

# Programming User Dialogs with Classical Screens (Dynpros)

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- Introducing Screen Programming
- Creating Screens and Screen Elements
- Modifying Screens at Runtime
- Designing Screen Sequence
- Calling a Dialog Box Dynamical

### The Program Interface

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### Simple Screen Elements

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- Creating Subscreens

### Tabstrip Controls

- Creating Tabstrip Controls
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### Table Controls

- Creating Table Controls
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- Implementing Context Menu

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- Implementing Splitter Control