

Application Development COURSES

Application Development I: Using SAS/AF® Software

Duration: 3.0 days

CEUs: 1.8

AUDIENCE

This course builds on the Application Development Building SCL Applications course. We demonstrate how SAS uses an object-oriented approach to developing Frame based applications. This course is designed around graphical style application development specifically for the Windows, Unix and VMS platforms using Motif or other graphical emulation.

BENEFITS

Students will be able to

- Build GUI based menu systems for running programs
- Present information in a graphical form
- Create dynamic reporting and graphing systems

PREREQUISITES

Programming I: SAS Essentials course or equivalent understanding. Students should also understand:

- Basic SAS commands
- Display Manager environment
- Write Data and Proc steps
- Use formats and informats
- Use conditional logic such as IF THEN ELSE and SELECT processing
- Use functions and SAS dates

COURSE TOPICS

Environment Basics

- Creating catalogs
- Creating programs for batch submission

Application Design

- What is the business need
- What are best practices for application development
- How can object oriented programming be applied

FRAME Entry Basics

- Establishing a FRAME
- Populating it with components
- Changing component properties

Menu Driven Applications

- How menus can be set up
- Branching to different windows
- Setting up templates

Logic Flow of the Application

- Using SOURCE Entries to store programs
- Compiling and Testing entries
- Working with the SCL Debugger

Screen Development

- Giving user choices
- Radio Boxes
- Check Boxes
- Input fields
- Viewers
- Reporting
- Tables
- Subsetting and selecting data

Production Applications

- Getting the application ready for production
- Setting up autoexec, config and script files
- Deploying the application
- Setting up help and user training

Software Used: Base SAS, SAS/AF® and SAS/GRAPH® Software