The Screen Sequencing Graph

◀ ▶

Note: The Screen Sequencing Graph is only used with ADELIA-type programs.

The Screen Sequencing Graph (SSG) is used to generate interactive programs and interactive program templates by planning, for each of them, the sequencing of screen transactions and window transactions, as well as the call of subprograms or batch programs.

The Screen Sequencing Graph is used to:

- create transactions of screen and window types;
- define the links and conditions which connect these transactions;
- plan, from these transactions, the call of interactive or batch programs;
- define, for the whole program, the function keys which will play the same role in all the transactions;
- start the Question/Answer programming interface for interactive programs;
- after the definition of screen layouts (with the Screen Layout Manager), the data flow can be automatically generated in the SSG; this data flow will see to the correspondence between the screen fields and the file fields;
- finally, the automatic generation of the program prototype in Adelia 4GL can be started from the SSG.

These various actions can easily be performed thanks to the flexibility of a graphical interface on which the transactions, the programs called and the links are placed and modified in a visual way.

Click below for further information about:

- the SSG screen.

Top of page