

ThingWorx: Fundamentals Overview

Find a Class

COURSE TYPE

- Technology

DURATION

- 3 Hours

DELIVERY METHOD

- Online
- Regional Classroom
- Onsite

DELIVERY LANGUAGES

- English

COURSE OVERVIEW

In this course, you will describe and classify IoT use cases, apply the ThingWorx development process, and use ThingWorx Composer to build an IoT Web-based application. This module includes interactive lectures and hands-on exercises.

TARGET AUDIENCE

Users with little to no experience with ThingWorx will benefit from this course.

PREREQUISITES

- None

LEARNING OBJECTIVES

- Apply the ThingWorx Development Process
- Navigate the ThingWorx Composer and Mashup Builder
- Create and modify entities in ThingWorx Composer
- Connect ThingWorx to another application to bring in live data
- Build a subscription code that runs when an event occurs
- Build a Web-based application to visualize simulated streaming data

ThingWorx: Fundamentals of Modeling 1

Find a Class

COURSE TYPE

- Technology

DURATION

- 3 Hours

DELIVERY METHOD

- Online
- Regional Classroom
- Onsite

DELIVERY LANGUAGES

- English

COURSE OVERVIEW

In this course, you will model a system on ThingWorx and communicate why the model is important. You will create a simple Thing Model and its entities. Lastly, you will build and incorporate services and define their role when modeling applications on ThingWorx.

TARGET AUDIENCE

Users with some knowledge of ThingWorx will benefit from this course. It is highly recommended that the students take the ThingWorx: Fundamentals Overview course before attending this course.

PREREQUISITES

- ThingWorx: Fundamentals Overview

LEARNING OBJECTIVES

- Summarize the Thing Model for ThingWorx
- Describe the importance of developing a Thing Model for an application
- Describe attributes of a Thing
- Define and create Things, Thing Templates, and Thing Shapes
- Build and incorporate services into a Thing Model

ThingWorx: Fundamentals of Modeling 2

Find a Class

COURSE TYPE

- Technology

DURATION

- 3 Hours

DELIVERY METHOD

- Online
- Regional Classroom
- Onsite

DELIVERY LANGUAGES

- English

COURSE OVERVIEW

In this course, you will use more advanced ThingWorx modeling techniques. This includes using more advanced Thing Templates that connect to remote devices and emit events. You will subscribe to these events, enabling ThingWorx to perform actions automatically.

TARGET AUDIENCE

Users with some knowledge of ThingWorx will benefit from this course. It is highly recommended that the students take the ThingWorx: Fundamentals Overview and the Fundamentals of Modeling 1 courses before attending this course.

PREREQUISITES

- ThingWorx: Fundamentals Overview
- ThingWorx: Fundamentals of Modeling 1

LEARNING OBJECTIVES

- Identify the different System-level Thing Templates and apply them correctly in the ThingWorx Model
- Automate logic using events and subscriptions
- Represent complex data using Data Shapes and infotables
- Build and utilize timers in the Thing Model
- Connect your ThingWorx Model to an AlwaysOn™ agent
- Explore and use an Edge Deployment Strategy when connecting to ThingWorx

ThingWorx: Fundamentals of Connectivity

Find a Class

COURSE TYPE

- Technology

DURATION

- 3 Hours

DELIVERY METHOD

- Online
- Regional Classroom
- Onsite

DELIVERY LANGUAGES

- English

COURSE OVERVIEW

In this course, you will survey the connectivity options available for ThingWorx, along with the uses, advantages, disadvantages, and restrictions of each technology. Hands-on exercises with some of the more common technologies are also included.

TARGET AUDIENCE

Users with some knowledge of ThingWorx will benefit from this course.

PREREQUISITES

- ThingWorx: Fundamentals Overview
- ThingWorx: Fundamentals of Modeling 1

LEARNING OBJECTIVES

- Identify all major connectivity technologies
- Explain the best uses for each connectivity technology
- Apply ThingWorx Extensions
- Connect the ThingWorx platform to a remote device by using ThingWorx Industrial Connectivity
- Apply the ThingWorx REST API

ThingWorx: Fundamentals of Creating a Mashup 1

Find a Class

COURSE TYPE

- Technology

DURATION

- 3 Hours

DELIVERY METHOD

- Online
- Regional Classroom
- Onsite

DELIVERY LANGUAGES

- English

COURSE OVERVIEW

In this course, you will create simple mashups in ThingWorx. Utilizing widgets and ThingWorx modeled objects, you'll be able to visualize data in applications designed for end-users. There will be a hands-on mashup building exercise using some of the concepts that you learn in this course.

TARGET AUDIENCE

Users with some knowledge of ThingWorx will benefit from this course.

PREREQUISITES

- ThingWorx: Fundamentals Overview

LEARNING OBJECTIVES

- Summarize the ThingWorx UI build framework
- Describe ThingWorx mashups
- Create mashups using ThingWorx Mashup Builder
- Identify how using modeled objects services display data
- Create style definitions and apply them to the mashup

ThingWorx: Fundamentals of Creating a Mashup 2

Find a Class

COURSE TYPE

- Technology

DURATION

- 3 Hours

DELIVERY METHOD

- Online
- Regional Classroom
- Onsite

DELIVERY LANGUAGES

- English

COURSE OVERVIEW

In this course, you will explore and learn the basic functionality of the Mashup Builder. You will learn how to build applications in ThingWorx using various components, which enable you to create an effective, consistent, and scalable user interface. This course includes interactive lectures, knowledge retention activities, and hands-on exercises.

TARGET AUDIENCE

Users with some knowledge of ThingWorx will benefit from this course.

PREREQUISITES

- ThingWorx: Fundamentals of Creating a Mashup 1

LEARNING OBJECTIVES

- Build a mashup using a mashup template
- Add session parameters to a mashup and pass parameter values to a linked mashup
- Identify places to use dynamic services and execute the services to visualize the data
- Build and configure a value stream to display time-series data in a mashup
- Review mashup best practices

ThingWorx: Fundamentals of Analytics

Find a Class

COURSE TYPE

- Technology

DURATION

- 3 Hours

DELIVERY METHOD

- Online
- Regional Classroom
- Onsite

DELIVERY LANGUAGES

- English

COURSE OVERVIEW

In this course, you will leverage the analytics maturity model to design different Thing Model elements. You will use ThingWorx Analytics to analyze data to determine which factors influence the outcome most. This course includes interactive lectures and hands-on exercises.

TARGET AUDIENCE

Users with some knowledge of ThingWorx will benefit from this course.

PREREQUISITES

- ThingWorx: Fundamentals Overview

LEARNING OBJECTIVES

- Explain the components of the analytics maturity model
- Design an LED display that adjusts its color based on input data
- Utilize ThingWorx Analytics features, such as Data, Signals, Profiles, Models, and more
- Formulate a predictive model and put it into operation
- Develop a prescriptive model that automatically adjusts a Thing's properties

ThingWorx: Fundamentals of Deployment

Find a Class

COURSE TYPE

- Technology

DURATION

- 3 Hours

DELIVERY METHOD

- Online
- Regional Classroom
- Onsite

DELIVERY LANGUAGES

- English

COURSE OVERVIEW

In this course, you will explore the attributes that differentiate a good, production-ready, scalable application from a prototype application. These attributes include properly organizing your application for portability, managing access control, and reading logs and reports.

TARGET AUDIENCE

Users with basic knowledge of ThingWorx will benefit from this course.

PREREQUISITES

- ThingWorx: Fundamentals of Modeling 1

LEARNING OBJECTIVES

- Back up and export a ThingWorx project
- Set up ThingWorx access control
- Troubleshoot access control issues
- Configure ThingWorx logs