CHAPTER 1: GETTING STARTED WITH PERL

- 1. What is Perl?
- 2. Where Can I Get Perl?
- 3. A Simple Perl Program
- 4. Simple I/O
- 5. Perl Variables
- 6. Control Flow Decisions
- 7. Control Flow Loops
- 8. Altering Loop Control Flow
- 9. Statement Modifiers
- 10. What Is True And What Is False?

• CHAPTER 2: PERL OPERATORS

- 1. Introduction
- 2. Table Of Perl Operators
- 3. Arithmetic Operators
- 4. String Operators
- 5. Relational Operators
- 6. Logical Operators
- 7. Bitwise Operators
- 8. Assignment Operators
- 9. The Conditional Operator
- 10. Range Operator
- 11. String Functions
- 12. The eval Function

CHAPTER 3: I/O

- 1. Introduction
- 2. String Literals
- 3. The print Function
- 4. Here Documents
- 5. The printf Function
- 6. The sprintf Function
- 7. Filehandles
- 8. Opening Disk Files
- 9. File Open Errors
- 10. The die and warn Functions
- 11. File Operators

CHAPTER 4: ARRAYS

- 1. Basic Concepts
- 2. Assigning Values To An Array
- 3. Accessing Array Elements
- 4. Array Functions
- 5. push and pop
- 6. shift
- 7. sort, reverse, and chop
- 8. split and join
- 9. grep
- 10. Command Line Arguments

• CHAPTER 5: ASSOCIATIVE ARRAYS

- 1. Basic Concepts
- 2. Associative Array Functions
- 3. Updating Associative Arrays
- 4. Accessing Environment Variables

• CHAPTER 6: SUBROUTINES

- 1. Calling Subroutines
- 2. Passing Arguments to Subroutines
- 3. Returning Values from Subroutines
- 4. The require Function
- 5. Packages and Modules
- 6. The @INC Array
- 7. Predefined Subroutines
- 8. Comparison Subroutines for Sorting

• CHAPTER 7: PATTERN MATCHING AND REGULAR EXPRESSIONS

- 1. Introduction
- 2. Regular Expression Syntax
- 3. The Match Operator
- 4. Regular Expression Meta-Characters
- 5. Anchors
- 6. Single Character Matches
- 7. Some Special Issues
- 8. Character Classes
- 9. Multiple Character Matches
- 10. Alternation

- 11. The Substitution Operator
- 12. The Translation Operator

• CHAPTER 8: ACCESSING SYSTEM RESOURCES

- 1. Introduction
- 2. File and Directory System Calls
- 3. The stat Function
- 4. The utime Function
- 5. The fork Function
- 6. The exec and wait Functions
- 7. Handling Signals
- 8. The system Function
- 9. Command Substitution
- 10. Opening Pipe Files

CHAPTER 9: GENERATING REPORTS WITH PERL

- 1. Formats
- 2. Formatting Examples
- 3. Multi-Line Values
- 4. Multi-Line Text Blocks
- 5. Sending a Report to a File
- 6. The select Function
- 7. The Special Variable \$~
- 8. Top-of-Page Formats
- 9. Bottom-of-Page Formats
- 10. A Sample Report

ADAVNCED TOPICS:

- Chapter 10: Automation of the any software language
- CHAPTER 11: INTRACTION WITH ANOTHER SCRIPTING LANGUAGES

- CHAPTER 12: INTRACTION WITH ANOTHER SCRIPTING LANGUAGES
- CHAPTER 13: ALL LINUX COMMANDS THROUGH PERL
- CHAPTER 14: FILE IDENTIFICATION METHODS
- CHAPTER 15: FILE ALTERING METHODS
- CHAPTER 16: FILE CONTENT SEARCHING METHODS
- CHAPTER 17: AUTOMATED REPORT GENERATION
- CHAPTER 18: PERFORMANCE PARAMETERS EXTRACTION
- CHAPTER 19: PERFORMANCE PARAMETERS EXTRACTION
- CHAPTER 20: PERFORMANCE PARAMETERS EXTRACTION
- CHAPTER 21: OOPS
- CHAPTER 22: PARAMETERS ARRANGEMENTS FROM TABULAR FILE
- CHAPTER 23: AUTOMATED TEST ENVIRONMENT DEVELOPMENT
- CHAPTER 24: AUTOMATED SEDULING OF PROGRAMS
- CHAPTER 25: FILE TO PROGRAM GENERATION