Creating a Callable Object: Decision Dialog
**Typographic Conventions**

<table>
<thead>
<tr>
<th>Type Style</th>
<th>Represents</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>Example Text</em></td>
<td>Words or characters quoted from the screen. These include field names, screen titles, pushbuttons labels, menu names, menu paths, and menu options. Cross-references to other documentation.</td>
</tr>
<tr>
<td><strong>Example text</strong></td>
<td>Emphasized words or phrases in body text, graphic titles, and table titles.</td>
</tr>
<tr>
<td><strong>EXAMPLE TEXT</strong></td>
<td>Technical names of system objects. These include report names, program names, transaction codes, table names, and key concepts of a programming language when they are surrounded by body text, for example, SELECT and INCLUDE.</td>
</tr>
<tr>
<td><strong>Example text</strong></td>
<td>Output on the screen. This includes file and directory names and their paths, messages, names of variables and parameters, source text, and names of installation, upgrade and database tools.</td>
</tr>
<tr>
<td><strong>Example text</strong></td>
<td>Exact user entry. These are words or characters that you enter in the system exactly as they appear in the documentation.</td>
</tr>
<tr>
<td><code>&lt;Example text&gt;</code></td>
<td>Variable user entry. Angle brackets indicate that you replace these words and characters with appropriate entries to make entries in the system.</td>
</tr>
<tr>
<td><strong>EXAMPLE TEXT</strong></td>
<td>Keys on the keyboard, for example, F2 or ENTER.</td>
</tr>
</tbody>
</table>

**Icons**

<table>
<thead>
<tr>
<th>Icon</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>🔴</td>
<td>Caution</td>
</tr>
<tr>
<td>🌓</td>
<td>Example</td>
</tr>
<tr>
<td>🟢</td>
<td>Note</td>
</tr>
<tr>
<td>🕵️</td>
<td>Recommendation</td>
</tr>
<tr>
<td>🕵️</td>
<td>Syntax</td>
</tr>
</tbody>
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Scenario
In a process, you need to make a decision that could have more than two possible results.

Introduction
Decision dialog callable objects contain the result states representing the possible outcomes of the decision made by the user.

General Prerequisites
You need to have CAF GP installed.

Applicable Releases
This tutorial is compatible with the following releases “Beginning with SAP NetWeaver 2004s SPS06”.

Disclaimer
Any software coding and/or code lines / strings ("Code") included in this documentation are only examples and are not intended to be used in a productive system environment. The Code is only intended better explain and visualize the syntax and phrasing rules of certain coding. SAP does not warrant the correctness and completeness of the Code given herein, and SAP shall not be liable for errors or damages caused by the usage of the Code, except if such damages were caused by SAP intentionally or grossly negligent.
The Step-By-Step Solution

The following example demonstrates a decision made depending on whether or not an amount is acceptable.

Enter Basic Data

1. Open SAP Enterprise Portal with http://<Server>:<Port>/irj/portal, navigate to tab Guided Procedures and tab Design Time. If you do not know the values for the server and port, contact your portal administrator.

   Click on Create Callable Object in the left pane.

2. Select the type of callable object Decision Dialog.

   Choose Next.

Decision for Loops

3. For a simple Yes/No question, select Decision for Loops. It can be used as a decision action in loop blocks.

   For a complex decision, see Complex Decision with Result States.
4. No input parameters are required. Click Next.

5. Enter values for all fields. Enter a **Heading** for the title of the confirmation window. Enter a **Message**; this is the question to be confirmed. **Continue Button Label** is the label of the button representing the positive answer. **Break Button Label** is the label of the button representing the negative answer.

These fields are arranged as follows:

```plaintext
heading
message?

continue  break
```

Go to 0 Testing.
6. Select **Complex Decision with Result States** if a simple Yes/No decision does not fit your needs.

7. Choose **Next**.

8. No input parameters are required. Click **Next**.

9. With the **Add Option** and **Edit** links you can add any number of result states.
10. Enter at least an ID, Name and Description for a single option.

Enter the following values for this example:
Option ID: accept
Name: accept
Description: Accept the amount

Click Create.

11. Repeat steps 9 and 10 with the data provided on the right.

<table>
<thead>
<tr>
<th>Option ID</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>reject</td>
<td>Reject</td>
<td>Reject the amount</td>
</tr>
<tr>
<td>Postpone</td>
<td>Postpone</td>
<td>Postpone decision</td>
</tr>
</tbody>
</table>
12. After successfully adding the options, leave the Result States and Button Labels panel unchanged, and click Next.

Testing

13. Your Decision Dialog Callable Object is now complete. Click Finish and Open to save, open and test it.

14. To test the callable object, choose Execute.
15. When testing the different decision dialogues, the result states are displayed as follows:
   - Selection of Decision: accept

16. Choose *Start Over* and choose *Execute* again.
   - Selection of Decision: reject

17. Choose *Start Over* and choose *Execute* again.
   - Selection of Decision: postponed or changes
18. Open the **Result States** row in the created process. The result states you specified are displayed. Click again on the **Test** tab on the bottom pane to test your callable object.

**Note**: Result states appear within the process only if you started the tutorial using the top-down approach.