How do I use the Reuse Library? (BC-DWB-UTL)

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SAP™

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Icons

Icon	Meaning
⚠	Caution
🗂	Example
➡	Note
🧭	Recommendation
Syn	Syntax
💡	Tip

Contents

■◸ **SAP AG**   **How do I use the Reuse Library? (BC-DWB-UTL)**

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Introduction

The Reuse Library is a transaction in the R/3 System that helps developers when searching for reusable software objects (transaction code SE83).

In the Reuse Library reusable objects ('Reuse products') are displayed in a browser that allows you to navigate through these products. When you double-click on a Reuse product in the tree displayed on the left-hand side of the browser, the data to this Reuse product is displayed on the right-hand side.

We define a Reuse product as a number of repository and information objects that deal with the same subject matter.

> The *ALV Grid Control* tool is a Reuse product that is made up on a class, a number of function modules, example programs, documentation elements, and so on.

The collection of information has been categorized appropriately and the individual categories presented on different tabs (**Documentation**, **Examples**, **Program objects**).

"Documentation" Tab

The documentation contains detailed information about a Reuse product that you can consult during the familiarization with the product and for any questions about the product that may arise.

"Examples" Tab

The examples for a Reuse product should, in simple scenarios, illustrate how the Reuse product can be used. In this way developers can see what the product looks like 'live' (the examples can be started directly from the Reuse Library) and copy any useful passages (editor can be accessed directly). If documentation to the examples exists, you can display this immediately.

"Program Objects" Tab

During familiarization with, or for repeated use of, a product it is important to have fast and clear access to the repository objects to be included in your coding. You can display and (if possible) also test the objects from the Reuse Library. You can also access the documentation to the objects directly. The objects can also be copied to the workbench worklist and used later, for statement templates, for example.

Integration in the Workbench

You can call the Reuse Library from the ABAP Development Workbench (*Environment → Reuse Library*). You can also call the Workbench from the Reuse Library (*Environment → Workbench*).

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You can copy the objects from the 'Examples' and 'Program objects' tabs to the Workbench worklist. This is a very simple method for copying function modules into your coding from the Reuse Library, for example. To do this:

1. Call the Reuse Library (for example, from the Workbench).

2. Go to the Reuse product you require, choose one of the tabs and select a function module.

3. In the application toolbar choose *Add to worklist*. The function module is then displayed in the bottom part of the screen in the worklist. You can add as many objects as you like to the worklist.

4. Return to the workbench. You can still see the worklist in the bottom part of the screen.

5. Using drag & drop you can now include the objects from the worklist in your coding as statement templates.