Target group

Developers who already have knowledge of other programming languages and have just started working with OpenEdge. A basic understanding of object oriented programming is necessary

Goal

In this training you will get to know the most important language elements and tools.

General

This agenda lists all the points that I will address and explain during the training. However, I will not necessarily go through the agenda chronologically. The explanation will be based on examples or the OpenEdge documentation that I have prepared.

Environment

We need at minimum OpenEdge 12.2 and Progress Developer Studio. The prepared sources can be found at https://github.com/nik00iap/openedgeExcercises

Notes:			



Progress OpenEdge

- Installation / DLC
- (sub)products

Database

- How to start a database
- Database startup parameter
- Structure (DB,BI,AI)
- Tables, Fields, Indexes, Sequences
- Most important Utility commands
- Data Dictionary , Data Administration
 Maintaining database structures
- AdminService
- Management Console
- Databases Trigger
- Shared memory, Network connect
- Enterprise, Workgroup

Client

- Startup parameter
- Evironment
- UI

Development environment

- Procedure Editor
- Developer Studio
- Debugger

notes:			



Fundamental language elements

Variables

- Primitive Datatypes
- Classes
- Clob, Memptr
- NO-UNDO
- Shared/Global Variables

Preprocessor directives

- &SCOPED-DEFINE, &GLOBAL-DEFINE
- Conditional compilation
- &IF; &THEN; &ELSEIF; &ENDIF; DEFINED

File types

- Procedures
- Includes
- Classes

Loops and structure elements

- IF THEN ELSE
- DO, REPEAT Loops
- CASE

Procedures

- Internal /external procedures
- ABL- / User-Functions
- Using persisting procedures
- Super procedures

Notes:			



Systemwidgets

• SESSION,THIS-PROCEDURE,FILE-INFO,CLIPBOARD

Error Handling

- Default Error-Handling
- NO-ERROR; ERROR-STATUS:ERROR; RETURN-VALUE
- DO ON-ERROR UNDO, LEAVE, NEXT, RETURN
- THROW/CATCH

Debugging

- Debugalert-Option
- OpenEdge-Debugger
- Kompilation (pre;lst;dbg;xrf)

Widgets / Triggers

• ChUI, GUI

Notes:			



Database interaction

Retrieving data

- Find
- For each
- Buffers
- Dynamic Buffers

Queries

- Static queries
- Dynamic queries

Database action

• Create, Update, Delete

Locking

- NO-LOCK, EXCLUSIVE-LOCK
- Optimistic Locking
- Pessimistic Locking

Transaction

- Scopes
- Undo
- Implicit and explicit scoping

Notes:			



Complex Datahandling

Temp Tables

- Definition
- Copy data
- Dynamic Temp Tables
- Im-/Export to JSON,XML

ProDataSet

- Definition
- Copy data
- Dynamic ProDataSets
- Im-/Export to JSON,XML

Object oriented programming

- Class Members (Properties, Methods, Events)
- Enum
- Public/Protected/Private
- STATIC
- Patterns (Singletons, Lazy Loading, Builder ...)
- Reflection

Notes:			



PASOE

- Indroduction to PASOE structure
- TCMan
- Web-Handler

Notes:			

