

## AEM 6.4 Basic Developer

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### Course Summary

#### Description

Develop Websites and Components in Adobe Experience Manager v6.x (formerly known as AEM Sites: Developer), is a three-day course, instructor-led (in classroom and virtual), that teaches the fundamentals of building a custom website based on templates and components. It provides conceptual information on JCR, web framework, and OSGi framework. Using CRXDE Lite, students will develop a custom website while reinforcing the fundamental concepts, such as components, templates, dynamic image rendering, navigation, and modularization. It also covers responsive design with hands-on activities. This course has deep coverage on Sightly, the templating language that helps front-end developers to quickly develop components.

#### Objectives

After taking this course, students will be able to:

- Develop applications with Adobe Experience Manager Sites
- Execute basic Adobe Experience Manager development practices

#### Topics

- Introduction to AEM
- AEM Environments
- Rummode
- Architecture Stack of AEM
- JCR – Content Repository
- Introduction to Authoring Basics for Developers
- Tagging
- Fundamentals of AEM Development
- Creating Templates, Pages, Components & Dialogs Templates
- Pages
- Components
- Dialogs
- Introduction to Sightly
- Client Libraries
- Sling Resolution
- Query Builder Servlets
- Workflows
- Replication

#### Audience

This course is designed for developers who want to learn more about application development with Adobe Experience Manager Sites.

#### Prerequisites

Before taking this course, participants must have a minimum two years of experience in web development. Additionally, they would require the following skill sets:

- Experience in HTML, CSS, DHTML
- Java (optional)
- JavaScript in client side environment

#### Duration

Three days

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### Course Outline

- I. Introduction to AEM**
  - A. Why AEM
  - B. Let's Start AEM
  - C. Installing AEM
  - D. Architecture Stack of AEM
  - E. Introduction to Authoring Basics
  - F. Log in to AEM
- II. AEM Environments**
  - A. AEM instances
  - B. Author Instance
  - C. Publish Instance
  - D. How dispatcher returns documents
- III. Runmode**
  - A. Runmode Types
  - B. Configurations per run mode
  - C. Benefits of Load Balancing
  - D. Replication Agents
- IV. Architecture Stack Of Aem**
  - A. AEM Building Blocks
  - B. Architecture stack of AEM
  - C. OSGi
  - D. OSGi Architecture
  - E. OSGi Framework
  - F. Accessing OSGi
- V. JCR – Content Repository**
  - A. JCR Structure
  - B. Sling Framework
- VI. Introduction To Authoring Basics For Developers**
  - A. The Parsys and iParsys
  - B. WCMmodes - Web content Management → modes
  - C. WCM – Edit
  - D. WCMModes: Preview
  - E. WCM – Preview mode
  - F. WCM – Design Mode
  - G. Design Mode in touch UI:
  - H. Developers mode in touch UI:
  - I. The panel is divided into two tabs
- VII. Tagging**
  - A. Reasons to use Tagging
  - B. Managing Tags
  - C. Creating Tags and Namespaces
  - D. Editing Tags
  - E. Applying Tags
- VIII. Fundamentals Of Aem Development**
  - A. Development Fundamentals Developer tools
  - B. Developer tools
  - C. CRXDE Lite – (AEM IDE)
  - D. Package Manager
  - E. AEM Project structure
- IX. Creating Templates, Pages, Components & Dialogs Templates**
  - A. Creating Templates
  - B. Structure of a template
- X. Pages**
  - A. Creating Pages
  - B. Accessing Page Properties
- XI. Components**
  - A. Page components
  - B. Global components
- XII. Dialogs**
  - A. Dialog structure in Component
  - B. Coral UI and touch UI dialogs
  - C. Creating Dialog Boxes
- XIII. Introduction To Sightly**
  - A. Sightly: Include Component
  - B. Sightly: IF condition:
  - C. Sightly Conditionals – Loops
- XIV. Client Libraries**
  - A. What are Clients Libs
  - B. Client Library Conventions
  - C. Including client libraries
- XV. Sling Resolution**
  - A. Inheriting OOTB Components
  - B. Resource Type Hierarchy
  - C. Container Hierarchy
- XVI. Query Builder Servlets**
- XVII. Workflows**
- XVIII. Replication**
  - A. Replication Agents
  - B. Replication Tree
  - C. Types of Content Replication