

Asha S. P. B.E(Instrumentation),PGDIT,ITIL V3

Freelance Technical Trainer

Previously associated with: Nokia Solutions Networks

Online/Classroom/Corporate Training

IT Exp:12+ years

Industries: Telecom, Software Testing & Automation using Shell, Perl & Python scripting

Trained more than 100 students

Onsite worked: Finland

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- Online courses :**
- 1) Unix Basic (user level) commands
 - 2) Shell Scripting with sed & awk
 - 3) Perl
 - 4) Python Scripting

- High lights :**
- 1) Real time examples
 - 2) Trouble shooting tips
 - 3) Excellent course material
 - 4) Hands-on LAB exercises
 - 5) Interview questions and tips

Requirements for training :

1. All Training needs like Projector, Marker, Flip charts, Training room is the responsibility of the Company.
2. Redhat Linux 6.x or 7.0 version installed OS for hands on session.

3. Perl

Duration : 20days

Pre-requisite : knowledge of a programming language like 'C'

Knowledge of OO language like C++ or Java preferable

Course contents

Introduction to Perl

- 1) Setup & Installation

Simple Input / Output statements

Scalar variables

Operators

- 1) Arithmetic operators
- 2) Increment & Decrement operators
- 3) Assignment operators
- 4) Relational Operators
- 5) Logical Operators
- 6) String Operators

Lists

- 1) Initialization
- 2) Traversal
- 3) Shift, unshift
- 4) Push, pop
- 5) Reverse
- 6) Sort

- 7) Code Block with sort
 - 8) Array Section/slices
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Hashes

Control Structures

- 1) if
- 2) if -else
- 3) if -elsif-else
- 4) unless
- 5) unless -else
- 6) unless-elsif-else
- 7) switch

Looping

- 1) For
- 2) Foreach
- 3) do while
- 4) While
- 5) Until

Files & Directories

- 1) Open, Close Mode
- 2) Read, Write, Append
- 3) Input/Output
- 4) Output of program as input to a command
- 5) Input to the program from output of a command
- 6) Display all the Files
- 7) Create, Remove & Change a directory

Sub Routines

- 1) Definition
- 2) Invocation - with (), with &
- 3) Return value
- 4) Parameters
- 5) Scope - global, local, My
- 6) Recursive

References

- 1) Reference to Scalars
- 2) Reference to Arrays
- 3) Reference to Hashes
- 4) Reference to Functions

Object Oriented Programming & Packages

- 1) Package
- 2) Module
- 3) Objects
- 4) Blessing an object with a module name
- 5) Class and instance methods
- 6) Inheritance
- 7) Polymorphism
- 8) Overriding
- 9) Operator overloading

Pattern Matching & Regular Expression

- 1) Match Operators

- 2) Special Variables
- 3) Single Character Pattern - Character class, Inverse of Pattern Matching
- 4) Multiple character pattern - closure, positive closure, Optional, Alternator
- 5) Anchoring
- 6) Memory
- 7) The Substitution Operator
- 8) The Translation Operator

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