



Openbravo Commerce Suite

Technical Training Course Guide

v2.0.0

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Introduction

The Technical Training POS provides the following two pillars of knowledge:

1. How to customize and extend the WebPOS
2. How to customize and extend the retail industry specific parts of the Openbravo Business Suite

Audience

This self-study course is targeted at Openbravo Certified Developers that:

- are already experts in Openbravo Business Suite development
AND
- have a strong background in Java and Javascript

The materials of this course assume the student is already familiar with the above and do not provide instructions on those. If you do not meet the requirements stated above, refer to our Business Suite technical courses first:

1. [Technical Training 1](#)

Content

Session 1 - Development Environment Setup and debugging code

This first chapter instructs the student on how to prepare a development environment where Commerce Suite specific customizations will be done:

- Setting up Eclipse Development Environment
- Installing Commerce Suite Modules
- Creating a Custom Development Module
- Debugging Java Code with Eclipse
- Debugging JS Code with Developers Tool of Chrome

Session 2 - Adding Buttons and Dialogs

Customization and extensions usually start by adding new buttons and messages to the existing screens:

- Creating a simple new button
- Referencing and display core ticket information in a custom dialog

Session 3 - Loading and Displaying Additional Information

This chapter teaches the student on how to extend the data model to contain and display custom additional information:

- Extending the model within the Business Suite backend and the WebPOS frontend
- Showing custom information in the Frontend

Session 4 - Adding Business Logic Through Hooks

Changing business logic of an application in a modular way can often be challenging. The following mechanism allow the developer to do so within the Openbravo Commerce Suite and Business Suite:

- Injecting custom business logic
- Client side hooks
- Server side hooks
- Custom popup dialogs

Session 5 - Adding New Payment Types

Being able to choose a particular payment type in Web POS is an action that requires authorization. This chapter explains how a new payment type is added in the Business Suite backend and how WebPOS users are granted authorization to use them.

Session 6 - Adding a New Type of Discount

This chapter demonstrates how new types of discounts can be added and used within the Web POS:

- Using and extending the *Discounts and Promotions* module
- Implementing a new promotion: first two items for free
- Extending the frontend and the backend logic to support the new promotion

Session 7 - How the Hardware Manager Works

The Web POS application is the store-level user interface optimized for touch and mobile devices. It is light, fast and user friendly. It is multiplatform and only requires a web browser to run.

To use peripherals like printers, customer displays and others from the Web POS browser application, the so-called Hardware Manager (HWM) is required which acts as a gateway between the Web POS and these peripheral devices.

It is a standalone native Java application that is capable of managing POS hardware devices once it has been properly configured which is explained in this chapter.

Session 8 - Integrating with New Payment Gateways

This chapter explains how the Web POS can be integrated with a new payment provider/gateway:

- Registering new payment providers

- Tying payment providers to payment methods
- Using the HW Manager as a proxy

Session 9 - Data Synchronization Process

This chapter explains how the data are synced in the back office, using the Import Entry Manager Infrastructure:

- Client side
- Server Side
 - Import Entry PreProcessor
 - Import Entry Manager Thread
 - Import Entry Processor
 - Import Entry Processor Runnable

Format

Online Elearning Format

The format of the Openbravo Commerce Technical Training is a hybrid between pure self-study and instructor led trainings, providing the student with a strong learning experience. Here are some of the highlights:

- the training can be **enrolled to at any time** and **started straight away**
- **course access** to the online e-learning platform is granted for a period **30 days** from the start of the enrolment
- all **documentation, exercises, checkpoints and interaction** is provided by the Openbravo University e-learning platform
- **30 hours of student's time** is estimated to be required by the student to complete the course (depending on student's background and skills)
- **support** is offered through 2nd level support portal (for partners) or an integrated course forum (for 3rd parties)
- exercises should be executed in a **local development environment**

Requirements

Knowledge prerequisites

- Openbravo **Certified Developer** title
- excellent senior knowledge of **Java**
- excellent senior knowledge of **Javascript**

Computer Requirements

- **dual core** processor (2GHz or faster)
- **8Gb** RAM or more
- A compatible web browser. Due to the fact that Openbravo 3 is a **rich-internet-application** and the **WebPOS offers offline functionality**, only Webkit based browsers are supported:
 - Google Chrome
 - Apple Safari

Terms & Prices

Times, Prices & Registration

The course can be enrolled and started at any point in time. Registration can be done through the following link <http://www.openbravo.com/training> .

Language

All **training materials** are available in **English** only. **Support** however can also be provided in **Spanish**.

Notes

- Training is based on **Openbravo version 3**.
- Prices are quoted per student and do not include taxes.
- This course is open to all participants, regardless of affiliation with Openbravo.

For detailed Terms and Conditions of Openbravo courseware delivery, please visit the following link:

<http://university.openbravo.com/university-terms.html>