**FORMS**

1. Form Builder (It is a powerful development tool for building client/server applications )
2. Regions in forms –form builder, data blocks, frames, text items, LOV
3. Creation of form

* Using form wizard
* Manual creation of forms

1. Steps in forms :

* Choose or create (wizard or manually) a new module
* Create data block items
* Find tune layout
* Set object properties
* Add code
* Test for module and then saving a form module

1. Module types

* Form module – .FMB .FMX .FMT
* Menu module - .MMB .MMX .MMT
* PL/SQL library - .PLL .PLX .PLD

1. Form block relationships and running form module
2. Modifying appearance and behavior of data blocks
3. Visual attributes, Data block properties, Navigation properties( pre- and post-), Database properties, frame properties , functional properties , tool tip properties
4. Items

* INPUT ITEMS –text items, list items, push buttons
* NON-INPUT ITEMS- LOV’s, display items etc..

1. Prompts ( text labels that is associated with an item)
2. Check boxes ( two-state interface object )
3. Radio Groups( set of mutually exclusive radio buttons each representing a value)
4. Buttons
5. Calculated fields ( formula, summary)
6. Creating LOV and Editors
7. Windows and canvas
8. Types of canvases – content , stacked, horizontal toolbar, vertical toolbar, tab
9. Triggers – Types, Scope, creation, properties, clauses, modes, pre/post
10. Form builder variables – items, global variables, system variables, parameter variables
11. Useful Built-ins, standard built-ins
12. Alerts and its Types
13. Flexible code
14. Sharing code
15. Property classes ( inherited and variant )
16. Sub classing, object library, smart classes, PL/SQL libraries, multiple form applications