

PROGRAMMING LIGHTNING COMPONENTS



OVERVIEW

If your responsibilities include developing custom applications running in Lightning Experience and Salesforce1 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, Salesforce1, 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 Salesforce1 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.
- Programmatically invoke features of Salesforce1.
- 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.



DURATION

- 5 days

DELIVERY FORMAT

- Classroom
- Virtual Classroom

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MODULES & TOPICS

Getting Started

- Using HTML5 and Lightning Components to Develop Apps
- Defining a Lightning Component
- Defining and Manipulating Component Attributes
- Handling User Events
- Debugging and Troubleshooting Your App
- Using Helpers for Complex Client-Side Event Handling
- Documenting a Component
- Using OOTB Lightning Input Components
- Working with Apex
- Testing and Troubleshooting Apex

Surfacing Lightning Components

- Surfacing Lightning Components
- Deep-Diving into Building Lightning Pages with Components and App Builder
- Building Components for Lightning Experience Record Pages
- 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:tabset>
- Implementing Button Groups
- Implementing a “Deck of Cards” Layout
- Using the <lightning:layout> Grid System
- Implementing Menus

Building Advanced Components

- Accessing the Component Body
- Dynamically Instantiating and Destroying Components
- Localizing Content
- Defining and Handling Nested Sub-tags
- Raising Events and Defining Public Functions
- Raising Salesforce1 Events
- Using Renderers
- Using Inheritance
- Writing Device-Specific Code

Working with Data

- Implementing Forms
- Validating Input Data
- Implementing a Query-By-Example System
- Viewing and Editing Salesforce Records
- Waiting for Server Requests to Complete

Theming Your App (Optional)

- Applying Colors and Typography
- Theming with Lightning Tokens



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Learn at your own pace, from our experts, and your peers.

EARN

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