BC410

Programming User Dialogs with Classical Screens (Dynpros)

COURSE OUTLINE

Course Version: 18
Course Duration:

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Typographic Conventions

American English is the standard used in this handbook.

The following typographic conventions are also used.

This information is displayed in the instructor's presentation	
Demonstration	
Procedure	
Warning or Caution	
Hint	
Related or Additional Information	
Facilitated Discussion	
User interface control	*Example text*
Window title	*Example text*

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Course Overview

TARGET AUDIENCE

This course is intended for the following audiences:

- Developer
- Development Consultant

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UNIT 1 Introduction to Screen Programming

Lesson 1: Explaining the User Dialog Programming Model

Lesson Objectives

After completing this lesson, you will be able to:

- Explain the single-screen transaction model
- Describe ABAP program types

Lesson 2: Introducing Screen Programming

Lesson Objectives

After completing this lesson, you will be able to:

- Describe the concepts related to screen programming

Lesson 3: Creating Screens and Screen Elements

Lesson Objectives

After completing this lesson, you will be able to:

- Create screens and screen elements

Lesson 4: Modifying Screens at Runtime

Lesson Objectives

After completing this lesson, you will be able to:

- Modify screens at runtime

Lesson 5: Designing Screen Sequence

Lesson Objectives

After completing this lesson, you will be able to:

- Design screen sequences

Lesson 6: Calling a Dialog Box Dynamically

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Lesson Objectives

After completing this lesson, you will be able to:

- Call dialog boxes dynamically

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UNIT 2 The Program Interface

Lesson 1: Explaining User Interfaces

Lesson Objectives

After completing this lesson, you will be able to:

- Explain user interface
- Explain user interface functions

Lesson 2: Setting a GUI Title and a GUI Status

Lesson Objectives

After completing this lesson, you will be able to:

- Create a GUI title
- Create a GUI status

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UNIT 3 Simple Screen Elements

Lesson 1: Creating Screen Elements for Output

Lesson Objectives

After completing this lesson, you will be able to:

- Define text fields
- Define status icons
- Define group boxes

Lesson 2: Creating Input/Output Fields

Lesson Objectives

After completing this lesson, you will be able to:

- Define input/output fields
- Define dropdown boxes for input/output

Lesson 3: Defining Checkboxes and Radio Button Groups

Lesson Objectives

After completing this lesson, you will be able to:

- Define checkboxes
- Define buttons

Lesson 4: Creating Pushbuttons

Lesson Objectives

After completing this lesson, you will be able to:

- Define pushbuttons

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UNIT 4 Screen Error Handling

Lesson 1: Handling Errors Using Dialog Messages and Field Input Checks

Lesson Objectives

After completing this lesson, you will be able to:

- Send dialog messages
- Check field values
- Implement field input checks

Lesson 2: Handling Errors Using Navigation and Input Help

Lesson Objectives

After completing this lesson, you will be able to:

- Navigate between screens
- Check inputs by using input help

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UNIT 5 Subscreens

Lesson 1: Creating Subscreens

Lesson Objectives

After completing this lesson, you will be able to:

- Define subscreen areas and subscreens
- Process subscreens
- Embed subscreens

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UNIT 6 Tabstrip Controls

Lesson 1: Creating Tabstrip Controls

Lesson Objectives

After completing this lesson, you will be able to:

- Describe tabstrip controls
- Define tabstrip controls

Lesson 2: Programming Tabstrip Controls

Lesson Objectives

After completing this lesson, you will be able to:

- Use local scrolling in Tabstrip Controls
- Use PAI scrolling in Tabstrip Controls
- Create tabstrip controls using the wizard

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UNIT 7 Table Controls

Lesson 1: Creating Table Controls

Lesson Objectives

After completing this lesson, you will be able to:

- Define table controls
- Create table controls
- Set table control attributes

Lesson 2: Modifying Table Controls at Runtime

Lesson Objectives

After completing this lesson, you will be able to:

- Process table controls
- Change table control content at runtime
- Create table controls

Lesson 3: Changing Table Controls at Runtime

Lesson Objectives

After completing this lesson, you will be able to:

- Set table control attributes
- Sort table controls at runtime
- Use table control paging at runtime

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UNIT 8 Context Menus

Lesson 1: Implementing Context Menus

Lesson Objectives

After completing this lesson, you will be able to:

- Implement context menus

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UNIT 9 Splitter Control

Lesson 1: Implementing Splitter Control

Lesson Objectives

After completing this lesson, you will be able to:

- Implement splitter control

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