PROGRESS
software

Training	**Bootcamp 4GL/GUI**
Duration	5 days
Audience	OpenEdge ABL/4GL Developer
Brief Description	This Bootcamp is a combination 4GL Essentials & Graphical User Interface Application Development

4GL Essentials:
Developers who are new to OpenEdge need to learn the 4GL and the basic data management concepts in the OpenEdge language. Knowledge of the OpenEdge 4GL is required by developers writing applications using any of the user interfaces: GUI, Character, WebSpeed, WebClient, etc. This is a foundation course that serves as a prerequisite to several other courses in the curriculum.
This course is the foundation course for students who plan to develop or maintain applications using the 4GL. Students should have a basic understanding of programming concepts and relational database concepts.

Graphical User Interface Application Development:
This course is designed for experienced Progress 4GL developers, including character developers, who know how to write structured business logic procedures using the Progress 4GL. You will learn how to apply Progress recommended best practices to build thin-client graphical user interfaces (GUIs) for host based, client/server, and the latest n-tier distributed applications. Using the 4GL, the AppBuilder, and ProVision's basic objects.

Objectives

4GL Essentials:
Work with the OpenEdge 10 Procedure Editor, AppBuilder, and other application development tools.
Set up a development database.
Retrieve and display data from an OpenEdge 10 database.
- Access subsets of data using queries.
- Manage transactions and record locks.
- Trap errors and code responses to error conditions.
- Design modular and reusable code.
- Design business logic that is separate from UI logic.

Graphical User Interface Application Development:
- Use the Progress Application Development Environment (ADE) and the AppBuilder to develop thin-client graphical user interfaces for N-tier internet e-Business applications.
- Develop a thin-client graphical user interface.
- Manage data in temp-tables .

Prerequisites

Students should already be able to:
• Explain basic concepts of relational database design, including The elements making up a relational database
∗ Table
∗ Record
∗ Field
∗ Index
– The three types of inter table relationships (e.g., one-to-one, one-to-many, many-to-many).

– The fact that tables relate to one another by sharing a common field.
• Use basic constructs of structured programming
– Assignment
– Looping
– Conditional
– Modularity (e.g., subroutine or function)
• Use the Progress 4GL programming language and the Progress Application Development Environment (ADE) including the AppBuilder to develop structured business logic procedures.
• Access Progress information sources (EDOC, On-Line Help, etc.).
• Describe the benefits of separating User Interface and Business Logic code.

Courses that provide this prerequisite knowledge are:
• ABL Essentials