

Some Examples Using Blaise Component Pack

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Introduction:

Blaise Component Pack, commonly called BCP, is a COM library. Blaise uses a proprietary database format that is accessible by the Blaise System only. We can use this library to directly access the Blaise database without the need for any intermediate interface or application. As with any other component this provides properties and methods accessible to programmers.

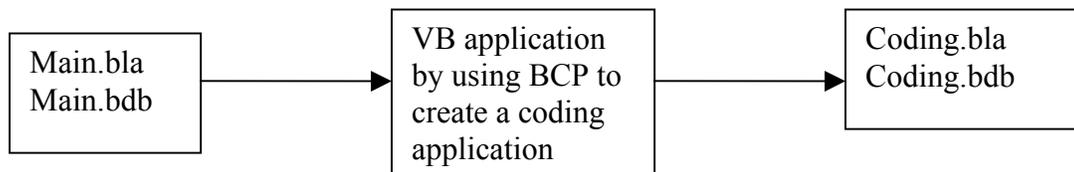
Using this BCP we can do many things with Blaise Database. Some of the main tasks which can be accomplished using BCP are:

- Fetch all the field information (like blockname, field name, field type, display text, primary key, etc.) by reading either Blaise Database(*.bdb) or Blaise Meta Information file (*.bmi).
- Fetch all the data from the database.
- Navigate through all the FIELDS and RULES (using Rules Navigator) of a data model.
- There is no need to write manipula or cameleon scripts. With BCP you can perform a variety of programming and scripting in environments like Borland® Delphi™, Microsoft® Visual Basic®, Microsoft® Visual Basic for Applications (VBA), Microsoft® Visual C++®, Microsoft® Visual J++®, and Sybase®PowerBuilder.

Some examples we had:

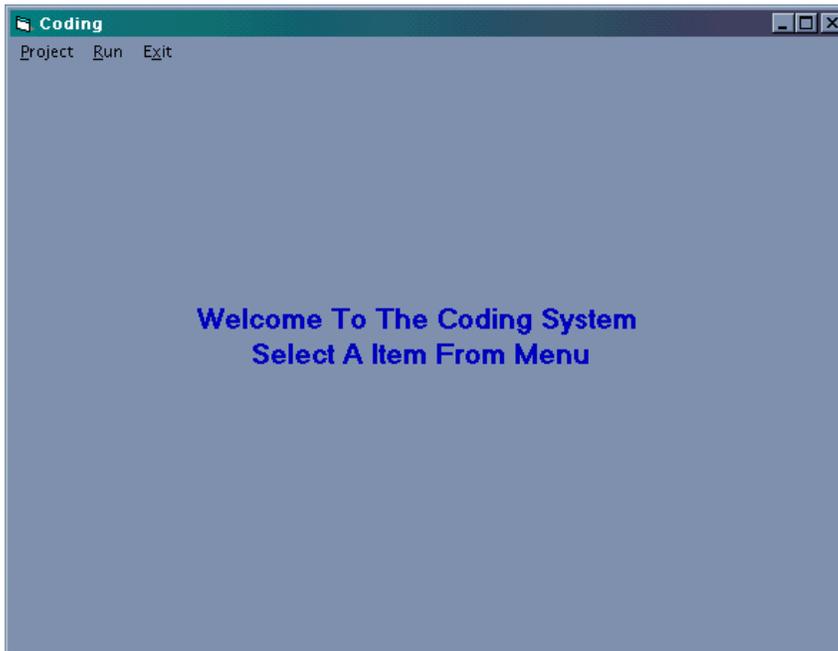
Example 1 : Creating a Blaise Coding Application

Created an application in Visual Basic that creates a Blaise coding program from the main Blaise application. In this application, it lists all the OPEN/STRING fields to the supervisor so that they can select all the fields needed to be coded. Then the Coding Application is created and related data fields are populated from main data set to the coding application data set.

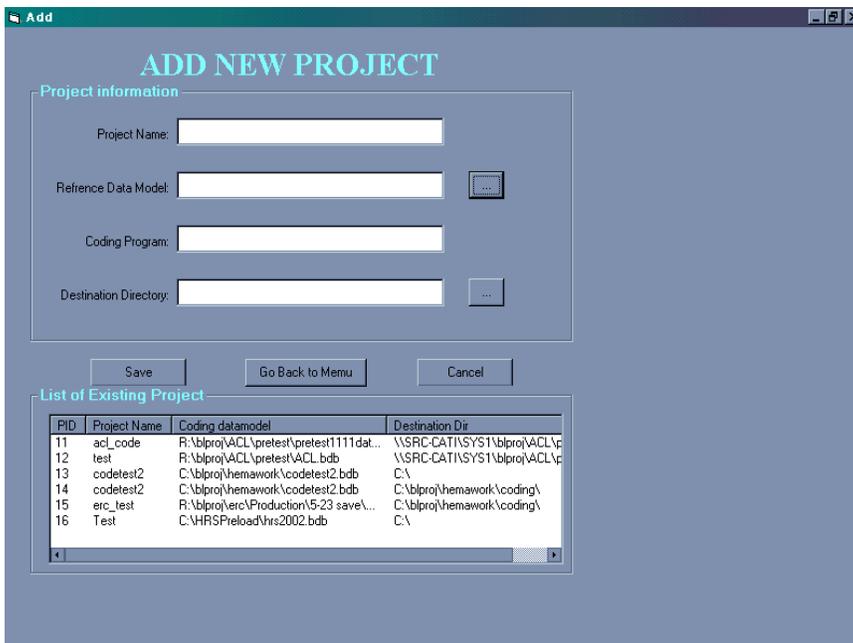


This application creates a coding program after reading a database/data model.

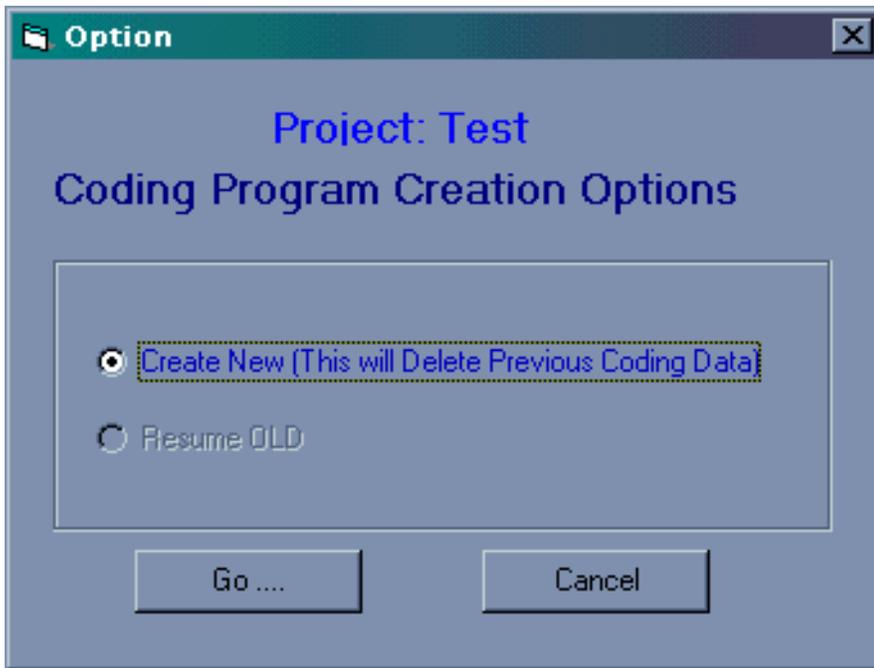
Run the application



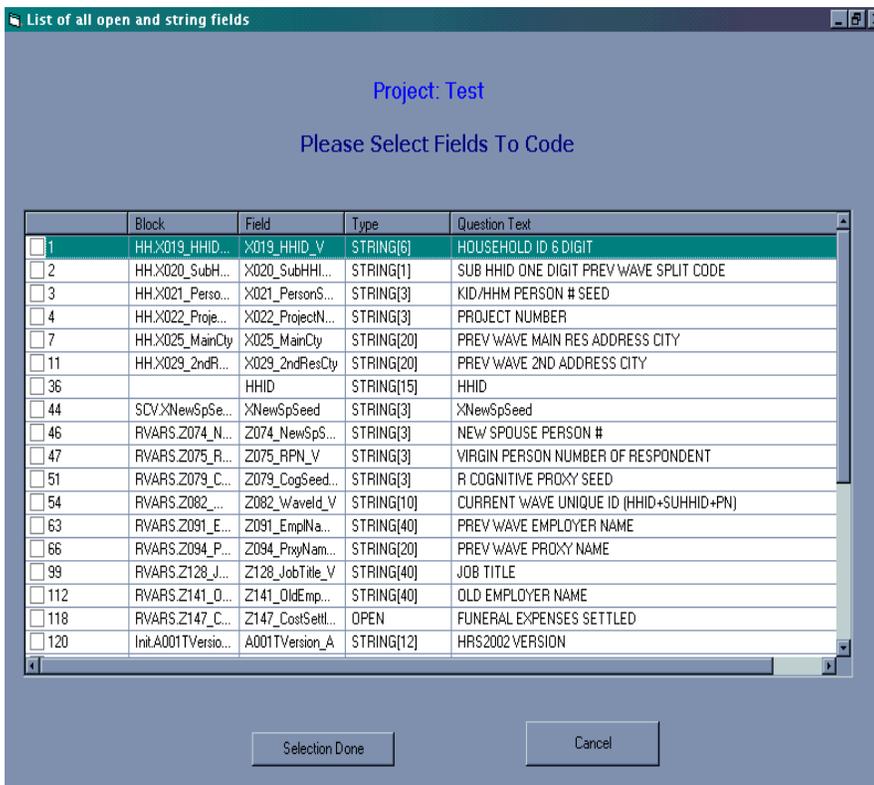
Create a new project (Project -> Add)



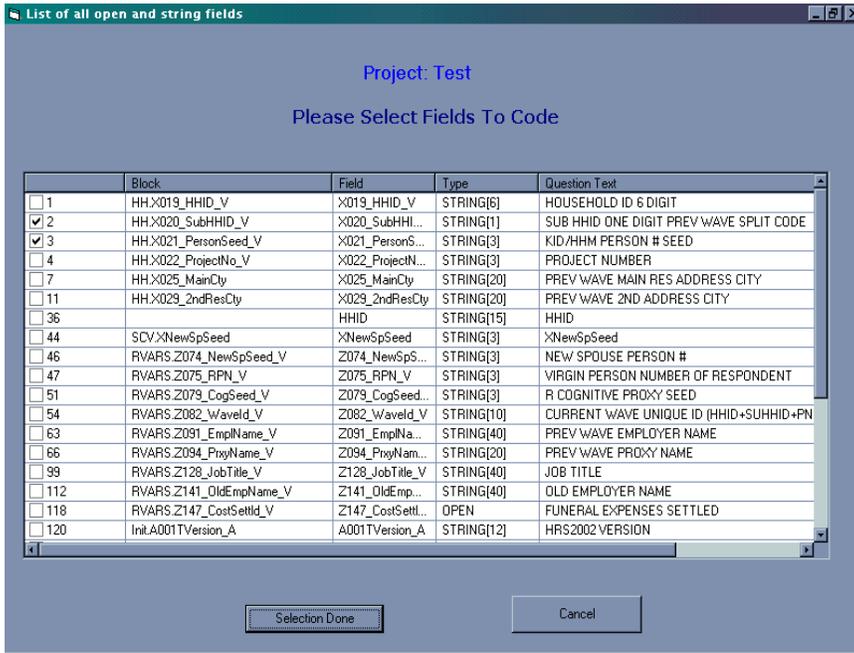
After this click on Project -> OPEN from the main menu



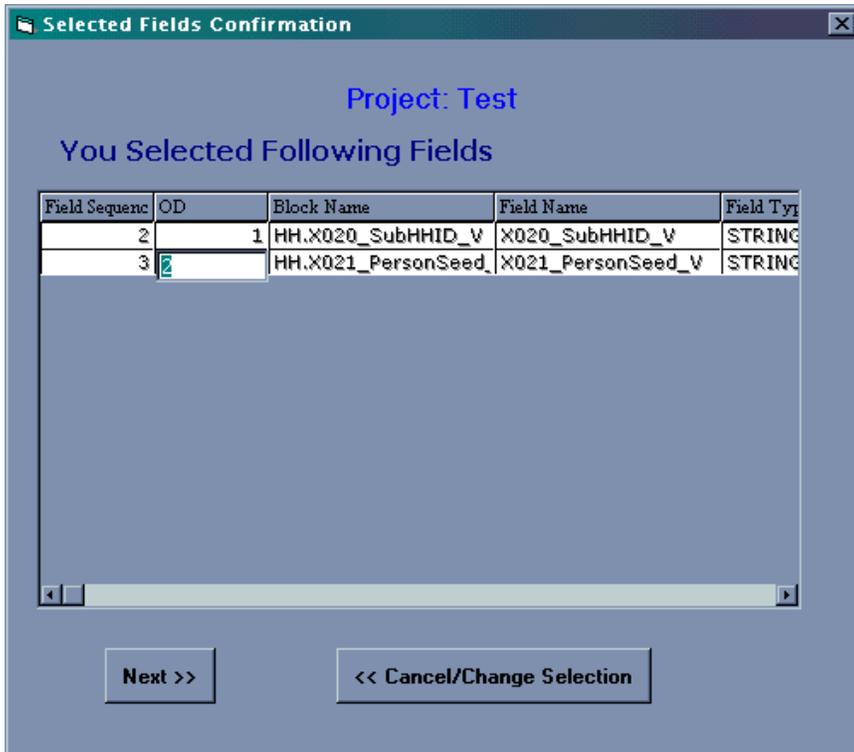
Click on “Go” button
 This displays the list of all open & string fields to code



Select the fields to be coded :



After selecting the fields to Code, click on “Selection Done” button



For each & every field selected, the following screen will come up where you can specify the number of mentions for each field and select the fields to display while coding.

Field Detail

Project: Test

CODING FIELDS DETAILS

Field To Code:

Field Type:

Number Of Mentions:

Fields To Display:

NewFieldName	NewFieldRange	DisplayText	Empty	NoEmp	NoRefu	NoDonr	Refus
X020_SubHHID_V1	0.9	SUB HHID ONE DIGIT PREV WAVE SPLIT CODE	0	0	0	0	0

Change Type:

Field Detail

Project: Test

CODING FIELDS DETAILS

Field To Code:

Field Type:

Number Of Mentions:

Fields To Display:

NewFieldName	NewFieldRange	DisplayText	Empty	NoEmp	NoRefu	NoDonr	Refus
X021_PersonSeed_V1	0.99	KID/HHM PERSON # SEED	0	0	0	0	0
X021_PersonSeed_V2	0.99	KID/HHM PERSON # SEED	0	0	0	0	0
X021_PersonSeed_V3	0.99	KID/HHM PERSON # SEED	0	0	0	0	0

Change Type:

Example 2: View and edit Blaise data

BCP Demo

BCP DEMO

Choose Reference Data Model: ...

Please select the fields from the following list that you want to retrieve based on Key Field

	Block	Field	Type	Question Text
<input checked="" type="checkbox"/>		CurrentUser	String	CurrentUser
<input checked="" type="checkbox"/>		DoneFlag	Enumerated	DoneFlag
<input type="checkbox"/>		IDENT - Primar...	String	IDENT
<input type="checkbox"/>		CaseID	String	CaseID
<input type="checkbox"/>		GFIDNUM	Integer	Coversheet Number
<input type="checkbox"/>		GF090108	Integer	Questionnaire Number
<input type="checkbox"/>		MGID	Integer	Facesheet Number
<input type="checkbox"/>		IDNUM	Integer	First 7 digits of Questionnaire number
<input type="checkbox"/>		MGSTATUS	Integer	Last digit (8th) of Questionnaire number
<input type="checkbox"/>	Attitudes.GF0911	GF0911	Enumerated	GF0911
<input type="checkbox"/>	Attitudes.GF0912	GF0912	Enumerated	GF0912
<input type="checkbox"/>	Attitudes.GF0913	GF0913	Enumerated	GF0913
<input type="checkbox"/>	Attitudes.GF0914	GF0914	Enumerated	GF0914

IDENT

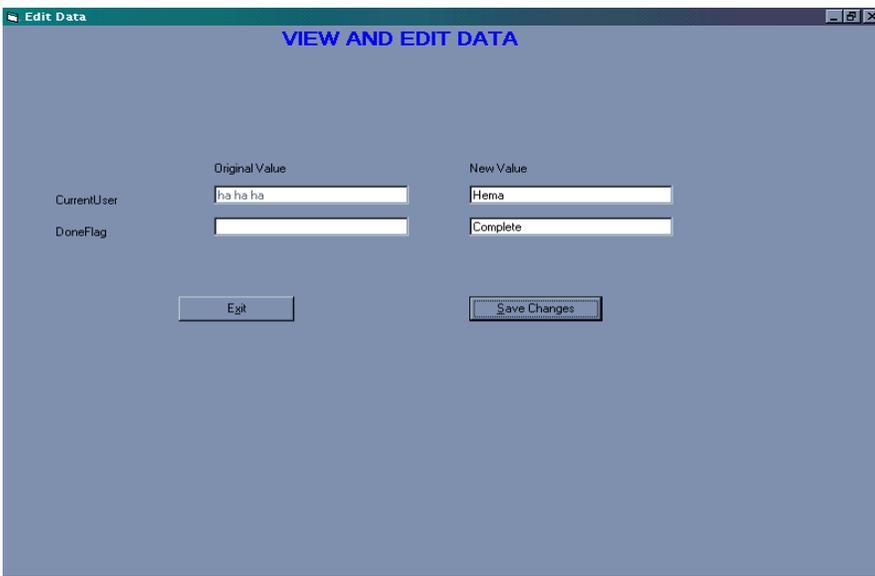
After doing all this click on Get data.

Edit Data

VIEW AND EDIT DATA

	Original Value	New Value
CurrentUser	<input type="text" value="ha ha ha"/>	<input type="text" value="ha ha ha"/>
DoneFlag	<input type="text"/>	<input type="text"/>

Here you can view the existing data from these fields..
 Click on "Save Changes," this will update the data in database if the data is valid as per rules written in Blaise program.



Viewing Data again to see the result :

The screenshot shows a window titled "Edit Data" with a subtitle "VIEW AND EDIT DATA". The window contains a table with two columns: "Original Value" and "New Value". The rows are labeled "CurrentUser" and "DoneFlag". The "Original Value" for "CurrentUser" is "Hema" and for "DoneFlag" is "1". The "New Value" for "CurrentUser" is "Hema" and for "DoneFlag" is "1". Below the table are two buttons: "Exit" and "Save Changes".

	Original Value	New Value
CurrentUser	Hema	Hema
DoneFlag	1	1

It's showing 1 in Done Flag as it is enumerated data type. "Complete" is assigned as "1" in UDT(User Defined Data Type). We can display the category text also if it is required.

EXAMPLE 3. BCP Usage and Data/Metadata-out

Purpose: The conditions table, along with the identification of the condition in the variables table, is the identification of the total set of conditions under which the field data is updated in the entire data model. This kind of information is useful in describing or analyzing a questionnaire without the use of a specific programming language such as Blaise. By examining the conditions under which the field is updated, it is possible to verify that the intentions of the designers are being correctly implemented. In addition, by searching the condition table, it is also possible to isolate which fields are dependant on another field being answered. This would be particularly useful when analyzing frequency tables on a dataset. By examining the conditions for a field, you can identify primary info that influence whether or not that question is asked.

The program we wrote, Universe.exe, was written in Visual Basic 6.0 and used the COM object library to analyze a prepared datamodel. We made calls to various BCP functions and methods to gather the information we needed. The program made use of recursive-style calls very much in the manner that Cameleon does. In particular, we used the Rules Navigator functions to traverse the Rules in the datamodel and get information about the Current Conditions (another Rules Navigator function) for each field.

These were the Rules Navigator functions used:

```
MoveToFirstStatement  
MoveToThenStatement  
MoveToChildStatement  
MoveToNextStatement  
MoveToParentStatement  
MoveToElseStatement
```

In the process of completing our project to produce tables to output Blaise data to SAS in the form of relational tables we used the BCP to produce our set of conditions under which fields in the datamodel were assigned or asked.

These are some of the functions used:

```
' Determine the Rules statement type (IF, ELSE, Assignment, ASK, FOR loop, Block Reference,  
etc.)
```

```
StatementType
```

```
' Determine the set of Fields involved in the condition
```

```
InvolvedFields.Item(1)
```

```
' Determine the number of nested conditions which apply to the field method
```

```
CurrentConditions.Count
```

```
' Set the condition based on the above count used as an index
```

```
CurrentConditions.Item(nCount)
```

Several other functions were used from the BCP to determine certain field attributes such as

the field type and the field method (ASK, KEEP, SHOW, or assignment).

```
' Get an empty database reference
Set xmDatabaseManager = New BLAPI4A.DatabaseManager
Set xmDatabase = xmDatabaseManager.OpenDatabase("")

' Set the datamodel file name
xmDatabase.DictionaryFileName = xsMetaDataFile

' Determine Field, Auxfield or Local
nFieldKind = xmDatabase.Field(sFieldName).FieldKind

' Determine the base fieldname such as Name instead of HHL.Person.Name
sFieldName = xmDatabase.Field(sFieldName).LocalName
```

Here is the section of code we used for extracting a set of conditions once we have opened the database (datamodel) and navigated to a particular field for which we want the conditions:

```
' Concatenate conditions
sCondition = ""
nConditionCount = xmDatabase.RulesNavigator.CurrentConditions.Count
If nConditionCount > 0 Then
    nCount = 0
    nTerm = 0
    For nLevel = 1 To nStmtLevel
        If nStmtType(nLevel) = blstCondition Or _
            nStmtType(nLevel) = blstElse Or _
            nStmtType(nLevel) = blstForLoop Then
            nCount = nCount + 1
            If nCount > nConditionCount Then
                MsgBox ("Count exceeds ConditionCount")
            End If
        End If
        If nStmtType(nLevel) = blstCondition Or _
            nStmtType(nLevel) = blstElse Then
            sConditionItem = xmDatabase.RulesNavigator.CurrentConditions.Item(nCount)
            If nStmtType(nLevel) = blstElse Then
                sConditionItem = "NOT(" & sConditionItem & ")"
            End If
            nTerm = nTerm + 1
            If nTerm = 1 Then
                sCondition = sConditionItem
            Else
                If nTerm = 2 Then
                    sCondition = "(" & sCondition
                End If
                sCondition = sCondition & ") AND (" & _
                    sConditionItem
            End If
        End If
    Next
End If
```

```

    If nTerm > 1 Then
        sCondition = sCondition & ")"
    End If
End If

```

This is a section of a listing of the output that we get from this program as a part of the description of what the variables in the datamodel look like by field name:

DATAMODEL Demo1

Type

```
TYesNo = (Yes (1), No (5))
```

Locals {These will not be output in conditions}

```
I : INTEGER
```

AuxFields {These will not be output in conditions}

```
Introduction "This is the introductory text"
```

```
: STRING[1]
```

BLOCK block1

```
FIELDS {For Block 1}
```

```
Driver "Do you drive a car or truck?"
```

```
: TYesNo
```

```
CarTruck "Car or truck?"
```

```
: (Car (1), Truck (2))
```

RULES

```
Driver
```

```
If Driver = Yes Then
```

```
CarTruck
```

```
Endif
```

ENDBLOCK

```
FIELDS {For Main Block}
```

```
RWilling "Is the respondant willing to take the interview?"
```

```
: TYesNo
```

```
Field1 : Block1 {A Block of Fields}
```

```
FavColor "What is your favorite color?"
```

```
: STRING[20]
```

```
HavePet "Do you have a pet?"
```

```
: TYesNo
```

```
PetName "What is your Pet's Name?"
```

```
: STRING[20]
```

RULES

```
IF Sysdate > Todate(2000,01,01) THEN
```

```
Introduction
```

```
RWilling
```

```
IF RWilling = Yes OR RWilling = DK THEN
```

```
Field1
```

```
FavColor
```

```
HavePet
```

```
Endif
```

ENDIF

IF HavePet = Yes THEN

 PetName

ENDIF

ENDMODEL

Blaise Data Entry - C:\blproj\hrs2002\Demo1

Forms Answer Navigate Options Help

Is the respondent willing to take the interview?

1. Yes
 5. No

Introduction 1
RWilling 1

Driver
CarTruck
FavColor
HavePet
PetName

New 1/1 Modified Dirty Insert Demo1

Blaise Data Entry - C:\blproj\hrs2002\Demo1

Forms Answer Navigate Options Help

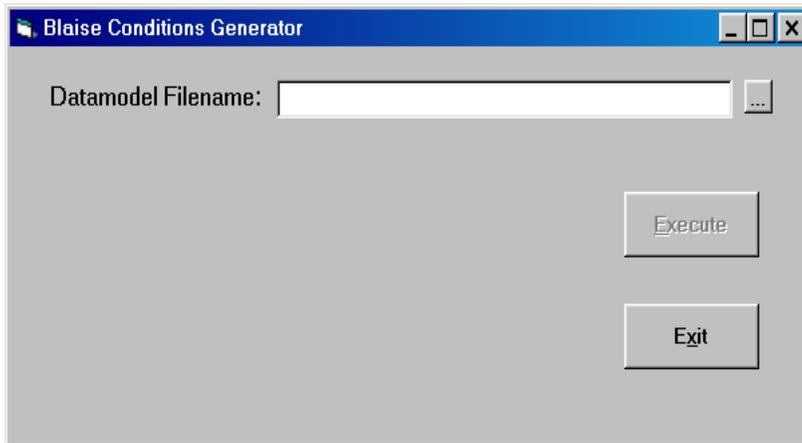
What is your Pet's Name?

Enter a text of at most 20 characters

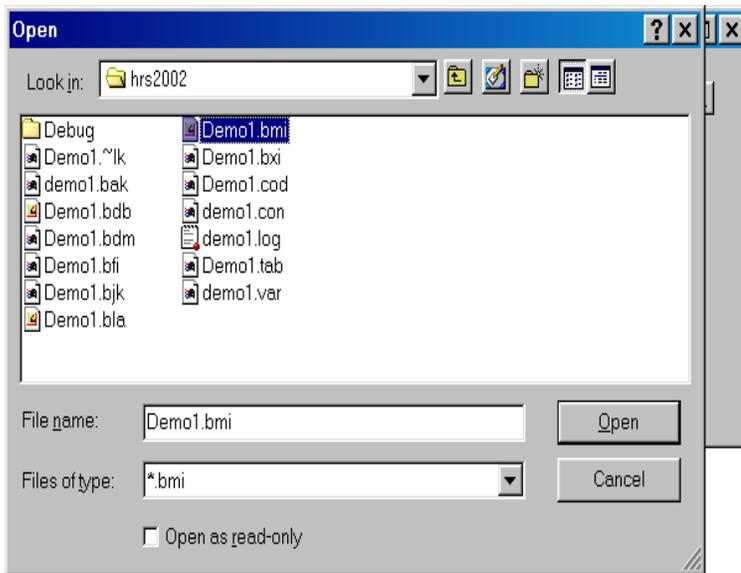
Introduction 1
RWilling 1 Yes
Driver 1 Yes
CarTruck 1 Car
FavColor Red
HavePet 1 Yes
PetName Lassie

New 1/1 Modified Dirty Insert Demo1

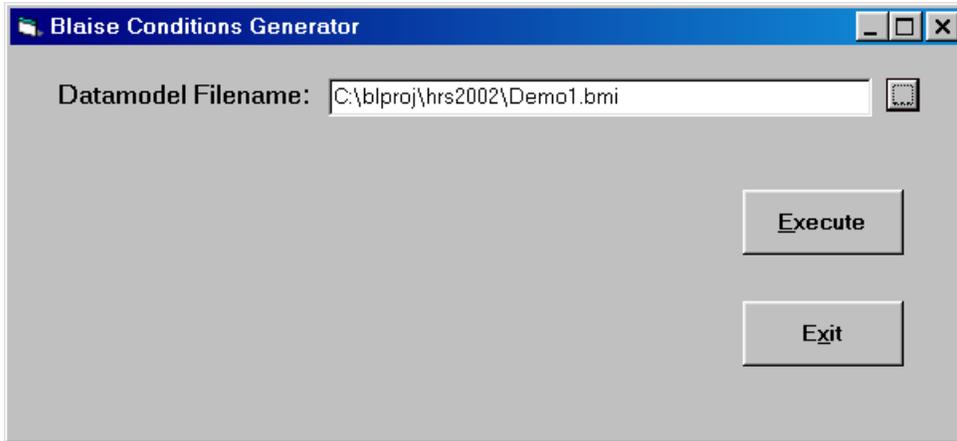
This is the screen first seen when running Universe.exe. You can type in a full path and datamodel name or use the select button to find your datamodel.



The Common Dialog box is opened and you can then select your file.



When a valid datamodel name is filled into the name field, all that is left to do is press the 'Execute' button and the condition file will be created. The variables table previously created by a Cameleon run will also be updated to reflect which fields are affected by what conditions.



This is the content of the condition file. The first item is the condition name (based on the first occurrence of a condition using field name) and the third item is the condition statements.

```
Name~Label~Condition
RWillig~~SYSDATE > TODATE (2000, 1, 1)
Driver~~(SYSDATE > TODATE (2000, 1, 1)) AND ((RWillig = Yes) OR (RWillig =
DONTKNOW))
CarTruck~~(SYSDATE > TODATE (2000, 1, 1)) AND ((RWillig = Yes) OR (RWillig =
DONTKNOW)) AND (Driver = Yes)
PetName~~HavePet = Yes
```

Note that only the unique conditions are listed.

The following is the contents of the variable file.

```
Name~Label~Object~Table~Condition~Location~Length~Type~Frame~Responses~Minimum~Maxi
mum~Decimals~Open?~DK?~Ref?~Empty?~Text
BlaiseKey~Blaise primary key~Demo1~Demo1~~1~0~Char~~1~~~~N~N~N~N~
Demo1Instance~Block Demo1 instance
number~Demo1~Demo1~~1~5~Numeric~~1~~~0~N~N~N~N~
RWillig~Is the respondant willing to take the
interview?~Demo1~Demo1~RWillig~6~1~Numeric~TYesNo~1~1~5~0~N~N~N~N~Is the
respondant willing to take the interview?
FavColor~What is your favorite
color?~Demo1~Demo1~Driver~12~20~Char~~1~~~~N~N~N~N~What is your favorite color?
HavePet~Do you have a
pet?~Demo1~Demo1~Driver~32~1~Numeric~TYesNo~1~1~5~0~N~N~N~N~Do you have a pet?
PetName~What is your Pet's
Name?~Demo1~Demo1~PetName~33~20~Char~~1~~~~N~N~N~N~What is your Pet's Name?
BlaiseKey~Blaise primary key~block1~block1~~1~0~Char~~1~~~~N~N~N~N~
block1Instance~Block block1 instance
number~block1~block1~~1~5~Numeric~~1~~~0~N~N~N~N~
Driver~Do you drive a car or
truck?~block1~block1~Driver~6~1~Numeric~TYesNo~1~1~5~0~N~N~N~N~Do you drive a car or
truck?
CarTruck~Car or
truck?~block1~block1~CarTruck~7~1~Numeric~CarTruck~1~1~2~0~N~N~N~N~Car or truck?
```

Future Plans

In the future, we plan to use more functions out of the BCP to replace the various pieces of information that we get from Cameleon currently such as field type, enumerations, loop levels, block names as well as all of the other attributes of the datamodel.