User Interface - Bug #2588

test and fix the relationship between BUTTON:DEFAULT and frame's DEFAULT-BUTTON attribute

06/16/2015 11:28 AM - Greg Shah

Status:	Closed		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:	Eugenie Lyzenko		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:	GUI Support for a Complex ADM2 App			
billable:	No		**case_num:**	
vendor_id:	GCD			

Description

Related issues:		
Related to User Interface - Feature #2446: implement BUTTON and IMAGE GUI wid...	**Closed**	**01/07/2015**

History

#1 - 06/16/2015 11:37 AM - Greg Shah

It looks like button's DEFAULT attribute does not need to be checked in FrameGuiImpl.processDefaultButton(). Pressing ENTER in i widget invokes the button's trigger even if the button's DEFAULT attribute is false:

```
DEF BUTTON btn1.
DEF VAR i AS INT.

FORM i btn1 WITH FRAME f1 DEFAULT-BUTTON btn1.

ON 'choose':U OF btn1 IN FRAME f1
DO:
   MESSAGE "choose" btn1:DEFAULT IN FRAME f1.
   RETURN.
END.

UPDATE i btn1 WITH FRAME f1.
```

This is contrary to the Progress docs (ABL Reference book page 1531-1532) which state:

```
...
If the DEFAULT attribute is TRUE, the specified button is a default button. To make the specified button the d
efault button for the frame, you must also set the frame's DEFAULT-BUTTON attribute to the handle of the butto
n.
...
To make the specified button the default button for the frame or dialog box, you must also set the button's DE
FAULT attribute to TRUE.
...
```

Write the following testcases to check behavior:

1. Does BUTTON:DEFAULT without frame's DEFAULT-BUTTON option still set that button as the default button for the frame?
2. If more than one button has its DEFAULT attribute specified and there is no DEFAULT-BUTTON option, what happens?
3. If more than one button has its DEFAULT attribute specified and there is one DEFAULT-BUTTON option, what happens?
4. If no button has its DEFAULT attribute specified and there is more than one DEFAULT-BUTTON option for the frame, what happens?
5. If one button has its DEFAULT attribute specified and there is more than one DEFAULT-BUTTON option for the frame, what happens?
6. If multiple buttons have their DEFAULT attribute specified and there is more than one DEFAULT-BUTTON option for the frame, what happens?
7. Other cases I've forgotten?

Once the behavior is known, fix our implementation to match the 4GL behavior. Make sure the javadoc/comments explain the real 4GL behavior and not the 4GL documented behavior.

#2 - 06/29/2015 05:32 PM - Eugenie Lyzenko

Write the following testcases to check behavior:

1. Does BUTTON:DEFAULT without frame's DEFAULT-BUTTON option still set that button as the default button for the frame?

No default button pressed.

2. If more than one button has its DEFAULT attribute specified and there is no DEFAULT-BUTTON option, what happens?

No default button pressed.

3. If more than one button has its DEFAULT attribute specified and there is one DEFAULT-BUTTON option, what happens?

Only default button specified in frame's DEFAULT-BUTTON attribute get the CHOOSE message.

4. If no button has its DEFAULT attribute specified and there is more than one DEFAULT-BUTTON option for the frame, what happens?

It is not possible to have more than one DEFAULT-BUTTON frame option - syntax error on compilation stage.

5. If one button has its DEFAULT attribute specified and there is more than one DEFAULT-BUTTON option for the frame, what happens?

It is not possible to have more than one DEFAULT-BUTTON frame option - syntax error on compilation stage.

6. If multiple buttons have their DEFAULT attribute specified and there is more than one DEFAULT-BUTTON option for the frame, what happens?

It is not possible to have more than one DEFAULT-BUTTON frame option - syntax error on compilation stage.

7. Other cases I've forgotten?

The DEFAULT-BUTTON points to the button that has no DEFAULT attribute, but other button has the DEFAULT attribute set to true(but not specified in frame's DEFAULT-BUTTON option as default one)

Only button specified in frame's DEFAULT-BUTTON option gets the CHOOSE message

Once the behavior is known, fix our implementation to match the 4GL behavior. Make sure the javadoc/comments explain the real 4GL behavior and not the 4GL documented behavior.

The conclusion is only DEFAULT-BUTTON frame option has meaning when defining the button to be default for the given frame. So we have to just ignore BUTTON:DEFAULT attribute in message processing of the FrameGuiImpl class.

#3 - 06/29/2015 05:51 PM - Constantin Asofiei

Eugenie Lyzenko wrote:

> The conclusion is only DEFAULT-BUTTON frame option has meaning when defining the button to be default for the given frame. So we have to just ignore BUTTON:DEFAULT attribute in message processing of the FrameGuiImpl class.

This should be already covered in branch 2563b FrameGuiImpl.processDefaultButton - please double check this branch with your tests.

#4 - 06/29/2015 06:04 PM - Eugenie Lyzenko

- File evl_upd20150629a.zip added

> This should be already covered in branch 2563b FrameGuiImpl.processDefaultButton - please double check this branch with your tests.

Do you mean the fix same as the one included in the update attached already completed and preparing to be released?

#5 - 06/29/2015 06:12 PM - Constantin Asofiei

Eugenie Lyzenko wrote:

> This should be already covered in branch 2563b FrameGuiImpl.processDefaultButton - please double check this branch with your tests.

> Do you mean the fix same as the one included in the update attached already completed and preparing to be released?

Yes, it's the same fix. But I think it's OK to create a distinct revision for this, as the issue is specific enough. I needed this change too to test the EDITOR's RETURN-INSERTED attribute, which didn't work without an attached button.

You can go ahead and release it (no testing required, only GUI code is changed), I'll just merge my changes with yours.

#6 - 06/29/2015 06:24 PM - Eugenie Lyzenko

The fix has been committed in bzr as 10890. Will be distributed shortly.

#7 - 06/29/2015 07:01 PM - Eugenie Lyzenko

- File evl_upd20150629b.zip added

There is one more place to modify regarding this bug. The GUI button does not display image for default button. So the logic to check this condition should be changed to test only frame's DEFAULT-BUTTON attribute only. The button DEFAULT attribute is silently ignoring in this case too.

Please review the change. I can release it because as before no testing is required for GUI code.

#8 - 06/30/2015 04:33 AM - Constantin Asofiei

> Please review the change. I can release it because as before no testing is required for GUI code.

I'm OK with the change, go ahead and release it.

#9 - 06/30/2015 06:28 AM - Eugenie Lyzenko

Constantin Asofiei wrote:

> I'm OK with the change, go ahead and release it.

Committed in bzr as 10891.

#10 - 06/30/2015 09:25 AM - Greg Shah

- Status changed from New to Closed

#11 - 11/16/2016 12:13 PM - Greg Shah

- Target version changed from Milestone 12 to GUI Support for a Complex ADM2 App

Files

evl_upd20150629a.zip	5.91 KB	06/29/2015	Eugenie Lyzenko
evl_upd20150629b.zip	10.2 KB	06/29/2015	Eugenie Lyzenko