

# Adobe LiveCycle Designer ES 8.2: Designing Forms

Course length: 2 days

## Course Description

The course has been designed assuming that you have an understanding of forms-based business processes, and experience using any drag and drop oriented design tool. The course is presented through a combination of lectures, demonstrations, walkthroughs, and labs.

**Prerequisites:** To gain the most from this course, you should have: an understanding of form-based business processes and experience with any drag and drop oriented design tool.

## Performance-Based Objectives

- Design print forms
- Design interactive forms
- Control user input and data display
- Create reusable form content

## Course Content

### Lesson 1: Designing Print Forms

Topic 1A: Understanding forms in Adobe LiveCycle ES  
Topic 1B: Walkthrough 1: Exploring the forms  
Topic 1C: Navigating the LiveCycle Designer interface  
Topic 1D: Walkthrough 2: Navigating the Designer interface  
Topic 1E: Creating a new form in Designer ES  
Topic 1F: Walkthrough 3: Creating a new form  
Topic 1G: Adding, aligning, and positioning form objects  
Topic 1H: Walkthrough 4: Adding and Positioning Form Objects  
Topic 1I: Designing form appearance  
Topic 1J: Walkthrough 5: Designing the form appearance

### Lesson 2: Designing Interactive Forms

Topic 2A: Designing interactive forms  
Topic 2B: Walkthrough 1: Adding and testing interactive form objects  
Topic 2C: Previewing an interactive form  
Topic 2D: Walkthrough 2: Previewing interactive forms  
Topic 2E: Controlling tab order, presence and accessibility  
Topic 2F: Walkthrough 3: Controlling tab order, presence, and accessibility  
Topic 2G: Creating and using tables  
Topic 2H: Walkthrough 4: Creating and configuring a table  
Topic 2I: Organizing forms using subforms and object naming  
Topic 2J: Walkthrough 5: Creating subforms and naming form objects



### **Lesson 3: Controlling User Input and Data Display**

- Topic 3A: Formatting and validating user input
- Topic 3B: Walkthrough 1: Controlling Input and Display with Field Settings
- Topic 3C: Setting and Using Locale Information
- Topic 3D: Walkthrough 2: Setting and using Locale information
- Topic 3E: Applying display and edit patterns
- Topic 3F: Walkthrough 3: Working with Display and Edit Patterns
- Topic 3G: Applying validation patterns
- Topic 3H: Walkthrough 4: Working with Field Validation Patterns

### **Lesson 4: Creating Shared and Reusable Form Content**

- Topic 4A: Creating and using custom objects
- Topic 4B: Walkthrough 1: Creating and Using a Custom Object
- Topic 4C: Creating and using form fragments
- Topic 4D: Walkthrough 2: Creating and Using a Form Fragment and Fragment Library
- Topic 4E: Using master pages and global field bindings
- Topic 4F: Walkthrough 3: Creating a multi-page form with shared data and varying page orientation
- Topic 4G: Creating and organizing form templates
- Topic 4H: Walkthrough 4: Creating and organizing form templates

### **Lesson 5: Importing Existing Forms**

- Topic 5A: Re-using existing PDF forms in Designer
- Topic 5B: Walkthrough 1: Re-using existing PDF form content in Adobe LC Designer
- Topic 5C: Re-using Microsoft Word forms in Designer
- Topic 5D: Walkthrough 2: Re-using existing Microsoft Word form content in Adobe LC Designer

### **Appendix A: Student Setup Guide**

