Introduction to VertiGIS Studio Workflow: Part 2

Course Length: 2 days (instructor-led)

5 days (self-paced)

Overview

This two-day, web-based training course expands on the foundational skills introduced in the *Introduction to VertiGIS Studio Workflow: Part 1* course. You will explore expanded topics such as workflow context, geometry handling, form design, and map interaction. The course introduces techniques for building modular workflows, executing commands and operations, and integrating Arcade expressions. You will work with dynamic forms, looping logic, and validation strategies to create responsive, user-friendly workflows. By the end of the course, you will be confident in designing and implementing complex workflows that enhance the functionality of VertiGIS Studio Web applications.

Audience

Those in any industry who are comfortable with both desktop and web GIS and the ArcGIS platform and are wanting to create more advanced workflows in VertiGIS Studio. The course is geared toward users who have completed the *Introduction to VertiGIS Studio Workflow: Part 1* course and want to deepen their understanding of workflow logic, geometry operations, and client-side interactivity.

Topics Covered

Day 1

- Using Workflow Templates – Reacquaint yourself with the VertiGIS Studio Workflow Designer and review workflow debugging techniques. Learn how workflows are managed using ArcGIS Online and VertiGIS Studio Item Manager. Explore the available Workflow templates and understand how to use them effectively.
- Understanding Workflow Context – Discover how context influences workflow behavior. Use JavaScript for string and array manipulation, logic, and date formatting. Learn how to pass and parse parameters and discuss value scope within a workflow. Explore different methods for running workflows and new ways to create them. Implement a sticky tool in an app using workflow logic.
- Working with Geometry – Understand the four geometry types supported in VertiGIS Studio Workflow. Examine geometry structure and properties using Esri documentation. Apply geometry-related activities in workflows and distinguish between client/server workflows and synchronous/asynchronous execution.
- Interacting with the Web App Map – Manipulate map layers and enhance interactivity using the Layer List. Query and analyze features, export data, and perform geocoding and reverse geocoding. Integrate external tools such as web pages and email into your workflows.

Day 2

- Building Smarter Workflows with Commands, Reusable Logic, and Arcade – Use activities to execute operations, commands, and scripts. Control web app components from within a workflow. Organize workflows using subworkflows for clarity and reuse. Launch other workflows and parse data from URLs or CSV files. Apply Arcade expressions to perform spatial logic.
- Manipulating Display Forms – Work with advanced form elements like File Picker, Item Picker, and Date Picker. Design multi-page forms for complex data collection. Build and modify forms programmatically using workflow activities and expressions. Enhance styling and interactivity with Complete Form and Propagate Form Event. Implement looping logic using For Each and Loop activities and understand activity scope for passing values between forms and the broader workflow.
- Validating User Input – Define and use regular expressions to validate text input. Understand the role of form validation in controlling workflow execution. Apply validation logic and provide custom feedback to users. Trigger validation dynamically using form element events to respond to user input in real time. Integrate regular expressions into workflow logic for robust input validation.

Format

This course is available as an in-person or remote instructor-led course, or as a self-paced course, with hands-on practice and course materials you can keep.

Prerequisites and Recommendations

- Completion of the *Introduction to VertiGIS Studio Workflow: Part 1* course is required prior to taking this course.
- Completion of the *Introduction to VertiGIS Studio Web: Part 1* course is required prior to taking this course.
- Completion of the *Introduction to VertiGIS Studio Web: Part 2* course is recommended prior to taking this course.
- Completion of the *Introduction to JavaScript - Writing Your First Script* course or equivalent knowledge is advised.
- Completion of *HTML and CSS - Building and Styling Web Pages* course or equivalent knowledge is encouraged.
- We recommend using two monitors for an ideal learning experience.