

Ansible Basics			
Serial #	Topics	Sub Topics	Duration in H
1	Introduction to Configuration Management	<ul style="list-style-type: none"> <li>What is Configuration Management</li> <li>Where Configuration Management fit in to DevOps</li> <li>What are the different types of Configuration Management</li> <li>What is the difference between Pull based and Push based configuration management</li> <li>What is the difference between declarative and imperative approach</li> <li>What are the different configuration management tools available</li> </ul>	2
2	Introduction to Ansible	<ul style="list-style-type: none"> <li>What is Ansible?</li> <li>Key Features and Benefits</li> <li>How Ansible Works: Architecture and Components</li> <li>Ansible Use Cases</li> <li>Installation and Setup               <ul style="list-style-type: none"> <li>Installing Ansible</li> <li>Setting up the Ansible Control Node</li> <li>Configuring Managed Nodes</li> </ul> </li> </ul>	2
3	Ansible Inventory and Configuration	<ul style="list-style-type: none"> <li>Understanding the Ansible Inventory</li> <li>Static vs. Dynamic Inventory</li> <li>Inventory File Format (INI and YAML)</li> <li>Ansible Configuration File (ansible.cfg)</li> <li>Ansible Command-Line Tools Overview</li> </ul>	2
4	Ad-hoc Commands and Ansible Modules	<ul style="list-style-type: none"> <li>Running Ad-hoc Commands</li> <li>Commonly Used Modules (e.g., ping, command, shell, copy, file)</li> <li>Module Documentation and Usage</li> <li>Using Variables in Ad-hoc Commands</li> </ul>	2
5	Writing Playbooks	<ul style="list-style-type: none"> <li>Introduction to YAML</li> <li>YAML file structure</li> <li>Data types in YAML</li> <li>common YAML editors</li> <li>What is a Playbook?</li> <li>Playbook Structure and Syntax</li> <li>Writing Your First Playbook</li> <li>Tasks, Plays, and Handlers</li> <li>Variables and Facts in Playbooks</li> <li>Debugging Playbooks</li> </ul>	2
6	Managing Playbook Execution	<ul style="list-style-type: none"> <li>Tags and Task Control</li> <li>Conditionals and Loops</li> <li>Using Handlers</li> <li>Error Handling and Debugging Techniques</li> <li>Best Practices for Writing Playbooks</li> </ul>	2
Total			12 Hrs