

# JSMethod

## Property Summary

- String** [#code](#)  
The full source code of this method (including doc and function declaration).
- Boolean** [#showInMenu](#)  
Flag that tells if the method appears or not in the "Methods" menu of Servoy Client.

## Method Summary

- Object[]** [#getArguments\(\)](#)  
gets the argument array for this method if that is set for the specific action this method is taken from.
- String** [#getName\(\)](#)  
The name of the method.
- UUID** [#getUUID\(\)](#)  
Returns the UUID of the method object

## Property Details

**code**  
The full source code of this method (including doc and function declaration).

### Returns

**String**

### Sample

```
var method = form.newFormMethod('function original() { application.output("Original function."); }');
application.output('original method name: ' + method.getName());
application.output('original method code: ' + method.code);
method.code = 'function changed() { application.output("This is another function."); }';
method.showInMenu = false;
var button = form.newButton('Click me!', 10, 10, 100, 30, method);
```

**showInMenu**  
Flag that tells if the method appears or not in the "Methods" menu of Servoy Client.

### Returns

**Boolean**

### Sample

```
var method = form.newFormMethod('function original() { application.output("Original function."); }');
application.output('original method name: ' + method.getName());
application.output('original method code: ' + method.code);
method.code = 'function changed() { application.output("This is another function."); }';
method.showInMenu = false;
var button = form.newButton('Click me!', 10, 10, 100, 30, method);
```

## Method Details

**getArguments**

**Object[]** [getArguments\(\)](#)

gets the argument array for this method if that is set for the specific action this method is taken from. Will return null by default. This is only for reading, you can't alter the arguments through this array, for that you need to create a new object through `solutionModel.newMethodWithArguments(..)` and assign it again.

### Returns

**Object[]** – Array of the arguments, null if not specified.

### Sample

```
var frm = solutionModel.getForm("myForm");
    var button = frm.getButton("button");
    // get the arguments from the button.
    // NOTE: string arguments will be returned with quotes (comp.onAction.getArguments()[0] == '\foo\' evals to
true)
    var arguments = button.onAction.getArguments();
    if (arguments && arguments.length > 1 && arguments[1] == 10) {
        // change the value and assign it back to the onAction.
        arguments[1] = 50;
        button.onAction = solutionModel.newMethodWithArguments(button.onAction,arguments);
    }
```

getName

**String** getName()

The name of the method.

**Returns**

**String** – A String holding the name of this method.

**Sample**

```
var method = form.newFormMethod('function original() { application.output("Original function."); }');
application.output('original method name: ' + method.getName());
application.output('original method code: ' + method.code);
method.code = 'function changed() { application.output("This is another function."); }';
method.showInMenu = false;
var button = form.newButton('Click me!', 10, 10, 100, 30, method);
```

getUUID

**UUID** getUUID()

Returns the UUID of the method object

**Returns**

**UUID**

**Sample**

```
var method = form.newFormMethod('function original() { application.output("Original function."); }');
application.output(method.getUUID().toString());
```