# TRIUMPGATE TECHNOLOGIES

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### **Introduction to ABAP**

- 1. What is ABAP
- 2. R/3 Architecture
- 3. SAP Landscape
- 4. Type of ABAP programs
- 5. Designs of small program using data types, parameters, text elements, fields strings, constants offset and field symbols
- 6. Overview of SD and MM flow
- 7. Relationships of Standard tables and keys

#### **ABAP Dictionary**

- 1. Introduction to ABAP Dictionary
- 2. Data Dictionary functions and Objects
- 3. Database table, View, Data Types, Type Groups, Domain, Search help and Lock Objects
- 4. Primary and Foreign Key Relationship
- 5. Secondary Index
- 6. Table Maintenance Generator and Table Events

### **Selection Screen**

- 1. Introduction to selection Screen
- 2. Parameters, Selection-Options and selection screen statements
- 3. Screen Tables and it fields
- 4. Dynamic Screen
- 5. Selection Screen Validations

### Reports

- 1. Introduction to reports
- 2. Classical, Complex and Interactive reports

#### **Internal / Tables**

- 1. Introduction of Internal tables
- 2. Types of Internal Tables (Standard, sorted and Hashed)
- 3. Processing of Internal Table
- 4. Inner Joins, Outer Join and for all Entries

#### **Packages and Variants**

- 1. Creation of package
- 2. Difference B/W package and local objects
- 3. Changing the local object to package and Package to Local objects
- 4. Introduction of Variants
- 5. Creating variants for reports and objects

### **ALV Reports**

- 1. Introduction to ALV
- 2. ALV through Function Modules
- 3. ALV types
- 4. List, GRID and Interactive ALV
- 5. Object Oriented ALV

### **Debugging Techniques**

- 1. Debugging Techniques Introduction
- 2. BREAK-POINT (static Dynamic)/ External Break-Point
- 3. Watch points
- 4. Dynamically changing internal tables contents in debugging Editor
- 5. Options to step through the program in Debugging Editor

# **Modularization Techniques**

- 1. Modularization Techniques Introduction
- 2. Macros
- 3. Includes
- 4. Subroutines
- 5. Passing parameters to subroutine
- 6. Passing tables to subroutines

7. Function Groups and Function Modules

#### **Dialog / Modules pool Programming / Transactions**

- 1. Introduction to Modules Pool Programming
- 2. Relationship between screen, Flow Logic and program
- 3. Events in Module Pool Programming
  - Process Before Output (PBO)
  - Process After Input (PAI)
  - Process on value request (POV)
  - Process on help request (POH)
- 4. Include Programs in MPP
- 5. Dynamic Screens-Leave screen, leave to Screen, Call Screen, Set screen
- Elements in screen Layout (Tables Controls, Step Loops, Tab Strip Controls and Sunscreens)

#### **Batch Data communication**

- 1. BDC Introduction
- 2. Recording
- 3. BDC Methods (Call Transaction Method and Session Method)
- 4. Handling Tables Control in BDC
- 5. Legacy system Migration Workbench
  - Different Methods
  - Flat file creation
  - Uploading data
- 6. File Handling
  - Application Server
  - Presentation Server

### **SAP Scripts**

- 1. Introduction to Scripts
- 2. Components of SAP Scripts (Header, Pages, Windows, Page windows, Paragraph format, Character Format)
- 3. Types of Windows
- 4. Design of Layout, standard text, output program
- 5. Upload/Down load scripts
- 6. Script Utilities and Debugging Technics

#### **Smart Forms**

- 1. Introduction to Smart Forms
- 2. Graphics and style Management

- 3. Design Layout, Working with Nodes and Print Program
- 4. Design Layout with Different windows

#### **CROSS APPLICATONS**

#### **RFC**

- 1. Introduction to RFC
- 2. Creating of RFC
- 3. Asynchronous and Synchronous Communication
- 4. Creating RDC destination of target systems

#### **BAPI**

- 1. Introduction to BAPI
- 2. Difference B/W BAPI and PRFC
- 3. Real time scenarios to handle the BAPI programs

#### **IDOC**

- 1. Introduction to IDOC
- 2. Types of IDOCs
- 3. Crating of Segments, IDOC and Message types
- 4. Linking the Segments, IDOC and Message types
- 5. Crating Port and Partner Profile
- 6. Crating programs for inbound ad outbound
- 7. Miscellaneous Topics

#### **User EXITS**

- 1. Overview of User Exits
- 2. Types of user Exits
- 3. Real time scenarios to handle the Exit programs

#### **BADIS**

- 1. Introduction to BADI
- 2. Difference between BADI and User Exit
- 3. Types of BADI Implementations
- 4. Real Time Scenarios to Handle the BADI programs

### **Enhancements Spots**

1. Introduction to Enhance Spots

- 2. Types of Enhancements
- 3. Real time scenarios to handle the Enhancements spots

#### **BTE**

- 1. Introduction to BTE
- 2. Real time scenarios to handle the BTE

#### **OOABAP**

- 1. Introduction to OOABAP
- 2. Difference between OOABAP and Other Programming
- 3. Class (Global Class, Local Class)
- 4. Objects (Implicit & Explicit Objects)
- 5. Methods (Static And Instance Method)
- 6. Constructors (Static and Instance Constructors)
- 7. Destructors
- 8. Inheritance
- Single Inheritance
- Multi-Level Inheritance
- Multiple Inheritance
- 9. Polymorphism (Methods Overloading & Method Overriding)
- 10. Super Keyword
- 11. Abstract Method, Abstract Class, Interfaces, Aliases, Final Class, Final Method, Friend Class, Single Ton Class
- 12. Type Castings
  - Narrow Casting (Up-Casting)
  - Wide Casting (Down Casting)
- 13. Events
- 14. ALV Reporting in OOABAP

#### **HR ABAP**

- 1. Introduction to HR-ABAP
- 2. Overview on HR Flow and Process
- 3. Difference B/W ABAP and HR ABAP

- 4. Logical Data Base and Report Category
- 5. Time Constants
- 6. Relationships of Objects
- 7. Creating the simple Programs
- 8. Enhance standard Infotypes & Creating Custom infotypes
- 9. Design payroll Reports using MACROS
- 10. Over view on the standard infotypes
- 11. Real Time Scenarios HR ABAP programs
- 12. Miscellaneous Topics

#### **WEBDYNPRO**

- 1. Introduction to WEBDYNPRO
- 2. UI elements
- 3. Controllers
- 4. Mappings and Windows
- 5. Programming Interfaces and Classes
- 6. Floor Plan Manger (GAF, OIF), events and coding (building Blocks)
- 7. ALV Integration Concepts
- 8. Componentization
- 9. Interactive Adobe Forms
- 10. Miscellaneous Topics

# **ADOBE FORMS**

- 1. Introduction to Adobe Forms
- 2. Online forms and offline forms
- 3. Interactive Adobe forms

# **WORKFLOW**

- 1. Introduction to Workflow
- 2. Design of simple workflow
- 3. Designing of workflow with Multiple Task
- 4. Real time Scenarios to handle the workflows
- 5. Miscellaneous Topics