

Part 1 - Create the Getting Started Objects

Creamos la aplicación

Crear nueva aplicación

Nombre * **Prefijo ?**

ADV Interfaces Practice ADV

Descripción

Advanced Interface Creation Exercises

Genere grupos y carpetas para asegurar y organizar objetos

CANCELAR CREAR

Revisar la seguridad de la aplicación



Sugerencia: los usuarios básicos deben tener al menos derechos de visualización para ver las fuentes y las acciones de una aplicación publicada en tiempo de ejecución. [Aprende más](#)

Nombre

 Práctica de interfaces ADV

Usuario o Grupo	Nivel de permiso	
Predeterminado (todos los demás usuarios)	Sin acceso	
Administradores ADV	Administrador	✗
Usuarios ADV	Espectador	✗
+ Agregar usuarios o grupos		

Creamos el CDT llamado ADV_ItemInventory

Create Data Type

- Create from scratch
- Duplicate existing data type
- Create from database table or view
- Import XSD

Namespace *

Formatted as a URI, for example 'urn:com:appian:types:COB' for a client onboarding application

Name *

Description

CANCEL

CREATE

Name	Type	Length	Array	Key			
id	Number (Integer)		<input type="checkbox"/>	<input checked="" type="checkbox"/>	↑	↓	×
name	Text	255	<input type="checkbox"/>		↑	↓	×
description	Text	255	<input type="checkbox"/>		↑	↓	×
cost	Number (Decimal)		<input type="checkbox"/>		↑	↓	×
sku	Text	255	<input type="checkbox"/>		↑	↓	×
imageId	Number (Integer)		<input type="checkbox"/>		↑	↓	×
inStock	Boolean		<input type="checkbox"/>		↑	↓	×
color	Text	255	<input type="checkbox"/>		↑	↓	×
addedBy	Text	255	<input type="checkbox"/>		↑	↓	×
addOn	Date		<input type="checkbox"/>		↑	↓	×
lastModifiedBy	Text	255	<input type="checkbox"/>		↑	↓	×
lastModifiedOn	Date		<input type="checkbox"/>		↑	↓	×

Creamos las carpetas principales y secundarias

Create Rule Folder

Name *

Description

Parent

ADV Rules & Constants

CANCEL

CREATE

Create Rule Folder

Name *

ADV Constants

Description

Folder used to store constants for the ADV application

Parent

ADV Rules & Constants X



CANCEL

CREATE

ADV Interfaces Practice

IMPORT PACKAGE PACKAGES COMPARE AND DEPLOY

ALL OBJECTS PLUG-INS UNREFERENCED OBJECTS

Name or description

NEW ADD EXISTING

All Application Objects

	Name	Description	Last Modified
<input type="checkbox"/>	ADV Documents and Files	Folder containing all documents and files for the ADV application	8/10/2022 3:12 AM by Jesús Alberto Guz...
<input type="checkbox"/>	ADV All Rules & Constants	Rules and constants folder for the ADV Interfaces Practice application	8/10/2022 3:10 AM by Jesús Alberto Guz...
<input type="checkbox"/>	ADV Constants	Folder used to store constants for the ADV application	8/10/2022 3:04 AM by Jesús Alberto Guz...
<input type="checkbox"/>	ADV Interfaces	Folder used to stored interfaces for the ADV application	8/10/2022 3:03 AM by Jesús Alberto Guz...

OBJECT TYPE

- Connected System
- Constant
- Data Store
- Data Type
- Decision
- Document
- Expression Rule

Creamos constante ADV_COLOR_LIST

Create Constant

Name *

ADV__COLOR_LIST

Description

Constante que contiene la lista de colores utilizados para describir los artículos en el inventario de suministros de oficina

Type *

Text

Array (multiple values)

Values (8) ?

Red
Green
Blue
Purple
Pink
Yellow
Orange
Black

CANCEL

CREATE

Creamos constante ADV_CONS_DOC_FOLDER

Create Constant

Create from scratch Duplicate existing constant

Name *

ADV_CONS_DOC_FOLDER

Description

Constant pointing to the document folder

Type *

Folder

Array (multiple values)

Value

 ADV Documents and Files 



Environment Specific 

Different environments need to have different values for this constant

Save In *

 ADV Constants 



CANCEL

CREATE

Part 2 - Build a Basic Interface Using Expressions

Creamos una interfaz llamada ADV_AddItemToInventory

Create Interface

Create from scratch Duplicate existing interface

Name *

ADV_AddItemToInventory

Description

Formulario para agregar un nuevo artículo al inventario de productos

Save In *

 ADV Interfaces 

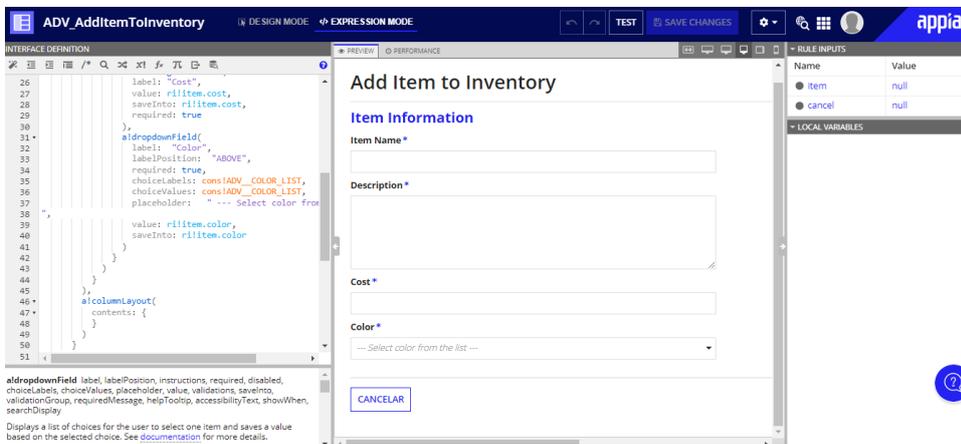
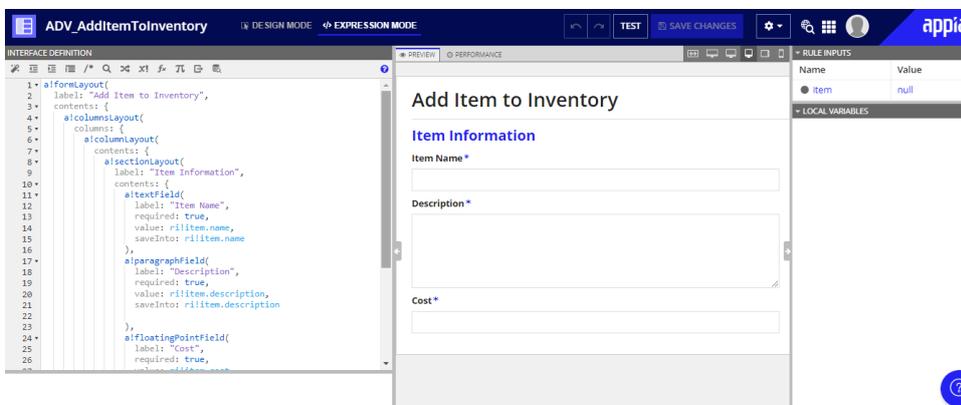
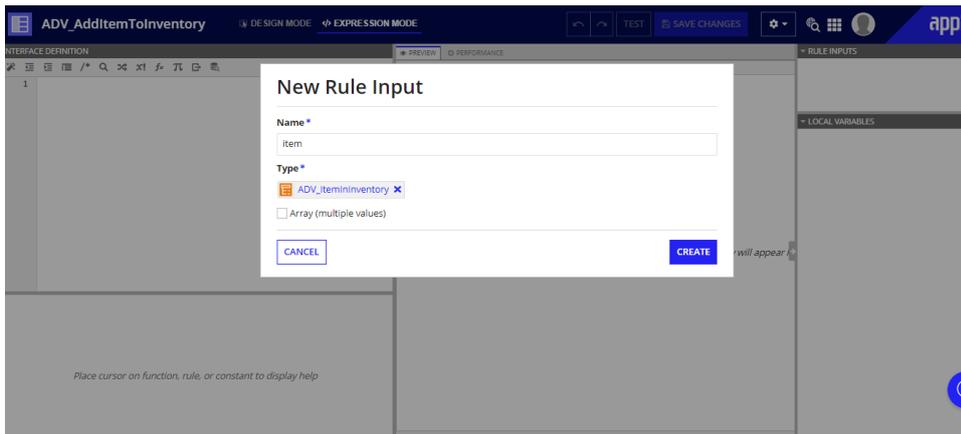


Create New Rule Folder

CANCEL

CREATE

Agregamos una regla de entrada llamada "item"



ADV_AddItemToInventory DESIGN MODE EXPRESSION MODE TEST SAVE CHANGES

INTERFACE DEFINITION

```

1  aiformLayout(
2    label: "Add Item to Inventory",
3    contents: {
4      aicolumnLayout(
5        columns: {
6          aicolumnLayout(
7            contents: {
8              aisectionLayout(
9                label: "Item Information",
10               contents: {
11                 aitemFormLayout(
12                   label: "Item Name",
13                   value: ri:item.name,
14                   saveInto: ri:item.name,
15                   required: true
16                 ),
17                 aiparagraphField(
18                   label: "Description",
19                   value: ri:item.description,
20                   saveInto: ri:item.description,
21                   required: true
22                 ),
23                 aifloatingPointField(
24                   label: "Cost",
25                   value: ri:item.cost,
26                   saveInto: ri:item.cost,
27                   required: true
28                 ),
29                 aifloatingPointField(
30                   label: "Color",
31                   value: ri:item.color,
32                   saveInto: ri:item.color,
33                   required: true
34                 )
35               }
36             )
37           }
38         )
39       )
40     }
41   )

```

Preview: Add Item to Inventory

Item Information

Item Name *
Alberto

Description *
prueba1

Cost *
1234

Color *
Green

CANCEL

RULE INPUTS

Name	Value
item	[id=, name=Albert...
id	null
name	Alberto
description	prueba1
cost	1234
sku	null
imageId	null
inStock	null
color	Green
addedBy	null
addOn	null
lastModified...	null
lastModified...	null
cancel	null

LOCAL VARIABLES

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

ADV_AddItemToInventory DESIGN MODE EXPRESSION MODE TEST SAVE CHANGES

INTERFACE DEFINITION

```

43  },
44  },
45  },
46  },
47  },
48  aicolumnLayout(
49    columns: {
50      aicolumnLayout(
51        contents: {
52          aifileUploadField(
53            label: "Image Upload",
54            labelPosition: "ABOVE",
55            target: cons:ADV_CONG_DOC_FOLDER,
56            maxSelections: 1,
57            value: ri:item.imageId,
58            saveInto: ri:item.imageId
59          )
60        }
61      )
62    }
63  )
64  },
65  buttons: abuttonLayout(
66    buttons: {
67      abutton(
68        label: "Submit",
69        value: true,
70        style: "PRIMARY"
71      ),
72      abutton(
73        label: "Cancel",
74        value: true,
75        style: "NORMAL",
76        validate: false
77      )
78    }
79  )
80  }
81  )
82  )

```

Preview: Add Item to Inventory

Item Information

Item Name *
Alberto

Description *
prueba1

Cost *
1234

Color *
Green

Image Upload
RF_Exercise1_Bui...
PDF - 379.11 KB

CANCEL **SUBMIT**

RULE INPUTS

Name	Value
item	[id=, name=Albert...
id	null
name	Alberto
description	prueba1
cost	1234
sku	null
imageId	4879
inStock	null
color	Green
addedBy	null
addOn	null
lastModified...	null
lastModified...	null
cancel	null

LOCAL VARIABLES

afileUploadField label labelPosition, instructions, helpToolTip, target, fileName, fileDescriptions, maxSelections, value, saveInto, required, requiredMessage, disabled, validations, validationGroup, buttonStyle, maxSize, accessibilityText, showWhen, uploadMethods, buttonDisplay, placeholder, showVirusScanMessage

Parte 3: crear y guardar variables locales

ADV_AddItemToInventory DESIGN MODE EXPRESSION MODE TEST SAVE CHANGES

INTERFACE DEFINITION

```

67  },
68  },
69  },
70  },
71  },
72  aicolumnLayout(
73    columns: {
74      aicolumnLayout(
75        contents: {
76          aifileUploadField(
77            label: "Image Upload",
78            labelPosition: "ABOVE",
79            target: cons:ADV_CONG_DOC_FOLDER,
80            maxSelections: 1,
81            value: ri:item.imageId,
82            saveInto: ri:item.imageId
83          )
84        }
85      )
86    }
87  )
88  },
89  buttons: abuttonLayout(
90    buttons: {
91      abutton(
92        label: "Submit",
93        value: true,
94        style: "PRIMARY"
95      ),
96      abutton(
97        label: "Cancel",
98        value: true,
99        style: "NORMAL",
100       validate: false
101     )
102   }
103 )

```

Preview: Add Item to Inventory

Item Information

Item Name *
Alberto

Description *
prueba1

Cost *
1234

Color *
--- Select color from the list ---

Image Upload
UPLOAD Drop file here

Created By
Jesús Alberto Guzmán Cruz X

CANCEL **SUBMIT**

RULE INPUTS

Name	Value
item	[id=, name=, descr...
cancel	null

LOCAL VARIABLES

afileUploadField label labelPosition, instructions, helpToolTip, target, fileName, fileDescriptions, maxSelections, value, saveInto, required, requiredMessage, disabled, validations, validationGroup, buttonStyle, maxSize, accessibilityText, showWhen, uploadMethods, buttonDisplay, placeholder, showVirusScanMessage

columnsLayout columns, alignVertical, showWhen, marginBelow, alignHorizontal, spacing, showDividers, marginAbove

isplays a number of columns alongside each other. On narrow screens and mobile devices, columns are stacked. See documentation for more details.

ADV_AddItemToInventory | DESIGN MODE | EXPRESSION MODE

INTERFACE DEFINITION

```

46 * a:columnLayout(
47 *   contents: {
48 *     a:fileUploadField(
49 *       label: "Image Upload",
50 *       labelPosition: "ABOVE",
51 *       target: cons!ADV_CONS_DOC_FOLDER,
52 *       maxSelections: 1,
53 *       value: ri:item.imageId,
54 *       saveInto: ri:item.imageId
55 *     ),
56 *     a:pickerFieldUsers(
57 *       label: "Created By",
58 *       labelPosition: "ABOVE",
59 *       maxSelections: 1,
60 *       value: ri:item.addedBy,
61 *       saveInto: ri:item.addedBy
62 *     )
63 *   }
64 * ),
65 * buttons: a:buttonLayout(
66 *   primaryButtons: a:buttonWidget(
67 *     label: "Submit",
68 *     submit: true,
69 *   )
70 * )
71 * )
72 *

```

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

Add Item to Inventory

Item Information

Item Name *

Description *

Cost *

Color *

Image Upload

UPLOAD

Created By

Jesús Alberto Guzmán Cruz X

CANCELAR SUBMIT

ADV_AddItemToInventory | DESIGN MODE | EXPRESSION MODE

INTERFACE DEFINITION

```

62 *   value: localDefaultUser,
63 *   saveInto: localDefaultUser
64 * )
65 * )
66 * )
67 * )
68 * ),
69 * buttons: a:buttonLayout(
70 *   primaryButtons: a:buttonWidget(
71 *     label: "Submit",
72 *     submit: true,
73 *     style: "PRIMARY",
74 *     saveInto: a:save(ri:item.addedBy, localDefaultUser)
75 *   ),
76 *   secondaryButtons: a:buttonWidget(
77 *     label: "Cancelar",
78 *     value: true,
79 *     saveInto: ri:cancel,
80 *     submit: true,
81 *     style: "NORMAL",
82 *     validate: false
83 *   )
84 * )
85 * )
86 * )

```

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

Add Item to Inventory

Item Information

Item Name *

Description *

Cost *

Color *

Image Upload

UPLOAD

Created By

Jesús Alberto Guzmán Cruz X

CANCELAR SUBMIT

RULE INPUTS

Name	Value
item	{id=, name=Prueb...
id	null
name	Prueba2
description	Prueba2
cost	22
sku	null
imageId	null
inStock	null
color	Orange
addedBy	jaguzmanc@indra...
addOn	null
lastModified...	null
lastModified...	null
cancel	null

LOCAL VARIABLES

Name	Value
defaultUser (1 L...	{jaguzmanc@indra...
[1]	jaguzmanc@indra...