



Course Content

Course Description:

This hands-on instructor-led course will give students the skills to create comprehensive BusinessObjects Universes. Students will learn how to create, document, test, maintain, and distribute Universes which will meet the reporting needs of their organization.

Prerequisites

No prior Designer experience is required. Familiarity with database design and SQL is very helpful.

Topics:

Introduction

- Training Objectives
- Overview of Business Objects Tools
- The Island Resorts Marketing Universe
- Course Book Overview
- Conventions Used In This Book

Getting Started with Designer

- Starting Designer
- Creating Universe using the Quick Design Wizard
- Opening an Existing Universe
- Defining a Database Connection
- Creating a New Connection
- Selecting Tables
- Saving the Universe

Creating a Schema

- Creating Joins
- Editing Joins
- Cardinality
- Test Integrity
- Shortcut Joins
- Derived Tables

Resolving Join Issues

- Resolving Join Problems
- Solving Loop Issues
- Aliases
- Contexts
- Creating a Context

Classes and Objects

- Creating and Editing Objects
- Hiding Objects
- Creating and Editing Measures
- Formatting Objects
- Creating Custom Objects
- Creating Detail Objects
- Prompt Objects
- Creating Time Objects
- Creating Condition Objects
- Creating Objects from Database Functions

List of Values and Cascading Prompts

- Customized LOV
- Customizing an LOV from a File
- Cascading Prompts

Performance Tuning

- Aggregate Awareness
- Setting Up Aggregate Awareness
- Index awareness
- Using Hierarchies
- Time Hierarchies
- Building Default Hierarchies
- Performance Tuning

Testing and Deploying the Universe

- Testing the Universe
- Refreshing the Universe Structure
- Access Restriction



Business Objects Universe Design

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14 Hrs

- Chasm Traps
- Fan Traps
- Deploying the Universe
- Documenting a Universe

Additional Resources

- Additional Resources

Appendix 1

- Student Labs