

Developing a LiveCycle ES2 Application

Description

The main objective of this course is to ensure that you can create an Adobe LiveCycle Enterprise Suite 2 (ES2) Application. You will be able to build and deploy an application that is either document-centric, human-centric and a combination of both.

Course length

Two days

Audience

This course is for anyone with a programming background. To gain the most from this course, you should:

- Be familiar with basic programming concepts, processes and constructs.
- Have a basic understanding of XML terminology and structure.
- Be familiar with building forms using Adobe LiveCycle Designer or the Workbench.

Course Outline

Lesson 1 : Introduction to LiveCycle ES2

- Activity 1: What you know about LiveCycle
- What is LiveCycle
- Benefits of LiveCycle
- About the New Hire Solution
- Demonstration of the New Hire Solution
- Exercise 1: Describe a use case for LiveCycle

Lesson 2 : Exploring Workbench ES2

- Activity 2: Exploring the Workbench interface
- Perspectives and Views
- Steps to building an application
- Versioning vs. Revisions
- Deleting Assets vs. Reverting Assets
- Deleting Applications
- Exercise 2: Creating an application

Lesson 3 : Building a process

- Activity 3: Following the routes in a process
- Adding activities to your process
- Variables
- Routes – controlling the path of your workflow
- Exercise 3: Designing a Process

Lesson 4: Testing a Process

- Activity 4 : Deploying an application
- Invocation methods
- Deploying applications
- Invoking applications through Workbench
- Troubleshooting processes using Record and Playback
- Exercise 4: Invoking your process

Lesson 5: Using Services

- Activity 5: Define an Abstract Activity
- LiveCycle Services
- LiveCycle Modules
- Adding Functionality to your process
- Extending your process
- Using Process Services
- PDF Portfolios
- Exercise 5: Adding Services to your process

Lesson 7: Designing a Guide

- Activity 7: Creating a Guide
- What is a Guide?
- Introduction to the Data Model Tool
- Introduction to a Guide
- Designing a Guide
- Testing and Deploying your Guide
- Exercise 7: Creating a Guide

Lesson 6: Exploring LiveCycle Designer ES2

- Activity 6: Exploring a form template
- XFA PDF vs. AcroForm PDF
- XDP file vs. PDF file type
- Static vs. Dynamic Forms
- Interactive vs. Print Forms
- LiveCycle Designer ES2 Interface Walkthrough
- Custom Objects vs. Fragments
- Data Binding
- Subforms and an introduction to creating dynamic forms
- Testing your form design
- Exercise 6: Designing a PDF Form

Lesson 8: Working with the User Service

- Activity 8: Exploring User Service operations
- What is a user-centric process?
- Adobe LiveCycle Process Management ES2 Module
- Adobe User Management
- Introduction to Workspace
- User Service
- Understanding Long-Lived and Short-Lived processes
- Exercise 8:
 - Part1 :Configuring an Assign Task operation
 - Part2 : Configuring a Multiple Assign Task operation