Oracle WebCenter Sites 12c for Developers Ed 2

Topics

- **Introduction to Oracle WebCenter Sites 12c**
  - Explaining Concept of Web Experience Management
  - Identifying Components of the Product Architecture
  - Defining WebCenter Sites Terminology
  - Distinguishing Different Types of WebCenter Sites Users
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- **Oracle WebCenter Sites 12c: User Interfaces**
  - Identifying the User Interfaces available with WebCenter Sites
  - Describing the Tasks Performed with each Interface
  - Defining the Users who work with each Interface
- **Creating and Configuring a New CM Site**
  - Creating a CM site in WebCenter Sites 12c
  - Creating Users in the WEM Interface
  - Discussing User Authentication and Authorization
  - Creating and Assigning Roles in the WEM Interface
- **Building the Content Model**
  - Designing Content Model
  - Discussing Assets and Asset Types
  - Explaining the Page Asset Type
  - Describing Asset Relationships
  - Defining the Asset Types in a Flex Family
  - Discussing Core Asset Types
- **Administrating and Enhancing the Usability of Your CM Site**
  - Configuring and Using Tree Tabs
  - Defining Start Menu Items
  - Describing Attribute Editors
  - Discussing URL Management
- **Configuring Dynamic Publishing**
  - Discussing Publishing Methods
  - Examining RealTime Publishing Architecture
  - Explaining the Approval Process
  - Discussing the Lifecycle of Publishing Content Assets
  - Describing Site Capture Functionality
- **Advanced Topics: Asset Data Modeling**
  - Exploring the Main Asset Models
  - Examining the Flex Asset Model
  - Discussing the Use of Flex Filters
  - Introducing Proxy Assets
- **Working with WebCenter Sites Developer Tools**
  - Describing Tools and Utilities for Developers
  - Configuring and Using WebCenter Sites Developer Tools
  - Examining the Property Management Tool
- **Programming with Oracle WebCenter Sites 12c**
  - Describing Site Design Asset Types
  - Explaining the Purpose of Rendering Frameworks
  - Defining and Contrasting 12c Development Methodologies
  - Describing WebCenter Sites Programming Objects
- **Building Templates**
  - Creating Templates for Building a Website
  - Invoking Other Templates and Elements
  - Retrieving and Rendering Asset Data

- Building Links to Content
- Creating Code for Rendering Images
- Generating Navigational Components
- **Coding Templates for Web Mode**
  - Discussing Requirements for In-Context Editing
  - Coding for In-Context Content Editing
  - Coding for In-Context Presentation Editing
  - Coding for In-Context Content Creation
- **Caching**
  - Defining Resultset Caching
  - Discussing Architectural Overview of Page Caching
  - Explaining Cache Criteria
  - Explaining Compositional Dependencies
  - Working with Embedded Pagelets
- **Mobile Delivery**
  - Discussing Prerequisites for Developers
  - Explaining Key Concepts for Mobile Delivery
  - Configuring Mobility Features
- **Working with A/B Testing**
  - Discussing Concepts of A/B Testing
  - Understanding the Lifecycle of A/B tests
  - Explaining the Developer Tasks for A/B tests
- **Visitor Services**
  - Describing how Visitor Services are used by Marketers
  - Explaining the Developer Tasks with Visitor Services
  - Discussing the Visitor Services Architecture