

PeopleTools 8.58 – 8.60

PeopleCode & Object-Oriented Programming (OOP)

1-Day Course

The PeopleTools 8.58 - 8.60 PeopleCode and Object-Oriented Programming (OOP) course is designed for developers, technical analysts, and system administrators to provide students with a foundation for using the PeopleCode programming language to control PeopleSoft applications. Through scenarios, real-world experiences from implementers, and student activities, students learn how to develop new and modify existing PeopleSoft applications.

Development using PeopleCode

- Component Processor
 - Use the Field Change and Field Edit events to control field processing
 - Introduce the remaining events in the Component Processor Flow
 - Search Events
 - Component Build Events
 - Field Action Events
 - Row Action Events
 - Save Action Events
 - Add Mode Processing
 - Deferred Processing
- PeopleCode Variables
 - Using System Variables
 - Incorporating Derived/Work Fields into PeopleSoft Applications
 - Explaining Variable Prompt Tables
 - Creating Summary Pages with Views

Functions in PeopleCode

- 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

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

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SQL

- 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

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

Application Classes

- 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