
Oracle Forms Design

Course Length: 5 Days

Course Description

Overview: Students will acquire knowledge of how to build Oracle Forms™ using Developer 2000. Students will comprehend working in a graphical user interface environment, and will also learn how to customize forms with user input items such as check boxes, list items, and radio groups. In addition, students will learn how to modify data access by creating event-related triggers. This course will give students basic navigation skills in Oracle Developer 2000 and will also help to prepare the student for Oracle's exam titled Developer 2000: Build Forms I.

Prerequisites: Before taking this course, student should have at least six months of experience using Advanced SQL and PL/SQL™ in Oracle Developer or take course, Oracle Developer® 2000™: PL/SQL Functions, Procedures, and Packages

Delivery method: Instructor-led, group-paced, and classroom-delivery learning model with structured hands-on activities.

Benefits: After taking this course, students will be able to create basic Forms, develop a basic application using Forms.

Target student: Students enrolling in this course should know SQL and PL/SQL. This course is intended for people who aspire to become Oracle Developers. In addition, it is beneficial for those who will work as project managers for Oracle Projects, as well as for application support personnel.

Performance-based objectives

Upon successful completion of this course, students will:

- Identify the components of Oracle Developer 2000
- Create a basic form module
- Create input and non-input items in a form module
- List, describe, and create form triggers and built-ins
- Make a form module user-friendly and easily navigable
- Create the components used to build a list of values in a form
- Create a form with enhancements
- Create messages and alerts in a form
- Create a form module that uses the new features of Oracle Developer 2000
- Use multiple forms, transaction processing, and apply changes to the database
- Write reusable code

Course content

Lesson 1: Identifying the Components of Oracle® Developer 2000™

Forms 5.0™
Data Manipulation in Forms
Reports 3.0 and Graphics 3.0

Lesson 2: Creating a Basic Form Module

Exploring the Components and Wizards of the Form Builder
Blocks and Frames
Creating a Simple Form Module
Creating a Master-Detail Form Module

Lesson 3: Creating Input and Non-Input Items in a Form Module

Creating Text Items and Display Items
Creating List Items and Checkboxes
Creating a Radio Group

Lesson 4: Form Triggers and Built-Ins

Describing the Scope of Form Triggers
Types of Form Triggers
Forms' Built-Ins
Debugging Form Triggers

Lesson 5: Creating Windows, Canvases and Menus

Creating Windows in a Form Module
Creating Various Types of Canvases
Creating Menus and Popup Menus

Lesson 6: List of Values

Creating a List of Values
Record Groups
Editor

Lesson 7: Enhancing a Form

Adding Color, Shapes and Images to a Form
Visual Attributes
Property Classes

Lesson 8: Creating Messages and Alerts

Forms Messages
Including Alerts in a Form

Lesson 9: New Features of Oracle Developer 2000

Adding Tooltips to Items in a Form
Image Items and Sound Items
Subclassing and Copying
Creating Template Forms
Array Processing in Forms

Lesson 10: Multiple Form Applications and Transaction Processing

- Using Multiple Forms in an Application
- Applying a User's Changes to the Database
- Creating Sequences

Lesson 11: Reusing Code and Objects

- Flexible Code
- Using System Variables and Built-Ins
- Referencing Objects by Internal ID
- Object Groups