Course name: IBM WebSphere Portlet Factory V6.0.1 Advanced Developer Topics

Code:	WP510
Language:	English
Brand:	**Lotus**
Additional brands:	None specified
Product:	WebSphere Portal, Portlet Factory
Release:	6.0
WW region:	**WorldWide**
Target audience:	System Administrator, Portlet Developer
Format(s):	Classroom Number of Days: 1 days

Introduction:

This one-day course is designed for IBM® WebSphere® Portlet Factory developers who have the fundamental development skills covered in the IBM WebSphere Portlet Factory Version 6.0.1: Developer Fundamentals course. This course supplements these basic skills with additional topics including architectural considerations, design, and best practices.

This course is designed as a series of lab activities. Instructors lead students to identify and construct several custom Builders. At the end of the course, students will know how to extend the builder tools, available in the IBM WebSphere Portlet Factory, to create new builders that can be used to effectively and efficiently build Web applications specific to their organization's business requirements.

Prerequisites
You should complete:

- IBM WebSphere Portlet Factory Version 6.0.1: Developer Fundamentals **(WP416)** three-day course or
- Have equivalent knowledge and working competency in the Java programming language

Prerequisites
You should complete:

- Build architecture
- Build simple custom Builders
- Build a model-based Builder

Course objectives and Labs

Day 1

- Lab 1: Installing and Configuring IBM WebSphere Portlet Factory
  1. Install WebSphere Portlet Factory Designer
  2. Create a WebSphere Portlet Factory project

3. Set preferences for Java compiler Error/Warning Levels
4. Create a Run configuration and test a sample model
5. Install the course's file

- Lab 2: "Hello World" Builder
  1. Create a Builder Skeleton model
  2. Modify the generated builder components
  3. Enable the IBM® WebSphere® Portlet Factory Designer's debug window
  4. Test the builder in a new model

- Lab 3: Creating a Custom Builder
  1. Use Builder Skeleton to generate the builder definition and regeneration class
  2. Modify the builder definition
  3. Modify the regeneration class
  4. Test the new builder in a model

- Lab 4: Creating a Model-Based Builder
  1. Use Builder Skeleton to generate the builder definition and regeneration class
  2. Examine the regeneration class
  3. Modify the builder definition file
  4. Look at the new builder's interface in a model
  5. Enhance the user interface
  6. Test the new builder in a model

IBM Global Services
Route 100
Somers, NY 10589
U.S.A.
Produced in the United States of America
08-10