

## SAP BusinessObjects Universe Designer XI 3 : Advanced Universe Design

This 2 days course is the right course for anyone already using Business Objects Universe Designer and wanting to acquire more advanced knowledges.

### Détails

- **Code** : BOU320
- **Durée** : 2 jours ( 14 heures )
- **Public**
  - anyone responsible for creating and designing universes
- **Pré-requis**
  - BusinessObjects™ Web Intelligence XI 3.0/3.1: Report Design

### Objectifs

- learn best- practice methodology for creating universes

### Programme

#### Reviewing Universe Design Concepts

- Use your universe design and BusinessObjects Universe Designer knowledge to solve business problems
- Describe the course universe, database data, and structure

#### Working with Aggregate Awareness

- Define aggregate awareness
- Apply aggregate awareness to objects

#### Designing Advanced Objects

- Combine database functions in objects
- Construct relative date-time objects

#### Creating Complex Predefined Conditions, LOVs, and Joins

- Create complex predefined conditions
- Work with advanced LOVs
- Work with advanced join syntaxes

#### Securing Universes

- Define connection and user credential parameters
- Work with Central Management Server (CMS) universe security
- Work with table mapping

#### Implementing Universe Life Cycle Management

- Move content from development to production
- Maintaining and Optimizing Universes

#### Optimize universes

- Apply foreign key index awareness
- Apply best practices for universe design

#### Creating Universes from Other Data Sources

- Create a universe from an XML metadata file
- Create stored procedure and JavaBeans universes
- Work with OLAP universes

### Modalités

- **Type d'action** :Acquisition des connaissances
- **Moyens de la formation** :Formation présentielle – 1 poste par stagiaire – 1 vidéo projecteur – Support de cours fourni à chaque stagiaire
- **Modalités pédagogiques** :Exposés – Cas pratiques – Synthèse
- **Validation** :Exercices de validation – Attestation de stages