

API Training

Goal

To provide students with the necessary background and skill set that is required to enable them to develop and deploy custom solutions using the Unity API. Students will learn which OnBase API is best suited for their given situation and the best practices for each of the Unity API covered in this course.

Course Description

The API Training Class explores the Unity API and instructs the students on the effective use of the Unity API with its custom applications. The course includes many hands-on labs to focus on key concepts and best practices demonstrated throughout the course. Students will learn to perform basic OnBase operations through the Unity API. The primary languages used within the class will consist of C# / VB.NET. Familiarity with Visual Studio is a plus.

Topics Covered

- Unity API used external to the OnBase System
- Unity API Script used inside the OnBase system

Certifications

This course fulfills the requirement for:

- ▶ OnBase Certified Application Programming Interface

Measurement

Students will be required to successfully pass a written and practical exam based on the OnBase API content covered during the course.

Prerequisites

- ▶ Pre-Installation Web Based Training (WBT)
- ▶ Entry-level object-oriented programming experience

Course Agenda

All topics are subject to change and may not appear in the order indicated here.

Day 1

- Introduction to the Unity API
- Unity Object Model
- Licensing
- Developing Unity Integration Application

Day 2

- Continues with developing Unity Integration Application

Day 3

- Introduction to the Unity Automation script
- How to setup a Unity Script
- Licensing
- Developing Unity Automation scripts

Day 4

- Continues with developing Unity Automation scripts

Day 5

- Review
- Exam