



4D User Group

November 15, 2023



Meeting #68

Agenda



1. About 4DMethod
2. Upcoming user group presentations
3. Happy Hour Review - Kirk Brooks
4. 4D News - Jim Sobczak
5. 4D Summit Recap
6. 4D Blog Highlights
7. Of Note in the Knowledge Base
8. Special topic: 4D Web Server Code Templates –
Hector Flores Garza

Welcome



Brent Raymond



4D User Group

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4D User Group

- Bring together a scattered community of developers and users
- Provide fresh new content and exposure for users and developers everywhere
- Share new programming techniques
- See where 4D is deployed in the world
- What can be done with 4D?! Great Ideas!



Be a Presenter



This is your group!

Show off your application, your product, or just some things you've been working on.

January 10 - What's on the Menu, Simplifying Menu Construction – Travis Miles

February 28 - ULO (User Listing with ORDA) Online – J Douglas Cryer

<http://4dmethod.com/schedule/>



What about you?!

2024 open dates:
April 17

Or... record a short demo to
share on 4DMethod



<http://4dmethod.com/schedule/>





Happy Hour 4D on Tap



- Connect on Zoom Friday afternoons, 3:30 PDT (90 min - 2 hours + depending on the discussion and interest)
- Very informal, not all about 4D but mostly
- Much screen sharing, first hand look at dev
- BYOP (Bring Your Own Problem) you serve the problem and keep all the tips!

4dhappyhour.com



News



Jim Sobczak

VP of Sales & Services
OEM Manager

jsobczak@4d.com



Accelerate your application's transition to the web with Qodly Studio: Level 1



What is covered in the session:

- ✓ Introduction
- ✓ First use of Qodly Studio for 4D
- ✓ Advanced features of Qodly Studio for 4D
- ✓ Tools and tips



For all levels



Live Q&A



Starting from Nov. 28



2 weeks period



3 sessions



6 hours

4D SUMMIT 2023

1. Unlock the Power of .query() Mastering dataclass searches in your 4D application



2. 4D Write Pro and 4D View Pro meet 4D v20 – the Next Level of Smart Templating



3. Go Places with SystemWorkers!



6. Project Mode and Continuous Integration/Continuous Delivery (CI/CD)

4. Advanced Options for the Application Builder



5. Scale your Web Server



7. “One more Thing” Summit 2023 Session



Laurent Ribardière
President and Founder of 4D



<https://summit.4d.com/en/atlanta/masterclasses>

Recap

- Ask LR questions about Qodly in person!
- Understand the new platform from the inside out
- A natural extension of the new data class hierarchy and the REST API
- Uses modern libraries and approach to generating pages without writing HTML



Recap



- Qodly in action
- Marie-Sophie Landrieu
- 90 minute Qodly tour de force
- Created a fully functional car rental web application



Recap



- Go Places with SystemWorkers!
- Keisuke Miyako
- `_CLI` class - provides all basic command line functionality (platform independent)
- Extended in demo classes for `7z`, `csv2json`
- Key word here is Go - easy to find a Go application and tie in with `_CLI`



Recap



- Project Mode and Continuous Integration
- Abdelhafid El Hour, Omar Debbagh
- From basic Git flow with project mode
- To handling complex application builds using GitHub Actions
- Even using your own machine as a 'VM' controlled by GitHub for the build process



Recap



- New features in v20
- Thomas Maul, Stephan Kleinschäfer
- Entertaining walk through massive list of updates
- Much more from other 4D speakers!

4D Blog Highlights



<https://blog.4d.com>



```
#DECLARE( ... : Real) : Real  
var $number; $total : Real  
var $i : Integer
```

- > Boost 4D with OpenAI!
- > A Fresh Approach to Writing Variadic Functions ...
- > Simplify Variable Declarations & Assignments in a Single Line

```
var <variableName> : <type> := <value>
```
- > Injecting Custom Data In Websocket Client Headers
- > Track data changes in your database (ds.getGlobalStamp(), __GlobalStamp, ds.__DeletedRecords)
- > Deprecation of PHP Commands & Removal of 4D Built-in PHP Interpreter (v20R3 needs external interpreter)

Of Note in the Knowledge Base

- Hash-Based Set Class Component - Nhat Do
<https://kb.4d.com/assetid=79310>



Constructor

INPUT:

A collection of numbers and/or text.

OUTPUT:

A class object containing distinct values from the collection.

Properties & Functions

Syntax	Result
<code>.size</code>	The total amount of values in the set.
<code>.add(num or text)</code>	Add a value to the set. ^C
<code>.has(num or text)</code>	Check if the set contains a value.
<code>.delete(num or text)</code>	Remove a value from the set. ^C
<code>.clear()</code>	Remove all values from the set. ^C
<code>.collection()</code>	Create a collection of values from the set.

^C = chainable

^C = chainable

`.collection()`

Create a collection of values from the set.

Special Topic: 4D Web Server Code Templates



Hector Flores Garza

4D Developer

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¿Preguntas?



Wrap Up

Other questions?

Discussion

Feedback is appreciated



<https://www.patreon.com/4dmethod>