Defining Constants and Variables

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Defining Constants and Variables

This topic discusses the use and definition of constants and variables in Java CAPS Projects and Environments, and covers the following subtopics:

- "Defining Project Variables" on page 5
- "Defining Project Constants" on page 7
- "Defining Environmental Constants" on page 10

If you have any questions or problems, see the Java CAPS web site at `http://goldstar.stc.com/support`.

Defining Project Variables

FIGURE 1 Constant or Variable Icon

Project variables function as placeholders, having values that are determined when you create a specific Deployment Profile. Project variables can be literals or Environmental constants, as described in "Defining Environmental Constants" on page 10.

As an example, the following figure shows a Project variable defined to represent a password of a database user in a target Environment. A system manager assigns an actual value to this variable in the Deployment Profile editor. The value of the assigned Project variable (an Environmental constant) is then used to connect to the database in the target Environment.

You can add a variable to a Project by selecting the `New` > `Variable` or `Constant` option from the *Project* context menu in the NetBeans IDE, which displays the following dialog box.

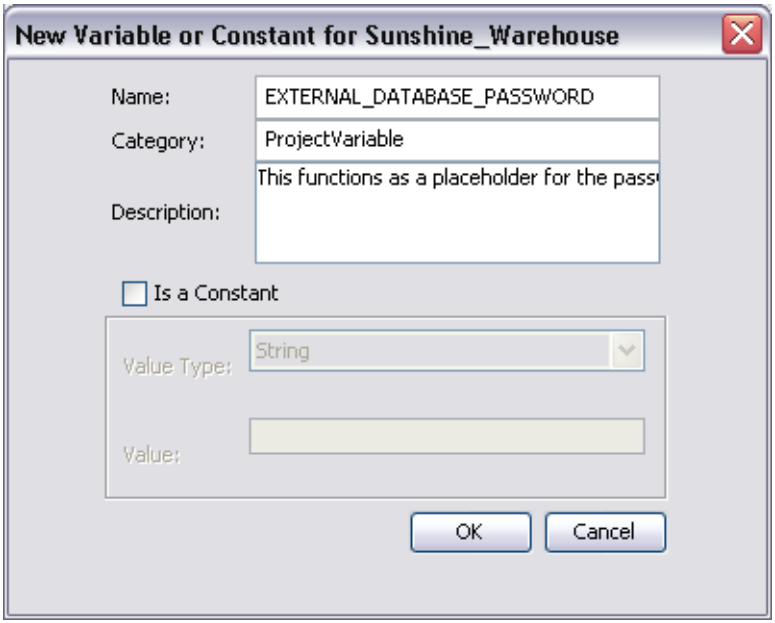

FIGURE 2 Creating a Project Variable

TABLE 1 Project Variable Options

Property	Description/Usage
Name	Your name for the Project variable.
Category	You may assign a category name, if desired.
Description	Your description for the variable.
Is a Constant	Does not apply to variables; leave unchecked.
Value Type	Does not apply to variables.
Value	Does not apply to variables.

Constants and variables are automatically added to a Variables and Constants object group within the Project, as shown in the following figure. Selecting an entry in the upper panel displays it in the lower panel, where you can modify it. By clicking OK you overwrite the previous definition with the modified version.

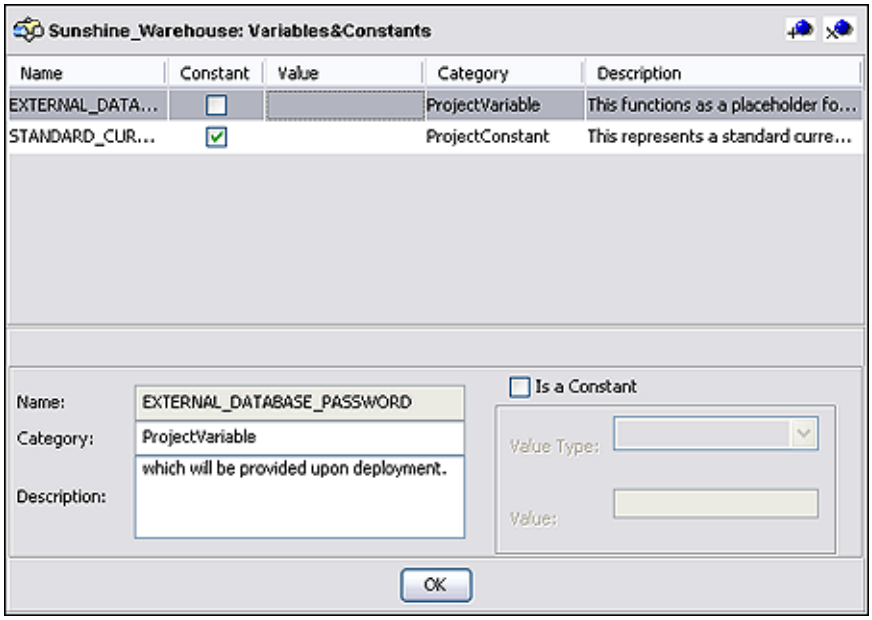

FIGURE 3 Variables and Constants Object Group

TABLE 2 Variables and Constants Object Group Icons

Icon	Name	Function
	Add a New Constant or Variable	Adds a new variable to the list.
	Delete a Highlighted Constant or Variable	Deletes the selected variable from the list.

Defining Project Constants

FIGURE 4 Constant or Variable Icon

Project constants are name-value pairs that are visible across the Project. Using a constant allows you to define the value once, and then refer to it from the various Project configurations, rather than having to redefine the value everywhere it is needed. For example, the following figure shows a standard currency defined to be used globally throughout the system.

You can add a constant to a Project by selecting the `New > Variable or Constant` option from the *Project* context menu in the NetBeans IDE, which displays the following dialog box.

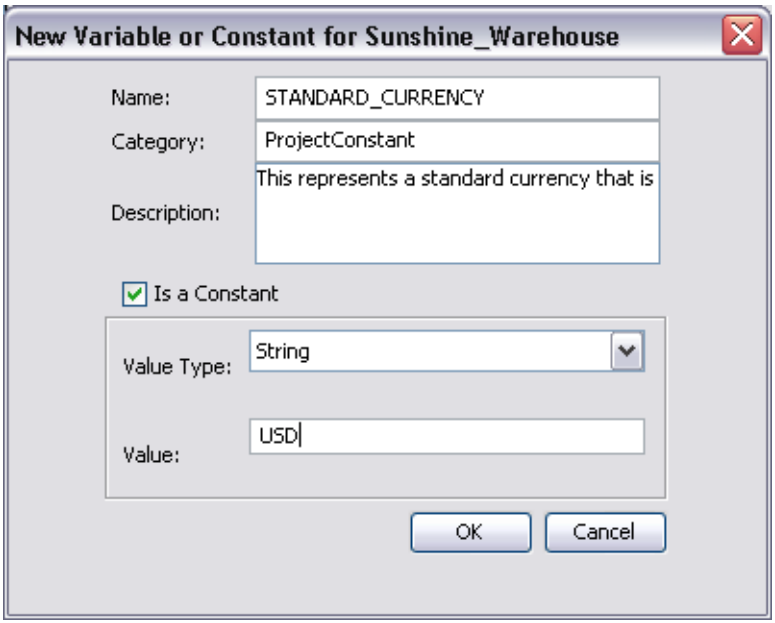

FIGURE 5 Creating a Project Constant

TABLE 3 Project Constant Options

Property	Option	Description/Usage
Name		Your name for the Project constant.
Category		You may assign a category name, if desired.
Description		Your description for the constant.
Is a Constant		Select to enable the constant properties fields.
Value Type	String	Allows the string value to be displayed explicitly.
	Password	Encrypts the value, displaying asterisks (*) in the field.

TABLE 3 Project Constant Options *(Continued)*

Property	Option	Description/Usage
Value		The value for the constant.

Constants and variables are automatically added to a Variables and Constants object group within the Project, as shown in the following figure. Selecting an entry in the upper panel displays it in the lower panel, where you can modify it. By clicking OK you overwrite the previous definition with the modified version.

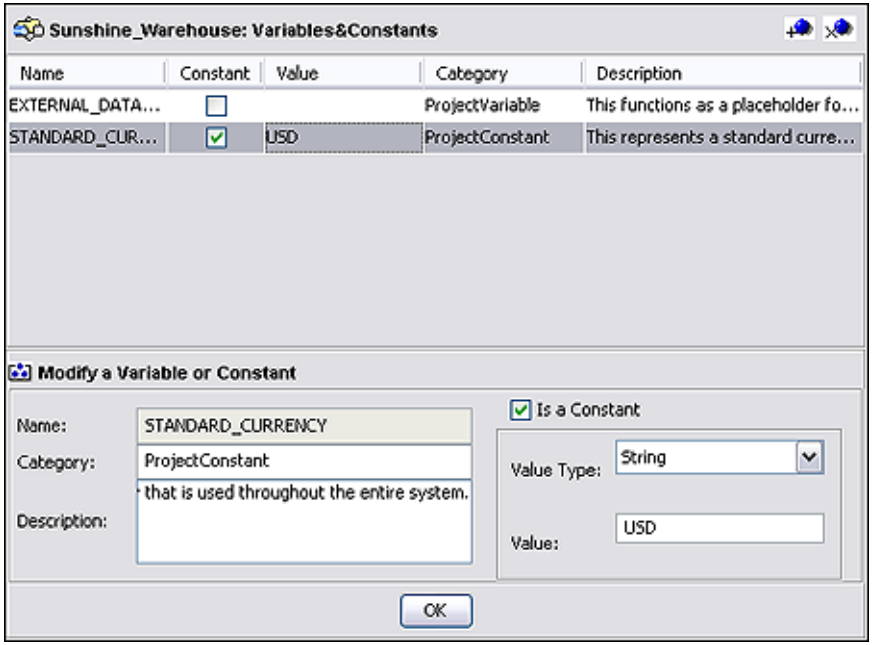

FIGURE 6 Variables and Constants Object Group

TABLE 4 Constants and Variables Object Group Icons

Icon	Name	Function
	Add a New Constant or Variable	Adds a new constant to the list.

TABLE 4 Constants and Variables Object Group Icons *(Continued)*

Icon	Name	Function
	Delete a Highlighted Constant or Variable	Deletes the selected constant from the list.

Defining Environmental Constants

FIGURE 7 Constant or Variable Icon

Environmental constants are name-value pairs that are visible across the Environment. Using a constant allows you to define the value once, and then refer to it from the various Project configurations, rather than having to redefine the value everywhere it is needed. Selecting the `New > Constant` option from the Environment context menu, which displays the `Create Environmental Constant` dialog box shown in the following figure.

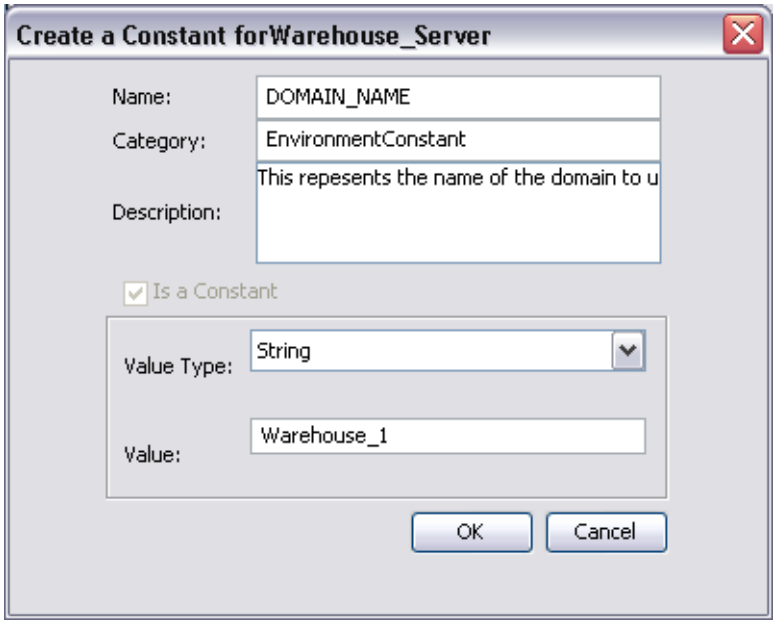

FIGURE 8 Create Environmental Constant Dialog

TABLE 5 Project Constant Options

Property	Option	Description/Usage
Name		Your name for the Environmental constant.
Category		You may assign a category name, if desired.
Description		Your description for the constant.
Is a Constant		Automatically selected, not modifiable.
Value Type	String	Allows the string value to be displayed explicitly.
	Password	Encrypts the value, displaying asterisks (*) in the field.
Value		The value for the constant.

Note – When you create an Environmental constant, you assign a permanent value to it which cannot be overridden.

Constants are automatically added to a Constants object group within the Environment, as shown in the following figure. All constants defined for the specific Environment are listed in

the *Constants* section of the panel, along with their various properties. Additional Environmental Constants can be defined using the lower part of the panel.

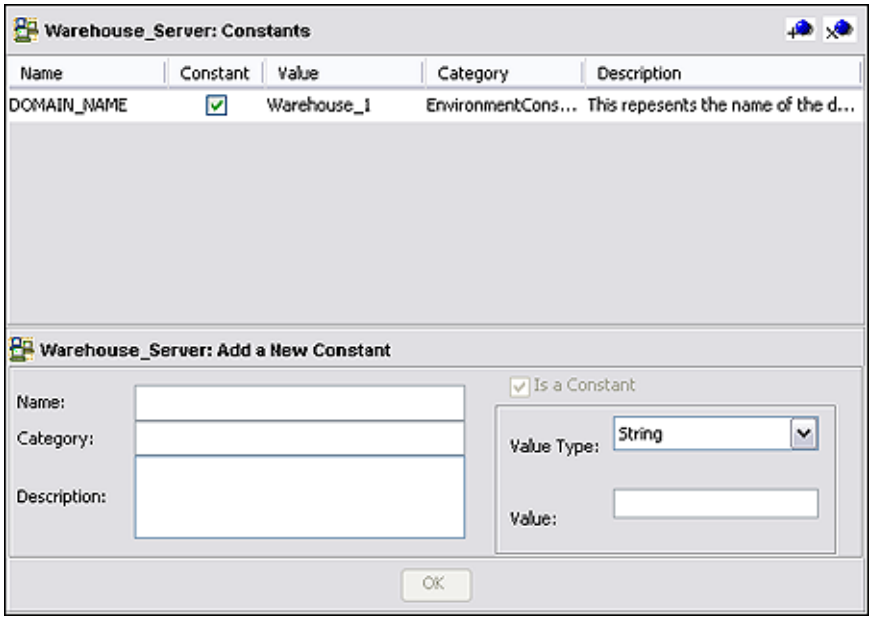

FIGURE 9 Environmental Constants Object Group

TABLE 6 Environmental Constants Object Group Icons

Icon	Name	Function
	Add a New Constant	Adds a new constant to the list.
	Delete a Highlighted Constant	Deletes the selected constant from the list.

Note – Refer to the *Java CAPS 6 Release Notes* regarding this feature.