Oracle Forms Developer 10g : Build Internet Applications I

Course information

Days : 5
Total lessons : 25
Suggested Prerequisites :

- Oracle Database 10g SQL Fundamentals I
- Oracle Database 10g PL/SQL Fundamentals

Training includes :

- Experienced trainer(s)
- Pre-test and Post-test
- Practices and solutions
- Trainer Assistant(s)

Course price :

- 85,000 baht(THB) : Small Class : 1 - 10 persons
- 115,000 baht(THB) : Middle Class : 11 - 20 persons
- 145,000 baht(THB) : Large Class : 21 - 30 persons
  All prices exclude VAT 7 %

Course details

Day 1

Introduction
Lesson 1 : Introduction to Oracle Forms Developer and Oracle Forms Services
Lesson 2 : Running a Forms Developer Application
Lesson 3 : Working in the Forms Developer Environment
Lesson 4 : Creating a Basic Form Module
Lesson 5 : Creating a Master-Detail Form
Lesson 6 : Working with Data Blocks and Frames

Day 2

Lesson 7 : Working with Text Items
Lesson 8 : Creating LOVs and Editors
Lesson 9 : Creating Additional Input Items
Lesson 10 : Creating Noninput Items

Day 3

Lesson 11 : Creating Windows and Content Canvases
Lesson 12 : Working with Other Canvas Types
Lesson 13 : Introduction to Triggers
Lesson 14 : Producing Triggers
Lesson 15 : Debugging Triggers

Day 4

Lesson 16 : Adding Functionality to Items
Lesson 17 : Run Time Messages and Alerts
Lesson 18 : Query Triggers
Lesson 19 : Validation
Lesson 20 : Navigation

Day 5

Lesson 21 : Transaction Processing
Lesson 22 : Writing Flexible Code
Lesson 23 : Sharing Objects and Code
Lesson 24 : Using WebUtil to Interact with the Client
Lesson 25 : Introducing Multiple Form Applications

Lesson details

Lesson 1 : Introduction to Oracle Forms Developer and Oracle Forms Services

- Define grid computing
- Explain how Oracle 10g products implement grid computing
- Describe the components of Oracle Application Server 10g and Oracle Developer Suite 10g
- Describe the features and benefits of Oracle Forms Services and Oracle Forms Developer
- Describe the architecture of Oracle Forms Services
- Describe the course application

Lesson 2 : Running a Forms Developer Application

- Start OC4J
- Describe the run-time environment
- Describe the elements in a running form
- Navigate a Forms application
- Describe the two main modes of operation
- Run a form in a Web browser :
    - Retrieve both restricted and unrestricted data
    - Insert, update, and delete records
    - Display database errors

Lesson 3 : Working in the Forms Developer Environment

- Describe Forms Builder components
- Navigate the Forms Builder interface
- Identify the main objects in a form module
- Customize the Forms Builder session
- Use the online help facilities
- Identify the main Forms executables
- Describe the Forms module types
- Set environment variables for design and run time
- Run a form from within Forms Builder

Lesson 4 : Creating a Basic Form Module

- Create a form module
- Create a data block
- Save and compile a form module
- Identify Forms file formats and their characteristics
- Describe how to deploy a form module
- Explain how to create documentation for a Forms application

Lesson 5 : Creating a Master-Detail Form

- Create data blocks with relationships
- Modify a data block
- Modify the layout of a data block
- Run a master-detail form

Lesson 6 : Working with Data Blocks and Frames

- Identify the components of the Property Palette
- Manage object properties
- Create and use Visual Attributes
- Control the behavior and appearance of data blocks
- Control frame properties
- Create blocks that do not directly correspond to database tables

Lesson 7 : Working with Text Items

- Describe text items
- Create a text item
- Modify the appearance of a text item
- Control the data in a text item
- Alter the navigational behavior of a text item
- Enhance the relationship between the text item and the database
- Add functionality to a text item
- Display helpful messages

Lesson 8 : Creating LOVs and Editors

- Describe LOVs and editors
- Design, create, and associate LOVs with text items in a form module
- Create editors and associate them with text items in a form module

Lesson 9 : Creating Additional Input Items

- Identify the item types that allow input
- Create a check box
- Create a list item
- Create a radio group

Lesson 10 : Creating Noninput Items

- Identify item types that do not allow input
- Create a display item
- Create an image item
- Create a button
- Create a calculated item
- Create a hierarchical tree item
- Create a bean area item

Lesson 11 : Creating Windows and Content Canvases

- Describe the relationship between windows and content canvases
- Create windows and content canvases
- Display a form module in multiple windows
- Display a form module on multiple layouts

Lesson 12 : Working with Other Canvas Types

- Describe the different types of canvases and their relationships to each other
- Identify the appropriate canvas type for different scenarios
- Create an overlay effect by using stacked canvases
- Create a toolbar
- Create a tabbed interface

Lesson 13 : Introduction to Triggers

- Define triggers
- Identify the different trigger categories
- Plan the type and scope of triggers in a form
- Describe the properties that affect the behavior of a trigger

Lesson 14 : Producing Triggers

- Write trigger code
- Explain the use of built-in subprograms in Forms applications
- Describe the When-Button-Pressed trigger
- Describe the When-Window-Closed trigger

Lesson 15 : Debugging Triggers

- Describe the components of the Debug Console
- Use the Run Form Debug button to run a form module in debug mode
- Debug PL/SQL code

Lesson 16 : Adding Functionality to Items

- Supplement the functionality of input items by using triggers and built-ins
- Supplement the functionality of noninput items by using triggers and built-ins

Lesson 17 : Run Time Messages and Alerts

- Describe the default messaging behavior of a form
- Handle run-time failure of built-in subprograms
- Identify the different types of Forms messages
- Control system messages
- Create and control alerts
- Handle database server errors

Lesson 18 : Query Triggers

- Explain the processes involved in querying a data block
- Describe query triggers and their scope
- Write triggers to screen query conditions
- Write triggers to supplement query results
- Control trigger action based on the form's query status

Lesson 19 : Validation

- Explain the effects of the validation unit upon a form
- Control validation:
    - Using object properties
    - Using triggers
    - Using Pluggable Java Components
- Describe how Forms tracks validation status
- Control when validation occurs

Lesson 20 : Navigation

- Distinguish between internal and external navigation
- Control navigation with properties
- Describe and use navigation triggers to control navigation
- Use navigation built-ins in triggers

Lesson 21 : Transaction Processing

- Explain the process used by Forms to apply changes to the database
- Describe the commit sequence of events
- Supplement transaction processing
- Allocate sequence numbers to records as they are applied to tables
- Implement array DML

Lesson 22 : Writing Flexible Code

- Describe flexible code
- State the advantages of using system variables
- Identify built-in subprograms that assist flexible coding
- Write code to reference objects:
    - By internal ID
    - Indirectly

Lesson 23 : Sharing Objects and Code

- Describe the various methods for reusing objects and code
- Inherit properties from property classes

- Group related objects for reuse
- Explain the inheritance symbols in the Property Palette
- Reuse objects from an object library
- Reuse PL/SQL code

Lesson 24 : Using WebUtil to Interact with the Client

- Describe the benefits of the WebUtil utility
- Integrate WebUtil into a form
- Use WebUtil to interact with a client machine

Lesson 25 : Introducing Multiple Form Applications

- Call one form from another form module
- Define multiple form functionality
- Share data among open forms

For more information please contact :
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