Development of Launch Forms and Others Screens Oracle Banking Enterprise Limits and Collateral Management Release 14.5.5.0.0 Part No. F57977-01

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FINANCIAL SERVICES

Contents

1. Prefa	ace	3
1.1	Audience	3
1.2	Related Documents	3
2. Intro	oduction	4
2.1	How to use this Guide	4
3. Laur	nch Forms	4
3.1	Screen Development	4
3.2	Generated units	
3.3	Attaching Launch Form to the Main Function Id	6
3.4	Extensible development	8
4. Othe	ers Screens	
4.1	Screen Development	8
4.2	Generated units	11
4.3	Extensible development	11

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.

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

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 Language	Self Acquired
Working knowledge of XML files	Self Acquired

1.2 Related Documents

<u>04-Development_WorkBench_Screen_Development-I.docx</u> <u>05-Development_WorkBench_Screen_Development-II.docx</u> <u>14-Development_of_Online_Forms.docx</u> <u>15-Development_of_Call_Form.docx</u>

2. Introduction

2.1 How to use this Guide

The information in this document includes:

- <u>Chapter 2 , "Introduction"</u>
- Chapter 3 , "Launch Forms"
- Chapter 4 , "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	Function Category Transaction Header Template None Footer Template None
 Preferences DataSource CSTBS_CONTRACT CSTBS_CONTRACT_EVENT_LO CSTBS_U_COLUMNS DataBlocks DataBlocks Screens FieldSets Actions CaliForms LaunchForms Summary 	Data Source CSTBS_CONTRACT Master Ves One To One Multi Record No PK Cols CONTRACT_REF_NO PK Types VARCHAR2 Upload Table	Parent Relation Relation Parent Relation Parent Relation Parent P

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						× =	-
Action Load + Function Id CSDEVENT Save XML Path CSDEVENT_F	Parent	tion Type Parent Function arent Xml		Function Category Header Template Footer Template	Transaction 👻		r u
Search Preferences DataSource LIStONAlues DataBlocks DataBlocks CVS_EVENTS	Screen Details CVS_EVENT Screen Name CVS_EVENT Screen Title LBL_MAIN Screen Size Large Exit Button Type Default Can		I Main Screen I Visible			- A	1 🗖 🔊
Actions CallForms LaunchForms Summary	CONTREF ACTION_CODE	Source Block Source Field	Argument Value	Target Block	Target Field REFNO ▼ ▼	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		_ ×
		🖫 🗷 🗏 🐬 🧐 🔿
Action Load - Function Id STDCIF Save XML Path STDCIF_RAD.	Function Type Parent Parent Function ROWSE Parent Xml	Function Category/ <u>Maintenance</u> Header Template None Footer Template Maint Audit
Search	Launch Form Details	نې ۱
Preferences CataSource Sources	Function ID CSDEVENT MSDAMLMSG CSDHGVW CSDFTDUP	Screen Arguments +
		*

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 Type Pare	ent 👻		Function Category	Mainlenance 👻	
Function Id STDCIF	Parent Function			Header Templale		
Save XML Palh STDCIF_RAD.	BROWSE Parent Xml			Fooler Template	Maini Audil 🛛 👻	
	Launch Form Details					
ferences aSource						
OfValues					Screen Ar	guments +
aBlocks eens		Function II)		Aci	tive
dSels	CSDEVENT				Yes	•
ons	MSDAMLMSG				Yes	
Forms	CSDHGVW				Yes	
nchForms nmary	E CODISCHO					
nrnary	CSDFTDUP Call Form Arguments			×	Yes	•
umary			Decidete Dec		Yes •	•
umaty	Call Form Arguments	Nock Source Field	Populate Reso		Yes Y	•
imary	Call Form Arguments		Populate Rese Argument Value		¥63 ×	*
imaiy	Call Form Arguments Argument Name Source E KYC_REF_NO BLK_CUSTC	CORP - KYCREFNO -	Argument Value		¥es *	*
innary	Call Form Arguments				Yes ·	*
innary	Call Form Arguments Argument Name Source E KYC_REF_NO BLK_CUSTC	CORP - KYCREFNO -	Argument Value		¥85 *	•
innary	Call Form Arguments Argument Name Source E KYC_REF_NO BLK_CUSTC	CORP - KYCREFNO -	Argument Value		¥85 ×	
innary	Call Form Arguments Argument Name Source E KYC_REF_NO BLK_CUSTC	CORP - KYCREFNO -	Argument Value		¥85 ×	•
innary	Call Form Arguments Argument Name Source E KYC_REF_NO BLK_CUSTC	CORP - KYCREFNO -	Argument Value	et	¥83 *	•
innary	Call Form Arguments Argument Name Source E KYC_REF_NO BLK_CUSTC	CORP - KYCREFNO -	Argument Value	et	Yes	•

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:

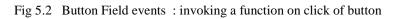
Function Type has to be selected as OTHERS

Function Generation				-
				🖫 🗶 🗏 7 🧐
Action Load Function Id STDCSNET Save XML Path STDCSNET_F	Function Type Parent Parent Function BROWSE Parent Xml		Function Category Maintenar Header Template None Footer Template None	
Search	Block Field Properties			- 🛚 🗔 🌍
Preferences ListONalues ListONalues BLK_NET_BATCH GROUPCD CDESCR TXNCD BRANCH COUNT BTN_BATCH COUNT COU	Field Name * GROUPCD Field Label LBL_GRPCD DataSource STW_NET_GROUP_BATC Column Name * GROUPCD Data Type * Varchar2 * Display Type Text Name * GROUPCD Data Type * Varchar2 * Display Type Text Related Block Related Field LOV Name For GROUPCD Off Line LOV Name FST_GROUP Custom Attributes Events Bind Variables Return	XSD Tag XSD Anotation Field Size * Maximum Length Minimum Value Maximum Value Maximum Value Maximum Value Maximum Value Maximum Value Maximum Value Preview Value Mask Id Fields Related Field	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 Posi	tion
				~

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.

Function Generation				_ 3
				🖫 🗷 🗏 7 🧐
Action Load -	Function Type Pa	arent 👻	Function Category Maintena	nce 🔻
Function Id STDCSNET	Parent Function		Header Template None	•
Save XML Path STDCSNET_F	BROWSE Parent Xml		Footer Template None	•
Search	Block Field Properties			- 🛛 🗔 🦃
Preferences ListOValues ListOValues BLK_NET_BATCH GROUPCD BSCR TXNCD BRANCH COUNT STN_BATCH Screens FildSets Actions CallForms CallForms Summary	Field Name BTN_BATCH Field Label LBL_PROCESS DataSource Column Name Data Type Button • Display Type Button • Parent Field Related Block Related Field LOV Name Fieldset Name FST_BTN Custom Atributes Events	XSD T. XSD Annotati Field Si Maximum Leng Minimum Vali Maximum Vali Maximum Decima TextArea Rolum TextArea Colum Ofault Vali Preview Vali	Image: Control of the second secon	Required Visible Read Only Calender Text Popup Edit Required Uppercase Only LOV Validation Required Input by LOV Only Not Required In Xsd Report Parameter
Summary	Custom Attributes Events Event Name Functio onclick fn_batch()	on Name Event Type Normal 👻 C	Button Screen CallForm Name	Screen Name



Netting Group Batch Pro	cessing		×
🖹 New 🦻 Enter Query			
Group Code Description		Branch	
Number of Un-netted 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

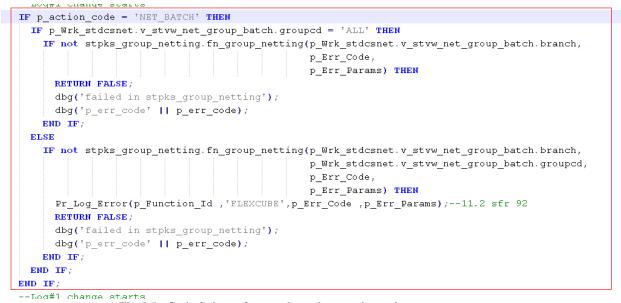


Fig 5.5 Code Snippet from stpks_stdcsnet_cluster.js

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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