

Course Description

This core three day instructor led course is designed to give you the comprehensive skills needed to design, build and maintain BusinessObjects 6.5, BusinessObjects XIR1/XIR2, and BusinessObjects XI 3.0 universes.

You should attend this course to understand universe design concepts and terminology, as well as the role of universes in relation to BusinessObjects reporting tools. The course provides an overview of the process for planning, designing and creating a universe and then walks you through the process of designing a universe that responds to identified requirements.

The business benefit of this course is that you will learn best-practice methodology for creating universes that respond to your reporting requirements. Through well-designed universes, report designers and business users will be able to create reports without having to know anything about the underlying data source or structure.

Who should attend?

This course is designed to teach you how to design BusinessObjects universes using Universe Designer, using BusinessObjects 6.5, BusinessObjects XI R1/R2, or BusinessObjects XI 3.0.

New features covered in the XI 3.0 course that are not applicable to BusinessObjects 6.5 or XI R1/R2 learners include:

- Creating a cascading list of values associated with a hierarchy of objects in a universe
- Creating delegated measures
- Creating nested derived tables

The target audience for this course is universe designers.

Contact Us

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Course Agenda

1 Understanding BusinessObjects Universes

- Define BusinessObjects universe concepts
- Use the Universe Development Cycle

2 Creating the Course Universe

- Describe the course database and universe
- Create the universe

3 Building the Universe Structure

- Populate the universe structure
- Define joins in a universe

4 Creating Dimension Objects

- Describe classes and objects
- Create classes and objects

5 Creating Measure Objects

- Explain measure object concepts
- Create measure objects
- Create delegated measure objects

6 Resolving Loops in a Universe

- Understand loops
- Resolve loops using shortcut joins
- Resolve loops using aliases
- Resolve loops using contexts

7 Resolving SQL Traps

- Understand SQL traps and universes
- Resolve fan traps
- Resolve chasm traps

8 Using Lists of Values

- Create a list of values
- Work with LOVs in Designer
- Create a cascading LOV

9 Applying Restrictions on Objects

- Restrict the data returned by objects
- ### 10 Using @functions with Objects
- Use @ Functions

11 Using Hierarchies

- Work with hierarchies

12 Derived Tables and Indexes

- Using derived tables
- Apply index awareness

13 End-of-Course Challenge

- Design and create the Prestige Motors universe

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