

Adobe® LiveCycle™ Designer ES 8.2

Length: 2 Days

Summary: In this course, you will examine how to develop forms with Adobe LifeCycle Designer ES 8.2.

COURSE CONTENT

INTRODUCING FORM LAYOUT

- Understanding forms in Adobe LiveCycle ES
- Walkthrough 1: Exploring the forms
- Designing interactive forms
- Walkthrough 2: Adding and testing interactive form objects
- Previewing an interactive form
- Walkthrough 3: Previewing interactive forms
- Controlling tab order, presence and accessibility
- Walkthrough 4: Controlling tab order, presence, and accessibility
- Creating and using tables
- Walkthrough 5: Creating and configuring a table
- Organizing forms using subforms and object naming
- Walkthrough 6: Creating subforms and naming form objects

CONTROLLING USER INPUT AND DATA DISPLAY

- Formatting and validating user input
- Walkthrough 1: Controlling Input and Display with Field Settings
- Setting and Using Locale Information
- Walkthrough 2: Setting and using Locale information
- Applying display and edit patterns
- Walkthrough 3: Working with Display and Edit Patterns
- Applying validation patterns
- Walkthrough 4: Working with Field Validation Patterns

SCRIPTING FORM INTERACTIONS

- Adding business logic with scripts
- Walkthrough 1: Handling Events with a MessageBox
- Creating conditional form interactions
- Walkthrough 2: Creating Conditional Form Interactions
- Validating user input using scripts
- Walkthrough 3: Validating Input with Scripts and Functions
- Sharing data and controlling focus
- Walkthrough 4: Sharing data between events and controlling field focus
- Creating scripts for calculations

WORKING WITH FLOWED LAYOUT

- Understanding subforms in dynamic forms
- Walkthrough 1: Understanding Flowed vs. Positioned Subform Content
- Using expanding tables in dynamic forms
- Walkthrough 2: Dynamically Adding and Removing Table Rows
- Flowing tables over multiple pages
- Walkthrough 3: Enabling multi-page dynamic tabular data display

CREATING SHARED AND REUSABLE FORM CONTENT

- Creating and using custom objects
- Walkthrough 1: Creating and Using a Custom Object
- Creating and using form fragments
- Walkthrough 2: Creating and Using a Form Fragment and Fragment Library
- Creating and using script fragments
- Walkthrough 3: Creating and using a script fragment
- Creating and using conditional subform fragments
- Walkthrough 4: Creating and using a conditional fragment
- Using master pages and global field bindings
- Walkthrough 5: Creating a multi-page form with shared data and varying page orientation
- Creating and organizing form templates
- Walkthrough 6: Creating and organizing form templates

IMPORTING EXISTING FORMS

- Re-using existing PDF forms in Designer
- Walkthrough 1: Re-using existing PDF form content in Adobe LC Designer
- Re-using Microsoft Word forms in Designer
- Walkthrough 2: Re-using existing Microsoft Word form content in Adobe LC Designer

DEFINING XML RELATIONSHIPS IN DESIGNER

- Designing forms using data connections
- Using XML Schema to create a form
- Walkthrough 1: Creating a form from an XML Schema
- Working with data bindings in a form
- Walkthrough 2: Using implicit XML data binding within a form
- Using explicit data binding in a form
- Walkthrough 3: Using explicit XML data binding within a form
- Binding tables to repeating data
- Walkthrough 4: Binding tables to repeating data
- Binding subforms to repeating data
- Walkthrough 5: Binding subforms to repeating data
- Using SOAP based web services
- Walkthrough 6: Using a SOAP web service within a form

USING BARCODE DATA IN FORMS

- Using paper forms barcode objects
- Walkthrough 1: Encoding form data within a barcode
- Managing barcode data capacity
- Walkthrough 2: Understanding barcode data capacity

USING DIGITAL SIGNATURES

- Using digital signatures to verify a form
- Walkthrough 1: Using a digital signature to secure form data
- Using document signatures to verify a field collection
- Walkthrough 2: Using a digital signature to verify a field collection

USING ADVANCED SCRIPTING TECHNIQUES

- Understanding script use in forms
- Introducing script objects
- Walkthrough 1: Control field appearance with custom function library
- Implementing custom multi-field validation
- Walkthrough 2: Controlling form submission based on custom multi-field validation
- Creating a data drill-down effect
- Walkthrough 3: Implementing data drill-down using embedded data
- Implementing version dependent form behavior
- Walkthrough 4: Implementing version specific behavior to form objects by type