

```

componentEvent evt
<aura:event type="COMPONENT" description="component event">
<aura:attribute name="greetingsMessage1" type="String"/>
</aura:event>
    
```

子Aura组件

```

<aura:component access="global" >
<aura:attribute name="param1" type="String"
default="こんにちは! "/>
<aura:registerEvent name="cmpEvent"
type="c:componentEvent"/>
<p><lightning:button
label="进行传值" onclick="{!c.fireComponentEvent}" />
</p>
</aura:component>
    
```

```

var cmpEvent = component.getEvent("cmpEvent");
    cmpEvent.setParams({
        "greetingsMessage1": component.get('v.param1'),
    });
    cmpEvent.fire();
    
```

父Aura组件

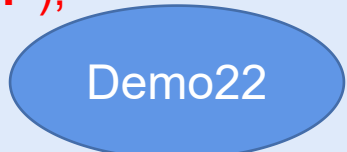
```

<aura:component access="global" >
<!-- 注意name="cmpEvent" 就是子组件的
aura:registerEvent的名称 -->
<aura:handler name="cmpEvent"
event="c:componentEvent"
action="{!c.handleComponentEvent}"/>

<c:childComponent/>
</aura:component>
    
```

```

var greetingsMessage1 =
event.getParam("greetingsMessage1");
    
```



**appEvent.evt**

```
<aura:event type="APPLICATION" description="component event">
<aura:attribute name="greetingsMessage1" type="String"/>
</aura:event>
```

### 发消息的Aura组件

```
<aura:component access="global" >
<aura:attribute name="param1" type="String"
default="こんにちは! "/>
<aura:registerEvent name="appEvent"
type="c:appEvent"/>
<p><lightning:button
label="进行传值" onclick="{!c.fireComponentEvent}" />
</p>
</aura:component>
```

```
var appEvent = $A.get("e.c:appEvent");
appEvent.setParams({
    "greetingsMessage1": component.get('v.param1'),
    "greetingsMessage2": component.get('v.param2')
});
appEvent.fire();
```

### 接收消息的Aura组件

```
<aura:component access="global" >
<aura:handler event="c:appEvent"
action="{!c.handleApplicationEvent}"/>
</aura:component>
```

```
var greetingsMessage1 =
event.getParam("greetingsMessage1");
```

## Component Event

1. 在aura:event的attribute使用type="COMPONENT".
2. 我们使用`cmp.getEvent("evtName")` 来取得一个实例化的Component事件.
3. 在aura:handler中需要指定Name属性
4. ComponentEvent只能在子组件中定义, 并被父组件接收消息.

## Application Event

1. 在aura:event的attribute使用type="APPLICATION"
2. 我们使用`$A.get("e.myNamespace.myAppEvent")`来取得实例化的一个Application事件.
3. 在aura:handler中不需要指定Name属性
4. Application event 可以在整个Application中使用.

## 知识点:

①使用force:closeQuickAction来关闭当前quick action图面

## 关闭QuickAction面板

```
$A.get("e.force:closeQuickAction").fire();
```

**知识点:**

①使用force:createRecord来创建数据

## force:createRecord的使用

```
var createRecordEvent = $A.get("e.force:createRecord");
```

```
var RecTypeID = '0125h000000Rp6D';
```

```
createRecordEvent.setParams({  
  "entityApiName": 'Study__c',  
  "recordTypeId": RecTypeID,
```

```
  'defaultFieldValues': {  
    'Certification__c' : 'Administrator; Developer',  
    'Memo__c' : '我的备注',  
    'CloseDate__c' : currentYear,  
    "Name": '程序生成的数据',  
  }  
});
```

```
createRecordEvent.fire();
```

**知识点:**

①使用force:editRecord来修改数据

第4天

## force:editRecord的使用

```
var editRecordEvent = $A.get("e.force:editRecord");  
editRecordEvent.setParams({"recordId": component.get("v.contact.Id")  
});
```

```
editRecordEvent.fire();
```

**知识点:**

①使用force:navigateToList来进行页面跳转

## force:navigateToList的使用

```
var navEvent = $A.get("e.force:navigateToList");
navEvent.setParams({
  "listViewId": listviews.Id,
  "listViewName": null,
  "scope": "Study__c"
});
navEvent.fire();
```

**知识点:**

①使用force:navigateToObjectHome来进行页面跳转  
回到Object主页

## force:navigateToObjectHome的使用

```
var homeEvent = $A.get("e.force:navigateToObjectHome");  
homeEvent.setParams({  
  "scope": "Study__c"  
});  
homeEvent.fire();
```



**知识点:**

①使用force:navigateToRelatedList来进行页面跳转  
跳到关联列表

## force:navigateToRelatedList的使用

```
var relatedListEvent =  
$A.get("e.force:navigateToRelatedList");  
relatedListEvent.setParams({  
  "relatedListId": "Cases",  
  "parentRecordId": '0015h000012S2KfAAK'  
});  
relatedListEvent.fire();
```

← → ↻ 🏠 🔒 dreamitschool-dev-ed.lightning.force.com/lightning/r/0015h000012S2KfAAK/related/Cases/view?0.source=alohaHeader



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Accounts > Rakuten  
**Cases**

1 item • Sorted by Date Opened • Updated a minute ago

<input type="checkbox"/>	Case	Contact Name	Subject	Priority	Date Opened ↓
1	<input type="checkbox"/> 00001032			Medium	2023/01/15 17:16

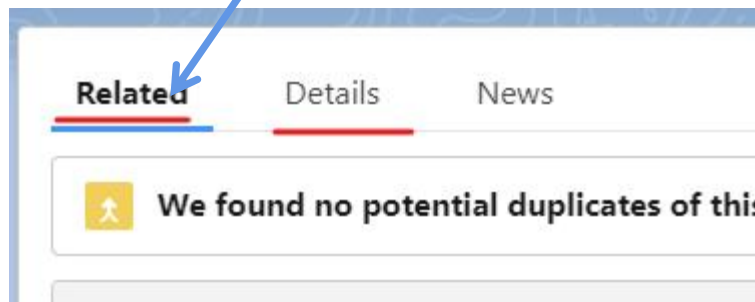
Demo29

**知识点:**

①使用force:navigateToSObject来进行页面跳转  
跳到数据的详细列表

## force:navigateToSObject的使用

```
var navEvt = $A.get("e.force:navigateToSObject");  
navEvt.setParams({  
  "recordId": "0015h00000dzTJ7AAM",  
  "slideDevName": "related"  
});  
  
navEvt.fire();
```



**知识点:**

①使用force:navigateToURL来进行页面跳转  
跳到一个URL

## 使用force:navigateToURL进行页面跳转

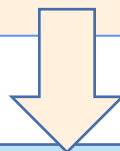
```
var urlEvent = $A.get("e.force:navigateToURL");
urlEvent.setParams({
  "url": "/006/o",
  // "url": 'https://space.bilibili.com/1601673630
});
urlEvent.fire();
```

**知识点:**

①使用force:recordEdit 来保存数据

**先使用force:recordEdit加载数据**

```
<force:recordEdit aura:id="edit" recordId="{!v.recordId}"/>  
<ui:button label="Save" press="{!c.saveRecord}"/>
```

**再使用force:recordSave保存数据**

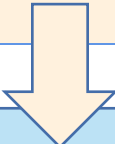
```
saveRecord: function(component, event, helper) {  
    component.find("edit").get("e.recordSave").fire();  
},
```

**知识点:**

①使用force:recordSaveSuccess来处理数据保存完成的后处理

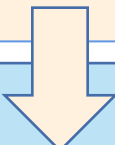
## 1. 先使用force:recordEdit加载数据

```
<force:recordEdit aura:id="edit" recordId="{!v.recordId}"/>  
<ui:button label="Save" press="{!c.saveRecord}"/>
```



## 2. 再使用force:recordSave保存数据

```
saveRecord: function(component, event, helper) {  
    component.find("edit").get("e.recordSave").fire();  
},
```



## 3. 再使用force:recordSaveSuccess保存数据

```
handleSaveSuccess: function(component, event, helper)  
{  
    // Refresh the view, after data is updated  
    $A.get('e.force:refreshView').fire();  
},
```

**知识点:**

①使用force:showToast来显示弹出消息

**先使用force:recordEdit加载数据**

```
var toastEvent = $A.get("e.force:showToast");
toastEvent.setParams({
  "title": "成功!",
  "message": " 你的修改已经被保存成功"
});

toastEvent.fire();
```

**知识点:**

①使用lightning:openFiles来显示文件

使用lightning:openFiles来显示单个文件

```
$A.get('e.lightning:openFiles').fire({  
  recordIds: [component.get("v.currentContentDocumentId")]  
});
```

## 知识点:

①使用aura:valueInit来进行初始化

```
<aura:handler name="init" value="{!this}" action="{!c.doInit}"/>
```



**知识点:**

①使用aura:valueChange来判断Attribute的值是否改变

```
<aura:attribute name="MemoInput" type="String" />
```

```
<!-- Handle the aura:valueChange event -->  
<aura:handler name="change" value="{!v.MemoInput}" action="{!c.handleValueChange}"/>
```

```
console.log("old value: " + event.getParam("oldValue"));  
console.log("current value: " + event.getParam("value"));
```

The screenshot illustrates the AuraDelete component's workflow. At the top, the component header includes a lightning bolt icon, the text "Study AuraDelete", and two buttons: "Customized削除" and "OverwriteWidth". A large orange arrow points from the "Customized削除" button to a confirmation dialog box. The dialog box has a title "削除確認" and a message "このレコードを削除します。よろしいですか?". It contains two buttons: "キャンセル" (Cancel) and "削除" (Delete). A second large orange arrow points from the "削除" button to a table of records. The table has a header "Study名 ↑" and four rows of data.

	<input type="checkbox"/> Study名 ↑	
1	<input type="checkbox"/> A-0001	▼
2	<input type="checkbox"/> A-0002	▼
3	<input type="checkbox"/> A-0003	▼
4	<input type="checkbox"/> A-0004	▼