

Development – II in Microsoft Dynamics AX 2012

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CHAPTER 1: INTRODUCTION TO X++

- Identify key features of developing with X++.
- Describe the basic foundation of object-oriented programming.
- Use the development tools available within Microsoft Dynamics® AX.
- Create object and data models from existing application elements by using the Reverse Engineering tool.
- Use best practices to instill good programming habits.

CHAPTER 2: X++ CONTROL STATEMENTS

- Declare and use extended data types for variables.
- Use the various operators available in X++.
- Control program flow using conditional statements in X++.
- Repetitively call the same blocks of code by using Loop statements.
- Use standard functions that are built in to the application.
- Use output commands to display data and messages to the user.

CHAPTER 3: OBJECTS AND CLASSES

- Use the classes within Microsoft Dynamics® AX 2012 X++ development.
- Control access to methods using Access Control Method Modifiers.
- Extend a class using the concept of inheritance.
- Describe the differences between an object and a class.
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- Describe the similarities and differences between tables and classes.
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- Retrieve data from the database using a select statement.
- Create, update and delete data in the database.
- Use and build queries using kernel classes.

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- Examine the exception handling mechanism in Microsoft Dynamics [®] AX.
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- Throw an exception from code.
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- Set permissions on application elements.
- Design and create security policies.
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