APPENDIX A

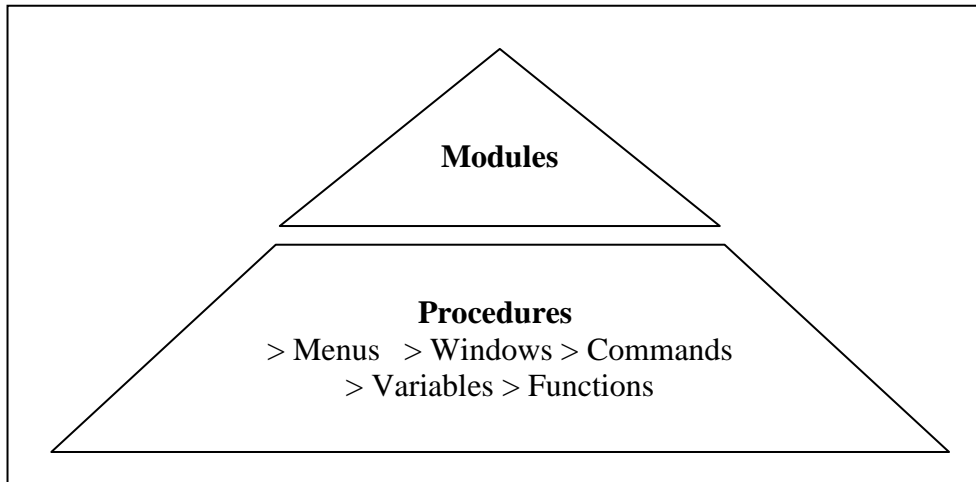## DESCRIPTION OF *AM for Windows* ELEMENTS

Figure A.1: Components of AM Enterprise Software Application
(adapted from AM (2002))

1. Modules

In *AM for Windows* software, Module is the largest editable unit which comprises of procedures in a single application file. In *AM Builder*, application consists of a single module, while in *AM Enterprise*, application can consist of a combination of base module and a number of other *Dynamically Linked Modules* (DLMs). DLMs are normally used in the multi-tasking applications, which can be run more than one module simultaneously.

2. Procedures

Procedures define the basic structure of a Module. A procedure contains one or more single line statements that can call other procedures or perform AM commands. Procedures are supported by the followings:

a. Menus

A menu bar can be displayed by a module to provide an easy way for users to execute applications. The menu bar can contain any number of menu headers. Items in menus can have short-cut keys assigned, for example, **Ctrl + O** is the key for the File/Open menu item. In addition, a Toolbar containing buttons that activate menu items can also be made. Buttons can be assigned to commonly used menu items with their action and appearance controlled using AM Toolbar functions.

b. Windows

A *Window* shows how a module can communicate with the user. *Window*s can display information to the user and receive information from the user. AM supports standard *Window*s controls such as entry fields, list boxes, push buttons, radio buttons, and output fields.

c. Commands

A command is a request to perform some activity. For example, the **:Assign** command, which assigns a value to a variable, and the **:Test** command, which tests the value of a variable or expression. Commands can be selected by choosing the appropriate command from a Commands menu, such as **: Execute**, **:Display Window**, **:Restart**, and **:Fail**.

d. **Variables**

AM supports text and numeric variables. The variables can be simple single value variables, multi-dimensional arrays, or multi-column tables. For examples:

Text variable	→	MfgName$
Numeric variable	→	MfgNumber
One dimensional text variable	→	MfgTable{MfgName$}
One dimensional numeric variable	→	MfgTable{MfgNumber}
Multi-column variable	→	MfgTable{MfgName$, MfgNumber}

e. **Functions**

A function is a ready-written routine that can be called from the function dictionary to perform some common action such as date arithmetic, financial and scientific calculations, and text manipulation.