

Design and Develop Redwood Applications

Application Development Learning Subscription

DURATION

1 Days

MODULES

4 Lectures

COURSE CODE

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Course Overview

This comprehensive course covers Design and Develop Redwood Applications. Gain the knowledge and skills needed to work effectively with Application Development Learning Subscription technologies.

What You Will Learn

Module 1: Course Overview

- Course Description
- Target Audience
- Learning Outcome
- What's Next?

Module 2: Introduction to Using Redwood to Design and Develop Applications

2.1 Lesson Objectives and Audience

- Lesson Objectives
- Intended Audience
- Course Objectives
- Course Overview

2.2 Understanding Redwood

- Why a New Applications Platform?
- Redwood + Platform Overview
- What Is Redwood?
- Applications Platform Overview
- Redwood and Clarity of Purpose

2.3 Redwood Design Principles

- Redwood Platform Enables Better Designs with Components

- Redwood Patterns Build a Complete Page
- Redwood Pattern Book
- Redwood Page Templates: Referenced Layout and Functionality
- Redwood Components: Building Blocks of the Design System
- Redwood Design System Overview
- Redwood Development Process Overview
- Redwood Reference Application (RRA)
- Summary

Module 3: Using the Redwood Design System to Design the Application

3.1 Design Process and Objectives

- Objectives
- Redwood Design Process Overview
- Clarity of Purpose: Help Our Users Accomplish Their Goals
- Build Redwood Products with Clarity of Purpose
- Case Study: The Redwood Reference Application

3.2 Understanding the Problem

- Redwood Reference App: User Roles and Goals
- Redwood Reference App: Shape of Data

3.3 Articulating the Vision (Optional)

- Redwood Reference App: Vision

3.4 Identifying Page Templates

- Welcome Page
- Dashboard Landing Page
- Smart Search Page
- Vertical Foldout Layout Page
- Data Grid Page
- Simple Create and Edit Page
- Guided Process Page
- Redwood Reference App: Patterns Used
- Redwood Patterns Documentation

3.5 Adding Detail and Refining Design (Optional)

- Specify Your Design for Development
- Example: Mapping Design to Vertical Foldout
- Example: Mapping Design to Welcome Page

3.6 Monitoring Engagement

- Using the Redwood Design Process
- Summary

4.1 Development Objectives

- Objectives
- Redwood Development Process Overview

4.2 Step 1: Learn to Use Components and Templates

- How Do You Learn a New UX Framework?

4.3 Step 2: Understand the Design

4.4 Step 3: Learn More About Components and Templates for Your Application

4.5 Step 4: Develop Your Application

4.6 Step 5: Improve and Refine Your Application

4.7 Pattern-Based Development Examples

- Welcome and Overviews: Display Content and Take Action
- Smart Search: Search, Display Results, and Take Action
- Simple Create and Edit Page Pattern
- Horizontal Foldout: Display Details

4.8 Redwood Demos

- Welcome Search: Overview - Foldout
- Welcome Action: Create/Edit/Overview
- Welcome Action: Drawer for Detail
- Summary