



## **Oracle Forms Developer 10g: Build Internet Applications (40 hrs)**

### **What you will learn:**

Leverage your investment by taking advantage of web technologies to easily and quickly construct sophisticated database forms and business logic with minimal effort. This course focuses on teaching students to use Oracle Forms Developer 10g to rapidly build scalable, high-performance applications for the Internet.

In this course students build, test, debug, and deploy interactive Internet applications. Working in a graphical user interface (GUI) environment, they develop an order entry application from the ground up. This application incorporates several advanced features that provide a rich user experience while implementing business rules.

### **Learn To:**

- Customize forms with user input items such as check boxes, list items, radio groups, and Pluggable Java Components
- Integrate Java into Forms applications by using JavaBeans
- Control navigation, data access, validation, and transactions by creating event-related triggers
- Enable Forms applications running on the Web to access files and applications on the client computer
- Display Forms elements and data in multiple canvases and windows
- Deploy Forms applications to the Web

### **Audience:**

- Application Developers
- Developer
- Forms Developer
- PL/SQL Developer
- Support Engineer
- Technical Consultant

### **Prerequisites:**

#### **Required Prerequisites:**

- A good familiarity with Graphical User Interface (GUI)
- Working experience with the Web browser
- Oracle Database 10g: Introduction to SQL
- Oracle Database 10g: Program with PL/SQL
- Oracle Database 10g: Develop PL/SQL Program Units

#### **Suggested Prerequisites:**

- Oracle Database 10g: Advanced PL/SQL

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**Course Objectives:**

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

**Course Topics:**

**Introducing Oracle Forms Developer and Forms Services**

- Grid Computing
- Oracle 10g Products
- Oracle Application Server 10g Architecture
- Benefits and Components of Oracle Developer Suite 10g
- Running a Forms Developer Application
- Working in the Forms Developer Environment

**Creating Forms Modules**

- Creating a Basic Forms Module
- Creating a Master-Detail Forms Module
- Modifying the Data Block
- Modifying the Layout

**Working with Data Blocks and Frames**

- Using the Property Palette
- Managing Object Properties
- Creating and Using Visual Attributes
- Controlling the Behavior and Appearance of Data Blocks
- Controlling Frame Properties
- Creating Control Blocks
- Deleting Data Blocks

**Working with Input Items**

- Creating Text Items
- Controlling the Behavior and Appearance of Text Items
- Creating LOVs
- Defining Editors
- Creating Check Boxes
- Creating List Items
- Creating Radio Groups

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### **Working with Non Input Items**

- Creating a Display Item
- Creating an Image Item
- Creating a Push Button
- Creating a Calculated Item
- Creating a Hierarchical Tree Item
- Creating a Bean Area Item

### **Working with Windows and Canvases**

- Overview of Windows and Canvases
- Displaying a Forms Module in Multiple Windows
- Creating a New Window
- Displaying a Forms Module on Multiple Layouts
- Creating a New Content Canvas
- Creating a New Stacked Canvas
- Creating a New Toolbar Canvas
- Creating a New Tab Canvas

### **Producing Triggers**

- Grouping Triggers into Categories
- Defining Trigger Components: Type, Code, and Scope
- Specifying Execution Hierarchy
- Using the PL/SQL Editor
- Writing Trigger Code
- Using Variables and Built-ins
- Using the When-Button-Pressed and When-Window-Closed Triggers

### **Debugging Triggers**

- The Debugging Process
- The Debug Console
- Setting Breakpoints
- Debugging Tips
- Running a Form in Debug Mode
- Stepping through Code

### **Adding Functionality to Items**

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



### **Run-Time Messages and Alerts**

- Built-ins and Handling Errors
- Controlling System Messages
- The FORM\_TRIGGER\_FAILURE Exception
- Using Triggers to Intercept System Messages
- Creating and Controlling Alerts
- Handling Server Errors

### **Query Triggers**

- SELECT Statements Issued During Query Processing
- WHERE and ORDER BY Clauses and the ONETIME\_WHERE Property
- Writing Query Triggers
- Query Array Processing
- Coding Triggers for Enter-Query Mode
- Overriding Default Query Processing
- Obtaining Query Information at Run Time

### **Validation**

- Validation Process
- Controlling Validation Using Properties
- Controlling Validation Using Triggers
- Performing Client-Side Validation with PJs
- Tracking Validation Status
- Using Built-ins to Control When Validation Occurs

### **Navigation**

- Navigation Overview
- Understanding Internal Navigation
- Using Object Properties to Control Navigation
- Writing Navigation Triggers: When-New