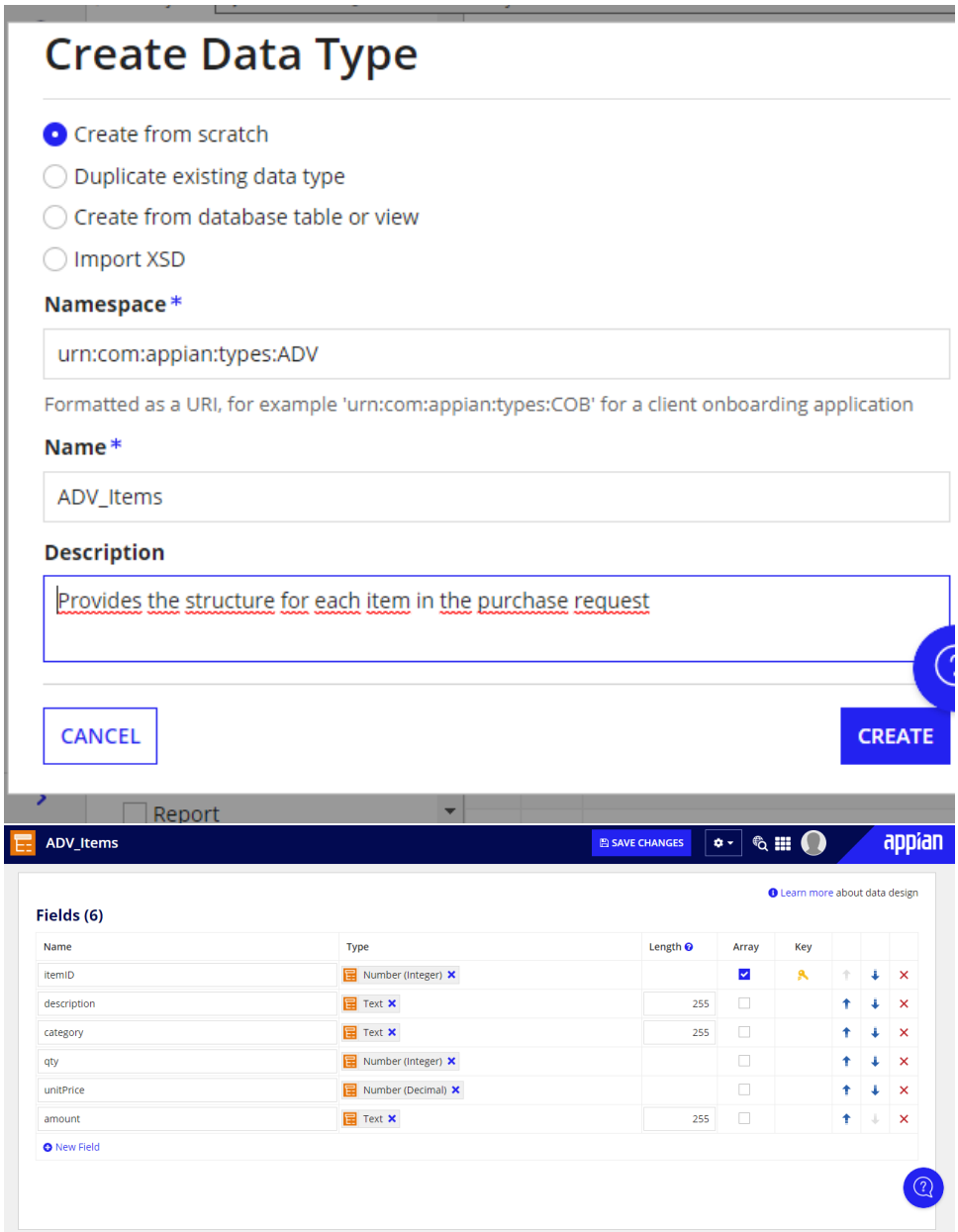
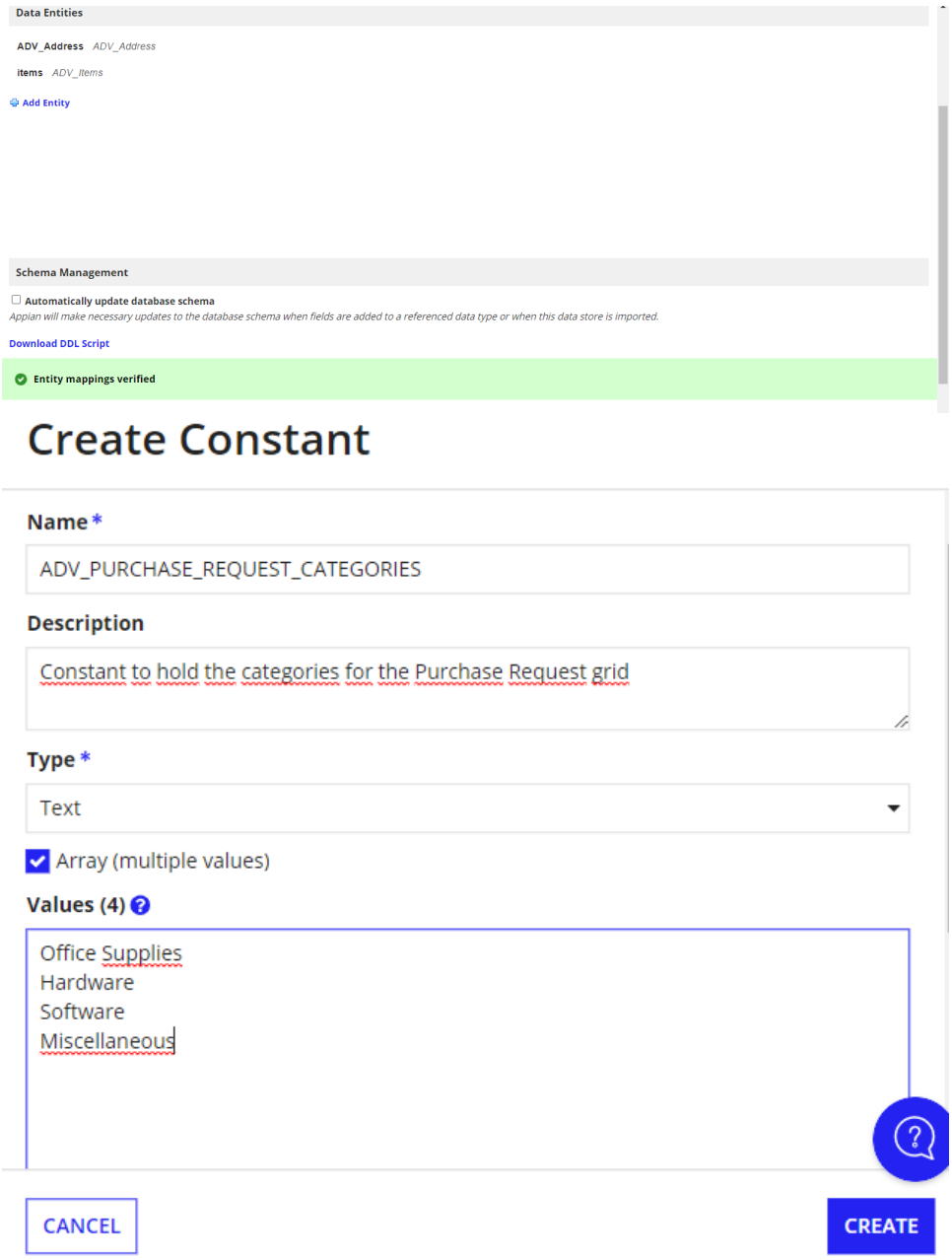
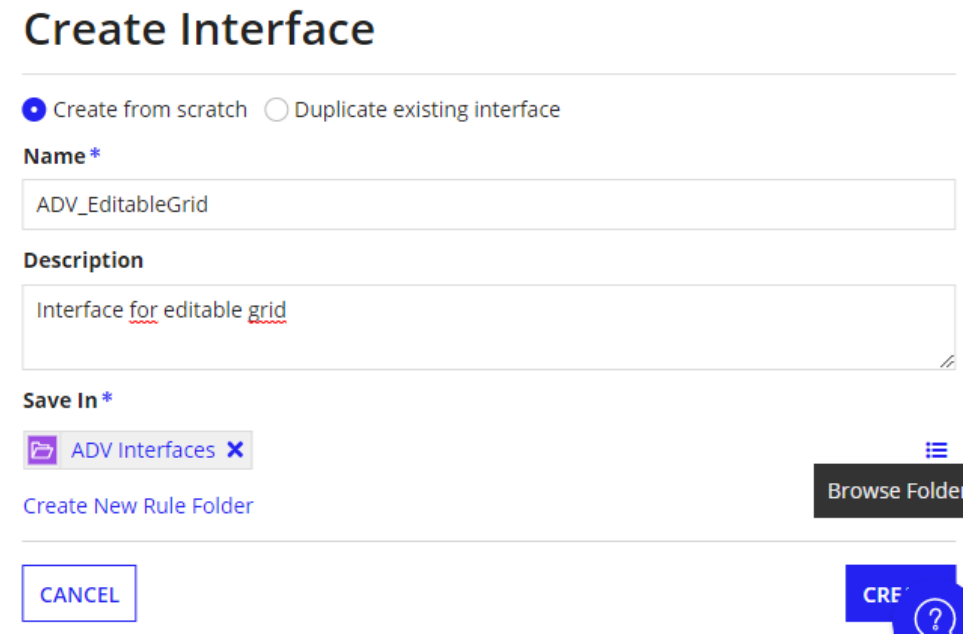
Ejercicio 3 – Build and Editable Grid – Orlando Sánchez Acuña

Part 1 - Create the Getting Started Objects

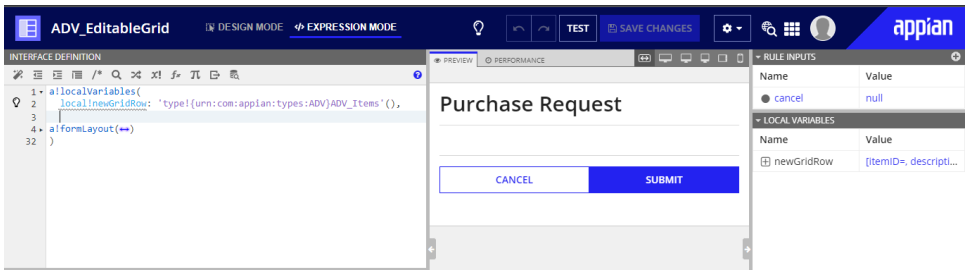




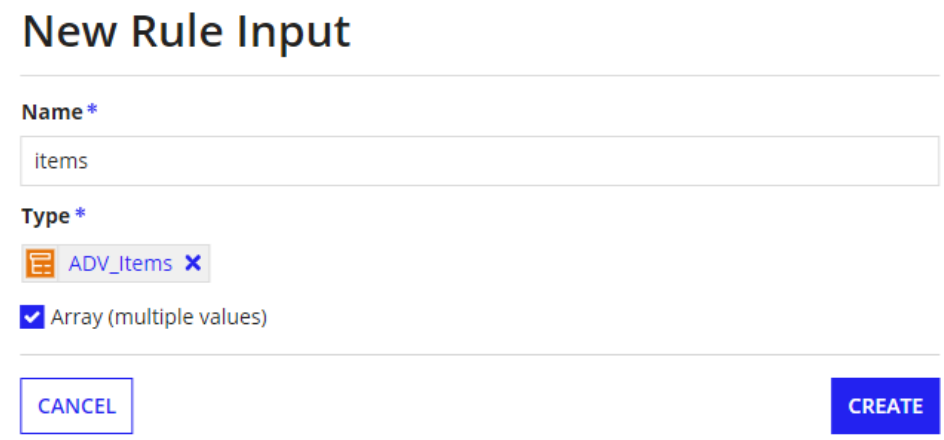
Part 2 - Create the Layout and Add Variables



Add a Local Variable

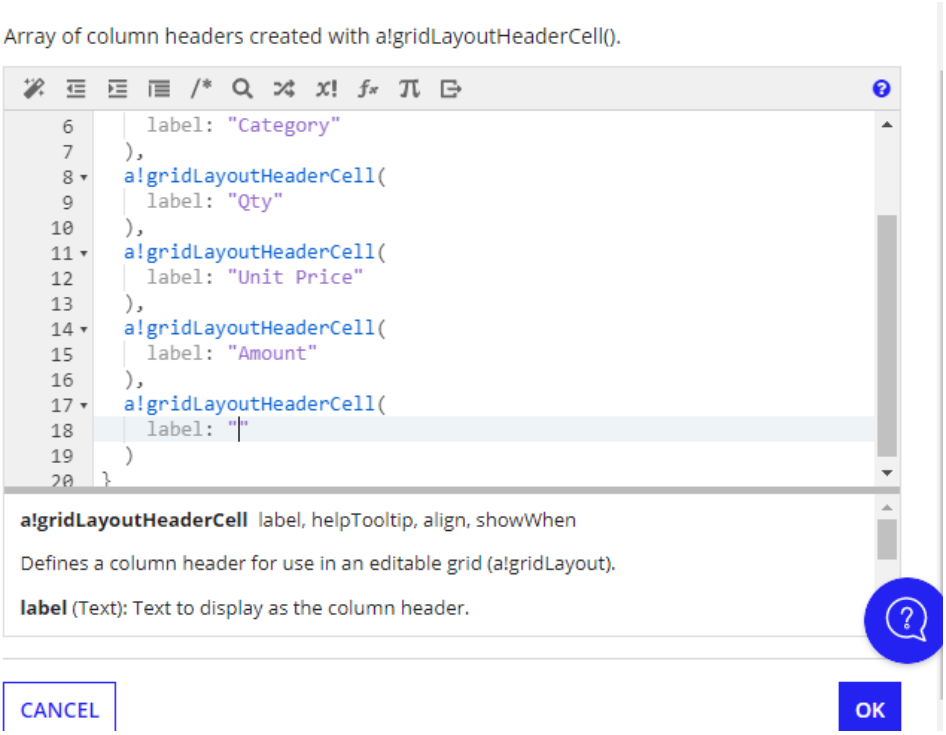


Add a Rule Input

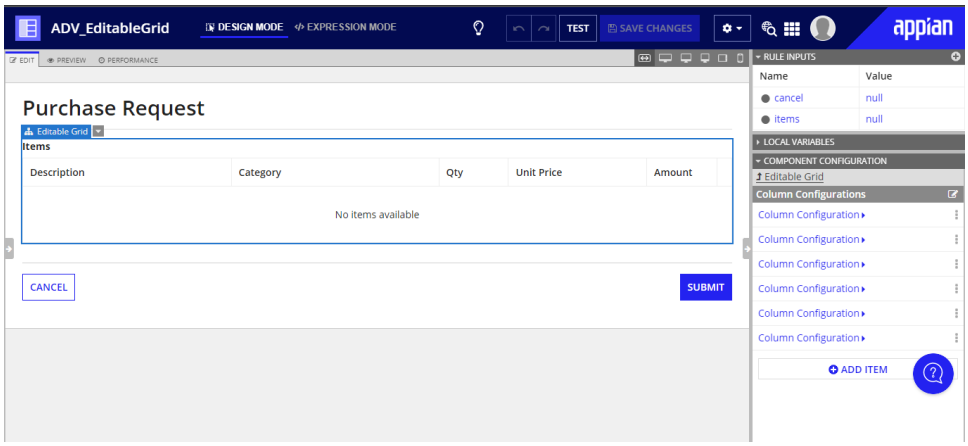


Part 3 - Configure the Editable Grid

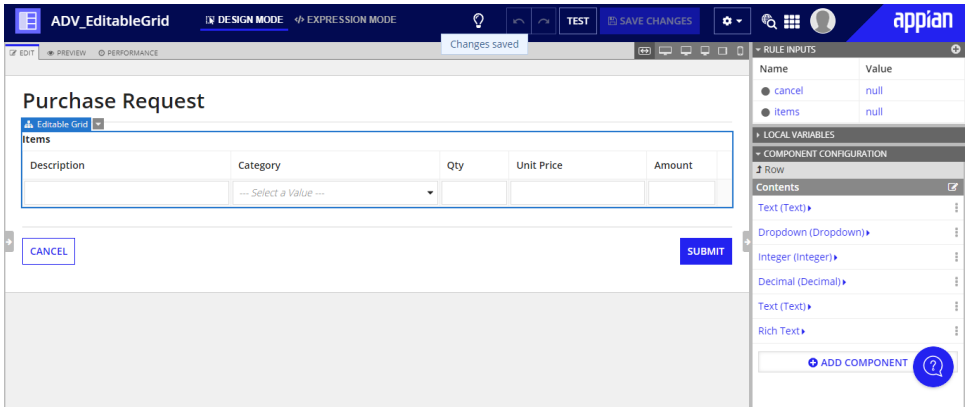
Add the Editable Grid Component



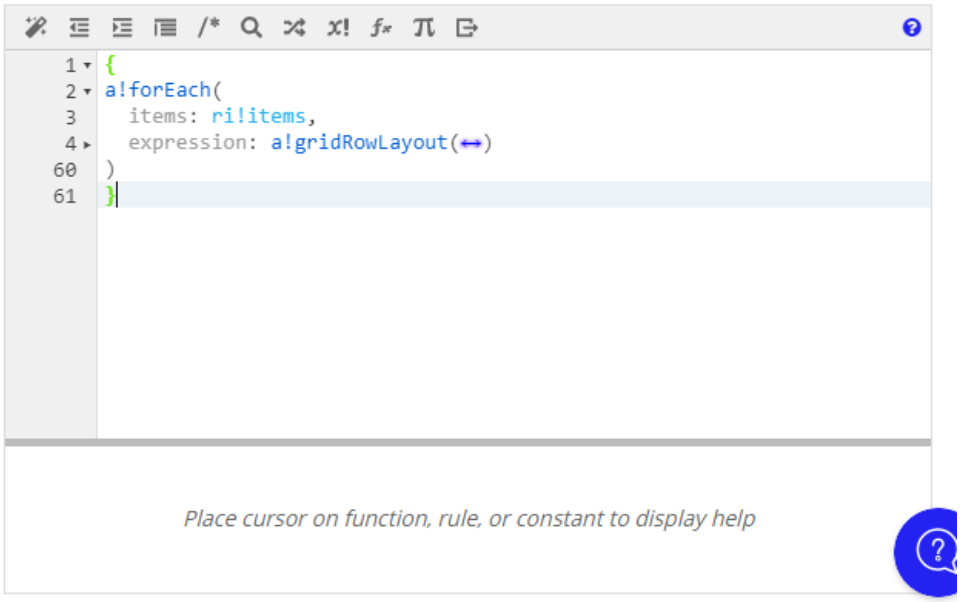
Adjust the Widths of Columns



Configure the Components to Use in a Row



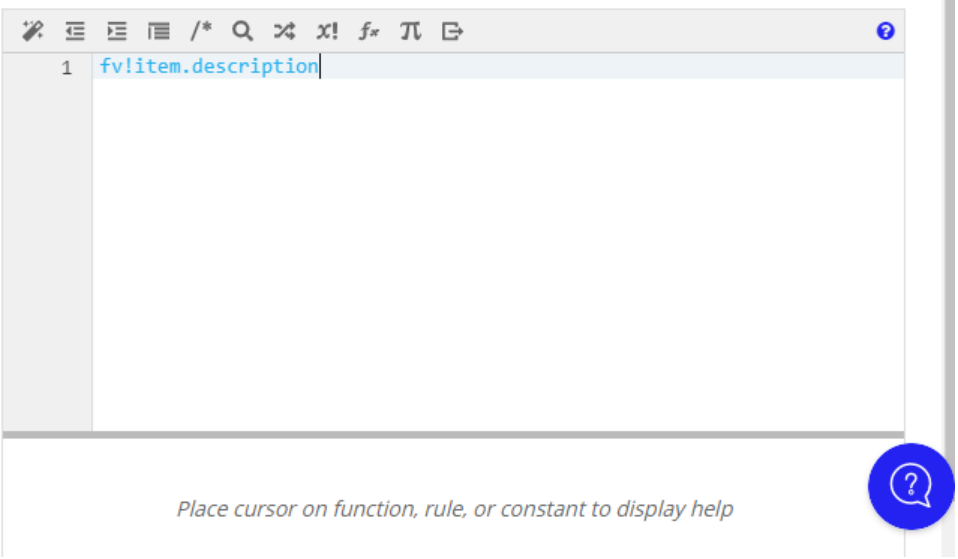
Use the forEach function to Display a Row for Each Item



Configure the Display and Save Into Fields for Each Row Component

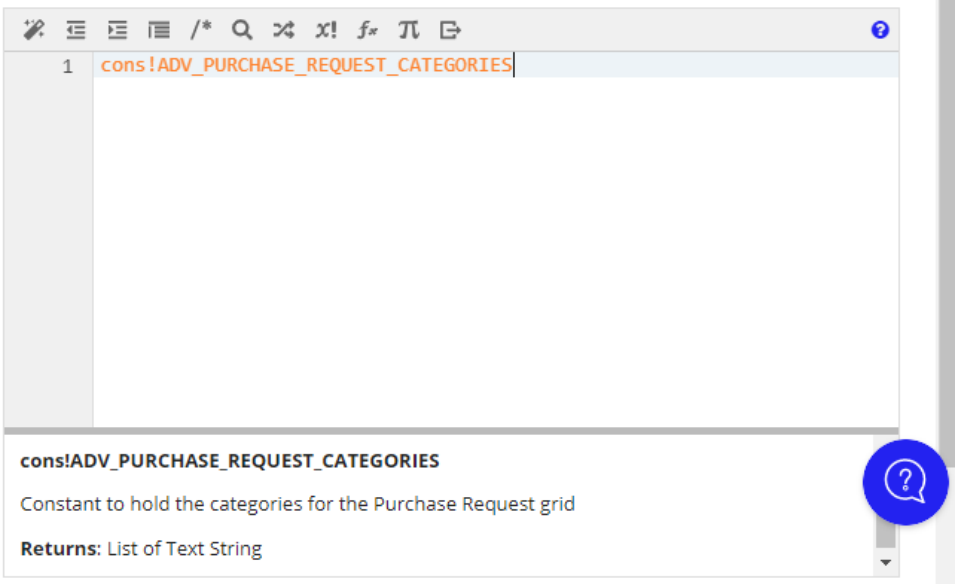
Display Value (Text)

Text to display in the text field.



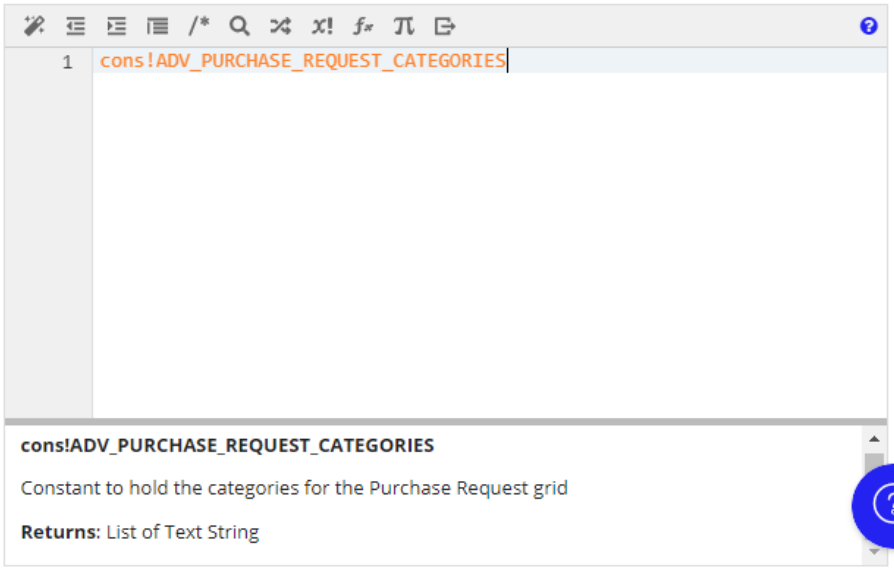
Choice Labels (List of Text String)

Array of options for the user to select.



Choice Values (List of Variant)

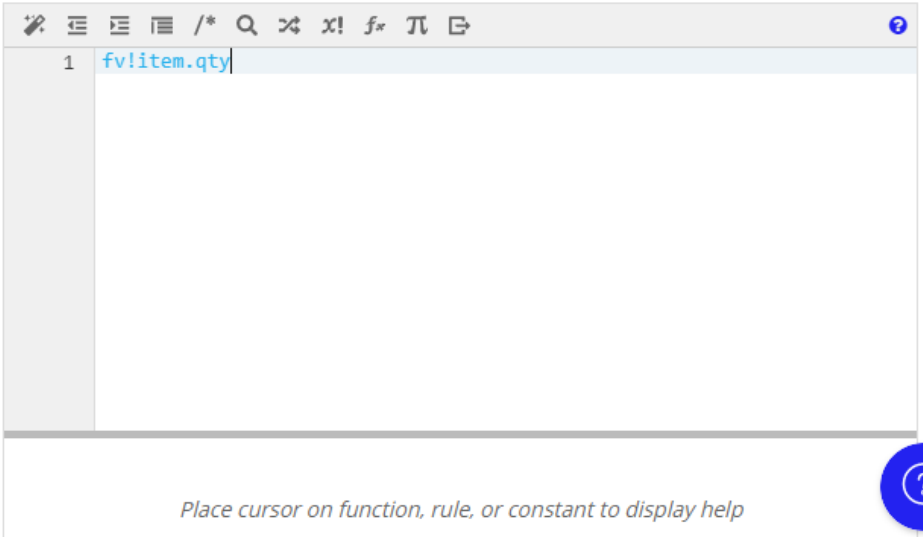
Array of values associated with the available choices.



Clear expression and reset value

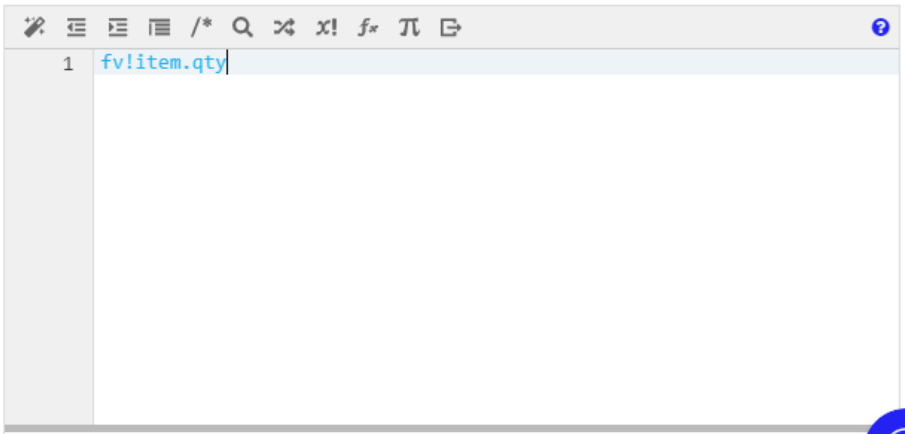
Display Value (Number (Integer))

Number to display in the field.



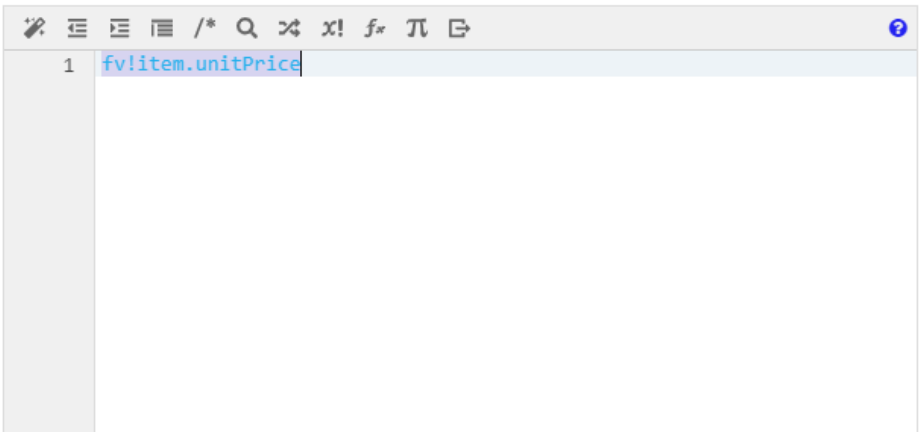
Save Input To (List of Save)

One or more variables that are updated with the integer when the user changes it. Use a!save() to save a modified or alternative value to a variable.



Display Value (Number (Decimal))

Number to display in the field.



Save Input To (List of Save)

One or more variables that are updated with the number when the user changes it. Use a!save() to save a modified or alternative value to a variable.

```
1  fv!item.unitPrice
```

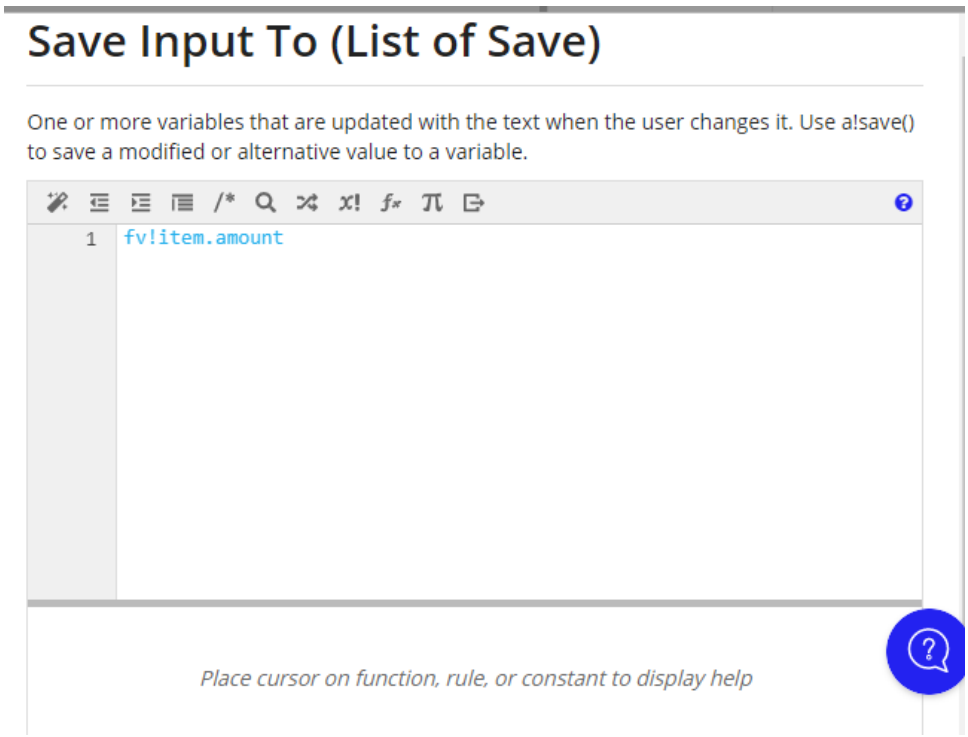
Place cursor on function, rule, or constant to display help

Display Value (Text)

Text to display in the text field.

```
1  if(
2    or(isnull(fv!item.qty), isnull(fv!item.unitPrice)),
3    0,
4    tointeger(fv!item.qty) * todecimal(fv!item.unitPrice)
5  )
6
```

Place cursor on function, rule, or constant to display help



Part 4 - Build the Add New Item Link

Part 5 - Build the In-Line Delete Button

Save Value To (List of Save)

One or more variables that are updated with the link's value when the user clicks it. Use a!save() to save a modified or alternative value to a variable.