



BusinessObjects Designer XI Universe Design

4 Days

COURSE OVERVIEW

BusinessObjects XI R1 and BusinessObjects XI R2

This course is designed to teach learners using both versions of the XI release to how to design BusinessObjects universes using Designer.

New features covered in this courses that are not applicable to BusinessObjects XI Release 1 learners include:

- creating a cascading list of values associated with a hierarchy of objects in a universe
- setting access restrictions on elements in a universe
- creating universes from metadata sources

TARGET AUDIENCE

Who should attend?

The target audience for this course is universe designers.

PREREQUISITES

A solid understanding of relational databases and client-server concepts. Must be SQL-literate and familiar with report creation and analysis from a user perspective using either BusinessObjects, DesktopIntelligence or WebIntelligence.

COURSE CONTENT

Understanding BusinessObjects Universes

- Understanding how universes allow users to query databases using their everyday business terms

Creating the Course Universe

- The course database and universe
- Creating the universe

Building the Universe Structure

- Populating the universe structure
- Defining joins in a universe

Creating Dimension Objects

- Understanding classes and objects
- Creating classes and objects

Creating Measure Objects

- Understanding measure objects

- Creating measure objects

Using Lists of Values

- Working with LOVs in Designer
- Creating a cascading LOV

Resolving loops in a universe

- Resolving loops using aliases
- Resolving loops using shortcut joins
- Resolving loops using contexts

Resolving SQL Traps

- Resolving chasm traps
- Resolving fan traps

Applying Restrictions on Objects

- Restricting the data returned by objects

Using Functions with Objects

- Using @ Functions

Using Hierarchies

- Working with hierarchies

Aggregate Awareness

- Applying aggregate awareness to objects

Derived Tables and Indexes

- Using derived tables
- Applying index awareness

Linking Universes

- Creating links between universes

Securing Universes

- Setting access restrictions on a universe

Managing Universes

- Documenting universes
- Deploying & maintaining universes

Creating Universes from Metadata

- Creating a universe from an XML metadata file