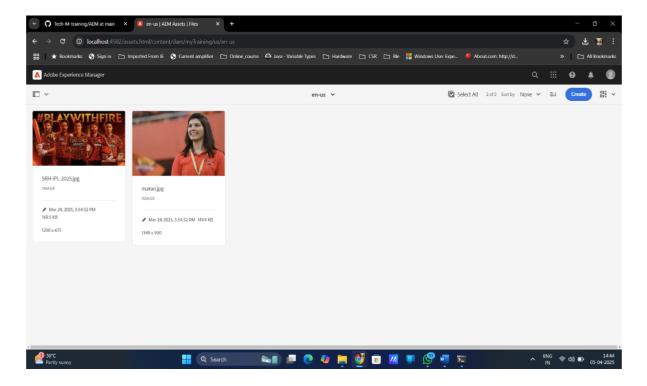
1. What is DAM and Why Do We Use It?

Digital Asset Management (DAM) in AEM is used to store, manage, and deliver digital assets like images, videos, and documents.

- It provides centralized storage for assets.
- Helps in version control and metadata management.
- Allows easy search and retrieval of assets.
- Enables renditions (automatic resizing and format conversion).

2. Create one folder inside our project folder and follow the path:

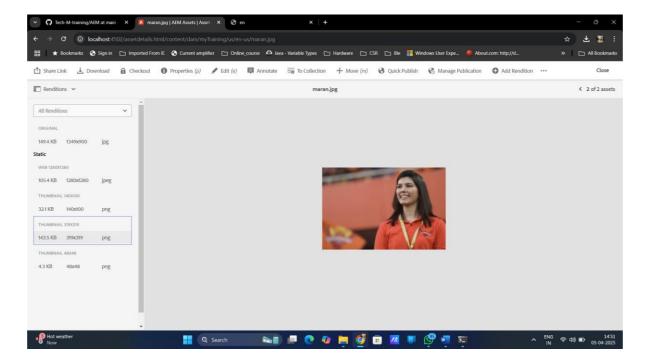
"/content/dam/myTraining/us/en-us" and upload 2 images and author those images on page using image component as we see today.

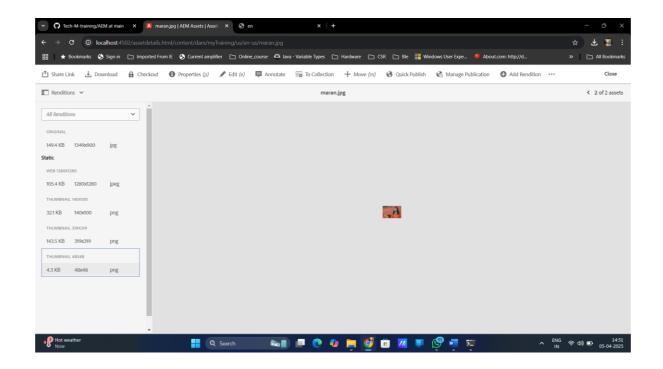




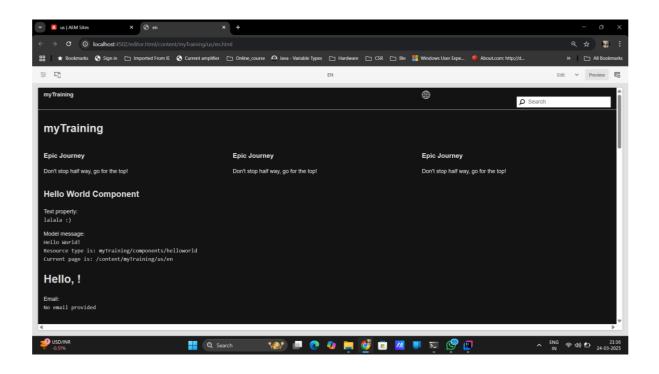
3 What is renditions? Check the renditions for 2 images which we had uploaded

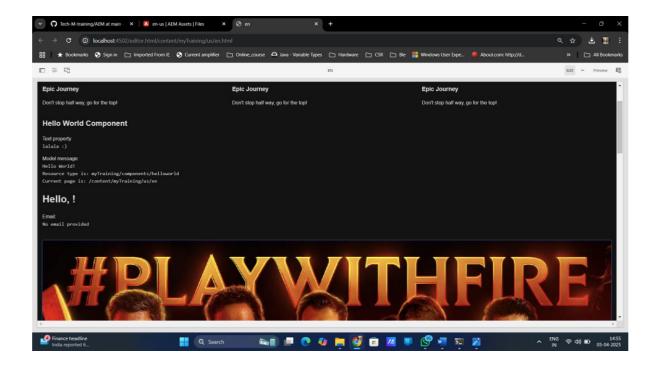
Renditions are automatically generated versions of an image with different sizes and formats





4. Add two fields in hello world component with name FirstName and Last Name and print the values on hello world.html component using properties





5. Give try using @ValueMapValue annotation on HelloWorldModel sling java model "com.myTraining.core.models.HelloWorldModel"

```
@Model(adaptables = Resource.class, defaultInjectionStrategy = DefaultInjectionStrategy.OPTIONAL)
public class HelloWorldModel {
    @ValueMapValue(name = PROPERTY_RESOURCE_TYPE)
    @Default(values = "No resourceType")
    protected String resourceType;

    @ValueMapValue
    private String firstName;

@ValueMapValue
    private String lastName;
```

6. Why we are using package manager and jar create package for the hello world component and 2 images what we have uploaded, There should be 2 packages 1 for dam which is images and 2 one is for helloworld component.

AEM's Package Manager helps in exporting, transferring, and deploying content and code between AEM instances.

- 1. Content Migration → Move assets, components, or configurations from one AEM instance to
- 2. Backup & Restore → Store a package as a backup and reinstall if needed.
- 3. Deployment & Versioning → Packages help in structured and controlled deployment of code and assets.

