SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

Course Outline:	INTRO TO FOURTH GENERATION LA	NGUAGES
Code No.:	EDP227	
	PROGRAMMER	
Program: Semester:	FOUR	
Date:	JANUARY 1994	
Previous Outline		
Dated:	JANUARY, 1993	
Author:	WILLEM DEBRUYNE	
	New:	X Revision:
APPROVED:		
	School of Business & Hospitality	Date

INTRO TO 4TH GENERATION LANGUAGES

EDP227

Course Name

Course Number

TIME: 4 Hours per Week

RESOURCES: COGNOS Reference Material and Manuals, Teacher's Notes

AIM:

The course is designed to give the student an awareness of the principles behind the design of fourth generation application solutions. There will be indepth explanations in the use of the POWERHOUSE product components and how to build applications.

The following topics will be covered during the course: PHD Data Dictionary, QUICK, QUIZ, QTP and customizing screens and reports along with application security.

OBJECTIVES:

- Module 1 understand what POWERHOUSE is
 - recognize the major components that make up the POWERHOUSE product
- Module 2 have an understanding of a data dictionary
 - understand how to develop a data dictionary
 - make entries into the data dictionary
- Module 3 describe the components of QUICK
 - create QUICK screens
- Module 4 write QUIZ reports that report on selected groups in sorted order
 - differentiate between the SELECT and CHOOSE statements
- $\underline{\text{Module 5}}$ understand a prototyping approach to application development
- Module 6 understand what should be contained in a POWERHOUSE data
 dictionary
 - be able to create and maintain a data dictionary suitable
 - for complex applications
 - recognize steps to incorporate data into a POWERHOUSE application

Module 7 - use QSHOW list dictionary contents on printer - retain QSHOW source statements - choose file types for QUICK screens Module 8 identify source code of QDESIGN design QUICK screens Module 9 - create screen layouts which permit data for more than one record to be entered on a screen design screens in horizontal and vertical manner Module 10 - create screen layouts which permit data for more than one record to be entered on a screen - design screens in horizontal and vertical manner Module 11 - control the prompting for field values supply HELP messages to fields Module 12 - implement a menu hierarchy of screens pass data from one screen to another run operating system commands from QUICK Todule 13 - identify the differences between the various file types available to QUICK screens understand about QUICK initialization Module 14 - design QUIZ reports with headings and footings obtain totals for specific categories of information Module 15 - produce reports with statistical information structure reports by category produce reports that produce summary information only Module 16 - use temporary fields apply functions to QUIZ report data Module 17 - identify the various types of relationships that can exist between records - write QUIZ code to implement these structures

issue prompts at execution time

STUDENT EVALUATION:

The student's final grade will be determined from the following components:

Tests (2@30%) = 60% Assignments (3@13%) = 39% Participation & Attitude = 1%

GRADING:

A+ - 90-100% A - 80-89% B - 70-79% C - 60-69% R - 0-60%

NOTE:

Students are expected to attend classes regularly, participate in class discussions, conduct themselves and treat their peers and instructors in a professional business-like manner throughout any school dealings.

Any student who misses a test will receive a grade of zero on that test unless they either produce a doctor's certificate if ill, or have the instructor's permission to write the test on a pre-arranged date and time.

Late assignments are subject to a zero grade unless the student has prior permission from the instructor to hand the assignment in at a later date. There will be no re-writes in this course.