



3 day

Target Audience: This course is designed for those with little or no previous knowledge of FoxPro and xBASE programming structures.

Pre-requisites: As an introduction to FoxPro, this course has no pre-requisites. However, familiarity with a computer keyboard and mouse, and simple DOS/Windows commands is assumed.

Purpose: The overall aim of the course is to give the delegate an introduction to the FoxPro interface, functionality and the tools and techniques necessary for successful programming in the FoxPro environment.

Objectives: At the end of the course, the delegate will be able to complete the following list of functions:



Microsoft FoxPro 2.6 Intensive Part I

Database Concepts

- Understand the definition of a Database
- Why use a Database
- Understand the benefits of the FoxPro 2.6 Database Management System

Use FoxPro Interactively

- Understand the Menu layout
- Be aware of the Command window
- Use windows and dialogs
- Understand the terms Database, Table, Record, Field, Index and Relation

Configure FoxPro

- Change the on/off settings
- Change the file and directory locations
- Change the International and Miscellaneous options
- Save the current settings to a .VUE file
- Restore settings from an existing .VUE file

Datafile Basics

- Datafile Management - Work Areas
- The VIEW window
- Open Tables in work areas
- Select a particular Table

View the records in a table

- Use the Browse option to view and modify data
- Modify the Browse layout to see selected fields
- Use both Browse and Change displays

Navigating a Table

- Understand the record focus
- Move to the next, previous, top, bottom or specified record
- Search for one or more records matching specific criteria

Datafile Analysis

- Count the number of records in a table that match specific criteria
- Summate or average values in tables
- Carry out more calculations on tables, including finding maximum and minimum values

Create and use indexes

- Create simple ascending and descending indexes by modifying the record structure
- Apply indexes to change the record

- Create complex indexes using the Modify index dialogue
- Find and retrieve records using the index

Create and use relations

- Establish Relational links between tables
- Use and test a One to Many relation
- Use and test a Many to One relation

Create tables and modify tables

- Set up a Database table structure
- Set a Field list
- Set a Filter
- Know the Data Types and when to use them

Import and Export Data

- Copy records to new tables
- Copy records to different file formats
- Limit the records & fields selected for import
- Add records from other tables
- Add records from different file formats
- Limit the records & fields selected for export

Create Reports with the Report Designer

- Create simple reports using the Quick Report option
- Understand and Modify report layouts
- Move and align report objects
- Use the Text tool, Field tool, Line and Box tools to enhance the design
- Change Fonts and Font sizes and styles

Output Reports

- Preview report output
- Send reports to a printer
- Set printer options

Use the Application Generator.

- Walk through the steps in generating an application with the application generator
- Run the application and be aware of the functions provided and interface issues
- Understand its limitations, and how to enhance the application

Use Wizards

- Use Wizards to create tables, reports and screens
- Understand the limitations of Wizards

Elementary Programming Commands

- The xBASE Command Language
- System Configuration Commands
- Setting the environment
- Understand command syntax
- Use the help screen
- Use the command reference manual

Datafile Management Commands

- Use the command line to manipulate databases
- Write a program to set up the environment, open tables, set the index order and set relationships

Use General Command Syntax

- Use the FOR and WHILE clauses
- Use Key words to modify a command

Memory Variables

- Assign Memory Variables with the Store command
- Use and know the different data types
- Use variables in commands
- Display the values stored in variables
- Display Foxpro memory
- Save sets of memory variables to a file using optional wildcards and clauses
- Restore variables from a file

FoxPro Functions

- Use FoxPro Functions within FoxPro commands
- Understand the additional scope and functionality available by using functions in commands

FoxPro Expressions

- Use the FoxPro expression builder to store complex expressions into variables
- Use the EVALUATE function to make program commands more flexible
- Use macro substitution as the ultimate tool
- Use referencing to enable expressions to be used where names are expected in the command syntax

The BROWSE Command

- Use the browse command and key words to protect tables
- Use key words to store browse formats so that they can be reused
- Use field clauses to protect and validate fields
- Include fields from other related tables
- Use expressions to calculate or derive new columns in the Browse

Structured Programming

- Use essential Programming Standards
- Write programs using conditional and code structures (IF..ENDIF DO CASE..ENDCASE)
- Write programs using iterative code structures (DO WHILE..ENDDO FOR..ENDFOR SCAN..ENDSCAN).
- Use the Immediate IF function

Procedures and Sub-routines

- Understand the compile option
- Store and run programs as .PRG text files
- Store and run sub-routines using different options

- Assign Public and Private Memory Variables
- Be aware of modular coding techniques

User Defined Functions

- Write User Defined Functions (UDFs)
- Use UDFs in FoxPro commands to extend FoxPro's functionality
- Change the parameter passing method for UDFs and procedures

Using The Debug Tools

- Use the Debug window to check the value of variables, fields or expressions
- Set a breakpoint against a change in value
- Use the Trace window to follow a programs execution or to see the command that has just caused a breakpoint
- Set a breakpoint against a command line so that program execution suspends

Use FoxDoc

- Create formatted programs
- Document program hierarchies, variable cross references etc

Transferring Data

- Objectives
- The Copy To... Dialog
- The EXPORT command
- The Append From... Dialog
- The IMPORT command

Screen Programming Commands

- Understand the commands used to program screen display and input
- Use the Read command
- Code a Simple Data Input screen
- Use advanced GET and READ parameters
- Define Windows with specified properties

Use the Screen Designer

- Create a data review screen using the quick screen option
- Generate a screen program from the screen design

Screen Controls And Screen Sets

- Use a utility Toolbox to control screens

Projects and Applications

- Use the Project tool to aid development
- Understand the different components of a project
- Add elements to a project
- Benefit from options stored with screens as part of a screen set
- Build a Project

Use the Relational Query By Example.

- Select input information
- Select output information
- Sort information
- Summarise information
- Group information
- Output to screens, reports or graphs
- Link to datafiles



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