

- Home
- Específicos
- Flex
- Getting Started
- Java
- Processo Datasul
- Progress
- Tools
- Trilhas
- User
- Page Operations
- Browse Space

SDK - Software Development Kit - v.1.0

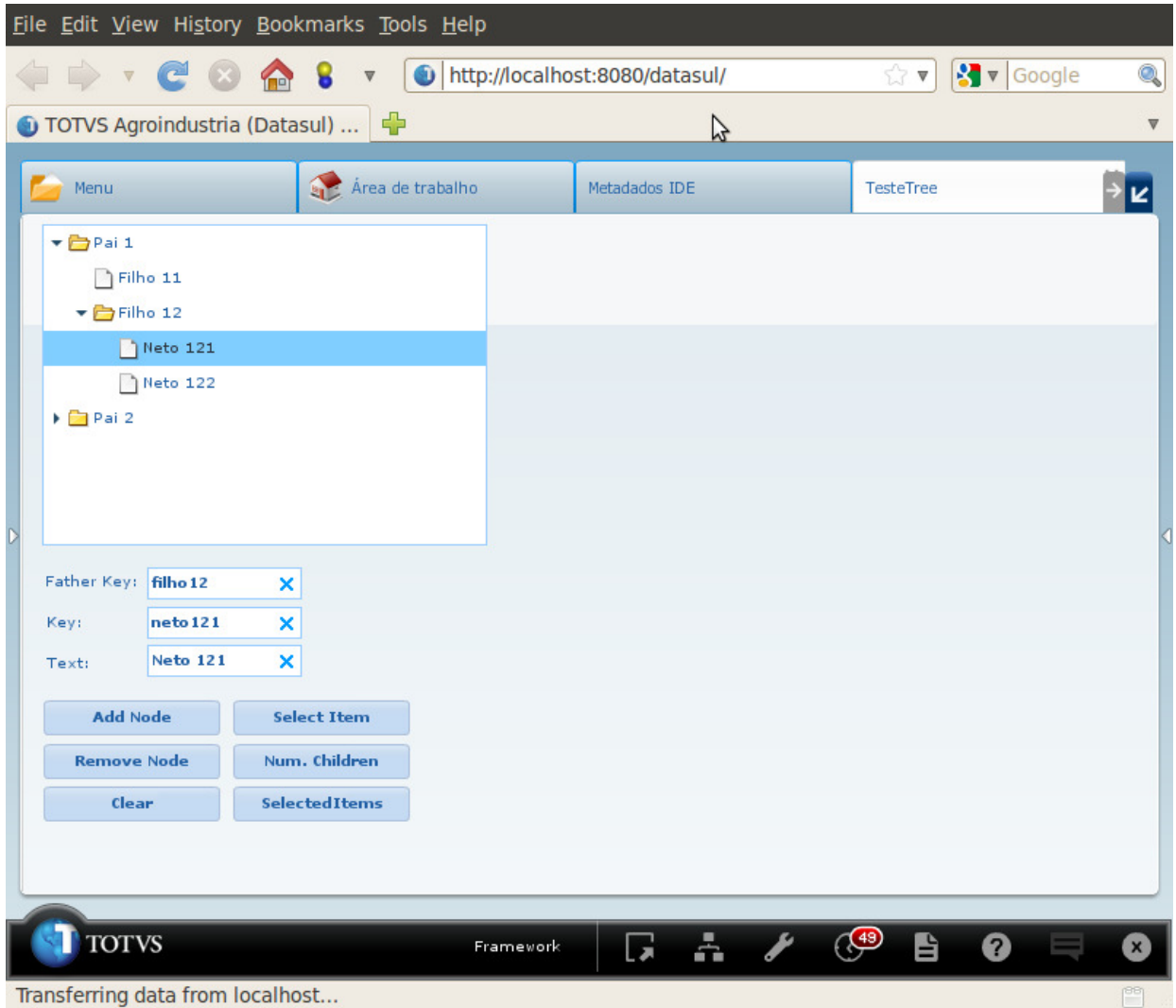
Exemplo de Uso do Componente Tree

Added by [Claudio Montenegro](#), last edited by [Claudio Montenegro](#) on Jul 20, 2010 ([view change](#))

Labels
(None)

No exemplo a seguir veremos como utilizar os comandos do ABL Script para interagir com um componente **Tree** em um FreeForm.

A imagem abaixo mostra a tela do FreeForm criado para o exemplo:



canvas.creationComplete

```

DEFINE VARIABLE tree AS WIDGET-HANDLE.

/* Adiciona uma serie de itens na arvore */
tree:NODES:ADD("", "pai1", "Pai 1").
tree:NODES:ADD("pai1", "filho11", "Filho 11").
tree:NODES:ADD("pai1", "filho12", "Filho 12").
tree:NODES:ADD("filho12", "neto121", "Neto 121").
tree:NODES:ADD("filho12", "neto122", "Neto 122").
tree:NODES:ADD("", "pai2", "Pai 2").
tree:NODES:ADD("pai2", "filho21", "Filho 21").
tree:NODES:ADD("pai2", "filho22", "Filho 22").
    
```

tree.itemClick

```

DEFINE VARIABLE tree AS WIDGET-HANDLE.
    
```

```

DEFINE VARIABLE txtFatherKey AS WIDGET-HANDLE.
DEFINE VARIABLE txtKey AS WIDGET-HANDLE.
DEFINE VARIABLE txtText AS WIDGET-HANDLE.
DEFINE VARIABLE key AS CHARACTER.

/* Obtem a chave do item selecionado na arvore */
key = tree:NODES:SELECTED-ITEM:KEY.
txtKey:SCREEN-VALUE = key.

/* Obtem o label do item selecionado */
txtText:SCREEN-VALUE = tree:NODES:GET-TEXT(key).
/* Obtem a chave do pai do item selecionado */
txtFatherKey:SCREEN-VALUE = tree:NODES:GET-FATHER-KEY(key).

```

btoAddNode.click

```

DEFINE VARIABLE tree AS WIDGET-HANDLE.
DEFINE VARIABLE txtKey AS WIDGET-HANDLE.
DEFINE VARIABLE txtText AS WIDGET-HANDLE.
DEFINE VARIABLE txtFatherKey AS WIDGET-HANDLE.

/* Adiciona um novo item na arvore */

tree:NODES:ADD(txtFatherKey:SCREEN-VALUE, txtKey:SCREEN-VALUE, txtText:SCREEN-VALUE).

```

btoRemoveNode.click

```

DEFINE VARIABLE tree AS WIDGET-HANDLE.
DEFINE VARIABLE txtKey AS WIDGET-HANDLE.
/* Remove um item da arvore */

tree:NODES:REMOVE(txtKey:SCREEN-VALUE).

```

btoGetNumChildren.click

```

DEFINE VARIABLE tree AS WIDGET-HANDLE.
DEFINE VARIABLE txtKey AS WIDGET-HANDLE.
DEFINE VARIABLE key AS CHARACTER.
DEFINE VARIABLE num AS INTEGER.
DEFINE VARIABLE snum AS CHARACTER.

key = txtKey:SCREEN-VALUE.
/* Obtem o numero de filhos de um determinado item */

num = tree:NODES:GET-NUM-CHILDREN(key).
snum = STRING(num).
snum = "Numero de filhos: " + snum.
MESSAGE snum VIEW-AS ALERT-BOX
TITLE "Text".

```

btoClear.click

```

DEFINE VARIABLE tree AS WIDGET-HANDLE.
/* Apaga todos os itens da arvore */

tree:NODES:CLEAR().

```

btoSelectItem.click

```

DEFINE VARIABLE tree AS WIDGET-HANDLE.
DEFINE VARIABLE txtKey AS WIDGET-HANDLE.
DEFINE VARIABLE key AS CHARACTER.
key = txtKey:SCREEN-VALUE.
/* Seleciona um item */

tree:NODES:SELECT-ITEM(key).

```

btoSelectedItems.click

```

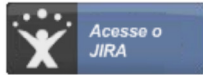
DEFINE VARIABLE tree AS WIDGET-HANDLE.
DEFINE TEMP-TABLE tt
FIELD fatherKey AS CHARACTER
FIELD key AS CHARACTER
FIELD text AS CHARACTER.

tt = tree:NODES:SELECTED-ITEMS().
FOR EACH tt:
DISPLAY "-----".
DISPLAY tt.fatherKey.
DISPLAY tt.key.
DISPLAY tt.text.
END.

```

Informações sobre este Documento

Versão	Estado	Compatibilidade	Criador	Criação	Último Revisor	Última Revisão
8		2.0.3,2.5.1	Claudio Montenegro	Jun 30, 2010 11:18	Claudio Montenegro	Jul 20, 2010 15:20



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