

BusinessObjects 3.0/3.1 Designer

Course Summary

Description

This class is a combination of instructor-led lecture, discussions, and demonstrations with a heavy emphasis on hands-on workshops to teach BusinessObjects 3.0/3.1 basic Designer concepts. Topics to be covered include universe creation, creating database connections, joins, classes and objects, hierarchies, loop resolution, contexts, table aliases, aggregate awareness, viewing table keys, creating predefined conditions, restrictions, universe maintenance, and universe distribution/documentation.

Objectives

At the end of this course, students will be able to:

- Create and Maintain Universes
- Join Database Tables and Set or Detect Join Cardinality
- Create Classes and Objects within Hierarchies
- Define Dimensions, Details, and Measures
- Using Contexts and Aliases
- Create Predefined Conditions
- Use Desktop Intelligence 3.0/3.1 Reporting Tool to Test Universes and SQL Generation

Topics

- Universes (Semantic Layer)
- Classes and Objects
- Dimensions/Details/Measures
- Equi/Outer/Theta Joins
- Lists of Values
- @ Functions
- Loop Resolutions
- Join Cardinality
- Fan/Chasm Traps
- Predefined Conditions
- Aggregate Awareness
- Contexts and Aliases
- Hierarchies
- Restrictions
- Security Restrictions
- Saving Documentation to PDF

Audience

This class is designed for technical analysts who are required to create the BusinessObjects 3.0/3.1 semantic layer as an interface to the data in a data warehouse, data mart, or database.

Prerequisites

- Basic Windows Skills
- Some Database Background
- Some SQL Skills
- Desktop Intelligence 3.0/3.1 Basic Reporting (Recommended)
- WebIntelligence 3.0/3.1 Basic Reporting (Recommended)

Duration

Two days