FUUZ

COURSE OUTLINE

Developer 201

Three days of hands-on labs, in person at the Fuuz® Training Lab in Rochester Hills. The 201 puts your hands on the platform.

Who: technical builders. Hands-on labs in a pre-loaded warehouse management (WMS) accelerator.

Format: in person only. The 101 comes first.

You earn: a 201 completion certificate.

Time: 9:00 a.m. sharp each day; the final day closes between 2 and 3 p.m.

Be ready when you arrive

Your prerequisites must be finished: you have logged into your app, completed the online prerequisites and any other pre-flight checks. We cannot take time away from class to help. If you need assistance, reach out the week before training.

Arrive 30 minutes early

On your first day, arrive at least 30 minutes before class starts to connect to our network, open your Training App and connect any equipment. Settle any IT support your organization needs beforehand, or you may not be able to join every activity until it is resolved.

Is the 201 right for you?

If you have limited technical experience, or little experience with report writing, Excel development, JSONata or JavaScript, you may find the 201 challenging. We make our best effort to keep everyone up to speed. If you are unsure whether to attend, please ask us first at bootcamps@fuuz.com.

Recordings and materials

Every session is recorded, and recordings are provided at the end of each day. Any materials presented are provided to students.

THE PATH TO CERTIFICATION

101 — 201 — 301 — Capstone — Certified Developer

Each course earns a certificate. Certified Developer also needs an approved capstone project.

Read It, Extend It, Finish It

You work inside a production-grade WMS accelerator in your own Training App, just as you will on customer projects.

55	52	49	2
data models	data flows	screens	document designs

Day 1 9:00 a.m. to 12:30 p.m.	**1. Architecture and Schema Designer** MongoDB, the object document mapping layer and the GraphQL API. ISA-95 naming. **Build:** carrier tracking fields on Shipment and a new ShipmentCarrierEvent model.
Day 1 1:10 to 4:40 p.m.	**2. Data Flow Designer** System, web and edge flows. Trace receiving and inventory move flows node by node. **Build:** the Create Shipment system flow.
Day 2 9:00 a.m. to 12:30 p.m.	**3. Screen and Document Designers** Data bindings, scanner-ready and mobile-first design, and how a label template binds to data. **Build:** a Shipment List screen with status filters and a Ship button.
Day 2 1:10 to 4:40 p.m.	**4. Completing the shipping module** Design the Ship Shipment logic as a group, then trace how a web flow calls a system flow. **Build:** the Ship Shipment system flow and a web flow behind the Ship button.
Day 3 9:00 a.m. to 2–3 p.m.	**5. Shipping label and end-to-end test** **Build:** a shipping label whose barcode scans back to the shipment, wired in through the Gateway and printed on a label printer. Then run a full cycle: receive, move, pick and ship. Close with best practices.

Nothing you build can break the warehouse. The shipping module is unfinished on purpose, so your work is additive. Fall behind? Load a checkpoint package.