NET313

Floorplan Manager for Web Dynpro ABAP

COURSE OUTLINE

Course Version: 18
Course Duration: 5 Day(s)

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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 Floorplan Manager (FPM) for Web Dynpro ABAP

Lesson 1: Identifying Web Dynpro ABAP Fundamentals

Lesson Objectives

After completing this lesson, you will be able to:

- Identify the architectural elements of Web Dynpro applications
- Identify Web Dynpro controllers

Lesson 2: Reusing Modules in a Web Dynpro Application

Lesson Objectives

After completing this lesson, you will be able to:

- Reuse a Web Dynpro component

Lesson 3: Incorporating Adaptation

Lesson Objectives

After completing this lesson, you will be able to:

- Describe adaptation

Lesson 4: Defining a Component Configuration

Lesson Objectives

After completing this lesson, you will be able to:

- Define a component configuration

Lesson 5: Describing Implicit and Explicit Configuration

Lesson Objectives

After completing this lesson, you will be able to:

- Describe customization

Lesson 6: Implementing Interface IF_FPM_UI_BUILDING_BLOCK

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Lesson Objectives

After completing this lesson, you will be able to:

- Create components for an FPM application and implement interface IF_FPM_UI_BUILDING_BLOCK

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UNIT 2 FPM Application Development

Lesson 1: Creating an Application and Component Configuration

Lesson Objectives

After completing this lesson, you will be able to:

- Define User-Interface Building Blocks (UIBBs)
- Create a simple FPM application

Lesson 2: Configuring FPM Components Using the Configuration Editor

Lesson Objectives

After completing this lesson, you will be able to:

- Use the configuration editor to configure various components

Lesson 3: Configuring an Overview Page (OVP) Application

Lesson Objectives

After completing this lesson, you will be able to:

- Describe the configuration of an OVP application

Lesson 4: Embedding User Interface Building Blocks (UIBBs)

Lesson Objectives

After completing this lesson, you will be able to:

- Embed UIBBs

Lesson 5: Personalizing an Application Using the Personalization Editor

Lesson Objectives

After completing this lesson, you will be able to:

- Personalize an application using the personalization editor

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Lesson 6: Configuring Additional Screens in an FPM Application

Lesson Objectives

After completing this lesson, you will be able to:

- Configure additional screens

Lesson 7: Configuring the Toolbar and Explanation Texts

Lesson Objectives

After completing this lesson, you will be able to:

- Configure the OIF and GAF toolbars
- Configure the OVP toolbar
- Configure explanation (help) texts

Lesson 8: Implementing Basic Programming in FPM

Lesson Objectives

After completing this lesson, you will be able to:

- Use FPM events

Lesson 9: Triggering FPM Events from the Application

Lesson Objectives

After completing this lesson, you will be able to:

- Trigger FPM events

Lesson 10: Employing Display, Edit, and Processing Modes

Lesson Objectives

After completing this lesson, you will be able to:

- Employ different FPM modes

Lesson 11: Accessing the FPM Toolbar at Runtime

Lesson Objectives

After completing this lesson, you will be able to:

- Access the FPM toolbar in OIF and GAF
- Access the FPM toolbar in OVP

Lesson 12: Accessing the Identification Region (IDR) at Runtime

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Lesson Objectives

After completing this lesson, you will be able to:

- Access the IDR at runtime

Lesson 13: Employing the FPM Message Manager

Lesson Objectives

After completing this lesson, you will be able to:

- Employ the FPM message manager

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UNIT 3

Incorporation of Generic UI Building Blocks (GUIBBs)

Lesson 1: Building Applications Using GUIBBs

Lesson Objectives

After completing this lesson, you will be able to:

- Recognize GUIBB fundamentals

Lesson 2: Defining a Component Configuration and Identifying Runtime Aspects for a FORM GUIBB

Lesson Objectives

After completing this lesson, you will be able to:

- Identify various form layouts
- Define a component configuration for a GUIBB (Design Time)
- Identify runtime aspects in relation to the FORM GUIBB

Lesson 3: Defining a Component Configuration and Identifying Runtime Aspects for a LIST ATS GUIBB

Lesson Objectives

After completing this lesson, you will be able to:

- Define component configuration for a LIST ATS GUIBB (Design Time)
- Identify runtime aspects in relation to the LIST ATS GUIBB
- Use the personalization options to personalize the UI

Lesson 4: Configuring the TREE GUIBB

Lesson Objectives

After completing this lesson, you will be able to:

- Define component configuration for a TREE GUIBB (Design Time)
- Identify runtime aspects in relation to the TREE GUIBB

Lesson 5: Configuring the Tabbed Component UIBB

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Lesson Objectives
After completing this lesson, you will be able to:

- Define component configuration for a Tabbed Component GUIBB

Lesson 6: Configuring the Search GUIBB

Lesson Objectives
After completing this lesson, you will be able to:

- Describe the search GUIBB
- Configure the search GUIBB
- Identify runtime aspects in relation to the search GUIBB

Lesson 7: Configuring the Composite GUIBB

Lesson Objectives
After completing this lesson, you will be able to:

- Configure the composite GUIBB

Lesson 8: Configuring the Launchpad GUIBB

Lesson Objectives
After completing this lesson, you will be able to:

- Configure the launchpad GUIBB

Lesson 9: Configuring the Personal Object Worklist (POWL) GUIBB

Lesson Objectives
After completing this lesson, you will be able to:

- Configure the POWL GUIBB

Lesson 10: Configuring the Form Repeater GUIBB

Lesson Objectives
After completing this lesson, you will be able to:

- Configure the Form Repeater GUIBB

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UNIT 4 Advanced Topics in FPM Application Development

Lesson 1: Defining the Application Controller

Lesson Objectives
After completing this lesson, you will be able to:

- Use the application controller

Lesson 2: Defining the Application Configuration Controller(AppCC)

Lesson Objectives
After completing this lesson, you will be able to:

- Define the application configuration controller

Lesson 3: Assigning an AppCC to an FPM Application

Lesson Objectives
After completing this lesson, you will be able to:

- Assign an AppCC to an FPM application

Lesson 4: Sharing Data Between UIBBs

Lesson Objectives
After completing this lesson, you will be able to:

- Share data between UIBBs

Lesson 5: Employing Dialog Boxes

Lesson Objectives
After completing this lesson, you will be able to:

- Configure an FPM dialog box
- Open an FPM Dialog Box
- Close an FPM Dialog Box

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Lesson 6: Employing Drag and Drop in an FPM Application

Lesson Objectives

After completing this lesson, you will be able to:

- Configure drag and drop

Lesson 7: Describing the Effect of the Drop Target on the Drop Event

Lesson Objectives

After completing this lesson, you will be able to:

- Describe the effect of the drop target on the drop event

Lesson 8: Employing a Wire Model

Lesson Objectives

After completing this lesson, you will be able to:

- Employ a wire model

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UNIT 5 Additional Processes in FPM Application Development

Lesson 1: Running the FPM Workbench

Lesson Objectives

After completing this lesson, you will be able to:

- Prepare and run the FPM Workbench

Lesson 2: Creating an Application with the FPM Application Creation Tool (ACT)

Lesson Objectives

After completing this lesson, you will be able to:

- Create an application using the ACT
- Create an FPM application based on Service Adaptation Definition Language (SADL) entities

Lesson 3: Utilizing Context-Based Adaptation (CBA)

Lesson Objectives

After completing this lesson, you will be able to:

- Identify correct usage of context-based adaptation
- Identify context-based adaptation fundamentals
- Enable an application for CBA

Lesson 4: Completing Advanced CBA Configuration

Lesson Objectives

After completing this lesson, you will be able to:

- Complete detailed CBA configuration

Lesson 5: Performing Runtime Analysis with the Runtime Analysis Tool

Lesson Objectives

After completing this lesson, you will be able to:

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- Use the runtime analysis tool

Lesson 6: Using Integrated Data Access (IDA) in a LIST ATS Component

Lesson Objectives

After completing this lesson, you will be able to:

- Use IDA in a LIST ATS Component

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