

BusinessObjects Universe Designer XI 3.0: Universe Design - DM310V3.0

IN BRIEF

Delivery: Instructor-led course

Duration: Three days

Class size: 10 Students Max.

Cost: \$3150 per person + GST

Inclusions: BusinessObjects expert instructor, comprehensive course manual, individual computer access, and fully catered lunch, morning and afternoon tea breaks.

Prerequisites:

- BusinessObjects Web Intelligence XI/3.0: Report Design
- A working knowledge of SQL and relational database management systems concepts and structures
- Familiarity with the type of data and the logical structure of the databases in their organization
- Familiarity with BusinessObjects Web Intelligence report building

Products Covered:

BusinessObjects Universes

Previous Training: Attending the following courses would also provide a useful introduction to this course:
RD110 Crystal Reports I
RD210 Crystal Reports II
RD310 Crystal Reports III
QA210 WebIntelligence Report Design (essential)
QA230 DesktopIntelligence Report Design

Course Description

This course is designed to teach you how to design BusinessObjects universes using Universe Designer, using BusinessObjects 6.5, BusinessObjects XI R1/R2, or BusinessObjects XI 3.0.

New features covered in the XI 3.0 course that are not applicable to BusinessObjects 6.5 or XI R1/R2 learners include:

- Creating a cascading list of values associated with a hierarchy of objects in a universe
- Creating delegated measures
- Creating nested derived tables

Audience

This three-day instructor-led course is designed for universe designers who need to design, build, document and maintain BusinessObjects universes.

Topics Covered

Understanding BusinessObjects Universes

- Define BusinessObjects Universe concepts
- Use the Universe Development Cycle

Creating the Course Universe

- Describe the course database and universe
- Create the universe

Building the Universe Structure

- Populating the universe structure
- Defining joins in a universe

Creating Dimension Objects

- Describe objects and classes
- Create classes and objects

Resolving Loops

- Understand loops
- Resolve loops using shortcut joints
- Resolve loops using aliases
- Resolve loops using contexts

Applying Restrictions

- Applying restrictions to objects

SQL Traps

- Understand SQL traps and universes
- Resolving fan traps
- Resolve chasm traps

Using @ Functions

- Using @ Functions

Using List of Values

- Creating a LOV
- Work with LOVs in Designer
- Create a cascading LOV

Using Hierarchies

- Work with hierarchies

Applying Restrictions on Objects

- Restrict the data returned by objects

Derived Tables

- Using Derived Tables
- Apply index awareness

End-of-Course Challenge

- Design and create the Prestige Motors universe