



Introduction to the StarTeam SDK

Course Outline

Designed to provide an overview of the StarTeam SDK for Java developers. It allows java developers to utilise the SDK to develop utilities leveraging the functionality of StarTeam.

It also introduces the standard API documentation supplied with SDK and encourages the delegate to become familiar with finding the answers in the documentation.

Pre-Requisites

The course assumes that the delegate is already familiar with Java and has an understanding of basic CM activities in a StarTeam environment (i.e. knowledge of Projects, Views, Folders, Files, Change Requests, etc).

Delivery Format

This course is instructor led, via formal presentations followed by lab based activities to develop applications.

The course utilises the eclipse IDE

Course Duration

2 Days.

Course Price

POA

Course Content

Introduction to the SDK

Provides an introduction to the SDK, it's uses and various version of the SDK that are available.

SDK Architecture

An in-depth discussion around the SDK Architecture, how to handle various items such as collections and an Introduction to the Server Object for obtaining server connections.

Change Requests, Tasks and Topics

Introduces the delegate to three of the common Item subclasses manipulated within the SDK. Describes strongly typed objects and then the specifics for Change Requests, Topics and Tasks.

Requirements

Introduces the hierarchical structure of requirements and their manipulation within the SDK.

Files

Possibly the most important CM component in StarTeam. This detailed subject includes using the SDK to :-

- Check In/Check out files
- Add new files
- File Revisions
- Status and Timestamp information
- Locking, Unlocking
- File Properties

Item Relationships and Associations

A study of additional item associations and relationships including :-

- Manipulation of Attachments
- Manipulation of Links
- Manipulation of Labels

Handling StarTeam Events

Looks at the scope, design considerations and threading models of MPX server in order to write Event Handlers to react to various events.

StarTeam Performance Optimisation

Introduction to the default caching mechanisms employed by StarTeam and the SDK, application based caching approaches, Item & Folder managers and querying.

More Information? Call 01924 872015.

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