

ITBRAINY

Development

1. Introducing Apex

- 1.1 Basic Programming Skills
- 1.2 Ooops Concepts
- 1.3 Exception Handling
- 1.4 Apex Development Process

2.Data Types:

- 2.1. Primitive Data Type
- 2.2. Working with sObjects
- 2.3. A collection, including:
 - a. List
 - b. Set
 - c. Map

3. Variables & Constants.

4. Expressions & Operators

5.Rules of Conversion

6. Control Flow Statements

- 6.1 Conditional (If-Else) Statements
- 6.2 Switch Statements
- 6.3 Loops
 - a. Do-While Loops
 - b.While Loops
 - c.For Loops

7.Classes, Objects, and Interfaces

- 7.1. Defining Class
- 7.2. Access Specifiers
- 7.3. Method Declarations
- 7.4. Debugging results
- 7.5. Naming conventions & Code Commenting

8. Working with Data in Apex

- 8.1 Working with sObjects
- 8.2 Data Manipulation Language
- 8.3 SOQL and SOSL Queries
- 8.4 SOQL For Loops
 - 8.5 sObject Collections
 - 8.6 Dynamic Apex
 - 8.7 Apex Security and sharing
 - 8.8 Custom Settings

9. Apex Triggers

- 9.1 Comparison Workflow Rules and Apex Triggers
- 9.2 Trigger Events
- 9.3 Trigger Context Variables
- 9.4 Trigger Best Practices

10 Batch Apex

- 10.1 Creating Batch Classes
- 10.2 Using Batch Apex

11. Scheduling Apex

- 11.1 Scheduling apex Use and its Methods
- 11.2 Limitations

12. Visualforce Pages

- 12.1 Tags available in VF
- 12.2 Types of Controllers

12.3 Visualforce Components

12.4 Visualforce and the order of execution

12.5 Providing Security for Apex Classes and Visualforce Pages

13. Lightning

13.1 Lightning Page

13.2 LDS

13.3 Lightning Components(basic)

13.4 Lightning Apps

13.5 Lightning Out to embed Lightning App in Visualforce Page

14 . Test Classes

14.1 Test Class Best Practices

14.2 Using the runAs Method

14.3 Using Limits, startTest, and stopTest

14.4 Adding SOSL Queries to Unit Tests

15. Testing Best Practices

16. Web Services

16.1 SOAP and REST API

16.2 Apex class with SOAP API

17. Deploying Apex

17.1 Using Change Sets

17.2 The Force.com IDE

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