



Genero Interface Programming

In this course, you learn how to create and modify GUI applications by updating their forms to include Genero form items (buttons, combo boxes, list boxes, and so on). You'll learn to centralize GUI look-and-feel via action defaults, common top menus and tool bars, and the use of presentation styles. You'll also learn to dynamically modify the interface at runtime through the use of built-in classes and manipulation of the Abstract User Interface (AUI) tree.

Audience

- Genero application developers

Prerequisites

- Have completed the *Genero Language Basics* training course or experience with the topics covered and/or experience using Genero Business Development Language (BDL) to write data-centric applications.

Duration

- Lecture is provided over five sessions (approximately 12.5 hours total)
- Labs (and lab assistance) to be completed outside of lecture sessions

Course Outline

Module 1 – Course Overview

Module 2 – Genero Product Suite and Architecture

- Define key Genero terms and concepts
- Describe the Genero product suite
- Describe the Genero architecture
- Identify use of XML and DOM within Genero

Module 3 – The Genero Desktop Client

- Describe the Genero Desktop Client and its purpose
- Install and configure the Genero Desktop Client

Module 4 – XML, DOM, and the AUI

- Read and write XML documents
- Describe DOM
- Describe and understand the AUI

Module 5 – Forms

- Read and interpret a compiled form file
- Use the LAYOUT section to design a form
- Lay out the form using containers and layout tags
- Add form items such as check boxes, combo boxes, list boxes, and radio buttons
- Recognize the attributes available for use with each type of form item
- Define a top menu for the form

- Specify action defaults for the form
- Define a toolbar for the form

Module 6 - Styles

- Define and work with styles
- Centralize the appearance of user interface elements with presentation styles

Module 7 - Actions

- Define and work with actions
- Centralize the appearance of actions with an Action Defaults file

Module 8 - Menus, topMenus, toolBars, and startMenus

- Work with menus
- Use XML to define independent top menus, tool bars and start menus
- Load defined objects into AUI

Module 9 – Classes, Objects, and Methods

- Identify the functionality provided by the three packages containing the Genero built-in classes (base, om, ui)
- Instantiate a built-in class with an object
- Use the built-in classes and their methods in your programs

Module 10 – Changing the User Interface Dynamically

- Find the node for the current window
- Referencing an object
- Changing and hiding form items
- Loading comboBoxes dynamically
- Using the domNode and nodeList classes
- Using the dialog class
- Using the interface class