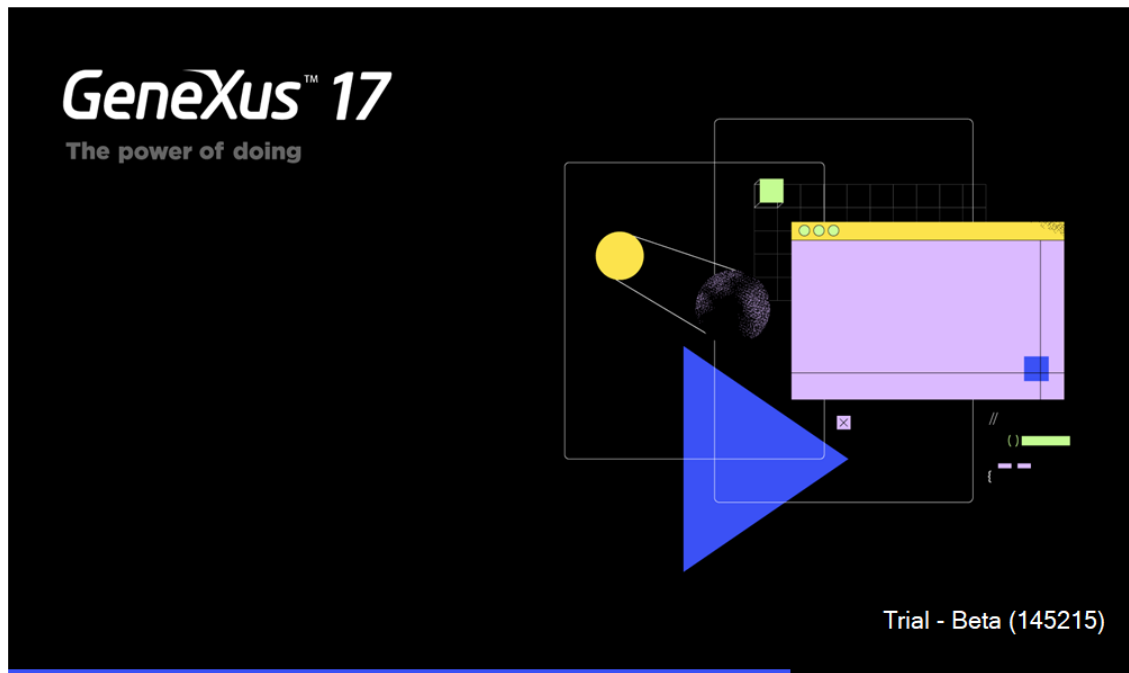# Creating the application
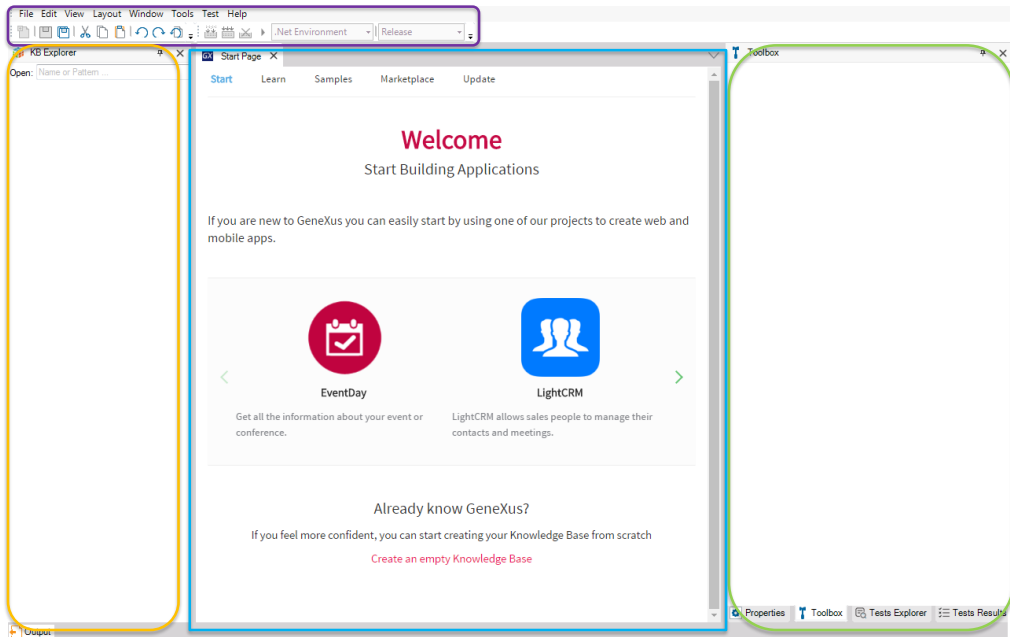
Creating the Knowledge Base

GeneXus™

We will start GeneXus by double-clicking on the desktop icon.
The number displayed here indicates which version we are using. Using the latest version released is highly recommended.

Getting to know GeneXus...

When we start GeneXus we see this interface, which is called Integrated Development Environment, or IDE.

It is divided into windows, toolbars and a main menu.

The on-screen position of these windows and toolbars is completely customizable.

For example, we can change the position of a toolbar or hide a window and show it again using this menu option. Also, we can control docking behavior by clicking on the pin button. In this
way, we could also fix them in one position or arrange them differently on screen.

This is the Start Page.

This page allows us to start working from an example, start a training session or open a sample application that has already been developed. Also, it allows us to make a quick search of a topic that we're interested in.
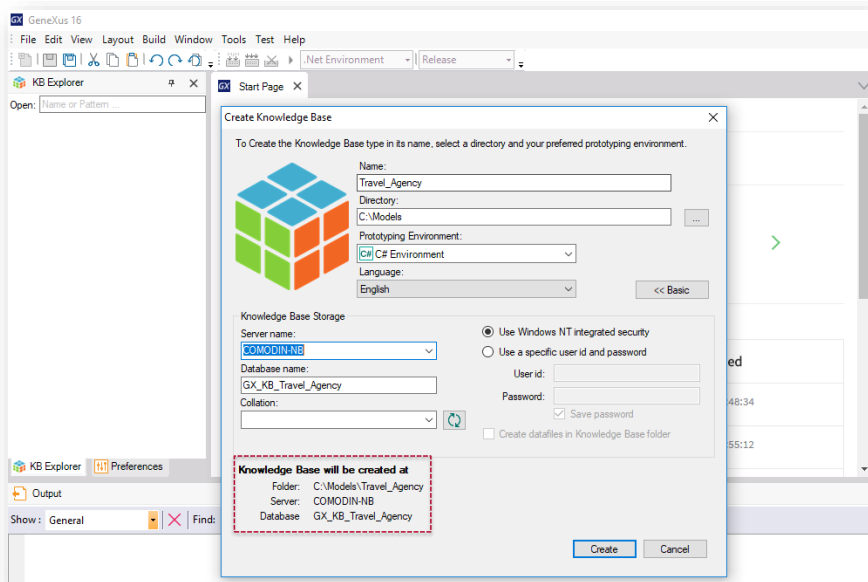
To start developing a new GeneXus application, we create a new **Knowledge Base**. A Knowledge Base is a project, **so to create a new project in GeneXus we create a KB.**

Note that the Start Page gives the option to create a new Knowledge Base or open an existing one.

We can also create a new Knowledge Base by selecting the **File / New / Knowledge Base** options in this menu bar.
We select this option and the following dialog box is displayed:

Creating the Knowledge Base...

Here, we enter a name for the Knowledge Base that will be created.

Since we will be developing a sample application for a travel agency, the Knowledge Base will be called: "Travel Agency".

We indicate the folder in which the Knowledge Base will be created... it will be saved in C:, in the "**KB** - **TravelAgency**" folder...

In the "Prototyping Environment" combo, we have to select one of the programming languages available. The language selected here will be used by GeneXus to generate the corresponding application programs, as well as the necessary programs to create and maintain the database.

We do not have the option to select the Environment in the Trial version. It is pre-defined. It will be C#.

Lastly, the Language combo lets us select **the language in which we want the application to be generated.** That is to say, the language used by GeneXus to generate button labels, messages, and so on... Once again, we will leave the default option: "English".

Now, before we create the Knowledge Base, let's take a quick look at the information displayed by GeneXus.
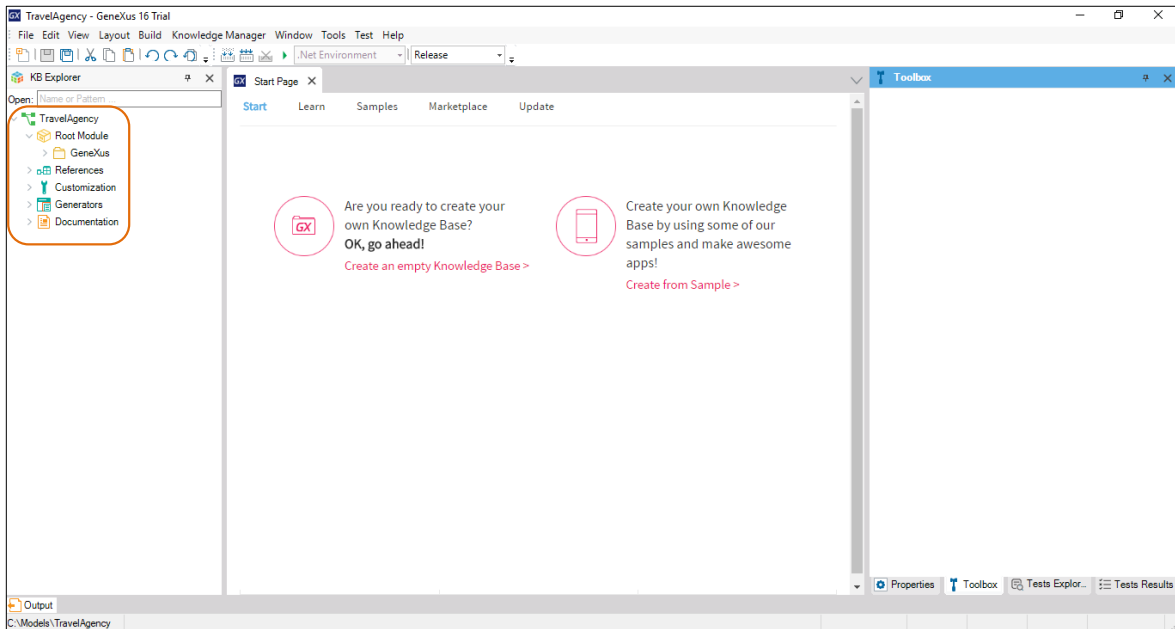
It shows **the folder in which the Knowledge Base will be created, and the last 2 lines in particular describe the** <u>database that will store the Knowledge Base data</u>.

It should be pointed out that <u>it isn't our application database</u>; this database will

store data related to the settings made in our Knowledge Base.

Now we click on the **Create** button:

After creating the KB, the IDE content changes

Note that some of the IDE's contents have changed:

For example, in the KB Explorer window, a tree structure has been created. Its root is the name of the Knowledge Base that we've just created... and below it are some nodes that we will talk about later.

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