

# Oracle Fusion Middleware 11g: Build Applications with Oracle Forms

## Running a Forms Application

- Running a Form
- Identifying the Data Elements
- Navigating a Forms Application
- Using the Modes of Operation
- Querying Data
- Inserting, Updating, and Deleting Records
- Saving Changes
- Displaying Errors

## Working in the Forms Builder Environment

- Forms Builder Key Features
- Forms Builder Components
- Navigating the Forms Builder Interface
- Forms Builder Module Object Hierarchy
- Customizing Your Forms Builder Session
- Forms Executables and Module Types
- Defining Environment Variables
- Testing a Form with the Run Form Button

## Creating a Basic Form Module

- Creating a New Form Module
- Creating a New Data Block
- Using Template Forms
- Saving and Compiling a Form Module
- Module Types and Storage Formats
- Deploying a Form Module
- Producing Documentation

## Creating a Master-Detail Form

- Creating Data Blocks with Relationships
- Running a Master-Detail Form Module
- Modifying the Structure of a Data Block
- Modifying the Layout of a Data Block

## Working Data Blocks and Frames

- Managing Object Properties
- Creating Visual Attributes
- Controlling the Behavior and Appearance of Data Blocks
- Controlling Frame Properties
- Displaying Multiple Property Palettes
- Setting Properties on Multiple Objects
- Copying Properties
- Creating Control Blocks

## Working with Text Items

- Creating a Text Item
- Modifying the Appearance of a Text Item
- Controlling the Data of a Text Item
- Altering the Navigational Behavior of a Text Item
- Enhancing the Relationship between Text Item and Database
- Adding Functionality to a Text Item
- Displaying Helpful Messages

## Creating LOVs and Editors

- LOVs and Record Groups
- Creating an LOV Manually
- Using the LOV Wizard to Create an LOV
- Setting LOV Properties
- LOV Column Mapping
- Defining an Editor
- Setting Editor Properties
- Associating an Editor with a Text Item

## Creating Additional Input Items

- Input Items Overview
- Creating a Check Box
- Creating a List Item
- Creating a Radio Group

## Creating Noninput Items

- Noninput Items Overview
- Creating a Display Item
- Creating an Image Item
- Creating a Push Button
- Creating a Calculated Item

- Creating a Hierarchical Tree Item
- Creating a Bean Area Item

## Creating Windows and Content Canvases

- Displaying a Form Module in Multiple Windows
- Creating a New Window
- Displaying a Form Module on Multiple Layouts
- Creating a New Content Canvas

## Working with Other Canvas Types

- Overview of Canvas Types
- Creating a Stacked Canvas
- Creating a Toolbar
- Creating a Tab Canvas