



The aim of this session is to help 4D Developers to move their applications to 4D v16 safely and painlessly, while using the advantages of this very powerful version.

Many 4D applications have historic origins, and have been moved from version to version without the real need for working on the application's core. But there is more and more data to handle, and increasingly everything is centered around apps (machines, systems, way of use, and more than all, Users).

We are going to see how to move step by step in order to get the advantages of 4D v16 without the need to redo everything from scratch, and to be prepared for the future.

MANIPULATE OBJECTS AND DATA ORGANISED IN OBJECTS

Objects like variables, tables and object fields have been integrated more deeply into the 4D functionalities.

Discover how to use them the best way, organising and simplifying your code.

PROGRAM BY "PANELS" USING 4D SUBFORMS

We will use an example database that provides the foundations for a development framework.

This database will introduce the essential concepts of development based on the use of panels and the interactions between list presentations and detail presentations in the same window.

We will look at how to distribute objects in an area and manage enlargements while maintaining relative positioning.

USE 4D PASSWORDS AND THE POSSIBILITIES OFFERED BY THIS TECHNOLOGY

Learn how to extend the capabilities of 4D native passwords and take advantage of related features.

A sample database will show how to fine-tune access to modules based on usage profiles and how to set specific permissions.

DELEGATE TASKS IN DEDICATED PROCESSES

Execute on server,
Workers,
Encapsulation of related results,
Grouping applications

With the arrival of the 4D v16 version, new features allow a radically different approach to programming. By delegating tasks in dedicated processes on the workstation or on the server we can multiply the computing capacities and thus increase the power of the application.

It is also possible to factorize the requests to limit the exchanges on the network and thus to accept an increase in the number of connected clients. What is multi-threading for? In which case is it useful? And conversely, what are the possible pitfalls?

PUBLISH YOUR DATA ON THE WEB WITH 4D, IONIC CREATOR AND ANGULAR

Creating a nice modern web interface, especially one running on iPhone or Android, needs a lot of skills and could be time consuming job, especially with limited CSS and web framework skills.

Let's learn how to drag-and-drop an interface using Ionic Creator and then publish the dynamic data from the 4D database using the flexibility of Angular JS combined with the powerful capabilities of the 4D language and its Web server.



Olivier Deschanel
Technical Account Manager
@Olivier4d

DEVELOP MORE THAN AN APPLICATION, DEVELOP YOUR BUSINESS

