Development of Launch Forms and Others Screens Oracle FLEXCUBE Universal Banking Release 12.4.0.0.0



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# 1. Preface

This document describes the features of a Launch Form and Others Screen in FLEXCUBE and the process of designing these screens using Oracle FLEXCUBE Development Workbench for Universal Banking.

## 1.1 Audience

This document is intended for FLEXCUBE Application developers/users that use Development Workbench to develop various FLEXCUBE components.

Proficiency	Resources
FLEXCUBE Functional Architecture	Training programs from Oracle
	Financial Software Services.
FLEXCUBE Technical Architecture	Training programs from Oracle
	Financial Software Services.
FLEXCUBE Screen Development	04-Development_WorkBench
	_Screen_Development-I.docx
Working knowledge of Web based applications	Self Acquired
Working knowledge of Oracle Database	Oracle Documentations
Working knowledge of PLSQL & SQL	Self Acquired
Language	
Working knowledge of XML files	Self Acquired

To Use this manual, you need conceptual and working knowledge of the below:

### **1.2** Related Documents

04-Development\_WorkBench\_Screen\_Development-I.docx 05-Development\_WorkBench\_Screen\_Development-II.docx 14-Development\_of\_Online\_Forms.docx 15-Development\_of\_Call\_Form.docx

# 2. Introduction

### 2.1 How to use this Guide

The information in this document includes:

- <u>Chapter 2 , "Introduction"</u>
- Chapter 3 , "Launch Forms"

• <u>Chapter 4</u>, "Others Screen"

# 3. Launch Forms

Launch Forms are nothing but normal screens; which are called from another function id for view data purpose. Launch Forms are used for querying (viewing) the data only; no other processing can be done on launch forms unlike call forms.

Usually, any screen which is used across multiple screens for view purpose is treated as Launch Forms.

Example: Contract Events Screen

Contract Events screen is used across many contract screens for viewing the events that has got fired for the particular contract. So a single screen can be designed for the same and re used across all contract screens

Launch Forms can be launched independently and query operation can be done on the screen independently

## 3.1 Screen Development

Technically Launch Forms are the same as normal maintenance or transaction screens. There is no difference in development of a launch form from a maintenance or transaction screen.

Launch forms can be designed as of type

i) Maintenance

ii) Transaction

Note that a maintenance launch form can be used if it is invoked from maintenance screens and similarly for transaction launch forms.

Naming Convention:

Launch Form is nothing but a normal function Id. So it has to follow the same naming convention as any other detail screen. Third letter has to be 'D' and it should have 8 characters.

Example: CSDEVENT, CSDACCNT are valid names for a Launch Form screen

Menu details has to be provided for the Launch form screen as it is a an independent screen . Entries has to be present in *smtb\_function\_description* unlike Call Forms

Function Generation Action Load  Function Id CSDEVENT Save XML Path CSDEVENT_F Search	Function Type Parent  Parent Function BROWSE Parent Xml Data Source Details	- × ■ × ■ 7 € ↓ Function Category Function Category Header Template None ↓ Footer Template None ↓ Footer Template None ↓
Preferences     PolatSource     STBS_CONTRACT     STSS_CONTRACT_EVENT_LO     CSTBS_CONTRACT_EVENT_LO     CSTBS_CU_COLUMNS     LIstOValues     DataBlocks     Sourcens     FieldSets     Actions     CallForms     LaunchForms     Summary	Data Source CSTBS_CONTRACT Master Yes -	Parent  Relation Where Clause Default Order By Type Normal

Fig 3.1 A Launch Form function Id showing master Data Source Properties

Refer documents on screen development, development of maintenance and transaction screens for designing a Launch Form screens.

### Screen Arguments:

#### Screen Arguments has to be maintained for the main screen of the launch form.

Launch Forms are used only for querying data. Hence ACTION\_CODE has to be passed as a screen argument with argument value as EXECUTEQUERY and the Primary Key values for querying in launch Form screen should be passed as the other parameters

Function Generation					E	× = ·	- 8 🧕
Action Load  Function Id CSDEVENT Save XML Path CSDEVENT_F	Parent	tion Type Parent		Function Category Header Template Footer Template	None 👻		
Search  Preferences  DataSource  DataStource  DataStocks  DataStoc	Screen Details Screen Name CVS_EVEN Screen Title LBL_MAIN Screen Size Exit Button Type Default Car		I⊽ Main Screen II I⊽ Visible			- A	1 📬 🧐
a) ErledSets  b) Actions  c) Califorms  c) LaunchForms  Summary  b) Summary  c) Summary	CONTREF CONTREF CONTCODE CONTREF CONCODE	Source Block Sou	rce Field Argument Value	Target Block	Target Field REFNO ¥	4 Active Yes ▼ Yes ▼	

Fig 3.2 Defining Screen arguments for Launch Form Main Screen

Summary screens if required can be designed for the launch form screen

### 3.2 Generated units

All the units for a normal maintenance or transaction screen will be generated for a Launch Form screen as well.

Note the following while deploying units for Launch Forms

 Entry has to made manually in CSTB\_CALL\_FORM\_NODES for the launch form. Script won't be generated by the Tool while designing the Launch Form. Hence it has to inserted manually providing the screen arguments as maintained for Launch Form main screen

Screen arguments has to be inserted in SCREEN\_ARGS column of CSTB\_CALL\_FORM\_NODES separated by tilde (~)

## 3.3 Attaching Launch Form to the Main Function Id

Launch Forms has to be attached to the main function Id in Launch Form Node

Function Generation		_ >
		🖫 🗷 🗏 7 🥞 🔿
Action Load - Function Id STDCIF Save XML Path STDCIF_RAD.	Function Type Parent  Function Category Maintena Parent Function Parent Function BROWSE Parent Xml Footer Template Maint Auc	•
Search	Launch Form Details	<b>ارت</b>
<ul> <li>Preferences</li> <li>DataSource</li> <li>DataBlocks</li> <li>Screens</li> <li>Screens</li> <li>Ations</li> <li>CallForms</li> <li>CallForms</li> <li>Summary</li> </ul>	Function ID         CSDEVENT         MSDAMLMSG         CSDHGVW         CSDFTDUP	Screen Arguments
		Ŧ

Fig 3.3 Attaching Launch forms to a Function Id

Screen Arguments has to be passed from the main function Id to the Launch Form screen

Action Load *				*		Function Category		
Function Id STDCIF		Parer	1 Function			Header Templale N	lone 👻	
Save XML Pain STDCIF_F	AD. BROWSE	F	Parent Xml			Fooler Template M	aini Audil 🛛 👻	
	Launch For	m Details						
ferences aSource								
ofvalues							Screen Arg	uments 🕂 🗕
aBlocks				Function ID			Activ	6
eens idSels	CSE	DEVENT	]				Yes 👻	
ons	MSE	DAMLMSIG	-				Yes *	
IForms inchForms	CSE	DHGVW					Yes 👻	
nmary							Yes +	
		DFTDUP Arguments				×	165 *	
					Danulata Da		105 *	
	Call Form	Arguments	Source Block	Source Field	Populate Re Argument Value		105 *	
	Call Form		Source Block	Source Field KYCREFNO V	Populate Re Argument Value		105 *	
	Call Form	Arguments Argument Name					¥87	
	Call Form	Arguments Argument Name YC_REF_NO	BLK_CUSTCORP -	KYCREFNO -	Argument Value			
	Call Form	Arguments Argument Name YC_REF_NO	BLK_CUSTCORP -	KYCREFNO -	Argument Value			
	Call Form	Arguments Argument Name YC_REF_NO	BLK_CUSTCORP -	KYCREFNO -	Argument Value			
	Call Form	Arguments Argument Name YC_REF_NO	BLK_CUSTCORP -	KYCREFNO -	Argument Value	set		
	Call Form	Arguments Argument Name YC_REF_NO	BLK_CUSTCORP -	KYCREFNO -	Argument Value	set		

Fig 3.4 Passing Screen Arguments to Launch Form

Launch forms can be launched by clicking on button placed in the main screen.

Button events have to be maintained such that Launch Form will be launched on clicking it.

Refer Launch Form section on 04-Development\_WorkBench \_Screen\_Development-I.docx for detailed explanation

## 3.4 Extensible development

Developer can add his code in hook packages and release specific JavaScript file. This is similar to any other Maintenance or Transaction screen.

Any enhancements or change in query logic for the screen can be code in **fn\_post\_query** of the Hook package of the particular release

# 4. Others Screens

If the developer does not want to use the business logic provided by the ODT generated code, he can create the function Id with function type as OTHERS.

In the generated package, code will handle only parsing the Ts list to composite PL/SQL type and vice versa. No other processing logic would be provided by the code. Developer has to write the whole business logic in hook packages.

This can be useful when developer wishes to reduce unnecessary code in main package. *For example: Batch function Ids* 

*Function Id's for processing a batch can designed as an OTHERS screen. No conventional actions (NEW, SAVE, MODIFY etc) is required for a batch processing screen; only batch processing will need to be done. This can be handled better by designing the screen as OTHERS and write the batch processing logic in the Hook packages* 

# 4.1 Screen Development

Screen development for an Others screen is similar to a normal maintenance function id

### Naming Convention:

Others screen should adhere to the same naming convention as a normal maintenance function id. Name of the function id should be of 8 characters and third letter should be 'D'

#### **Function Type**:

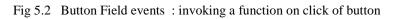
Function Type has to be selected as OTHERS

Function Generation				-
				🔚 🗶 🗏 7 🧃 🛾
Action Load  Function Id STDCSNET Save XML Path STDCSNET_F	Function Type Parent Parent Function BROWSE Parent Xml		Function Category Maintenance Header Template None • Footer Template None	
Search	Block Field Properties			- 🛛 🟹 🌍
Preferences DataSource ListOValues DataBlocks DESCR DESCR TXNCD BRANCH COUNT BTN_BATCH COUNT BTN_BATCH COUNT CallForms CallForms Summary	Field Name + GROUPCD Field Label DataSource STW_NET_GROUP_BATC Column Name + GROUPCD Data Type + Varchar2 - Display Type Item Type Database Item - Parent Field Related Field LOV Name Off Line LOV Name Fieldset Name Fieldset Name Fieldset Name Fieldset Name Custom Attributes Events Bind Variables Return	XSD Tag XSD Anotation Field Size ' Maximum Length Minimum Value Maximum Value Maximum Value Maximum Decimals TextArea Rows TextArea Columns Uefault Value Preview Value Mask Id	GRPCD	Required     Visible     Read Only     Calender Text     Popup Edit Required     Uppercase Only     LOV Validation     Required     Input by LOV Only     Not Required In Xsd     Report Parameter
	Attribute Name	Attribute Value	Active Position	on
				v

Fig 5.1 Maintaining Block Field Properties

Normally user defined actions would be used in an OTHERS screen .These actions are invoked on click of the buttons placed in the screen.

Inction Generation				
				I 7 🧐
Action Load -	Function Type Parent	F	unction Category Maintenance	
Function Id STDCSNET	Parent Function	1	Header Template None 👻	
Save XML Path STDCSNET_F	BROWSE Parent Xml		Footer Template None -	
earch	Block Field Properties		1	- 🛛 🟹 🗳
🚞 Preferences	Field Name * BTN_BATCH	XSD Tag PROCESS	E Requi	red
∃ 🛅 DataSource ∃ 🛅 ListOfValues	Field Label LBL_PROCESS	XSD Annotation	🔽 🔽 Visible	е
DataBlocks	DataSource	Field Size *	C Read	Only
BLK_NET_BATCH	Column Name *	Maximum Length	Calen	der Text
CROUPCD	Data Type *	Minimum Value	Popur	Edit Require
DESCR	Display Type Button -	Maximum Value	Upper	rcase Only
BRANCH	Item Type Control 👻	Maximum Decimals		alidation
COUNT	Parent Field 🔹	TextArea Rows	Requi	
BTN_BATCH	Related Block	TextArea Columns		by LOV Only
B Creens	Related Field	Default Value	28	equired In Xs
FieldSets     Actions	LOV Name		E Repor	t Parameter
CallForms	Off Line LOV Name	Preview Value		
a LaunchForms	Fieldset Name FST_BTN	MaskId	<b>*</b> =	
🚞 Summary	Custom Attributes Events			
				+ -
	Event Name Function Name	Event Type Button Screen	CallForm Name Screen Name	~
	<pre>onclick  fn_batch()</pre>	Normal   CVS_MAIN	▼	



• Netting Group Batch Processing						
🖹 New 🔄 Enter Query						
Group Code Description Number of Un-netted		Branch				
Entries	Process					
				Exit		

Fig 5.3 Preview of the batch processing screen

## 4.2 Generated units

All the units for a normal maintenance or transaction screen will be generated for a Launch Form screen as well.

## 4.3 Extensible development

Developer can add his code in hook packages and release specific JavaScript file.

This is similar to any other Maintenance or Transaction screen.

#### Coding in JavaScript:

Custom action codes defined by the developer are defined in the JavaScript file. It is usually defined on click of a button .The action code is defined and the request xml is built and passed to the server.

These codes are written in release specific JavaScript file

Example: Figure below shows a snippet from STDCSNET\_CLUSTER.js Notice the *fn\_batch* () which is invoked on clicking of the *Process* button.

```
function fn_batch()
{
    appendData();
    gAction = 'NET_BATCH';
    fcjRequestDOM = buildUBSXml();
    fcjResponseDOM = fnPost(fcjRequestDOM, servletURL, functionId);
    var msgStatus =getNodeText( selectSingleNode(fcjResponseDOM, "FCUBS_RES_ENV/FCUBS_HEADER/MSGSTAT"));
    if (!fnProcessResponse()) {
        return true;
    }
}
```

Fig 5.4 Code Snippet from STDCSNET\_CLUSTER.js

Here action code is set as 'NET\_BATCH' and request xml built and passed to the server and response processed based on response xml

### Coding in Packages:

Developer can write the business logic in *fn\_main* which will be present in the release specific hook package

Skip Handlers can be used to skip the code in any previous release stages if required.

Processing logic has to be written for the user defined action codes in the release specific hook package

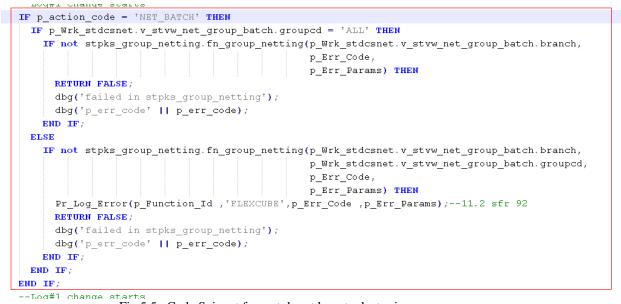


Fig 5.5 Code Snippet from stpks\_stdcsnet\_cluster.js

The above figure shows the handling for the user defined action code 'NET\_BATCH' in *fn\_main* of stpks\_stdcsnet\_cluster.sql



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