

| TRAINING PLAN

G-KNOWLEDGE - BEGINNER

L1

Quidgest _ ACADEMY



TRAINING GOALS

Acquire the skills of the future, creating an information system from scratch and becoming a full stack developer.

▼
Have contact with model-based software development

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Identify the main elements of an information system

▼
Generate a fully functional information system through the Genio platform

1. Initiation to Genio

- Creating a new project
- “Hello World” in Genio
- Learn Genio's basic interface and techniques

2. Relational Model

- Entities and relations
- Entities' roles in the business
- Common patterns of representation

3. Interface

- Forms and Menus representation
- Interfaces sequence
- Usability and user expectations

4. Business Rules

- Field validation
- Calculations and value propagations
- Default values

5. Project presentation

- The personal project is presented so that everyone can share the various possible solutions through **model development**
- **20 Questions Exam**

Calendar

40 hours | 9:00 am to 13:00pm e 14:00 am to 18:00 pm (15 minutes break in the morning and the afternoon)

Day	Subjet	Activity
1	Initiation to Genio	Morning: Exercises Afternoon: Guided Discovery
2	Relational Model	Morning: Exercises Afternoon: Guided Discovery
3	Interface	Morning: Exercises Afternoon: Guided Discovery
4	Business Rules	Morning: Exercises Afternoon: Guided Discovery
5	Project presentation	Morning: Exercises Afternoon: Guided Discovery

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