

# PeopleCode 8.53 Training Agenda

## Day 1 and 2: Development using PeopleCode

- Component Processor
  - Events in the Component Processor Flow
    1. Search Events
    2. Component Build Events
    3. Field Action Events
    4. Row Action Events
    5. Save Action Events
  - Add Mode Processing
  - Deferred Processing
- PeopleCode Events
  - PeopleCode in Search Events
  - PeopleCode in Component Build Events
  - PeopleCode in Field Action Events
  - PeopleCode in Row Action Events
  - PeopleCode in Save Action Events
- PeopleCode Variables
  - Creating User-Defined PeopleCode Variables
  - Using System Variables
  - Incorporating Derived/Work Fields into PeopleSoft Applications
  - Explaining Variable Prompt Tables
  - Creating Summary Pages with Views

## Days 1 and 2: Development using PeopleCode (continued)

- Built-In Functions
  - Application Server and Processing Modes
  - Changing Processing Modes
  - Interactive Component makes everything interactive
  - Deferred Component can have interactive parts
- PeopleCode Functions
  - Performance Tuning

## Days 3 and 4: Object Oriented PeopleCode / Application Classes / SQL

- Object Oriented PeopleCode
  - Object-Oriented Terms
  - Instantiating Objects
  - Referencing Object Properties by Using Dot Notation
  - Calling Object Methods by Using Dot Notation
  - Explaining Passing by Reference

- Using Object-Oriented Methods and Properties
- Using Arrays
- Application Classes
  - Application Classes
  - Organizing Application Classes Using Application Packages
  - Using the Application Class Editor
  - Application Class Structure
  - Calling Application Classes
  - Passing Parameters to Application Classes
- SQL in PeopleCode
  - Writing SQL Exec Statements
  - Creating SQL Definitions
  - Using the SQL Class
  - Executing SQL Using Record Objects
  - Incorporating Meta-SQL in PeopleCode and SQL
  - Searching PeopleCode for Potential SQL Injection

#### **Day 4: Component Buffer**

- Component Buffer
  - Occurs Levels and Determining Buffer Allocation
  - Determining the Order of Execution of PeopleCode Programs
  - Relating tables by keys
  - Level 0, 1, 2, 3 and the Panel Processor
- Accessing and Referencing Data in the Component Buffer
  - Processing Rows Using Loops
  - Using Fetch Value and Update Value
  - Accessing Data with Multiple Occurs Levels
  - The Data Buffer Classes
  - Instantiating the Buffer Access Classes
  - Using Current Context
  - Traversing the Data Buffer
  - Using Shorthand Dot Notation
  - Traversing the Data Buffer with Multiple Scroll Levels

#### **Day 5: Introduction to Application Engine & Final Exam**

- Using Application Engine Designer
  - Student Workstation Resources
  - Program Structure & Building Programs
  - Markets & Filters
  - Program Properties & Testing
- Provide a comprehensive test/final project to see how well the students learned the material