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Course Outline :: DEX-601::

Module Title	:	**DEX601-Programming Lightning Components**
Duration	:	**5 days**

OVERVIEW

If your responsibilities include developing custom applications running in Lightning Experience and Salesforce mobile that support multiple devices and screen sizes from a single codebase, taking this class will boost your skills to the next level.

In this five-day instructor-led course, you'll learn how to program Lightning Components with markup, JavaScript, CSS, Apex, and the Salesforce Lightning Design System (SLDS), and make them available to Salesforce end users.

WHO SHOULD TAKE THIS COURSE?

Programming Lightning Components is ideal for independent software vendors (ISVs) and web application developers who want to produce custom Lightning Components and Applications that run in Lightning Experience, Salesforce mobile, or hybrid mobile applications that extend the Salesforce App Cloud.

WHEN YOU COMPLETE THIS COURSE, YOU WILL BE ABLE TO

- Efficiently create custom, reusable Lightning components and applications.
- Surface Lightning components and applications throughout the Salesforce ecosystem.
- Build a Salesforce mobile application that marshals data from your org.
- Define input forms with client-side data validation.
- Build apps that enable a user to create, read, and update data from a Salesforce org.
- Make components available to other developers through AppExchange and unmanaged packages.
- Theme your application by using SLDS and Lightning Tokens

PREREQUISITES

Proficiency with programming HTML5, JavaScript, and styling markup with CSS. Prior experience with Salesforce and developing single-page applications (SPAs) is highly recommended, but not required.

MODULES & TOPICS

Introducing the Course

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Introducing Lightning Components and Applications

- Using HTML5 and Lightning Components to Develop Apps
- Getting Started with Lightning Development
- Theming Components with CSS
- Defining and Manipulating Component Attributes
- Handling System and User Events
- Debugging and Troubleshooting Your App
- Working with Apex
- Using Base Lightning Components

Raising and Handling Events

- Using Lightning Data Service for CRUD Operations

Documenting and Unit Testing Components

- Documenting a Component
- Testing and Troubleshooting Apex

Surfacing Lightning Components

- Deep-Diving into Building Lightning Pages with Components and App Builder
- Building Components for Lightning Experience Record Pages
- Overriding Standard Actions with Lightning Components
- Defining a Lightning Application
- Using Lightning in Visualforce Pages with Lightning Out
- Installing and Using Components from AppExchange
- Packaging Components for Distribution

Implementing Navigation and Layouts

- Using <lightning:verticalNavigation>
- Using lightning:dataTable
- •Implementing Button Groups
- Building Responsive Layouts
- Implementing Accordion Layouts

Building Advanced Components

- Accessing the Component Body
- Defining Public Functions on Components
- Implementing Toasts and Modal Notifications
- Dynamically Instantiating and Destroying Component Instances
- Localizing Content

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Course Outline :: DEX-601::

- Using Renderers
- Writing Device-Specific Code

Creating, Reading, and Updating Salesforce Records

- Implementing Forms
- Validating Input Data
- Viewing and Editing Salesforce Records
- Waiting for Server Requests to Complete

Getting Ready for Production

- Theming with Lightning Design Tokens
- Improving the Performance of Data Requests