



Emporis Academy Private Limited



Learning Solutions
Microsoft Business Solutions

Course Syllabus

Development I in Microsoft Dynamics AX 2009

(Elements of this syllabus are subject to change.)

Key Data:

Course number: 80011

Instructor-Led Training (lecture and labs)

Student Materials: Microsoft Official Curriculum (MOC)

Certification Exam: MB6-819: AX 2009 Development Introduction

Introduction:

This training develops your understanding of Microsoft Dynamics AX 2009® MorphX® development environment. This course develops your understanding of the integrated development environment of the Microsoft Dynamics AX 2009 MorphX Development Suite. By learning the basics of MorphX, you will understand the building blocks of the Microsoft Dynamics AX 2009 solution. These are necessary toward building customizations to add to a customer's final solution. Topics include Microsoft Dynamics AX 2009 architecture, data objects, user interfaces in Microsoft Dynamics AX 2009, reporting, and a case study to incorporate all the tools. This course provides a solid foundation for development in Microsoft Dynamics AX 2009 and will enable the student to be successful in more advanced development courses.

Prerequisites

Before attending this course, students must have:

1. Some working knowledge of Microsoft® Windows®
2. Basic knowledge of programming methodologies and integrated development Environments.
3. General Microsoft Dynamics AX 2009 knowledge helps but is not required for this Course.

In addition, it is recommended, but not required, that students have completed:

Course 280020: Introduction to Microsoft Dynamics® AX 2009.

Chapter 1: Microsoft Dynamics AX 2009 Architecture

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Course Syllabus: Microsoft Dynamics AX 2009 Development-I & II

This chapter explains the concepts behind the Microsoft Dynamics AX 2009 architecture. The student is also introduced to the main elements of the MorphX development environment.

Sections

- Features of Microsoft Dynamics AX 2009
- Microsoft Dynamics AX 2009 Application Essentials
- Microsoft Dynamics AX 2009 Layered Architecture
- Tools for Customization
- Security
- Inquiry and Reports
- Best Practices

Chapter 2: Data Dictionary

This chapter explores the MorphX development environment. By the end of this chapter, the student can create and modify objects within each major Data Dictionary category.

Sections

- MorphX and the Application Object Tree
- Tables
- Relations
- Data Types – Extended and Primitive
- Base Enumerations
- Maps
- Views
- Indexes

Chapter 3: User Interfaces

This chapter focuses on graphical interfaces in Microsoft Dynamics AX 2009 such as forms and menus. Students will be able to customize and build both of these objects. Microsoft Dynamics AX 2009 Non Graphical objects are also discussed.

Sections

- Projects
- Forms
- Menu items in MorphX
- Navigation Panes and Area Pages
- Microsoft Dynamics AX Non Graphical Objects

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Chapter 4: Report Adjustments

This chapter focuses on report elements. The student will design reports using different methods in addition to create report and section templates.

Sections
<ul style="list-style-type: none">• Introduction to Report Adjustments• Working with Report Design• Report Templates

Chapter 5: Case Study

This chapter serves as a case study using MorphX and its components. Elements discussed in previous chapters are used to build a functional application that is based on a client's requirements.

Sections
Scenario <ul style="list-style-type: none">• Part 1: Metadata Design• Part 2: Creating the Basic Data Objects• Part 3: Creating the Graphical Components

Development II in Microsoft Dynamics® AX 2009

Course number: 80012

Instructor-Led Training (lecture and labs)

Student Materials: Microsoft Official Curriculum (MOC)

Certification Exam: AX 2009 Development Introduction

Introduction: This training develops your understanding of development in Microsoft Dynamics AX 2009 using X++. This course starts with learning the basics of X++ and its relationship to object-oriented programming in addition to the tools that are required to develop in Microsoft Dynamics AX. The student then learns more about specific control structures, accessing the database using X++, and handling exceptions in Microsoft Dynamics AX. This course is meant to be an introductory course to development in Microsoft Dynamics AX using X++.

Prerequisites

Before attending this course, students must have:

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- Completed Course 80011: Development I in Microsoft Dynamics AX 2009

In addition, it is recommended, but not required, that students have completed:

- Working knowledge of object oriented programming (OOP).

Chapter 1: Introduction to X++

This chapter gives a foundation for understanding development using X++. The student will also be able to use the main development tools in Microsoft Dynamics AX.

Sections
<ul style="list-style-type: none">• Characteristics X++• Development Tools• Reverse Engineering• Best Practices

Chapter 2: X++ Control Statements

This chapter focuses on programming constructs in X++, such as loops, conditional statements, and functions. In addition, the student will be able to effectively communicate with the end-user using X++ output commands.

Sections
<ul style="list-style-type: none">• Introduction to variables• Operators• Conditional statements• Loops• Built-in functions• Communication Tools

Chapter 3: Objects and Classes

This module discusses the concept of object-oriented programming and its relation to X++. By the end of this module, the student will have a solid foundation to develop in Microsoft Dynamics AX using object-oriented concepts.

Sections
<ul style="list-style-type: none">• Classes• Inheritance• Objects• Scoping and parameters in X++• Referencing object methods• Method types• Tables as Classes

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Chapter 4: Accessing the Database

This module discusses developing modifications that interact with the Microsoft Dynamics AX database. This functionality is frequently needed, making this an important topic in learning development with X++.

Sections
<ul style="list-style-type: none">• Retrieving data• Data Manipulation• Queries

Chapter 5: Exception Handling

This chapter discusses how programs handle exceptions that occur when code is executed. This is an important skill in all programming to make the application execute more efficiently.

Sections
<ul style="list-style-type: none">• Exceptions• Try and Catch Commands• Throwing Exceptions• Optimistic Concurrency Exceptions

Appendix A: Workflow

This Appendix contains an optional self-study lesson on workflow within Microsoft Dynamics AX 2009. By following the procedures in this lesson, students will be able to Create and configure simple workflows.

Sections
<ul style="list-style-type: none">• Create a workflow category• Create a workflow template• Create a workflow document• Create a workflow approval• Enable workflow on a form• Configure a workflow

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