PERL Training Plan

# Day - 1

* Introduction to PERL
* Comments
* Reading from Standard Input
* Writing to Standard Output
* Scalar Variables – Numbers and Strings
* Use of Single Quotes and Double Quotes
* Escape Sequence and its Usage
* Use of ‘chop’ and ‘chomp’ functions

# Day - 2

* Conditional Statements
* Simple IF Statements
* Simple IF … ELSE Statements
* Multilevel IF … ELSE Statements
* Looping Statements
* FOR Loop
* FOREACH Loop
* WHILE Loop
* DO … WHILE Loop
* DO … UNTIL Loop

# Day - 3

* Additional Control Statements
* UNLESS Statements
* UNTIL Statements
* Loop Control Statements
* LAST statement
* NEXT statement
* REDO statement
* CONTINUE statement
* Command Line Arguments

# Day - 4

* Arithmetic Operators
* Comparison Operators – Numbers and Strings
* Logical Operators
* Assignment Operators
* Concatenation Operators
* Conditional Operators
* String Repetition Operators

# Day - 5

* Array Variables
* Definition
* Accessing the Elements of an Array Variable
* String Substitution
* Ranges and Expressions
* Copying Arrays
* Array within Array

# Day - 6

* Arrays – Contd.,
* Size and Maximum Index of an Array
* Using Array Slices
* Reading an Array from Standard Input
* PUSH function
* POP function
* SHIFT function
* UNSHIFT function
* REVERSE function
* SORT function
* Splitting and Merging the Arrays

# Day - 7

* File Handling
* Opening and Closing a File
* Different types of File Modes
* Reading the contents from file
* Use of ‘die’ and ‘warn’ statements
* Reading file to array variables
* Writing the contents to the file
* Standard error file

# Day - 8

* File Handling – Contd.,
* Status of a File
* File Test Operators
* Introduction to Hash Variables
* Definition of Hash Variables
* Accessing the Hash Variables

# Day - 9

* Hashes – Contd.,
* Adding the elements to the Hash Variable
* Removing the elements from the Hash Variable
* KEYS function
* VALUES function
* EACH function
* EXISTS function
* DELETE function

# Day - 10

* Subroutines
* Defining and Invoking a Subroutine
* Forward Referencing
* Passing parameters to the Subroutine
* Returning a Value from Subroutine
* BEGIN predefined function
* END predefined function
* AUTOLOAD predefined function

# Day - 11

* Use of ‘strict’ pragma
* Defining the scope of Variables – MY, OUR and LOCAL

# Day - 12

* Regular Expressions
* Pattern Matching
* Binding Operator (Match Operator)
* Use of Metacharacters
* Anchors
* Alternatives

# Day - 13

* Regular Expressions – Contd.,
* Character Range Escape Sequences
* Understanding $`, $’ and $&
* Quantifiers
* Specifying Choices
* Reusing Portions of Patterns
* Pattern Sequence Scalar Variables

# Day - 14

* Regular Expressions – Contd.,
* Pattern Matching Options
* Finding the Match Location
* Substitution Operator
* Translation Operator

# Day - 15

* Introduction to References
* Using the Backslash Operators
* References to Subroutines
* Special Array Indices
* Use of Default Variables – ‘$\_’ and ‘@\_’

# Day - 16

* Concepts
* Arrays of Arrays
* Arrays of Hashes
* Hashes of Hashes
* Hashes of Arrays

# Day - 17

* Understanding Packages and Libraries
* “use” and “require” functions
* %INC and @INC Variables
* Concepts of Modularity

# Day - 18

* Process Management
* “system” function and interacting with the shell
* “exec” function
* %ENV hash variable
* Use of back quotes

# Day - 19

* Database Access using DBI Module
* DBI Architecture
* Notations and Conventions
* Database Connection
* INSERT Operation and using BIND values
* SELECT Operation and using BIND values

# Day - 20

* DBI Module – Contd.,
* UPDATE Operation and using BIND values
* DELETE statement
* Using “do” statement
* COMMIT Operation
* ROLLBACK Operation
* Automatic Error Handling
* Disconnecting Database
* Using NULL values

# Day - 21

* Introduction to PERL OOPS
* Working with Objects
* Turning tasks into OO Programs
* OOPS Terminologies
* Creating own classes
* ‘REF’ Operator
* ‘BLESS’ Method
* Storing Attributes

# Day - 22

* Creating Constructor
* Considering Inheritance
* Providing Attributes
* Creating Methods
* Distinguishing class and object methods
* Get-Set Methods
* Class Attributes

# Day - 23

* Privatizing the Methods
* Utility Methods
* Destructor
* Complete Class
* Adding new methods
* Overriding methods

# Day - 24

* Linux commands
* VI editor commands

# Day - 25

* About Rules 2.0 Program
* JBPM Overview & Basics