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Introduction to Apex

Unlock the Power of Salesforce with Apex Programming!

DEFINITION

> Apex is a strongly typed, object-oriented programming language used to develop applications on the Salesforce platform. It allows developers to execute flow and transaction control statements on the Salesforce server in conjunction with calls to the API.

KEY CONCEPTS

Syntax

Apex syntax is similar to Java, making it easier for Java developers to learn.

Data Types

Apex supports various data types, including primitive types, collections, and objects.

Triggers

Triggers are pieces of code that execute before or after data manipulation language (DML) operations.

Classes and Objects

Apex allows the creation of classes and objects, enabling object-oriented programming.

Governor Limits

Salesforce enforces governor limits to ensure efficient use of resources in Apex code.

EXAMPLES

→ Creating a trigger to update a field on a record after it is inserted.

→ Writing a class to handle complex business logic for account management.

→ Using SOQL queries within Apex to retrieve data from Salesforce objects.

MEMORY TIPS

★ Remember 'Apex' as 'A Powerful EXperience' in Salesforce development.

★ Think of 'Governor Limits' as 'Guardians' protecting Salesforce resources.

★ Associate 'Triggers' with 'Actions' that happen automatically in response to events.

COMMON MISTAKES

✗ Neglecting to handle exceptions, leading to unhandled errors in code.

✗ Exceeding governor limits due to inefficient queries or loops.

✗ Forgetting to test triggers and classes before deployment.

QUICK RECAP

Apex is a powerful programming language for Salesforce that enables custom application development. Key concepts include syntax, data types, triggers, classes, and governor limits. Understanding these elements is crucial for effective Salesforce programming.