Development of Launch Forms and Others Screens Oracle FLEXCUBE Universal Banking Release 12.87.06.0.0 [May] [2020]



Contents

1. Prefa	nce	2
1.1	Audience	3
1.2	Related Documents	3
2. Intro	duction	
2.1	How to use this Guide	3
3. Laur	nch Forms	4
3.1	Screen Development	
3.2	Generated units	
3.3	Attaching Launch Form to the Main Function Id	6
3.4	Extensible development	8
4. Othe	rs 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.

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

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	Function Type Parent Parent Function BROWSE Parent Xml	Function Category Transaction Header Template None Footer Template None
Search	Data Source Details	+ - 🔍 👌
 Preferences DataSource CSTBS_CONTRACT CSTBS_CONTRACT_EVENT_LO CSTBS_U_COLUMNS DataBlocks DataBlocks Screens FieldSets Actions CallForms LaumchForms Summary 	Data Source CSTBS_CONTRACT Master Yes Relation Type One To One Multi Record No PK Cols CONTRACT_REF_NO PK Types WARCHAR2 Upload Table	Parent Relation Where Clause Default Order By Type Normal Mandatory

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		_ >
		🖫 🗷 🗐 🐬 🥞 🔿
Action Load Function Id STDCIF Save XML Path STDCIF_RAD.	Function Type Parent Parent Parent Function IROWSE Parent Xml	Function Category/ <u>Maintenance</u> Header Template None Footer Template Maint Audit
Search	Launch Form Details	نې ۲
Preferences B DataSource DataStorve DataBlocks DataBlocks B DataBlocks B FieldSets Actions CaliForms	Function ID CSDEVENT MISDAMLINISG	Screen Arguments +
🚘 LaunchForms	CSDHGWW CSDFTDUP	Yes - Yes -
		~

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 Function Type Function Category Maintanace Function Id STDOLF Parent Function Header Template None Header Template None Header Template None Header Template None Header Template Maint Audit Maint Audit <th>an Argum Active es •</th> <th></th> <th>ŭ</th>	an Argum Active es •		ŭ
Function Id Street Parent Xml Header Temptate Maint Audit save XML Path STDCIF_RAD. PROWSE Parent Xml Footer Temptate Maint Audit aarch Launch Form Details Image: Street S	en Algum Active es •	ents 🕂	
Save XAL Path STDCF_RAD PROWSE Parent Xml Fooler Template Maint Audit	en Argum Active es *	ents	
arch Launch Form Details Preferences DetaSource ListOfvalues DetaSource CaliForms CaliForms CaliForms CaliForm Arguments CaliForm Arguments X	en Argum Active es *	ents	
Preferences DataSource DataSource CaliForms CaliForms Summary Summar	Active es *	ents	
a DataSource Sorre a DataSource Sorre a DataBlocks CSDEVENT Function ID CaliForms CSDEVENT CSDEVENT CaliForms CSDHOWW Summary CSDFTOUP Caliform Arguments X	Active es *	ents 🕂	
ListOfValues Sore DataBlocks Screns Screns FriedSets CallForms Summary CallForm Arguments X CallForm Arguments X	Active es *	erits	-
DataBlocks Function ID Screens CoSDEVENT Actions MSDAMLMSG CallForms CSDHQW Summary CSDFTDUP	Active es *		
Screens Freidsels Actions CaliForms CSDHGWW CSDFTDUP CSDFTDUP Caliform Arguments Caliform Arguments X	83 ¥		
Actions Actions CaliForms CSDHGWW CSDFTDUP CSDFTDUP Caliform Arguments X			
CaliForms LaunchForms Summary CSDFTDUP Cali Form Arguments	A4 *		
Summary CSDFTDUP Y			
Call Form Arguments	8 8 *		
	09 ¥		
Populate Reset			
Argument Name Source Block Source Field Argument Value			
KYC_REF_NO BLK_CUSTCORP V KYCREFNO V			
-			
Ok Cancel			

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:

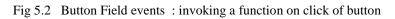
Function Type has to be selected as OTHERS

Function Generation				-
				🖬 🗶 🗏 7 🧐
Action Load Function Id STDCSNET Save XML Path STDCSNET_F	Function Type Pare Parent Function BROWSE Parent Xml	ent v	Function Category Maintenan Header Template None Footer Template None	Ce -
Search	Block Field Properties			- 🗷 🗔 🌍
Preferences Job DataSource Job DataSource Job DataBlocks Job DataBlock Job DataBloc	Field Name GROUPCD Field Label LBL_GRPCD DataSource STW_NET_GROUP_BAT Column Name GROUPCD Data Type Varchar2 Display Type Text Parent Field Related Block Related Field LOV Name FST_GROUP Fieldset Name FST_GROUP Custom Attributes Events Bind Variables Ret	Maximum Length Maximum Value Maximum Value Maximum Decimals TextArea Rows TextArea Columns Default Value Preview Value Mask Id	GRPCD	Required Visible Read Only Calender Text Popup Edlt Required Uppercase Only LOV Validation Required Input by LOV Only Not Required In Xsd Report Parameter
	Attribute Name	Attribute Value	Active Positi	on
				~

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			_ >
			🖫 🗵 🗏 🚱 🤿
Action Load Function Id STDCSNET Save XML Path STDCSNET_F	Function Type Parent Parent Function BROWSE Parent Xml	Function Category Mai Header Template Nor Footer Template Nor	ie 🔻
Search	Block Field Properties		- 🛛 🗖 🌍
Preferences DataSource DataSource DataSource DataBlocks DataBlocks DataBlocks DataBlocks DataCh GROUPCD DESCR DES	Field Name * BTN_BATCH Field Label LBL_PROCESS * DataSource Column Name * Data Type * Display Type Item Type Related Field LOV Name Off Line LOV Name Fieldset Name FST_BTN Custom Attributes	XSD Tag PROCESS XSD Annotation Process Field Size * Maximum Length Minimum Value Maximum Value Maximum Value Maximum Value TextArea Rows TextArea Columns Default Value Preview Value Mask Id	 ☐ Required ☑ Visible ☐ Read Only ☐ Calender Text ☐ Popup Edit Required ☐ Uppercase Only ☐ LOV Validation Required ☐ Input by LOV Only ☐ Not Required In Xsd ☐ Report Parameter
	Event Name Function Name Onclick In_batch()	Event Type Button Screen CallForm Name Normal ▼ CVS_MAIN ▼ ▼	Screen Name



Netting Group Batch Pro	ocessing		×
🖹 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

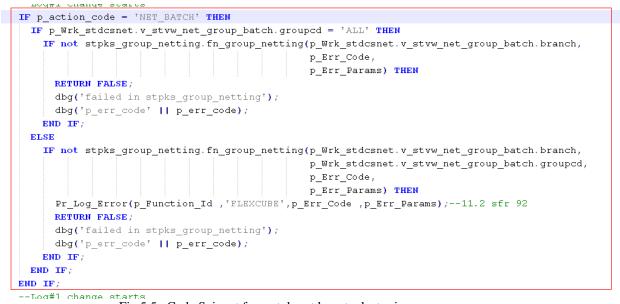


Fig 5.5 Code Snippet from stpks_stdcsnet_cluster.js

The above figure shows the handling for the user defined action code 'NET_BATCH' in *fn_main* of stpks_stdcsnet_cluster.sql



Development of Launch Forms and Others Screens [May] [2020] Version 12.87.06.0.0

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