



## SAP BusinessObjects Universe Designer XI 3.0/3.1: Universe Design – BOU310

### IN BRIEF

**Delivery:** Instructor-led course

**Duration:** Three days

**Cost:** \$2,400 per person + GST

**Inclusions:** SAP BusinessObjects expert instructor, comprehensive course manual, individual computer access, and fully catered lunch, morning and afternoon tea breaks.

#### Prerequisites:

- SAP BusinessObjects Web Intelligence XI 3.0/3.1: Report Design
- A working knowledge of SQL and relational database management systems concepts and structures
- Familiarity with the type of data and the logical structure of the databases in their organization
- Familiarity with BusinessObjects Web Intelligence report building

#### Products Covered:

SAP BusinessObjects Universe Designer

**Previous Training:** Attending the following courses would also provide a useful introduction to this course:

BOC310 Crystal Reports I  
BOC320 Crystal Reports II  
BOC330 Crystal Reports III  
BOW310 WebIntelligence Report Design (essential)



### Course Description

This course is designed to teach you how to design SAP BusinessObjects universes using Universe Designer, using BusinessObjects 6.5, BusinessObjects XI R1/R2, or SAP BusinessObjects XI 3.0/3.1.

New features covered in the XI 3.0/3.1 course that are not applicable to BusinessObjects 6.5 or XI R1/R2 learners include:

- Creating a cascading list of values associated with a hierarchy of objects in a universe
- Creating delegated measures
- Creating nested derived tables

### Audience

This three-day instructor-led course is designed for universe designers who need to design, build, document and maintain SAP BusinessObjects universes.

### Topics Covered

#### Understanding BusinessObjects Universes

- Define BusinessObjects Universe concepts
- Use the Universe Development Cycle

#### Creating the Course Universe

- Describe the course database and universe
- Create the universe

#### Building the Universe Structure

- Populating the universe structure
- Defining joins in a universe

#### Creating Dimension Objects

- Describe objects and classes
- Create classes and objects

#### Resolving Loops

- Understand loops
- Resolve loops using shortcut joints
- Resolve loops using aliases
- Resolve loops using contexts

#### Applying Restrictions

- Applying restrictions to objects

#### SQL Traps

- Understand SQL traps and universes
- Resolving fan traps
- Resolve chasm traps

#### Using @ Functions

- Using @ Functions

#### Using List of Values

- Creating a LOV
- Work with LOVs in Designer
- Create a cascading LOV

#### Using Hierarchies

- Work with hierarchies

#### Applying Restrictions on Objects

- Restrict the data returned by objects

#### Derived Tables

- Using Derived Tables
- Apply index awareness

#### End-of-Course Challenge

- Design and create the Prestige Motors universe