## **Contents**

GUIDED EXERCISE 1.1: SETTING UP YOUR APPLICATION DEVELOPMENT ENVIRONMENT	1
Part 1—Starting the Database Server	2
Part 2—Setting up a workspace in Developer Studio	4
Part 3—Setting up the Server project	7
Guided Exercise 1.1: Setting up your application development environment, Wrap-up	13
TRY IT 2.1: DEFINING CLASSES	15
Part 1—Creating the Emp class	16
Part 2—Defining data members for the Emp class	17
Part 3—Defining methods for the Emp class	18
Part 4—Adding the include file for the ttEmployee temp-table	19
Part 5—Creating the Dept class	
Part 6—Defining data members for the Dept class	
Part 7—Defining a constructor and methods for the Dept class	22
Solution, Part 1—Creating the Emp class	
Solution, Part 2—Defining data members for the Emp class	26
Solution, Part 3—Defining methods for the Emp class	30
Solution, Part 4—Adding the include file for the ttEmployee temp-table	35
Solution, Part 5—Creating the Dept class	37
Solution, Part 6—Defining data members for the Dept class	39
Solution, Part 7—Defining a constructor and methods for the Dept class	41
Try It 2.1: Defining classes, Wrap-up	45
TRY IT 2.2: WORKING WITH CLASSES	47
Part 1—Implementing the methods for the Emp class	48
Part 2—Implementing the methods for the Dept class	49
Solution, Part 1—Implementing the methods of the Emp class	50
Solution, Part 2—Implementing the methods for the Dept class	52
Try It 2.2: Working with classes, Wrap-up	54
TRY IT 2.3: TESTING CLASSES	
Part 1—Setting up a Test Project	56
Part 2—Writing the test procedure for the Emp class	57
Part 3—Testing the Emp class	58
Part 4—Writing the test procedure for the Dept class	59
Part 5—Testing the Dept class	
Solution, Part 1—Setting up a Test project	
Solution, Part 2—Writing the test procedure for the Emp class	68
Solution, Part 3—Testing the Emp class	
Solution, Part 4—Writing the test procedure for the Dept class	
Solution, Part 5—Testing the Dept class	
Try It 2.3: Testing classes, Wrap-up	81
TRY IT 3.1: USING INHERITANCE	
Part 1—Modify the Emp class to support its derived classes	
Part 2—Creating the Manager class	
Part 3—Defining a constructor and a data member for the Manager class	
Part 4—Defining methods for the Manager class	
Part 5—Implementing the methods for the Manager class	
Part 6—Importing the TeamMember and Dept classes	
Part 7—Testing the inheritance hierarchy	
Solution, Part 1—Modify the Emp class to support its derived classes	
Solution, Part 2—Creating the Manager class	
Solution, Part 3—Defining a constructor and a data member for the Manager class	92

Solution, Part 4—Defining methods for the Manager class	95
Solution, Part 5—Implementing the methods of the Manager class	
Solution, Part 6—Importing the TeamMember and Dept classes	
Solution, Part 7—Testing the inheritance hierarchy	103
Try It 3.1: Using inheritance, Wrap-up	108
Try It 3.2: Using an interface class	109
Part 1—Creating the IBusiness Unit interface class	110
Part 2—Defining data members for the IBusiness Unit interface class	111
Part 3—Defining methods for the IBusiness Unit interface class	112
Part 4—Creating the Company class	113
Part 5—Implementing a constructor, a destructor, and methods for the Company class	
Part 6—Importing the Franchise class	115
Part 7—Testing the classes	116
Solution, Part 1—Creating the IBusiness Unit interface class	117
Solution, Part 2—Defining data members for the IBusinessUnit interface class	119
Solution, Part 3—Defining methods for the IBusinessUnit interface class	
Solution, Part 4—Creating the Company class	123
Solution, Part 5—Implementing a constructor, a destructor, and methods for the Company class	126
Solution, Part 6—Importing the Franchise class	128
Solution, Part 7—Testing the classes	129
Try It 3.2: Using an interface class, Wrap-up	
TRY IT 3.3: USING A SINGLETON AND CREATING CLASSES DYNAMICALLY	133
Part 1—Importing the Corporation class and the ttBusinessUnit include file	134
Part 2—Defining static data members for the Corporation class	
Part 3—Defining a static constructor for the Corporation class	
Part 4—Adding code to the InitializeBusinessUnit() method to create instances dynamically	
Part 5—Testing the Corporation class	
Solution, Part 1—Importing the Corporation class and the ttBusinessUnit include file	
Solution, Part 2—Defining static data members for the Corporation class	141
Solution, Part 3—Defining a static constructor for the Corporation class	
Solution, Part 4—Adding code to the InitializeBusinessUnit() method to create instances dynamically	
Solution, Part 5—Testing the Corporation class	145
Try It 3.3: Using a singleton and creating classes dynamically, Wrap-up	146
Try It 3.4: Using events	147
Part 1—Defining and publishing an event in the Manager class	148
Part 2—Modify the Dept class to subscribe to the event	149
Part 3—Testing the Dept class event	150
Solution, Part 1—Defining and publishing an event in the Manager class	151
Solution, Part 2—Modify the Dept class to subscribe to the event	154
Solution, Part 3—Testing the Dept class event	
Try It 3.4: Using events, Wrap-up	158