Module 2: Work with Dataverse

Scenario

You are a functional consultant for your organization Contoso. You are assigned to work on a project for your client Fabrikam. Fabrikam would like to encourage their employees to continuously learn. They want to build an application that allow a small set of employees to create knowledge assessments and then make them available to all employees to test their knowledge. The employees need to be able to pick an assessment and quickly complete it in just a few minutes. In this practice, you will be creating the apps necessary to support this effort.

Working with the solution architect on the project you have determined that you will create two apps.

Fabrikam Knowledge Admin – this will be a model-driven application that you can quickly enable creation of the knowledge assessments by the users.

Knowledge Assessment – this will be a canvas app that will be a custom user experience making it easy to find the assessments and take them.

In this practice, you will be starting the creation of these applications and will build them out as you progress through the course. You will also create one of the template applications so you can see how easy it is to get started using a "Make from data" template.

Exercise 1 – Review Templates and Create App from Data

In this exercise, you will review the template and sample apps that are available on the maker portal. You will also create an app using the Create from data templates to see how quickly that can get a basic canvas app started.

Task 1 – Review + Create templates/samples

If you have time, you can choose any of these and select Make It and explore on your own.

1. Navigate to https://make.powerapps.com. You may need to sign in again using your credentials if necessary.
2. Switch to your environment by using the Environment Selector in the upper right corner of the screen. (It will probably say **Contoso (Default)**.) Select your environment from the list.
3. Select **+ Create** from the left-hand navigation.
4. Review the different apps that are available to use as both samples and starting templates.

Task 2 – Create an app over data for Account

Starting a canvas app from data is a quick way to start a canvas app when the goal is to have a list of data from a table.

1. Select **Blank app**.
2. In the **Create** dialog box, Click **Create** under **Blank canvas app**.
3. In the **App Name** dialog box, name your app **Fabrikam Accounts** and select **Phone** format.
4. Click **Create** in the dialog. (You may be required to sign in again; enter your tenant credentials if necessary.)
5. Your app should open in the designer. (You may get a few pop-ups first; close them.)
6. Select **Data** from the left bar and click **Add data**. From the list of tables, select **Accounts.**
7. Add a header to your app by selecting the **+** button (the Insert button) on the left tab and selecting **Text label.** Use the pane on the right side of the screen to enter **Fabrikam Accounts** in the **Text** field, then hit **Enter**. You can edit the size, font, and other attributes to customize the look and feel of the application.
8. Add a list of accounts to your app by selecting the **+** button on the left tab and selecting **Vertical Gallery** from the **Layout** section.
9. A vertical gallery will be inserted into your app, and you will be prompted to select which data source it should pull from. Select **Accounts** from the pop-up.
10. The application will load list of the accounts (it may be blank for now). Drag the gallery to fit the app or resize to your liking.
11. To preview your app, click **Play** (it will look like a Play button) in the upper right corner. Click the **X** in the top right corner to close the preview screen.
12. Click **File**.
13. Select the **Cloud** and enter **Fabrikam Accounts** in the **Name** box.
14. Click **Save**.
15. Explore the app as much as you want and then proceed to the next exercise. This app will be saved, and you can always revisit it later.
16. Close the **App Designer**.

Exercise 2 – Create the model-driven app

In this exercise, you will be creating the Knowledge Admin model-driven app. In the data modeling module, you will be creating all the entities, so getting this started will be easy.

Task 1 – Create a model-driven app

1. Go back to https://make.powerapps.com. Make sure to select your environment from the environment selector list(It will probably say **Contoso (Default)**.)
2. Select **Solutions** and create a new solutions name **Assessment**.
3. Click on **+ New** and select **App (Model-driven app).**
4. Enter **Knowledge Admin** for Name and click **Create**.
5. Click **New** next to **Pages.**
6. Select **Dataverse table**, then **Next**.
7. Find **User**, then click **Add**.
8. Back to **Assessment** Solution, find the **Site Map** name **Knowledge Admin**.
9. Click on the **New Area**.
10. Enter **Administration** for **Title**.
11. Select the **New Group**.
12. Enter **User Admin** for **Title**.
13. Click **Save**.
14. Click **Publish**.
15. Close the sitemap editor.
16. The **Knowledge Admin** application you created should be listed. Open the **Knowledge Admin** application by selecting the row and clicking **Play.**
17. The **Model-Driven** application **Knowledge Admin** will load.
18. Open one of the **Users**.
19. The User form of the selected record will load.
20. Close the application.

Exercise 3 – Create the Knowledge canvas App

In this exercise, you will be creating the Fabrikam Knowledge canvas app. We will build out the detailed user experience in the upcoming canvas app module.

Task 1 – Create a canvas app

1. Go back to https://make.powerapps.com and make sure you are in your environment.
2. Select **Solutions** and open **Assessment**.
3. Click on **+ New** and select **App (Canvas app).**
4. Enter **Fabrikam Assessment** for **App Name** and **Tablet** for **Format**.
5. Click **Create**. Click **Skip** if you see a prompt before the designer loads.
6. The Canvas App Designer will load. Hover over **Screen1** on the **Tree View** pane on the left navigation pane and click on the **…** button.
7. Select **Rename**.
8. Enter **Main Screen** and press the enter key. *Note:* It is always a good idea to give components meaningful names. It makes them easier to use as your application gets more complex.

Task 2 – Add Header to the App

Part of making a good app is giving it a personality. We are going to keep things simple here and just add a basic header to the app.

1. Select the **Insert** tab at the top of the screen.
2. Click **Text Label**.
3. A label will be added to the screen. Select the label.
4. Next to **Label1**, click on the edit icon (it looks like a pencil) and click **Select to Rename**. Rename the label **Header Label**. Hit **Enter** on your keyboard.
5. Select the **Properties** tab and change the **Font Size** to **28.**
6. Click **Text Alignment** and select **Align Center**.
7. Click **Color** and change color to **White**.
8. Change the **Fill Color** to **Blue**.
9. Locate the **Position** section on the Properties window.
10. Enter **0** for **Y** and **0** for **X**.
11. Locate the **Size** section.
12. Enter **1365** for **Width** and **60** for **Height**.

13. Double click on the **Text** of the label.
14. Replace **Text** with **Fabrikam Assessment**.

Task 3 – Add User Name to the Header

In this task, you are going to leverage the User information to add the name of the current user to the header.

1. Select the **Main Screen** in the left control tree.
2. Select the **Insert** tab from the top menu and click **Label.**
3. Rename the label **User Label**.
4. Make sure text **Text** property is selected and the function value (in the top menu, where you see fx) is now **"Text".**
5. Replace **"Text"** with the following:

```
User().FullName
```

Note: Make sure there should not be any quotation mark when you replace the text property value to **User().FullName** .

6. The user's Full Name will now be displayed on the label. Select the **Home** tab and make sure the text box is selected.
7. Change the **Font Size** to **14**.
8. Change the Font **Color** to **White.**
9. Click **Text align** from the Properties tab on the right and select **Align right.**
10. Set **Position Y** to **0**.
11. Locate **Size** and set the Height to **60**.
12. Locate **Padding** and enter **10** for **Right**.
13. Click **Save**.
14. Click **Preview the app**. Click **OK** if you see a prompt before the designer loads.
15. Your application will load.
16. Close the preview.
17. Close the Canvas App Designer.
18. Click **Leave**.