

At the end of the course, the participant will be capable of creating applications containing dynamic and interactive *Books* for managing forms with complex layouts. A book is much more than a simple report and this course will demonstrate its full potential.

## Prerequisites

You have good knowledge of the InDe development environment; you have already created projects of medium complexity using document services; you have attended previous courses (either live or recorded) on developing Web and Mobile applications with Instant Developer.

## Course program

### *Lesson 1: Introduction to Reports (aka Books)*

- Defining objects for composing a Book
  - Book object
    - Definition and Properties
  - Master Page object
    - Definition
    - Page structure
  - Box object
    - Definition and Properties
  - Span object
    - Definition and Properties
  - Box links in the Master page
  - Report object
    - Specifying data to be printed and its layout
    - Defining a DB Report Master Query
  - Dividing print areas into Sections
    - Section types
    - Adding, editing, and deleting sections
    - Linking sections to the Master Page
    - Height of the sections
    - Hiding sections
    - Defining Orphans / Widows
  - Positioning print fields in List or Detail layout, with or without headings
  - Creating and positioning static labels in print layout
  - Creating and positioning calculated labels in print layout
    - Print Date/Time, Page Numbers
  - Adding summary totals to printouts

- A touch of style
  - Defining visual styles for reports
  - Applying visual styles to print areas
  - Applying visual styles to report sections
  - Applying visual styles to report fields
  - Adding borders to printouts
- Printing
  - Preview printing
  - Printing to PDF files
  - Book object method and properties
  - Debug
- Formatting events
  - Changing print behavior at runtime
  - Master On Formatting
  - Section Before / After Formatting

## **Lesson 2: Data handling and interactive books**

- Grouping data
  - Creating grouping sections
  - Creating multi-level grouping sections
  - Adding information to headers or group footers
  - Adding grouping total labels
- Defining a clickable box
  - Handling click events
  - Handling double-click events
  - Handling other mouse events
  - Difference between page coordinates and browser coordinates
  - Identifying a box from code
  - Getting the value of a clicked box at runtime
- Changing the size of a book at runtime
  - Adapting a book to the execution monitor
  - Repeated printing
  - Changing the size of a master page
  - Changing the size of a box area
- Interactive books
  - Using the Book object for creating complex interfaces
  - Interface creation basics
  - Using support IMDB tables

## **Lesson 3: Interactive books and Drag & Drop**

- Interactive books
  - Using the Book object for creating complex interfaces
  - Interface creation basics
  - Using support IMDB tables

- Drag & Drop operations on boxes
  - Enabling Drag & Drop operations
  - Handling Drag & Drop events
  - Identifying Drag boxes and Drop boxes
  - Reading the information available in Drag boxes and Drop boxes
- Tic Tac Toe game
  - Game layout implementation
  - Visual style implementation
  - Support table implementation
  - Gameplay code implementation
  - Execution

### ***Lesson 4: Working with Reports***

- Reports and Document Orientation
- Transforming boxes
  - Enabling box resizing at runtime
  - Handling resizing events
- One for all
  - Duplicating boxes at runtime
  - Overlapping sections
  - How to position overlapping sections

### ***Lesson 5: Working with Subreports***

- Subreports
  - Defining print areas for printing subreports
  - Adding a report to a box area
  - Sections non printed when changing page
  - Adding to a subreport a Master Query linked to the main Master Query
  - Resizing and subdivision properties for boxes, sections and subreports
- Restaurant Reservation example application

### ***Lesson 6: Reports on Mobile apps and components***

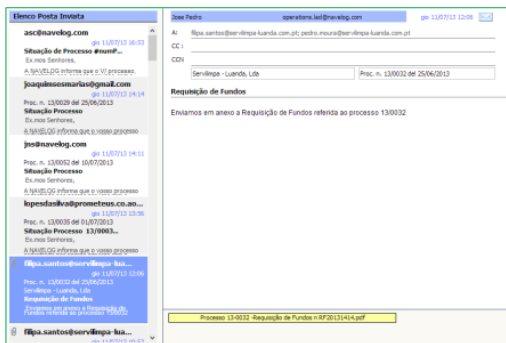
- Reports on mobile apps
- Developing Space Invaders using reports
  - Overview
- Components
  - Creating and managing components

## Examples of interfaces created during the course

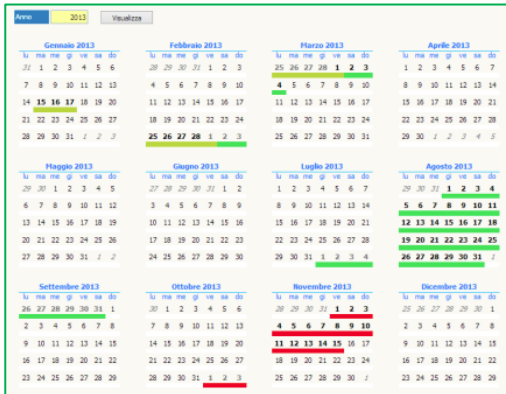
- Tic Tac Toe game

X	X	
O		O
X	X	O

- Email Client



- Annual calendar



For more information, please contact the Training Team – [training@instantdeveloper.com](mailto:training@instantdeveloper.com).