

Business Object Template - Basic - Instructions

Introduction

This document is distributed alongside the Business Object Template – Basic object to aid in its understanding and use.

Templates are intended as a base for creating a new Business Object, the idea being that 'save as' is used to make a copy of a diagram to work on.

Using a template as the basis of building a new object has the following benefits:

- Decrease Object development time
- Provide consistency across all Objects allowing easier understanding and support
- Assist developers in keeping to best practice and to work within the Development Methodology of an organisation

To use this object template:

- Open Business Object Template – Basic. Use the 'Save As' menu option to create a new object with a new name relevant to the system you wish to model.
- Use Application Modeller to model the launching, attaching, logging in, and exiting of the system.
- Complete the template pages so that they work with your system, using the elements you have modelled.
- You will now have created the basic actions for your object. Continue modelling and creating new actions for the screens you need to use within the system.

Object Actions

The following section outlines all the action pages with the Business Object Template – Basic object.

Action Name	Description
Initialise	<p>The Initialise page contains several global data items named 'GLOBAL TIMEOUT'.</p> <p>It is best practice to use these data items should be used within all the wait stages of your object.</p>
Launch	<p>The Launch action is left blank for you to complete with whatever logic is required to start your application.</p> <p>For most applications you will simply need to add a navigate stage which uses the Launch action.</p>
Launch (or Attach)	<p>This is a slightly more advanced launch action.</p> <p>The Attach page is called, and if the application cannot be attached it is presumed to not be running and is launched instead.</p>
Attach	<p>The Attach stage attaches to the system if it is currently running and not already attached.</p> <p>There is a Window Titles collection on this page that, if required, should be updated with all the possible window titles that may be possible within your application.</p> <p>Alternatively the attach logic within this page could be changed to attach to a single window title and /or to the process name.</p>
Detach	<p>This action detaches from the application if currently attached.</p>
Wait for Detach	<p>The wait for detach action loops for a configurable time period waiting for the application to no longer be attached.</p> <p>This action might be used if you exit your application and want to ensure it is no longer running before attempting to launch it again.</p>
Exit	<p>This action exits from the application if currently attached.</p> <p>It is best practice to exit an application that is being used in the same 'clean' way that a user should. For example, you might log out of your application before closing it.</p>
Terminate	<p>This action terminates (kills) the application if currently attached.</p> <p>If possible an application should be cleanly exited instead of terminated, with this Terminate action only being used if that is not possible.</p> <p>If using the Terminate action will result in the user's credentials being locked, or in the case being worked remaining locked, further application specific design will be required in the use of this action.</p>

Get Logged In Status	<p>The purpose of this action is to evaluate if the application is already logged in.</p> <p>The 'Wait for Logged In indicators' needs to be updated to wait for screen elements that indicate that the application is logged in.</p>
Log In	<p>This action logs into the application if it is not already logged in.</p>
Log Out	<p>This action logs out of the application if it is logged in.</p>