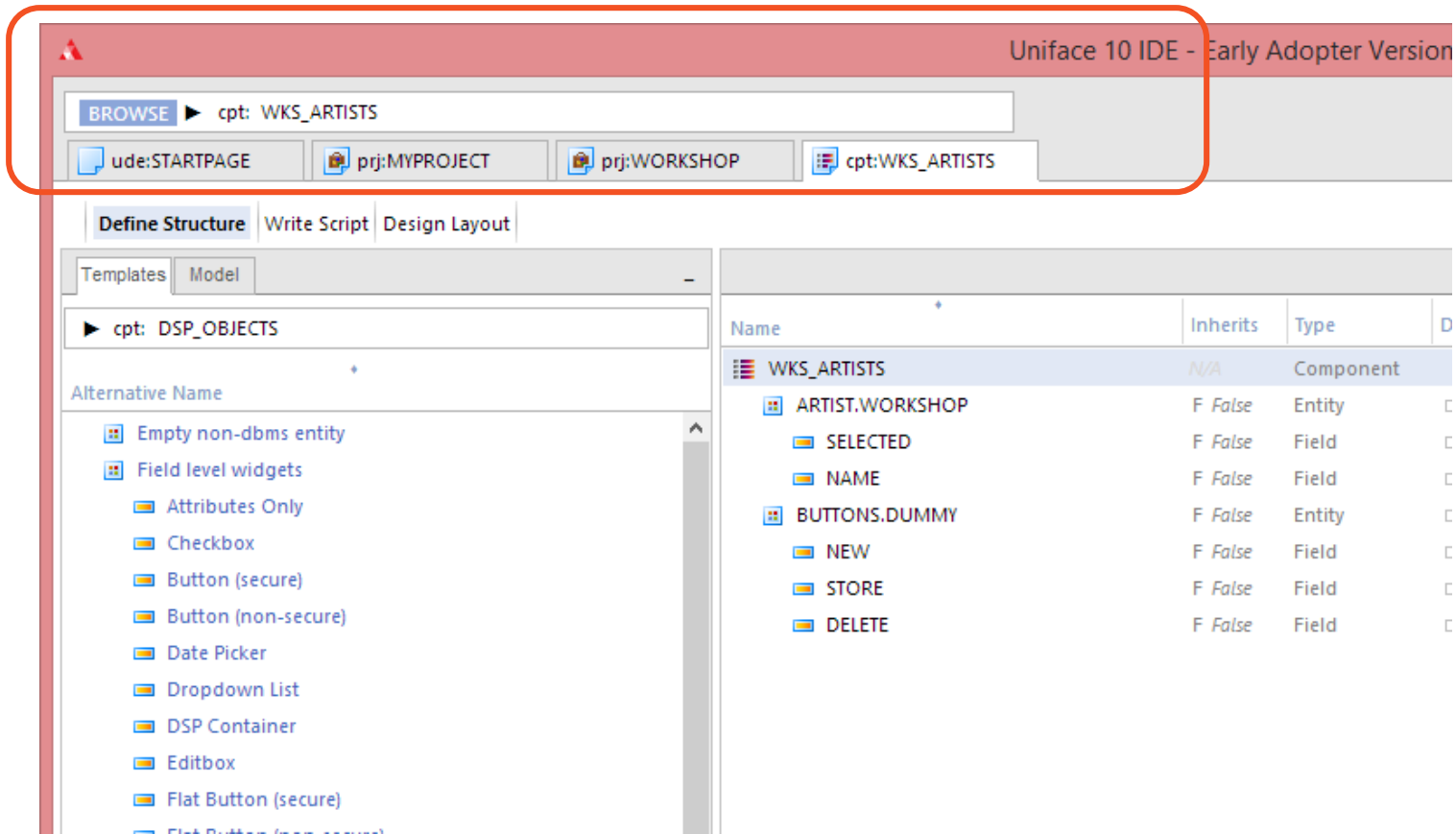
Object Doc

Property Value

- Object
 - Name: WKS_ARTISTS
 - Type: Component
 - Location: cpt:WKS_ARTISTS
 - Purpose: N Normal
 - Description:
- Source
 - Date Modified: 14-may-15 11:02:02
- Configuration
 - Library:
- Behavior
 - Component Type: 7 Dynamic Server Page
 - Data Access: N Full Access (read/write)
 - Component Behavior: K Keep component definit
 - State Stored By: 0 None
 - Self Contained: T True
- Data(base) I/O
 - Input Translation:
 - Output Translation:
- Presentation
 - Title:
- Character Mode

Messages | Compiler Output

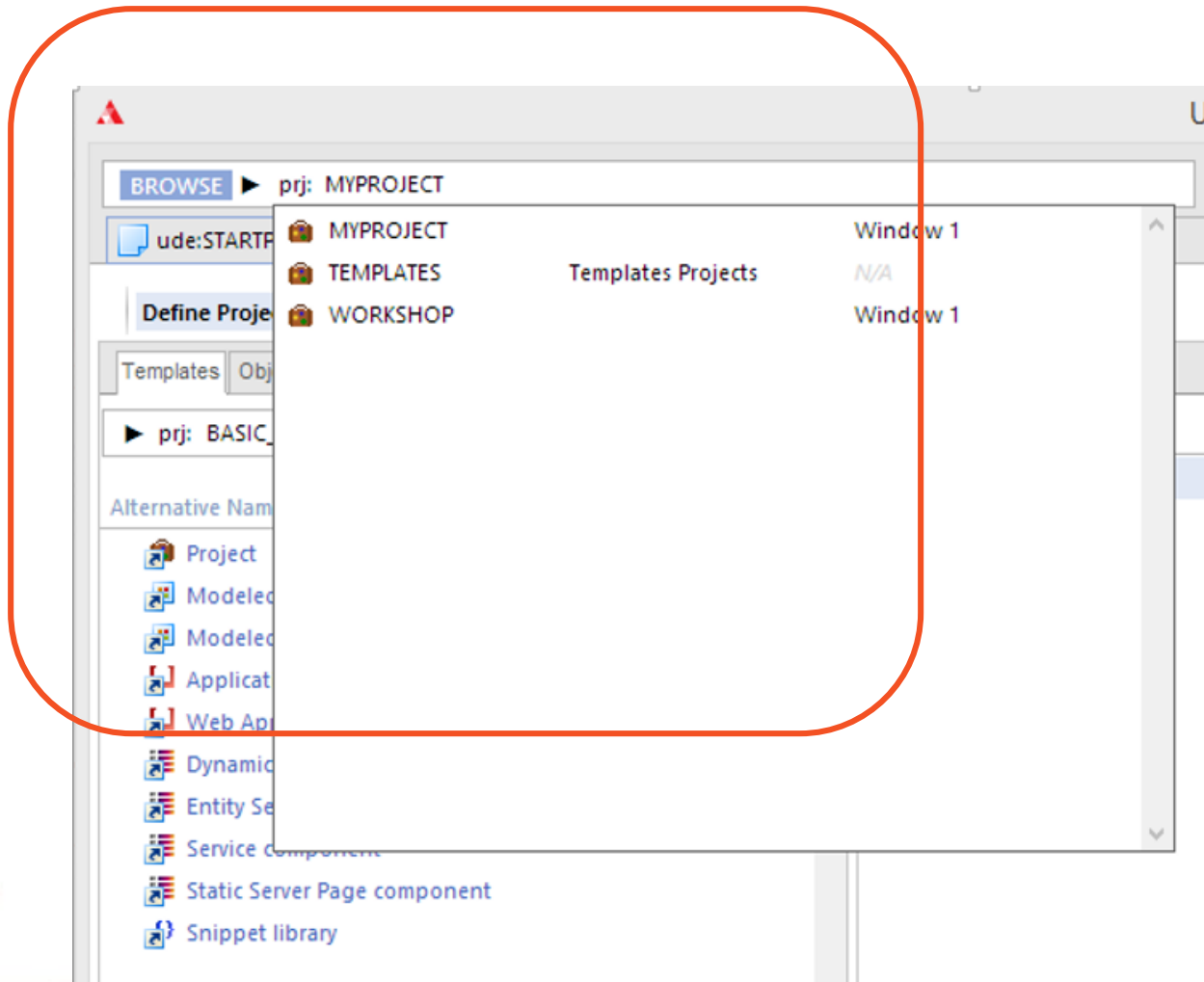
Navigation



The screenshot shows the Uniface 10 IDE interface. At the top right, the title bar reads "Uniface 10 IDE - Early Adopter Version". Below the title bar is a navigation bar with a "BROWSE" button and a text field containing "cpt: WKS_ARTISTS". Below the navigation bar are four tabs: "ude:STARTPAGE", "prj:MYPROJECT", "prj:WORKSHOP", and "cpt:WKS_ARTISTS". The "cpt:WKS_ARTISTS" tab is active. Below the tabs are three buttons: "Define Structure", "Write Script", and "Design Layout". The "Define Structure" button is selected. Below the buttons are two panels: "Templates" and "Model". The "Model" panel is active and shows a tree view of the project structure. The tree view shows "cpt: DSP_OBJECTS" expanded, with "Alternative Name" selected. Below "Alternative Name" is a list of templates: "Empty non-dbms entity", "Field level widgets", "Attributes Only", "Checkbox", "Button (secure)", "Button (non-secure)", "Date Picker", "Dropdown List", "DSP Container", "Editbox", "Flat Button (secure)", and "Flat Button (non-secure)". The "Field level widgets" template is selected. To the right of the "Model" panel is a table showing the structure of the selected template. The table has columns: "Name", "Inherits", "Type", and "D".

Name	Inherits	Type	D
WKS_ARTISTS	N/A	Component	
ARTIST.WORKSHOP	F False	Entity	
SELECTED	F False	Field	
NAME	F False	Field	
BUTTONS.DUMMY	F False	Entity	
NEW	F False	Field	
STORE	F False	Field	
DELETE	F False	Field	

Browse via U-Bar



Multiple editors

Uniface 10 IDE - Early Adopter Version

BROWSE ▶ cpt: WKS_ARTISTS

ude:STARTPAGE prj:MYPROJECT prj:WORKSHOP cpt:WKS_ARTISTS

Define Structure Write Script Design Layout

Templates Model

▶ cpt: DSP_OBJECTS

Alternative Name

- Empty non-dbms entity
- Field level widgets
 - Attributes Only
 - Checkbox
 - Button (secure)
 - Button (non-secure)
 - Date Picker
 - Dropdown List
 - DSP Container
 - Editbox
 - Flat Button (secure)
 - Flat Button (non-secure)

Name	Inherits	Type	D
WKS_ARTISTS	N/A	Component	
ARTIST.WORKSHOP	F False	Entity	□
SELECTED	F False	Field	□
NAME	F False	Field	□
BUTTONS.DUMMY	F False	Entity	□
NEW	F False	Field	□
STORE	F False	Field	□
DELETE	F False	Field	□

The Editor

The screenshot displays the Uniface 10 IDE interface. The main window title is "Uniface 10 IDE - Early Adopter Version". The "BROWSE" field at the top shows "cpt: WKS_ARTISTS". Below it, there are tabs for "ude:STARTPAGE", "prj:MYPROJECT", "prj:WORKSHOP", and "cpt:WKS_ARTISTS". The "Define Structure" tab is active, showing a tree view of components under "cpt: DSP_OBJECTS". The central table lists the following components:

Name	Inherits	Type	Description	Data Type	Database Behav
WKS_ARTISTS	N/A	Component		N/A	N/A
ARTIST.WORKSHOP	F False	Entity		N/A	None
SELECTED	F False	Field	Selected Ch	B Boolean	N/A
NAME	F False	Field		None	N/A
BUTTONS.DUMMY	F False	Entity	Templated I	N/A	None
NEW	F False	Field	New Buttor	S String	N/A
STORE	F False	Field	Store Butto	S String	N/A
DELETE	F False	Field	Delete Butt	S String	N/A

The right-hand pane shows the properties of the selected object, "WKS_ARTISTS". The properties are:

- Object: WKS_ARTISTS
- Type: Component
- Location: cpt:WKS_ARTISTS
- Purpose: N Normal
- Description:
- Source: Date Modified: 14-may-15 11:02:02
- Configuration: Library:
- Behavior: Component Type: 7 Dynamic Server Page; Data Access: N Full Access (read/write); Component Behavior: K Keep component definit.; State Stored By: 0 None; Self Contained: T True
- Data(base) I/O: Input Translation; Output Translation
- Presentation: Title; Character Mode

At the bottom, the "Compiler Output" window shows the following messages:

```
Phase 9: Descriptor
Phase 10: Save dynamic server page
Compilation done: [info 2, warnings 3, errors 0]
```

The Resource Browser

The screenshot displays the Uniface 10 IDE interface. The main window is titled "Uniface 10 IDE - Early Adopter Version". The breadcrumb path is "BROWSE ▶ cpt: WKS_ARTISTS". Below the breadcrumb, there are tabs for "ude:STARTPAGE", "prj:MYPROJECT", "prj:WORKSHOP", and "cpt:WKS_ARTISTS".

The left sidebar shows a tree view of the project structure. The selected path is "cpt: DSP_OBJECTS". Underneath, there is a list of "Alternative Name" options, including "Empty non-dbms entity", "Field level widgets", "Attributes Only", "Checkbox", "Button (secure)", "Button (non-secure)", "Date Picker", "Dropdown List", "DSP Container", "Editbox", "Flat Button (secure)", "Flat Button (non-secure)", "Field used as Label", "LABEL.U", "Listbox", "Password", "Picture Button (secure)", "Picture Button (non-secure)", "Picture (secure)", "Picture (non-secure)", "Radio Button", "Raw Html (secure)", "Raw Html (non-secure)", and "Static Text (secure)".

The central pane displays a table of resources. The table has columns for "Name", "Inherits", "Type", "Description", "Data Type", and "Database Behav".

Name	Inherits	Type	Description	Data Type	Database Behav
WKS_ARTISTS	N/A	Component		N/A	N/A
ARTIST.WORKSHOP	F False	Entity		N/A	None
SELECTED	F False	Field	Selected Ch	B Boolean	N/A
NAME	F False	Field		None	N/A
BUTTONS.DUMMY	F False	Entity	Templated I	N/A	None
NEW	F False	Field	New Buttor	S String	N/A
STORE	F False	Field	Store Butto	S String	N/A
DELETE	F False	Field	Delete Butt	S String	N/A

The right sidebar shows the "Object" and "Doc" tabs. The "Object" tab is active, displaying the properties of the selected object. The properties are listed in a table with "Property" and "Value" columns.

Property	Value
Object	
Name	WKS_ARTISTS
Type	Component
Location	cpt:WKS_ARTISTS
Purpose	N Normal
Description	
Source	
Date Modified	14-may-15 11:02:02
Configuration	
Library	
Behavior	
Component Type	7 Dynamic Server Page
Data Access	N Full Access (read/write)
Component Behavior	K Keep component definit.
State Stored By	0 None
Self Contained	T True
Data(base) I/O	
Input Translation	
Output Translation	
Presentation	
Title	
Character Mode	

At the bottom of the IDE, there is a "Messages" and "Compiler Output" pane. The output shows the following text:

```
Phase 9: Descriptor
Phase 10: Save dynamic server page
Compilation done: [info 2, warnings 3, errors 0]
```


The Properties Editor

The screenshot displays the Uniface 10 IDE interface. The main window shows a table of components and fields for the project 'cpt: WKS_ARTISTS'. The 'Properties Editor' is open on the right, showing the configuration for the selected component 'WKS_ARTISTS'. The Properties Editor is highlighted with a red border.

Name	Inherits	Type	Description	Data Type	Database Beh
WKS_ARTISTS	N/A	Component		N/A	N/A
ARTIST.WORKSHOP	F False	Entity		N/A	None
SELECTED	F False	Field	Selected Ch	B Boolean	N/A
NAME	F False	Field		None	N/A
BUTTONS.DUMMY	F False	Entity	Templated I	N/A	None
NEW	F False	Field	New Butto	S String	N/A
STORE	F False	Field	Store Butto	S String	N/A
DELETE	F False	Field	Delete Butt	S String	N/A

Properties Editor (WKS_ARTISTS):

- Object: WKS_ARTISTS
- Type: Component
- Location: cpt:WKS_ARTISTS
- Purpose: N Normal
- Description:
- Source: Date Modified: 14-may-15 11:02:02
- Configuration: Library:
- Behavior: Component Type: 7 Dynamic Server Page; Data Access: N Full Access (read/write); Component Behavior: K Keep component definit.; State Stored By: 0 None; Self Contained: T True
- Data(base) I/O: Input Translation; Output Translation
- Presentation: Title; Character Mode

Messages / Compiler Output:

```
Phase 9: Descriptor
Phase 10: Save dynamic server page
Compilation done: [info 2, warnings 3, errors 0]
```

Task Driven Worksheets

Uniface 10 IDE - Early Adopter

BROWSE ▶ cpt: WKS_ARTISTS

ude:STARTPAGE prj:MYPROJECT prj:WORKSHOP cpt:WKS_ARTISTS

Define Structure Write Script Design Layout

Templates Model

▶ cpt: DSP_OBJECTS

Alternative Name

- Empty non-dbms entity
- Field level widgets
 - Attributes Only
 - Checkbox
 - Button (secure)
 - Button (non-secure)
 - Date Picker
 - Dropdown List
 - DSP Container
 - Editbox
 - Flat Button (secure)
 - Flat Button (non-secure)
 - Field used as Label

Name	Inherits	Type
WKS_ARTISTS	N/A	Comp
ARTIST.WORKSHOP	F False	Entity
SELECTED	F False	Field
NAME	F False	Field
BUTTONS.DUMMY	F False	Entity
NEW	F False	Field
STORE	F False	Field
DELETE	F False	Field

Project Support

The screenshot displays the Uniface 10 IDE interface. At the top, the title bar reads "Uniface 10 IDE - Early Adopter Version". Below the title bar, a "BROWSE" button is followed by a text field containing "prj: WORKSHOP". A tab bar below shows four tabs: "ude:STARTPAGE", "prj:MYPROJECT", "prj:WORKSHOP", and "cpt:WKS_ARTISTS".

The main workspace is titled "Define Project" and is divided into two panes. The left pane, labeled "Templates", shows a tree view under "prj: BASIC_TEMPLATES" with the following items:

- Project
- Modeled database entity
- Modeled non-database entity
- Application Server shell
- Web Application Server shell
- Dynamic Server Page component
- Entity Service component
- Service component
- Static Server Page component
- Snippet library

The right pane displays a table of project components:

Name	Type
WORKSHOP	Project
ALBUM.WORKSHOP	ENT Reference
ARTIST.WORKSHOP	ENT Reference
TRACK.WORKSHOP	ENT Reference
WKS_ALBUM	CPT Reference
WKS_ARTISTS	CPT Reference
WKS_ARTISTS_MAIN	CPT Reference
WKS_LIB_READER	CPT Reference
WKS_MAIN	CPT Reference
WKS_TRACKS	CPT Reference

Project Resource Browser

Uniface 10 IDE - Early Adopter Version

BROWSE > prj: WORKSHOP

ude:STARTPAGE prj:MYPROJECT prj:WORKSHOP cpt:WKS_ARTISTS

Define Project

Templates Objects

prj: BASIC_TEMPLATES

Alternative Name

- Project
- Modeled database entity
- Modeled non-database entity
- Application Server shell
- Web Application Server shell
- Dynamic Server Page component
- Entity Service component
- Service component
- Static Server Page component
- Snippet library

Name	Type
WORKSHOP	Project
ALBUM.WORKSHOP	ENT Reference
ARTIST.WORKSHOP	ENT Reference
TRACK.WORKSHOP	ENT Reference
WKS_ALBUM	CPT Reference
WKS_ARTISTS	CPT Reference
WKS_ARTISTS_MAIN	CPT Reference
WKS_LIB_READER	CPT Reference
WKS_MAIN	CPT Reference
WKS_TRACKS	CPT Reference

Project Support

- ▲ Collection of Development Objects
- ▲ Scope for various actions:
 - ▶ Compile
 - ▶ Deploy
 - ▶ Export
- ▲ Center of Navigation

Workshop “Kennismaking”

- ▲ Learning to find your way
- ▲ Feedback on Functionality (concepts)
- ▲ Feedback on User Interface



Workshop Assignment

- ▲ Create New Project
 - ▲ Add existing Entities and Components to Project
 - ▲ Create new Entity, incl Relationship
 - ▲ Create New Components
 - ▲ Use Editors
 - ▲ Use Resource Browser: New objects, Data Structure, ProcScript, Layout
- 