

Oracle Forms Developer 10g: Build Internet Applications

Description:

In this course, you will build, test and deploy Internet applications with Oracle Forms. Working in a graphical user interface (GUI) environment, you learn how to build forms with user input items such as check boxes, list items, and radio groups. You will also display Form elements in multiple windows and customize data access by creating event-related triggers.

Objectives:

- Create form modules, including components for database interaction and GUI controls
- Link one form module to another
- Implement triggers
- Debug form modules in a 3-tier environment
- Test form modules in a Web browser
- Reuse objects and code
- Display form modules in multiple windows and use a variety of layout styles

Audiences:

- Forms Developer
- Support Engineer

Required Prerequisites:

Oracle Database 10g: Program with PL/SQL

Oracle Database 10g: SQL and PL/SQL Fundamentals

Topics:

Introducing Oracle Forms Developer and Forms Services

- 1 - Grid Computing
- 2 - Oracle 10g Products
- 3 - Oracle Application Server Architecture
- 4 - Oracle Forms Services Architecture
- 5 - Benefits and Components of Oracle Developer Suite
- 6 - Running a Forms Developer Application
- 7 - Working in the Forms Developer Environment

Creating Forms Modules

- 1 - Creating a Basic Forms Module
- 2 - Creating a Master-Detail Forms Module
- 3 - Modifying the Data Block

4 - Modifying the Layout

Working with Data Blocks and Frames

- 1 - Using the Property Palette
- 2 - Managing Object Properties
- 3 - Creating and Using Visual Attributes
- 4 - Controlling the Behavior and Appearance of Data Blocks
- 5 - Controlling Frame Properties
- 6 - Creating Control Blocks
- 7 - Deleting Data Blocks

Working with Input Items

- 1 - Creating Text Items
- 2 - Controlling the Behavior and Appearance of Text Items
- 3 - Creating LOVs
- 4 - Defining Editors
- 5 - Creating Check Boxes
- 6 - Creating List Items
- 7 - Creating Radio Groups

Working with Non input Items

- 1 - Creating a Display Item
- 2 - Creating an Image Item
- 3 - Creating a Push Button
- 4 - Creating a Calculated Item
- 5 - Creating a Hierarchical Tree Item
- 6 - Creating a Bean Area Item

Creating Windows and Canvases

- 1 - Overview of Windows and Canvases
- 2 - Displaying a Form Module in Multiple Windows
- 3 - Creating a New Window
- 4 - Displaying a Form Module on Multiple Layouts
- 5 - Creating a New Content Canvas
- 6 - Creating a Stacked Canvas
- 7 - Creating a Toolbar
- 8 - Creating a Tab Canvas

Producing Triggers

- 1 - Grouping Triggers into Categories
- 2 - Defining Trigger Components: Type, Code, and Scope
- 3 - Specifying Execution Hierarchy
- 4 - Using the PL/SQL Editor
- 5 - Using the Database Trigger Editor
- 6 - Writing Trigger Code
- 7 - Using Variables and Built-ins

8 - Using the When-Button-Pressed and When-Window-Closed Triggers

Debugging Triggers

- 1 - The Debugging Process
- 2 - The Debug Console
- 3 - Setting Breakpoints
- 4 - Debugging Tips
- 5 - Running a Form in Debug Mode
- 6 - Stepping through Code

Adding Functionality to Items

- 1 - Coding Item Interaction Triggers
- 2 - Defining Functionality for Check Boxes
- 3 - Changing List Items at Run Time
- 4 - Displaying LOVs from Buttons
- 5 - Populating Image Items
- 6 - Populating and Displaying Hierarchical Trees
- 7 - Interacting with JavaBeans

Run-Time Messages and Alerts

- 1 - Built-Ins and Handling Errors
- 2 - Controlling System Messages
- 3 - The FORM_TRIGGER_FAILURE Exception
- 4 - Using Triggers to Intercept System Messages
- 5 - Creating and Controlling Alerts
- 6 - Handling Server Errors

Query Triggers

- 1 - Handling Server Errors
- 2 - SELECT Statements Issued During Query Processing
- 3 - WHERE and ORDER BY clauses and the ONETIME_WHERE property
- 4 - Writing Query Triggers
- 5 - Query Array Processing
- 6 - Coding Triggers for Enter-Query Mode
- 7 - Overriding Default Query Processing
- 8 - Obtaining Query Information at Run Time

Validation

- 1 - Validation Process
- 2 - Controlling Validation Using Properties
- 3 - Controlling Validation Using Triggers
- 4 - Performing Client-Side Validation with PJC's
- 5 - Tracking Validation Status
- 6 - Using Built-ins to Control When Validation Occurs

Navigation

- 1 - Navigation Overview
- 2 - Understanding Internal Navigation
- 3 - Using Object Properties to Control Navigation
- 4 - Writing Navigation Triggers: When-New--Instance, Pre- and Post- Triggers
- 5 - The Navigation Trap
- 6 - Using Navigation Built-Ins in Triggers

Transaction Processing

- 1 - The Commit Sequence of Events
- 2 - Characteristics and Common Uses of Commit Triggers
- 3 - Testing the Results of Trigger DML
- 4 - DML Statements Issued during Commit Processing
- 5 - Overriding Default Transaction Processing
- 6 - Running against Data Sources Other Than Oracle
- 7 - Getting and Setting the Commit Status
- 8 - Implementing Array DML

Writing Flexible Code

- 1 - What is Flexible Code?
- 2 - Using System Variables for Flexible Coding
- 3 - Using Built-in Subprograms for Flexible Coding
- 4 - Referencing Objects by Internal ID
- 5 - Referencing Items Indirectly

Sharing Objects and Code

- 1 - Benefits of Reusable Objects and Code
- 2 - Working with Property Classes
- 3 - Working with Object Groups
- 4 - Copying and Subclassing Objects and Code
- 5 - Working with Object Libraries
- 6 - Working with SmartClasses
- 7 - Reusing PL/SQL
- 8 - Working with PL/SQL Libraries

Using WebUtil to Interact with the Client

- 1 - Benefits of WebUtil
- 2 - Integrating WebUtil into a Form
- 3 - Interacting with the Client

Introducing Multiple Form Applications

- 1 - Multiple Form Applications Overview
- 2 - Starting Another Form Module
- 3 - Defining Multiple Form Functionality
- 4 - Sharing Data among Modules