

## **MICROSOFT DYNAMICS AX 4.0 COURSE CONTENT**

### ❖ **INTRODUCTION:**

- What do you mean by ERP
- Different technologies used for ERP
- Introduction About Microsoft Dynamics AX

### ❖ **DYNAMICS AX INSTALLATION:**

- Meeting Dynamics Ax Hardware and Software Requirements
- General Recommendations
- Minimum Requirements
- Setting up the Database
- Performing a New Dynamics Ax Installation
- Accessing Dynamics Ax Documentation
- Installing Dynamics Ax 4.0

## **DEVELOPMENT I**

### ❖ **CHAPTER 1:**

- Microsoft Dynamics AX Architecture:
  - Introduction to Microsoft Dynamics AX Development
  - Features of Microsoft Dynamics AX
  - Elements of Microsoft Dynamics AX Development
  - Microsoft Dynamics AX Object Server
  - Application Object Tree
  - IntelliMorph
  - MorphX
  - Inheritance
  - X++
- Microsoft Dynamics AX Application Essentials
- Microsoft Dynamics AX Layered Architecture
- Tools for Customization
- Security
- Inquiry and Reports
- Conclusion

### ❖ **CHAPTER 2:**

- DATA DICTIONARY
  - Introduction to Microsoft Dynamics AX Data Dictionary
  - MorphX and the Application Object Tree
  - Features of the AOT
  - Objects in the Data Dictionary
- Tables
- Maps
- Views
- Extended Data Types
- Base Enums
- Security Keys, Configuration Keys, and License Codes
  - Microsoft Dynamics AX Table Structure and Components
  - Procedure: Creating a Table in Microsoft Dynamics AX
  - Relations

- Data Types .Primitive and Extended
- Indexes

❖ **CHAPTER 3:**

- USER INTERFACES
  - Projects
  - Forms
- Elements that Compose a Form
- Form Designs
- Forms and Their Data Sources
- Forms and Their Methods
  - Menu Items in MorphX
  - Microsoft Dynamics AX Non-graphical Objects
  - Macros
  - Jobs
  - Queries
  - AOT Help Documentation

❖ **CHAPTER 4:**

- REPORTS
  - Working with Report Design
  - Demonstration: Create a Custom Report Design
  - Sections within a Report
  - Demonstration: Building a Custom Generated Report

**DEVELOPMENT II**

❖ **INTRODUCTION TO X++**

❖ **WHAT IS X++**

❖ **OBJECT ORIENTED PROGRAMMING**

❖ **DEVELOPMENT TOOLS**

❖ **BEST PRACTICES**

❖ **OBJECTS AND CLASSES**

❖ **INTRODUCTION TO OBJECTS**

❖ **METHODS**

❖ **VARIABLES AND CLASSES**

❖ **X++ CONTROL STATEMENTS**

❖ **ACCESSING THE DATABASE**

❖ **SEARCHING FOR RECORDS**

❖ **DATA MANIPULATION**

❖ **QUERIES USING X++ LANGUAGE**

**DEVELOPMENT III**

❖ **CHAPTER 1:**

- Development Environment and Tools 5
- Training Objectives
- Introduction
- Development Environment Application Architecture
- AOS Setup
- Cross-References
- Performance/Monitoring
- Debugger
- System Monitoring/ tracing

❖ **CHAPTER 2:**

**FETCHING DATA**

- Training Objectives
- Introduction
- Query
- While Select
- Temporary Tables

❖ **CHAPTER 3:**

**CLASSES**

- Implementation in Microsoft Dynamics Ax
- Abstract Classes
- Interfaces
- Variables
- Collections and X++ Foundation Classes
- X++ Access Modifiers and Code Visibility
- Exceptions in X++
- Database Interactions in X++
- Types of Classes
- RunBase Framework
- Args-Object

❖ **CHAPTER 4:**

**FORMS**

- Architecture
- Life cycle of forms
- Handles to the Objects in a Form
- FormDataSource and its methods
- Generating Lookups
- Queries, synchronizing (active/passive/delayed), joins
- Special controls

❖ **CHAPTER 5**

**REPORTS**

- Life cycle of reports
- Generating reports through code and with menu items
- Calculation on (sub) totals

#### **DEVELOPMENT IV**

- ❖ **DATA MIGRATION**
- ❖ **COM OBJECTS**
- ❖ **USING XML IN DYNAMICS AX**
- ❖ **NUMBER SEQUENCES**
- ❖ **GENERAL DESCRIPTION ABOUT THE**
- ❖ **PRINT JOB SETTINGS**
- ❖ **AIF (APPLICATION INTEGRATION FRAMEWORK)**

