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Getting Started with Windows and Mac Development

E-Learning Series Course Book - Syllabus

Embarcadero Technologies

Getting Started with Windows and Mac Development

Course Syllabus
Last Updated: May 23, 2012
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Course Description

If you're new to programming or want to brush up on your skills, you're invited to join Embarcadero's David Intersimone for a training series focused on "Getting Started with Windows and Mac Development". Each week, students will participate in a 30 minute lesson followed by a 15 minute Q&A session where you can get answers to your questions.

Schedule of Lessons

Lessons meet online each Thursday – May 3, 2012 through June 28, 2012
Delphi language version at 10:00AM PDT / 1:00PM EDT / 17:00 UTC
C++ language version at 11:00AM PDT / 2:00PM EDT / 18:00 UTC

Dates / Topics

- May 3: Lesson 1 – Introduction to Windows and Mac Development and Setting up your Development Environment
- May 10: Lesson 2 – Creating your First Windows and Mac Desktop Application
- May 17: Lesson 3 – The Integrated Development Environment (IDE)
- May 24: Lesson 4 – Programming Language Basics
- May 31: Lesson 5 – Designing a High Definition User Interface
- June 7: Lesson 6 – Connecting to Data
- June 14: Lesson 7 – Creating a 3D Application
- June 21: Lesson 8 – Using Image and Animation Effects
- June 28: Lesson 9 – Building Multi-Client, Multi-Platform, Multi-Tier Applications

Course Goals / Learning Outcomes

- *Knowledge:* Recall specific course information. Basic features of the FireMonkey business application platform. Using the Integrated Development Environment (IDE) and the programming language to develop, debug and deploy Windows and Mac applications.
- *Comprehension:* Interpret the course information. Understand the principal concepts of the FireMonkey business application platform for Windows and Mac development. Ability to use both HD and 3D FireMonkey GUI design. Integrate FireMonkey applications with database, service and platform systems.
- *Application:* Use the knowledge and comprehension in new situations. Ability to adapt FireMonkey features and principles to new software problems.

Recommended (but not required) hardware and software to have on hand during this course

A PC Computer running Windows 7 64-bit (Windows 32-bit can be used but you won't be able to debug 64-bit applications with Delphi. You can use Windows XP or Windows Vista as well but Windows 7 is recommended).

A Mac or Mac-Mini running OS X Lion

RAD Studio XE2/Delphi XE2/C++Builder XE2 hardware and software requirements (system requirements are listed in the datasheets for each product on their product page:

> http://www.embarcadero.com/images/firemonkey/firemonkey_datasheet.pdf
> http://www.embarcadero.com/products/delphi/delphi-xe2-datasheet
> http://www.embarcadero.com/cbuilder-data-sheet
> http://www.embarcadero.com/products/rad-studio/rad-studio-data-sheet.pdf

There are several editions for each of our products. FireMonkey is included in all of the editions (Note: In the Delphi XE2 and C++Builder XE2 Starter Editions – FireMonkey for 32-bit Windows is supported (for OS X support you need to upgrade to the Professional or higher editions).

RAD Studio XE2 – Professional, Enterprise, Ultimate, Architect
> http://www.embarcadero.com/products/rad-studio/product-editions

Delphi XE2 – Starter, Professional, Enterprise, Ultimate, Architect
> http://www.embarcadero.com/products/delphi/product-editions

C++Builder XE2 – Starter, Professional, Enterprise, Ultimate, Architect
> http://www.embarcadero.com/products/cbuilder/product-editions

Landing Page for the Getting Started Course

On the Getting Started Course landing page, you will find the latest version of the Course Book, replays of previous lessons, example programs used in the lessons, and additional information that will help you have a successful experience.

The course landing page URL is

> http://www.embarcadero.com/firemonkey/firemonkey-e-learning-series

Work required during the course

While it is understood that those taking the E-Learning course will also be spending time on other assignments, projects and work, it is hoped that you will keep up with the lessons. If you miss a lesson, the lesson video replay will be available (links will appear on the course landing page after each webinar is completed and edited) to help you keep up to speed.

The instructor will also provide the updated course book lessons (links will appear on the course landing page) for each lesson to help you learn as much as possible about Windows and Mac development using FireMonkey.

About this Course Book

The information included in this course book is derived from several online resources including:

- FireMonkey Quick Start Guide - http://embt.co/firemonkey-quickstart

- Embarcadero DocWiki - http://docwiki.embarcadero.com/

- Embarcadero Developer Network - http://edn.embarcadero.com/

- Embarcadero RAD in Action - http://www.embarcadero.com/rad-in-action

- Embarcadero Blogs - http://blogs.embarcadero.com/

- FireMonkey Portal - http://www.embarcadero-info.com/firemonkey/

- FireMonkey Video Playlist - http://www.youtube.com/playlist?list=PL19268CFB728C1EFF

- RAD Studio XE2 Video Playlist - http://www.youtube.com/playlist?list=PLDCFE8C83456A8788

- CodeRage 6 Session Replays - http://www.embarcadero.com/coderage/sessions

- 24 Hours of Delphi Replays - http://edn.embarcadero.com/article/42070