

JD Edwards EnterpriseOne Development Tools Part 1 Rel 9.2

Technology Overview

- Describing the Application Development Methodology
- Describing EnterpriseOne Application Development Process
- Describing How to Access Resources for Application Development

Identifying the Development Foundation

- Identifying Development Components
- Defining Development Acronyms
- Describing the Development Cycle
- Describing Object Storage
- Defining Object Naming Conventions
- Describing How to View Applications

Describing the Change Management System

- Describing Object Management Workbench
- Describing Object Management Configuration

Creating User Defined Codes and Next Numbers

- Describing User Defined Codes
- Describing Next Numbers

Creating and Modifying Data Items

- Describing the Data Dictionary
- Creating and Modifying Data Items

Creating Custom Tables

- Describing the EnterpriseOne Database
- Describing the Table Design Aid
- Using Table Design Aid
- Viewing Table Data

Creating Business Views

- Describing Business Views
- Describing Business View Design Aid
- Defining Business View Joins
- Describing the Text Search Feature

Describing Form Design Aid

- Identifying Form Design Aid Companion Features
- Describing the Pure Internet Architecture
- Identifying Form Types
- Describing the Form Design Aid Interface

Creating Custom Applications

- Creating Forms
- Identifying Form Controls

Creating Event Rules

- Describing Runtime Processing
- Creating Event Rules
- Inserting Radio Button Controls
- Creating Processing Options

Enabling Media Object Functionality

- Describing Media Objects
- Enabling Media Object Functionality in Applications
- Describing Media Object Queues

Adding Applications to the EnterpriseOne Menu

- Describing Solution Explorer
- Setting Up Task Views and Tasks
- Describing EnterpriseOne Menu

Troubleshooting Applications

- Describing BrowsER Functionality
- Describing Debugging Strategies
- Describing Logs

Describing the Cross Reference Facility

- Describing the Cross Reference Facility
- Building the Cross Reference Facility

Describing Modification Rules

- Describing Modless Modification
- Defining Modification Rules