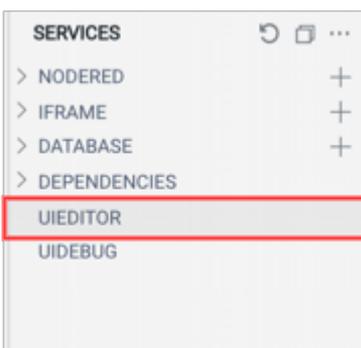


UI Editor - Basic

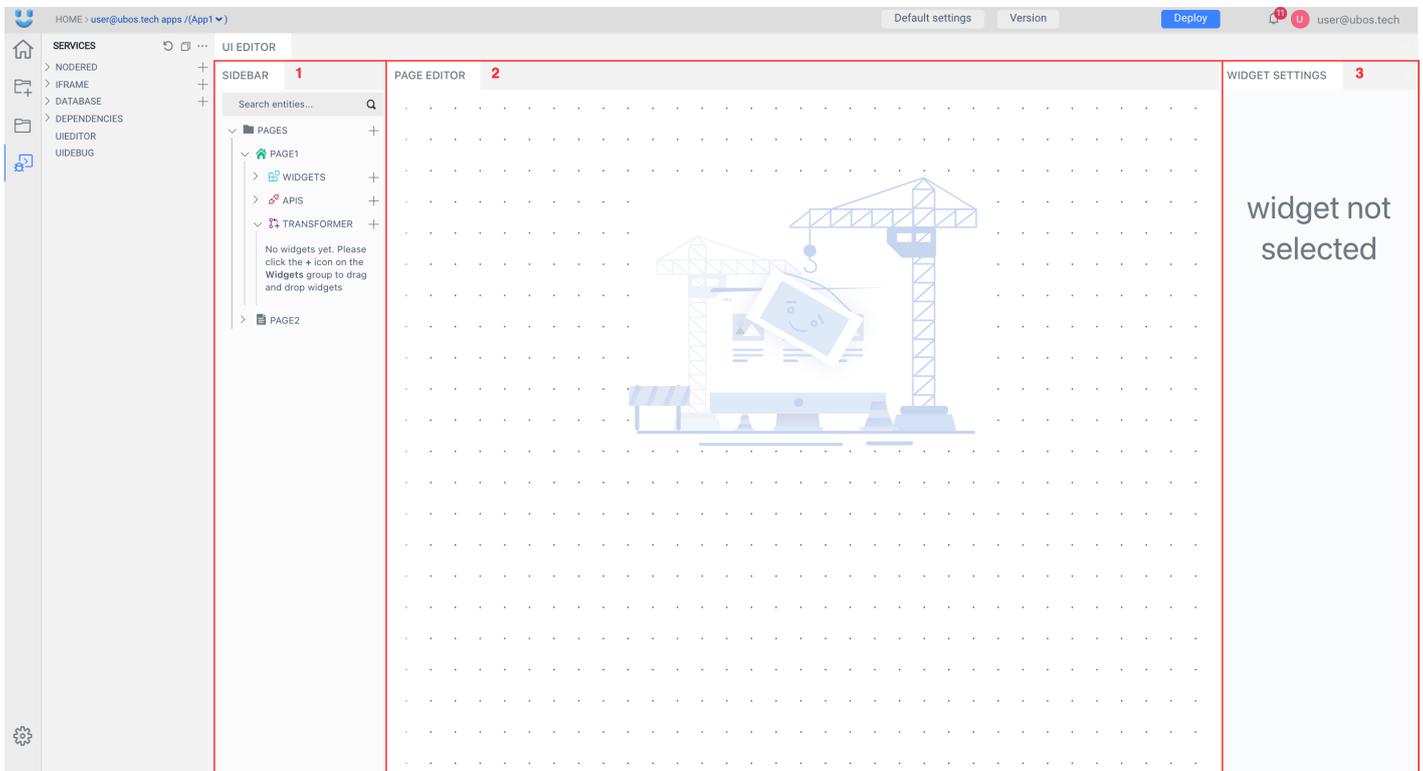
UI Editor Layout

Let's start from exploring the first tool in the UBOS ecosystem which will help us to build Dashboards, Admin panels, CRUD applications and other type of web apps faster and with almost no coding.

To open visual editor we need to click on the **UI Editor** menu on the **Service manager**



After the click **UI Editor** will be opened in **Main work zone**.



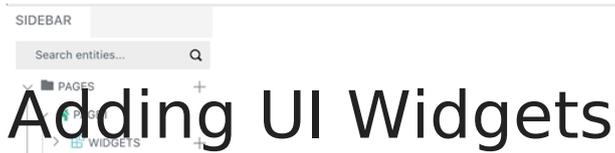
UI Editor has own layout which contain 3 main windows:

1. **Sidebar** - Helps you to create and organize Pages, UI Widgets and API for data integration

2. **Page Editor** - This is the canvas where you can drag UI Widgets from the **Widget pane** and design how your page will look. Each page has its own canvas.
3. **Widget Settings** - Shows the properties of the selected UI Widget on canvas

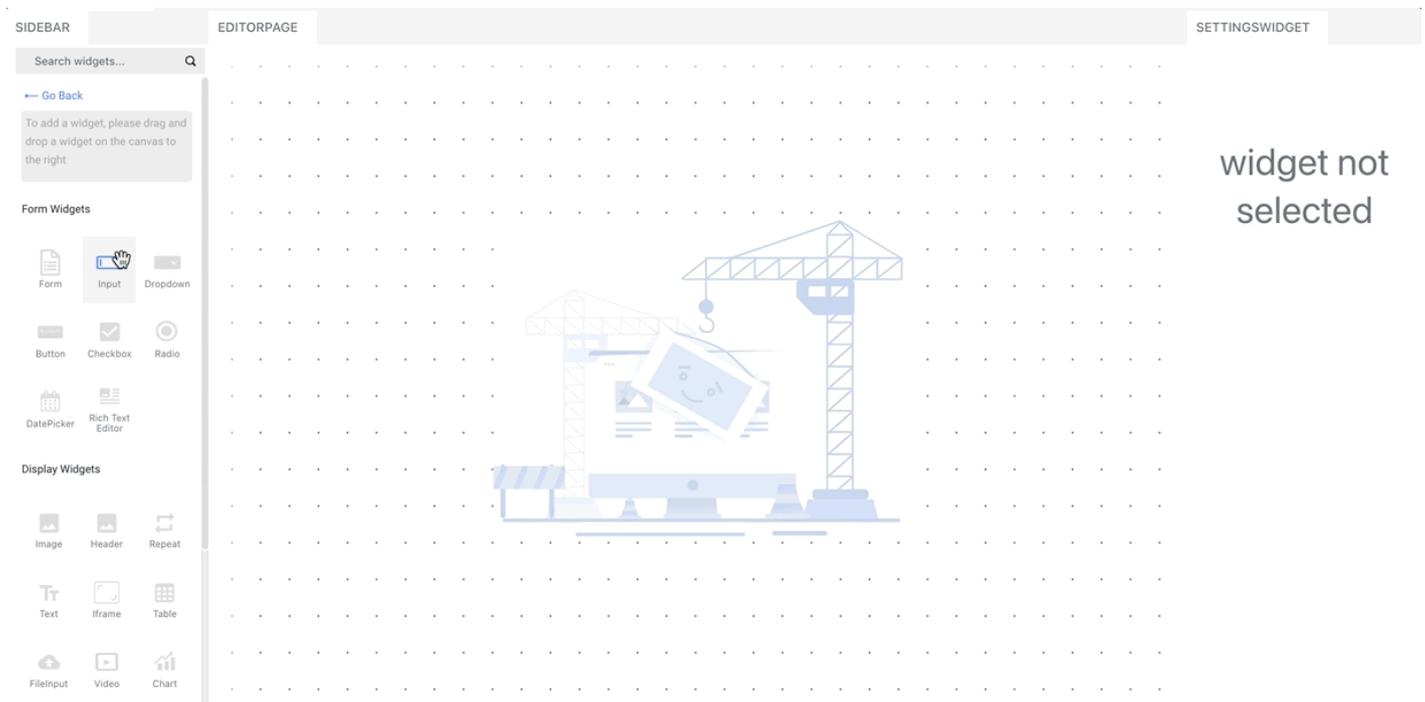
Widgets Pane

The **Widget pane** can be opened by clicking on the **[+]** button inside the current Page. After the pane is opened, you will see all available widgets that you can drag&drop to the page canvas for designing your page.



Adding UI Widgets

Each widget from the widget pane can be dragged on the page canvas to build the UI. After the widget is placed on the page canvas, it can be resized to fit into your page design and data that need to be displayed.



Widgets list

- Button
- Chart
- Checkbox
- Container
- Datepicker
- Dropdown
- Filepicker
- Form

- Image
- Input
- I-Frame
- Maps
- Radio
- Rich Text Editor
- Tabs
- Table
- Text
- Video

Widget Settings

Each widget has a list of properties that can be configured in the **Widget Settings** window on the right side of the UI Editor. To open the **Widget Settings** window you just need to click on the label on top of the widget. Widget properties can be used to change widget *style*, *data*, or *action*.

The screenshot shows the UI Editor interface. On the left is the 'SIDEBAR' with a 'WIDGETS' group containing TABLE1, BUTTON1, BUTTON2, and BUTTON3. The main area is the 'PAGE EDITOR' showing a table widget. The table has the following data:

id	email	userName	productName	orderAmount
523412	user@ubos.tech	John Doe	Sandwich	3.99
43234	user2@ubos.tech	John Doe	Salad	5.99
3452345	user3@ubos.tech	John Doe	Water	1.99

To the right of the table, the text 'widget not selected' is displayed. The interface also includes a 'WIDGET SETTINGS' panel on the far right, which is currently empty.

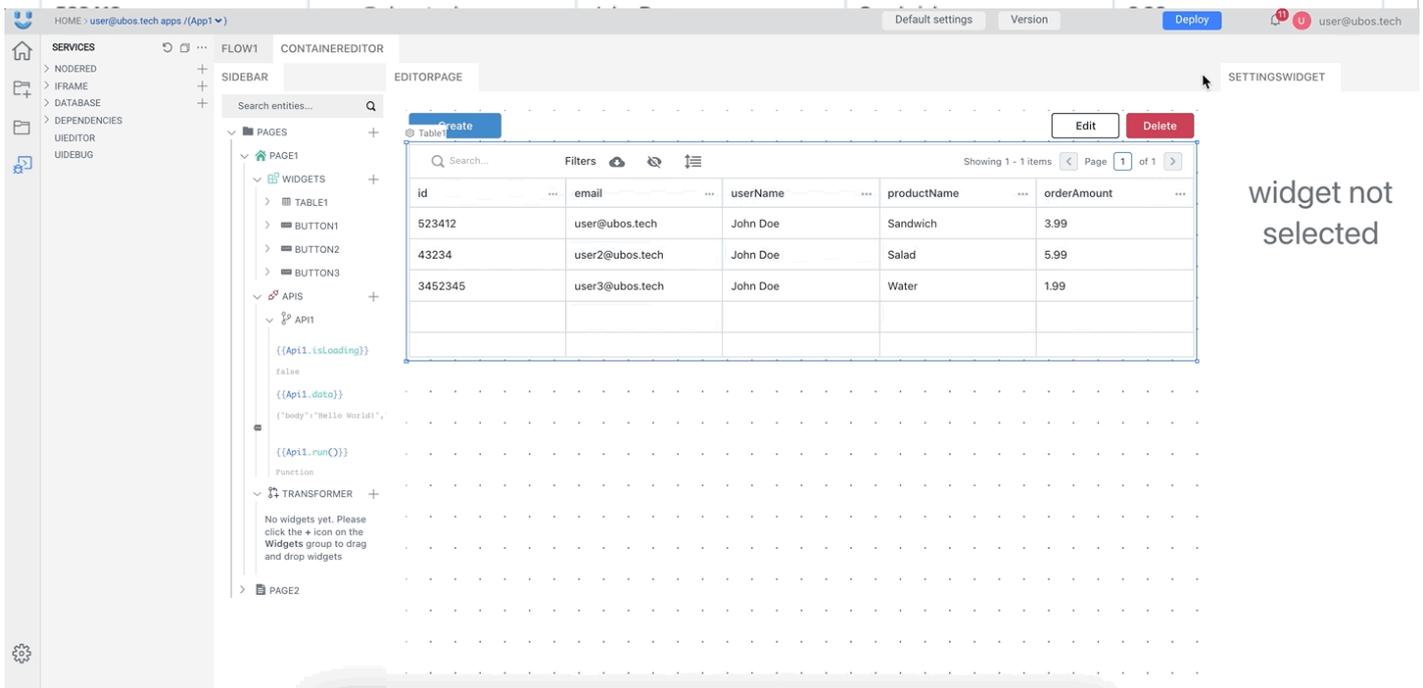
Also, widget properties can be **dynamic values**. To make it dynamic you need to type `{{ }}` inside the widget property and it to another Widgets or API. More information about how to work with widgets data and APIs you can find here

- Binding to another widget

Deploying UI

Let's create a sample page that consists of 3 `Button` widgets and 1 `Table` widget. Try to configure widgets on the page accordingly to the example below:

When the page is ready you need to deploy it to see it from the side of the end-user, to do that click on the **Deploy** button on the Top Bar, on the modal window that will appear after, click on **View Application** and a new tab will be opened in your browser with the preview URL of your application.



Working with API

To make your app dynamic you need to have some data, you can get that data by creating an API. You can visualize any data received from API call by set widgets:

Widget	Property	Data Type
Text	Text	String
Table	Table Data	Array of objects
Chart	Chart Data	Array of (x,y)

Image	Image	URL / Base64
Dropdown	Options	Array of (label, value)

You can create new API by clicking on the **+** button in the sidebar menu inside current Page. After the click, you should see the API pane where you can edit API properties

widget not selected

API Pane

Here you can modify your API by REST interface. API supports all REST HTTP methods **GET, POST, PUT, DELETE, PATCH** and here you can configure values of header, body fields and params.

widget not selected

Values for the REST API can be taken from widgets by entering `{{ widgetName. propertyName }}` inside the field.

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