

Update to GeneXus from version 15 to version 16

Scope:

1. Overview of version.

Design Systems & UX

2. Design Systems: concept and how they are used.
3. Stencils: new design object.
4. User Control Object: new GeneXus object and how to use it.
5. Streams of information and more about Web and SD Grids (new Flex layouts, flex grids and Smart Grids, in addition to enhancements for grids).
6. PRACTICE LESSON on topics of this section.

Chat/Chatbot

7. Push notifications for mobile apps and new Socket api to implement bi-directional communications between client and server (for both Web and SD).
8. Chatbot: how to include conversational and hybrid interfaces in our applications.
9. More changes in SD.
10. PRACTICE LESSON on Chatbot.

Miscellaneous

11. More news about SD: Menu for SD object and changes to make it more flexible; animations in SD apps, how to include fonts; dynamic components.
12. Offline applications: overview and enhancements.
13. Multi-layers for SD Maps.
14. News about Cloud External Storage.
15. IDE Miscellaneous and GeneXus Language.

Integration

16. Integrating ODATA to GeneXus projects.
17. Artificial intelligence in GeneXus.
18. PRACTICE LESSON on ODATA and AI.

Security

19. Enhancements in GAM.

BPM and Reporting

20. Enhancements in BPM.
21. More functionalities for Query object and new Dashboard object.
22. PRACTICE LESSON on Dashboard object.

DevOps Cycles

23. Unit Tests.
24. Build and Deployment.
25. Deployment to Docker containers and Deployment Unit Object.
26. Facilitating DevOps Cycle with GeneXus Server and Jenkins.