

# LiveCycle ES : Designing Forms

## Description

This course introduces and teaches, in detail, techniques for developing forms for data capture and data display using Adobe LiveCycle Designer ES. Through significant amounts of thoroughly guided hands-on practice, by the end of the course you will know how to create static as well dynamic, interactive, data-bound forms including input validation, localized fields, accessibility information, and custom scripted interactions.

## Course length

Two days

## Audience

Form Designers: people who design dynamic forms in partnership with software developers.  
Form Developers seeking fundamental skills : people who regularly develop interactive forms and interfaces bound to server processes, but are new to Adobe LiveCycle Designer ES

To gain most from this course, you should:

- Understanding of form-based business processes
- Have a basic familiarity with XML formatted data
- Have an interest in learning software scripting fundamentals

## Course Outline

### Unit 1 : Introducing the Course

- Introducing Mastery Learning
- Understanding the course format
- Reviewing the course prerequisites
- Reviewing the course outline

### Unit 2 : Designing Print Forms

- Understanding forms in Adobe LiveCycle ES
- Walkthrough 1 : Exploring the forms
- Navigating the LiveCycle Designer ES interface
- Walkthrough 2 : Navigating the Designer interface
- Creating a new form in Designer ES
- Walkthrough 3 : Creating a new form
- Adding, aligning, and positioning form objects
- Walkthrough 4 : Adding and positioning form objects

- Designing the form appearance
- Walkthrough 5 : Designing the form appearance

### Unit 3 : Designing Interactive Forms

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

## Unit 4 : 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

## Unit 5 : 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
- Using master pages and global field bindings
- Walkthrough 3 : Creating a multi-page form with shared data and varying page orientation
- Creating and organizing form templates
- Walkthrough 4 : Creating and organizing form templates

## Unit 6 : 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