
Subject: Re: U++ needs wizards

Posted by [sergeynikitin](#) on Fri, 14 Sep 2012 08:31:55 GMT

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Wizard not needed. We have classes.

For example.

I use my own class for some dictionaries with CRUD and RepGen calls and some other futures.

I write to describe one of dictionaries very small code like this:

```
//==dict_little_dicts.h=====
=====//
class DictTypeOfCar : public DictStd {
public:
    typedef DictTypeOfCar CLASSNAME;

    DictTypeOfCar();
};
//==dict_little_dicts.cpp=====
=====//
DictTypeOfCar::DictTypeOfCar(){
    window_title = "Car type";
    ReportClass("Print car type");
    ReportListClass("Print list of car type");
    sqltable = TYPEOFCAR;
    sqlid = TOC_ID; sqlname = TOC_NAME;
    colname_id = "Id"; colname_name = "Type Name";
    HelpTopic("Dictionaries#TypeOfCar");

    DictStdSetup();
}
//=====
=====//
```

Or, if I need some additional functionality:

```
//==dict_little_dicts.h=====
=====//
class DictStatus : public DictStd {
public:
    typedef DictStatus CLASSNAME;
    ColorCtrl STA_Color;
    DictStatus();
    void virtual AddingColumns();
    void virtual LoadOneRecord();
};
```

```
//==dict_little_dicts.cpp=====
=====//
DictStatus::DictStatus(){
    window_title = "Statuses";
    ReportClass("Print status");
    ReportListClass("Print status list");
    sqltable = STATUS;
    sqlid = STA_ID; sqlname = STA_NAME;
    colname_id = "Id"; colname_name = "Status";
    HelpTopic("Dictionaries#Status");
    DictStdSetup();
}

void DictStatus::AddingColumns() {
    list.AddIndex(STA_ID);
    list.AddColumn(STA_NAME,"Status name",100).Edit(DctName);
    list.AddColumn(STA_COLOR,"Color",50).SetDisplay(Single<DisplayColorRect>()).Edit(STA_Color);
    STA_Color.SetConvert(Single<ConvertColor>());
    stdctrls
        (sqlname,DctName)
        (STA_COLOR,STA_Color)
    ;
    STA_Color.SetConvert(Single<ConvertColor>());
}

void DictStatus::LoadOneRecord(){
    list(STA_ID) = Dict::sqlid[STA_ID];
    list(STA_NAME) = Dict::sqlid[STA_NAME];
    list(STA_COLOR) = Dict::sqlid[STA_COLOR];
}

//=====
=====//
```

You can see, with wizard you spent more more time.
Classes help write ONE feature with ONE code string.

Usually in application 10-30 dictionaries and 3-10 main data tables.

Make classes for this 2 things and other will be very quickly.

When I start write next application I just copy DictStd call and
little rewrite main table CRUD classes. And application is ready.

The result is two beautiful DictWindow:

File Attachments

1) [Çíàêîîñòââ-SV - Êàíäèääòû_007.jpeg](#) ,

downloaded 555 times
