



## Screen Detailed Design Description

A Screen Design illustrates a proposed layout of an online screen for an application. In addition to serving as a basis for programming, Screen Designs can serve as an input to user interface prototypes. The detailed information required is a function of the screen painter used. Create Screen Designs during the design of the user interface. A Screen Design is necessary for interactive applications with character-based terminals. Screen Designs provide an illustration of a screen for analysis of content and concept by the future business representatives. Screen Designs also serve as the basis for preparing the detailed layout necessary for programming purposes.

The **General** area of the sample documents configuration management and audit trail information concerning this document. The **Summary** area of the sample documents the name, a short paragraph, and a list of keywords that describe the content of this document.

**Category:** The classification of the screen. Typical values are Data Input, View, and Update.

**Average Volume:** Approximation of the average volume usage for this screen.

**Maximum Volume:** Approximation of the peak volume of usage for this screen.

**Volume Period Type:** The chronological period used to measure the information in Average Volume and Maximum Volume. Typical unit values are in Seconds, Minutes, Hours, Days, Weeks, Months, and Years.

**Data Elements:** List of data elements (or references to deliverable documents which describe the data elements) that represent the fields on the screen.

**Function Keys:** Function keys on the screen which the module processing the screen responds to:

- **Function Key Name:** Name of (or reference to a deliverable document) of the function key.
- **Value:** Unique function key that will invoke function.
- **Literal Text:** Actual text that appears on the screen that describes the function key.
- **Invoked Conversation:** Name of the conversation or reference to a deliverable document that describes the conversation which is invoked if this function key is selected.
- **Invoked Screen:** Name of the screen or reference to a deliverable document that describes the screen within the invoked conversation that is branched to when this function key is selected.
- **Scope:** Scope of the function key. Typical values are Universal, Standard, and Local.
  - **Universal Key:** May be invoked from any conversation at any screen.
  - **Standard Key:** May or may not be used by a given conversation, but if used, must invoke the described function.
  - **Local Key:** Has specific meaning in the context of this conversation.



- **Branch Flag:** Special type of branching. Typical values are Cancel, End, and Suspend.
- **Keep current screen data?:** Indicates whether the data on the current screen should be saved or cleared.
- **Pass data?:** Indicates if the data should be passed to the next screen.
- **Pre-emptive?:** Identifies if this function is pre-emptive.
- **Active?:** Identifies if this function is active at startup.
- **Display?:** Identifies if this function should be displayed on the screen.
- **Screen Layout:** Design of what the screen looks like.



## Screen Detailed Design Template

<b>IPT Name:</b>		
<b>Deliverable Name:</b> Screen Detailed Design Template		<b>Date Completed:</b>
<b>Contact Information</b>		
	Name	Channel Unit
IPT Sponsor		
Channel Task Manager		
CIO Task Manager		
Contractor Task Manager		
<b>Task Order Number:</b>		

### Screen Definition

#### General

Type: Screen Definition  
Version number: 1.0  
Version labels: 1.0  
CURRENT

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Created: 08/03/98 04:03:52 PM  
Modified: 10/23/98 09:09:33 AM  
Last modified by: UserX  
Created by: UserX

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#### Summary

Name: Payroll Overtime Hours  
Title (Description): The Overtime Hours screen is used to calculate an employee's total overtime hours

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Keywords:

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**Details**

Category: Data Input

Volume

Average: 30  
Maximum: 200  
Period type: Week

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**Data Elements**

List of data elements:

Data Element
Employee Number
Employee Name
Division
Supervisors
Current Period
Current Overtime
Ytd Overtime
Supervisor
Approval

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### Function Keys

List of function keys:

Name	Value	Literal text	Invoked conversation	Invoked screen	Scope	Branch flag	Keep current screen data?	Pass data?	Pre-emptive?	Active?	Display?
HELP	F1	F1-HELP			Universal		Yes	No	No	Yes	Yes
END	F3	F3-END			Universal		No	No	No	Yes	Yes
SEL	F4	F4-SELECT	HRSC	CSEL	Local		No	No	No	Yes	Yes
FDETL	F5	F5-DETAIL	HRSC	DETL	Local		Yes	Yes	No	Yes	Yes
DN	F7	F7-BACK	HRSC	RLST	Universal	END	No	No	No	Yes	Yes
UP	F8	F8-FWD	HRSC	PROM	Universal	END	No	Yes	No	Yes	Yes
CANCEL	F9	F9-CANCEL			Local	CANCEL	No	No	Yes	Yes	Yes



### Additional Information

The following section can be used to provide additional information. It is free text only and will not be stored in the associated property pages.

### Screen Layout

#### PAYROLL

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#### OVERTIME HOURS

Employee Number: @ \_\_\_\_\_ #  
 Employee Name: @ \_\_\_\_\_ #  
 Division: @ \_\_\_\_\_ #  
 Supervisors: @ \_\_\_\_\_ #  
 Current Period: @ \_\_\_\_\_ #  
 Current Overtime: @ 0.0#  
 Ytd Overtime: @ 0.0#  
 Supervisor  
 Approval: @ \_\_\_\_\_ #

Next Function: @ \_\_\_\_\_ #      Data: \_\_\_\_\_ #  
 @ \_\_\_\_\_ #

F1 - HELP  
F3 - END

F4 - SELECT

F5 - DETAIL  
F7 - BACK

F8 - FWD  
F9 - CANCEL