

ORACLE DEVELOPER FORM BUILDER 6i

Duration: 5 days

Develop the skills to effectively utilize the Oracle Form Builder 6.0

Course Description:

This course is designed to provide application developers the hands-on experience using the Oracle Object Oriented 4th generation graphical user interface development tool. This lab-intensive course directs participants through application development from default form generation to custom, menu-driven applications using object oriented technology.

Participants will learn...

- To develop a customized GUI application using Oracle Form Builder 6.0

Who Needs to Attend:

Application Designers, Developers and Technical Support Personnel

Prerequisites:

Oracle Foundation Classes or [equivalent experience](#)

Course Content:

INTRODUCTION TO FORM BUILDER

- Oracle design and development tools
- Object orientation
- Form Builder object model utilization
- Using a Form Builder application
- Developing Form Builder applications
- Steps in developing form applications

BASIC COMPONENTS OF FORM BUILDER

- Entity relationship diagram for SPAM
- SPAM physical data model
- Parts of a Form Builder application
- Relationship of a form to a database
- And more

RUNNING A FORM BUILDER APPLICATION

- Invoking the forms runtime
- On-line help at runtime
- Modes of operation
- Retrieving data from the database
- Inputting records into the database
- And more

FORM BUILDER DESIGN INTERFACE PART 1

- Form Builder major tool set
- Form Builder wizards
- Form Builder main menu
- Form Builder modules
- And more

FORM BUILDER DESIGN INTERFACE PART 2

- Using the property palette
- Using the layout editor

BUILDING A BASIC FORM MODULE

- Connecting to the database
- Creating a new form module
- New blocks
- The layout and the Layout Wizard
- Modifying a block
- Saving the form module
- Test run the new form module
- Manually compile the form module

VISUAL ATTRIBUTES AND PROPERTY CLASSES

DEVELOPING INHERITABLE AND REUSABLE OBJECTS

- Copy/subclass objects amongst form modules
- Reusing objects across from modules
- Mouse/keyboard hints
- Object groups
- Form Builder application development steps
- Skeleton form module building steps

BUILDING A ROBUST FORM PART 1

- Steps in building a form module

BUILDING A ROBUST FORM PART 2

- Working with toolbars
- Add new objects
- Creating canvas-views
- Creating a detail block
- Relations

EDITORS AND ALERTS

- Specialized windows
- Editors and Alerts

LOVS AND RECORD GROUPS

- List of values
- LOV properties
- Record groups
- Record group properties

TRIGGER CONCEPTS

- Types of triggers
- Database triggers vs. form triggers
- Validation strategies
- PL/SQL trigger scripts

WORKING WITH TRIGGERS

- Global variables
- System variables
- Calling built-in routines
- Handling error and failing triggers
- Creating triggers
- Populating non-base table items
- Manipulating windows with triggers
- Populating a non-base table calculated item
- Performing actions from buttons
- Timers

OBJECT ORIENTED CODING CAPABILITIES

- Form Builder application development steps
- Reuse/inheritance of objects
- Copying existing triggers into a form module
- Subclassing existing triggers into a form module
- Triggers in property classes
- Program units
- PL/SQL library modules
- Object libraries and smartclasses

BASIC MENUS

- Menu modules
- Saving a menu module
- Compiling a menu module
- Attaching a menu module to a form module

Course Labs:

- Running a Form Builder application
- Form Builder design interface – part 1
- Form Builder design interface – part 2
- Building a basic form module
- Visual attributes and property classes
- Developing inheritable and reusable objects
- Building robust form module – part 1
- Building a robust form module – part 2
- Editors and alerts
- Lovs and record groups
- Triggers concepts
- Working with triggers
- Object-oriented coding capabilities
- Basic menus