

Visitor log

This is the first working draft of a visitor sign-in log for my workplace.

The final copy includes more error-checking for signing out, extra code to deal with the possibility that the app is left running over midnight and a fair bit of prettying up.

The code

[visitors.js](#)

```
//Visitor sign-in app by Steve Garman
//saves one day's data as a JSON string in a file

//Global variables
var recArray = [], fileFolder = "/sdcard/sjgApps/", jsonPath;
//Global layouts and controls
var scrollr, layScroll, edtName, edtOrg, edtVehicle, edtReason;

//Called when application is started.
function OnStart(){
    //file variables
    var d = new Date();
    jsonPath = fileFolder + "vistorBook" +
        d.toISOString().slice(0,10).replace(/-/gi,"_")
        + ".json";
    app.MakeFolder(fileFolder)
    //Create main layout.
    var lay = app.CreateLayout( "linear", "Left" );
    //Create a scroller and add it to main layout
    scrollr = app.CreateScroller( 1.0, 0.8 );
    lay.AddChild( scrollr );
    //Create a layout inside scroller.
    layScroll = app.CreateLayout( "Linear", "Left");
    scrollr.AddChild( layScroll );

    //Create a sign-in layout
    var layNew = app.CreateLayout( "linear", "Horizontal,Left");
    edtName = app.CreateTextEdit("", .16);
    edtName.SetHint("Name");
    layNew.AddChild(edtName);
    edtOrg = app.CreateTextEdit("", .16);
    edtOrg.SetHint("Organization");
    layNew.AddChild(edtOrg);
    edtVehicle = app.CreateTextEdit("", .16);
    edtVehicle.SetHint("Vehicle reg.");
    layNew.AddChild(edtVehicle);
```

```
edtReason = app.CreateTextEdit("", .16);
edtReason.SetHint("Reason for visit");
layNew.AddChild(edtReason);
var btnCreate = app.CreateButton("Ok");
btnCreate.SetOnTouch(btnCreate_OnClick);
layNew.AddChild(btnCreate);

//Add sign-in layout to main layout
lay.AddChild(layNew);

//Add main layout to app.
app.AddLayout( lay );
//check if today's visitor book already active.
if(app.FileExists(jsonPath)){
    loadJSONfile();
}
} //OnStart

function btnCreate_OnClick( ){
    app.HideKeyboard();
    var name = edtName.GetText();
    var org = edtOrg.GetText();
    var reg = edtVehicle.GetText();
    var reason = edtReason.GetText();
    //check required fields
    var errs = "";
    if ( name == "" ) errs = "'Name' ";
    if ( reason == "" ) errs = errs + "'Reason for visit' ";
    if ( errs != "" ){
        //bail out
        app.Alert( errs + "cannot be empty");
        return;
    }
    // clear sign-in form for next visitor
    edtName.SetText("");
    edtOrg.SetText("");
    edtVehicle.SetText("");
    edtReason.SetText("");
    // create a record
    var obj = {};
    obj.name = name;
    obj.org = org;
    obj.reg = reg;
    obj.reason = reason;
    var d = new Date();
    obj.timeIn = d.toTimeString().slice(0,5);
    obj.timeOut = "Out";
    // add this record to the array
    recArray.push( obj );
    saveJSONfile();
}
```

```
// display record on scroller
layScroll.AddChild( recordLayout(obj) );
scrollr.ScrollTo(0, layScroll.GetHeight());
} // btnCreate_OnClick

function btnOut_OnClick( ){
  //has this visitor already signed out?
  if (this.GetText() != "Out") return;
  //not yet, so record time out
  var d = new Date();
  this.obj.timeOut = d.toTimeString().slice(0,5);
  this.SetText(this.obj.timeOut);
  //update copy of recArray on file
  saveJSONfile();
} // btnOut_OnClick

function recordLayout(obj){
  //create a new horizontal layout to display this record
  var newlay = app.CreateLayout( "Linear", "Horizontal,FillXY" );
  var txt = app.CreateText(obj.name, 0.15);
  newlay.AddChild(txt);
  txt = app.CreateText(obj.org, 0.15);
  newlay.AddChild(txt);
  txt = app.CreateText(obj.reg, 0.15);
  newlay.AddChild(txt);
  txt = app.CreateText(obj.reason, 0.15);
  newlay.AddChild(txt);
  txt = app.CreateText(obj.timeIn, 0.15);
  newlay.AddChild(txt);
  var btn = app.CreateButton(obj.timeOut, 0.15);
  btn.obj = obj;
  btn.SetOnTouch(btnOut_OnClick);
  newlay.AddChild(btn);
  return newlay;
} // recordLayout

function saveJSONfile(){
  //update copy of recArray on file
  var s = JSON.stringify(recArray);
  app.WriteFile(jsonPath, s )
} // saveJSONfile

function loadJSONfile(){
  //read copy of recArray from file
  var s = app.ReadFile(jsonPath)
  recArray = JSON.parse(s)
  var len = recArray.length;
  for (var i=0; i<len;i++){
    var obj = recArray[i];
    layScroll.AddChild( recordLayout(obj) );
  }
}
```

```
scrollr.ScrollTo(0, layScroll.GetHeight());  
} //loadJSONfile
```

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