Course title

*Graphical User Interface Application Development*

Course duration

*24 hours*

Audience

*Application developers*

Description

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 and SmartDataObjects, you will learn how to build state of the art graphical user interfaces quickly, cleanly, and efficiently.

Materials you receive include a Course Guide – which includes hands-on labs and step-by-step solutions – as well as a CD with example code and lab files with solutions. Also available online with a subscription to the Progress Education Community.

Version compatibility

This course is compatible with Progress Version 9.1C and OpenEdge 10.

What you will learn

After taking this class, students should be able to:

- Use the AppBuilder to develop thin-client graphical user interfaces for N-tier internet e-Business applications.
- Develop a thin-client graphical user interface
  - Develop separate user interface and business logic components.
  - Build event-driven applications.
  - Build a user interface using basic objects and 4GL code.
  - Use object methods, attributes, and handles to customize the user interface.
  - Add appropriate trigger code to an application.
  - Integrate user interface procedures with business logic procedures or SDOs.
- Manage data in temp-tables to:
  - Retrieve records.
  - Create and delete records.
  - Pass records to external procedures.
- Interface with business logic procedures to:
  - Retrieve records from a database.
  - Create and delete records in a database.
- Validate data.
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:

- 4GL Essentials