

Unit 1: Introduction to FPM

- ❖ Floorplan Manager Introduction
- ❖ Types of Floorplans
 - Object Instance Floorplan
 - Guided Activity Floorplan
- ❖ Configuring FPM Components

Unit 2: Developing FPM Applications

- ❖ Adding an Initial screen
- ❖ Adding a confirmation screen
- ❖ Explanation text
- ❖ Methods of IF_FPM_UI_BUILDING_BLOCK
- ❖ Using FPM events
- ❖ Dynamic access of toolbar
- ❖ Triggering application event
- ❖ Dynamic access of IDR
- ❖ Using message manager
- ❖ Using IF_FPM_GAF_CONF_EXIT to disable breadcrumb buttons

Unit 3: Generic UI Building Blocks (GUIBBs)

- ❖ Generic UI Building Blocks - general Aspects
- ❖ Feeder class
- ❖ The FORM GUIBB
- ❖ The LIST GUIBB

Unit 3: Advance FPM

- ❖ TABBED UIBB
- ❖ Search UIBB
- ❖ OVP floorplan
- ❖ Building Launchpad UI