UNIFACE

DELIVERY PROJECTS, RESEARCH & DEVELOPMENT

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1 Uniface Learning

2 Performance Analysis

3 Intelligent Assistance

Uniface Learning

Your gateway to knowledge



Build Your Uniface Knowledge

Whether you're a new or seasoned Uniface professional, this platform provides you the knowledge to build enterprise solutions fast.

This free learning resource offers on-demand, self-paced courses, designed to give new developers a jump start in mastering Uniface, whilst allowing experienced professionals to catch up with the latest enhancements.



□ https://www.uniface.com □ training@uniface.com

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The key features





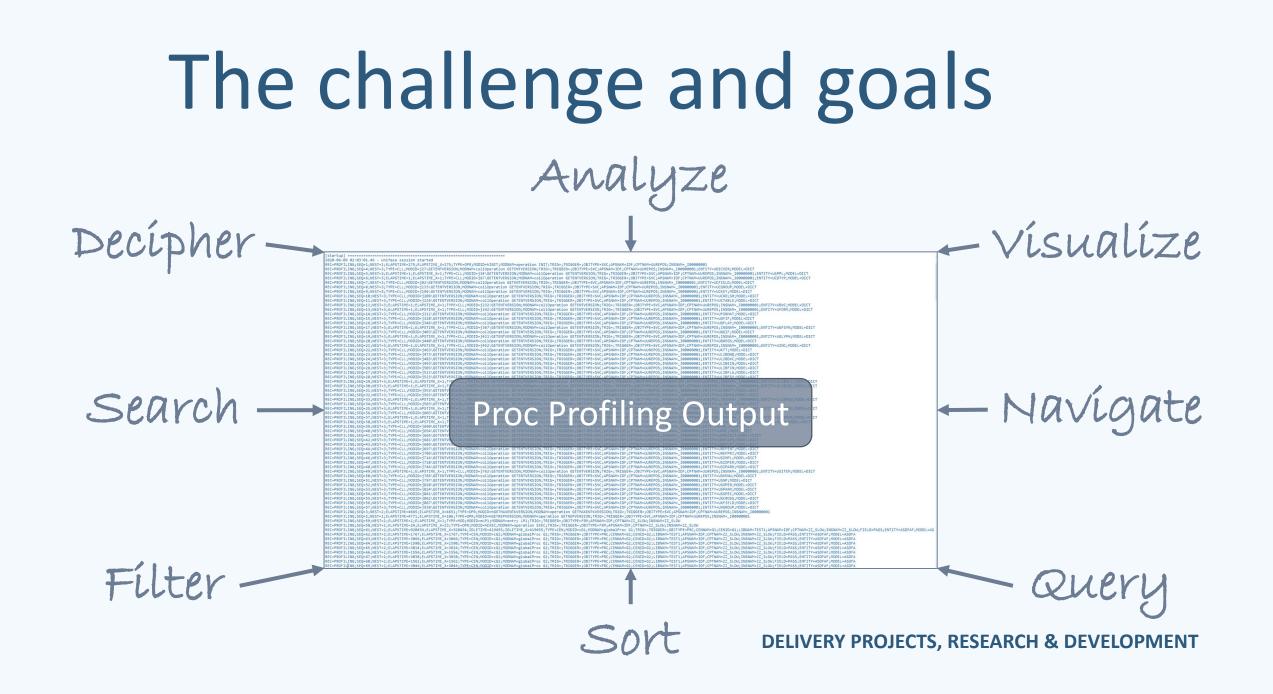
...and you can start on:

JULY 2020

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
28	29	30		2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1

Performance Analysis

"Computer performance is characterized by the amount of useful work accomplished by a computer system compared to the time and resources used" [ref. Wikipedia]



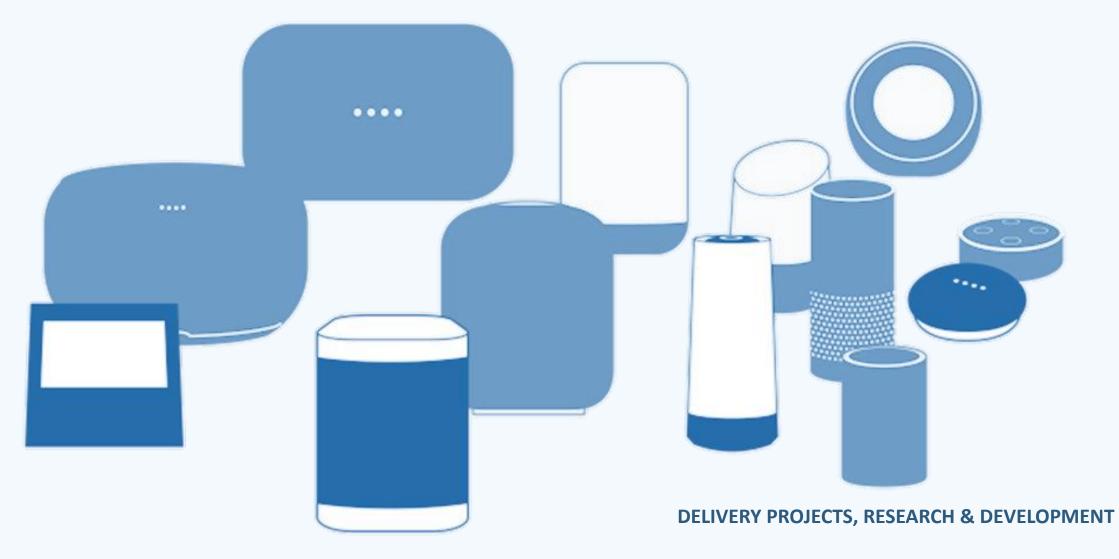
The result

🔥 Uniface Development Environment -	Profiler10											-	
BROWSE Cpt: ZZ_SLOW												More Ed	tors =
STARTPAGE × I≣ ZZ_SLOW ×	E TEST1 ×												
Define Frames Write Script Listing Pro	ofile										Compile	Compile & Test	Actions
< > proc://uprofile/18?LV^10&DE	T&N^58&SQL^1									~		~	Search >
Time Column: E •Seq •ttem •Time 3 61 ZZ_SLOW:globalProc 9.20454		Image: State Sta			3 edit 4 end							Metric Elapsed Elapsed X Elapsed NI Idle Idle Jdle S DBMS DBMS DBMS X Network Network T	+Time (s) 0.00024 0.00023 0.00024 0.00000 0.00000 0.00000 0.00000 0.00000 0.00000 0.00000
	ZZ_SL UUREPOS: ZZ_SLOW ZZ_SLOW				◆sum of elapse x	◆avg of dbms x	•max of dbms x	+sum of dbms x	•avg of net x	•max of net x	◆sum of net x	+avg of idle	~ ^ ^
	entry LP1	•count of modules	•avg of elapse x 0.00001	max of elapse x 0.00001	•sum of elapse x 0.00001	•avg of dbms x 0.00000	•max of doms x 0.00000	•sum of dbms x 0.00000	•avg of het x 0.00000	•max of net x 0.00000	•sum of net x 0.00000	•avg of idle	*
Messages Compiler Output Phase 5: Background text Phase 6: Component variables Phase 7: Procs compilation													~
Phase 8: Structure tables													_
Phase 9: Descriptor													



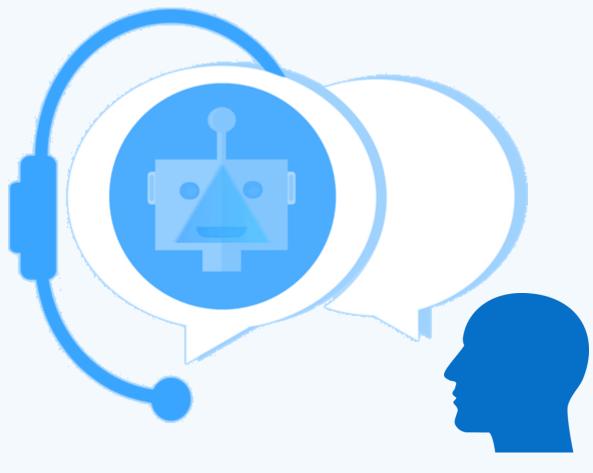
Intelligent Assistance





The challenge

Teach Uniface to chat



UNIFACE

Thank you.