



Siebel Open UI Basics

Course Description

The Siebel Open UI Basics (Siebel 20) is a comprehensive, modular training that focuses on providing students with a solid, hands-on understanding of Siebel Open UI.

The workshop can be tailored to meet the exact needs of the target audience, not only in terms of modules but also in availability of hands-on training and Q&A sessions with the instructor.

The training is applicable to Siebel CRM version IP 14 or higher, including IP 17 and updates 18, 19, 20 and following.

Target Audience and Prerequisites

The workshop is beneficial for the following groups, provided they have prior technical experience (Siebel Consultant level) with Siebel CRM

- Siebel Developer
- Web Developer
- Web Designer

Solid understanding of HTML, CSS, JavaScript and modern web browsers is a necessity. The course does NOT teach the aforementioned web technologies, including libraries and frameworks (such as jQuery or React) that are built on top of them.

Delivery and Scheduling

The workshop can be delivered in the following formats:

- Live Online (via web-conferencing tool)
- Recorded Class (presentations, demonstrations and labs)
- On-site

For Live Online delivery, session length can be varied to the customer's needs. Ideal session length for Live Online delivery is 2-4 hours.

The full-length training includes 12 modules (see below) and minimum recommended time is 16 hours.

Modules

The following describes the available modules in the Siebel Open UI Basics training. Every module includes extensive hands-on exercises with a complete description and discussion of the example code provided.

Siebel Open UI Overview

Introduction to Siebel Open UI architecture and standard features. Pointers to resources for additional knowledge.

Open UI Architecture

Details on the architecture of Siebel Open UI. Provides definitions of Open UI Manifest as well as framework details such as Physical Renderer, Presentation Model, Plug-in Wrapper and event handlers.

Open UI Manifest

Comprehensive and detailed discussion of the Siebel Open UI Manifest and how administrators can register custom JavaScript and CSS with UI objects from Application-level to View and Applet.

Open UI JavaScript Framework

Deep-dive into the layered browser-side framework of Siebel Open UI. Provides understanding of the Proxy, Presentation Model and Physical Renderer layers. Discussion of API classes provided by the Siebel Open UI framework.

First Physical Renderer

A “Hello World” case study that provides students with a simple, yet comprehensive example of creating a custom Physical Renderer extension. Followed by a detailed discussion of the concepts that are used in the exercise.

Presentation Model

Full coverage of all aspects of the Presentation Model layer in Siebel Open UI. Description of the API methods and how to use them to create custom Presentation Model extensions. Introduces concepts such as PM Properties, Method Binding and Event Handlers.

Physical Renderer

Comprehensive and detailed discussion of how to create custom Physical Renderer extensions. Details on the Physical Renderer API and lifecycle methods.

Plug-in Wrapper

Students will learn how to customize the physical appearance and behaviour of applet controls by creating custom Plug-in Wrapper extensions.

Style Sheets, Themes and Fonts

This module introduces students to the standard themes and styles of Siebel Open UI and to the correct process of registering custom CSS files and themes for professional and future-proof UX.

Event Listeners

A comprehensive introduction to the Siebel Open UI event listeners such as postload. Complete with a discussion of use cases.

User Properties

This chapter introduces standard user properties which allow developers to define the appearance and behaviour of UI elements from the repository without the need to write code. Students also learn how to create custom user properties and address them in their extensions.

Business Services

Illustrates the invocation of business service methods from within Open UI JavaScript in the browser. Discussion of synchronous and asynchronous invocation.

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