

Universe Designer XI 3.0: Universe Design

Business Objects Code: DM310V3.0
SAP Code: BOU310

Prerequisites

Prerequisite Education

To be successful, you must have attended the following offering or have the equivalent knowledge of:

- Business Objects Web Intelligence XI 3.0: Report Design

Prerequisite Knowledge

To be successful, you must have 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 Business Objects Web Intelligence report building

Duration

3 days

Audience

The target audience for this course is universe designers.

Description

- This core three day instructor led course is designed to give you the comprehensive skills needed to design, build and maintain Business Objects 6.5, Business Objects XIR1/XIR2, and Business Objects XI 3.0 universes.
- New features covered in the XI 3.0 course that are not applicable to Business Objects 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
- You should attend this course to understand universe design concepts and terminology, as well as the role of universes in relation to Business Objects reporting tools.
- The course provides an overview of the process for planning, designing and creating a universe and then walks you through the process of designing a universe that responds to identified requirements.
- The business benefit of this course is that you will learn best-practice methodology for creating universes that respond to your reporting requirements.
- Through well-designed universes, report designers and business users will be able to create reports without having to know anything about the underlying data source or structure.

Content

- Understanding Business Objects Universes
 - Define Business Objects universe concepts
 - Use the Universe Development Cycle
- Creating the Course Universe
 - Describe the course database and universe
 - Create the universe
- Building the Universe Structure
 - Populate the universe structure
 - Define joins in a universe
- Creating Dimension Objects
 - Describe classes and objects
 - Create classes and objects
- Creating Measure Objects
 - Explain measure object concepts
 - Create measure objects
 - Create delegated measure objects
- Resolving Loops in a Universe
 - Understand loops
 - Resolve loops using shortcut joins
 - Resolve loops using aliases
 - Resolve loops using contexts
- Resolving SQL Traps
 - Understand SQL traps and universes
 - Resolve fan traps
 - Resolve chasm traps
- Using Lists of Values
 - Create a list of values
 - Work with LOVs in Designer
 - Create a cascading LOV
- Applying Restrictions on Objects
 - Restrict the data returned by objects
- Using @functions with Objects
 - Use @ Functions
- Using Hierarchies
 - Work with hierarchies
- Derived Tables and Indexes
 - Using derived tables
 - Apply index awareness
- End-of-Course Challenge
 - Design and create the Prestige Motors universe

Notes

Additional Business Objects Education

- Business Objects Web Intelligence XI 3.0: Report Design
- Business Objects Web Intelligence XI 3.0: Advanced Report Design
- Business Objects Universe Designer XI 3.0: Advanced Universe Design

For more information or to register for this course, please contact:

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