

©2016 Capgemini. All rights reserved.

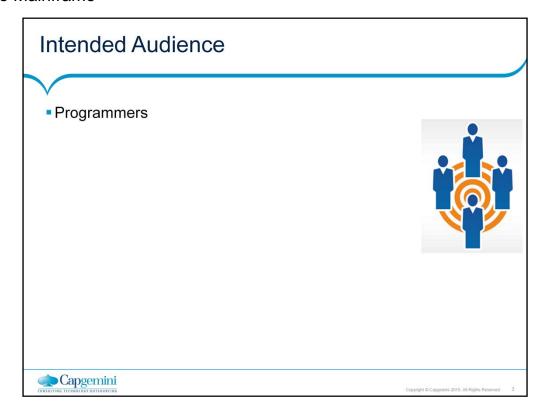
The information contained in this document is proprietary and confidential. For Capgemini only.

Course Goals and Non Goals

- Course Goals
 - To learn about how to write good program by understanding concepts like
 - Readability
 - Maintainability
 - Modularity
 - · Defensive programming
 - To learn about how to write pseudocode in design phase
- To develop robust programs by performing Code Reviews and Unit Testing (test cases/results)
 Understanding Software testing
- Course Non Goals
 - To learn any specific language features in this course. (Language features will be covered in subsequent modules.)







Day Wise Schedule

- Day 1
 - Lesson 1: Introduction to program development with pseudocode
 - Lesson 2: Good Programming Practices
 - Introduction to Mainframe
- Day 2
 - Lesson 3: File Handling and refactoring
 - Working with Mainframe
- Day 3
- Lesson 4: Exception Handling
- Lesson 5: Software Reviews and Testing
- Working with Mainframe
- Day 4
 - Working with Mainframe



Table of Contents

- Lesson 1: Introduction to program development with pseudocode
 - 1.1 Introduction to Programs
 - 1.2 Types of projects
 - 1.3 SDLC process of waterfall model
 - 1.4 Introduction to Pseudocode
 - · What is Pseudocode?
 - Why Pseudocode?
 - · How to write Pseudocode?
 - · Best practices of writing pseudocode
 - Example of Pseudocode
 - 1.5 Usage of variables and operators
 - 1.6 Introduction to control constructs
 - Conditional Statement
 - Looping statement
 - · Guidelines for conditional and looping statements
 - 1.7 Introduction to arrays



Table of Contents

- Lesson 2: Good Programming Practices
- 2.1 Readable
 - Naming Conventions
 - Comments
 - · Guidelines for writing good code
- 2.2 Maintainable
 - · Remove Hardcoded constants
- 2.3 Modular
 - · Introduction to subroutines
 - · Characteristics of well defined subroutines
 - Best practices to follow when creating subroutines
 - Guidelines to follow while using arguments in subroutines
 - Best practices to follow for return values from subroutines
- 2.4 Coupling and Cohesion
- 2.5 Robust program
 - Difference between correctness and robustness



Table of Contents

- Lesson 3: File Handling & Refactoring
- 3.1 Introduction to Records and File Handling
- 3.2 Refactoring
 - · Benefits of refactoring
 - · Match each refactoring task to the code issue it addresses
- 3.3 Common Coding Mistakes How to avoid them?
- Lesson 4: Exception Handling
- 4.1 What is exception handling?
 - · Guidelines for creating exceptions
 - Importance of Exception Handling
- 4.2 Case study
- 4.3 Defensive Programming
 - · What is Defensive Programming
 - · Purpose of defensive programming
 - Techniques of defensive



Table of Contents

- Lesson 5: Software Reviews and Testing
 - 5.1 What is software Testing?
 - 5.2 What is Debugging?
 - Debugging Techniques
 - · Difference between testing and debugging
 - 5.3 Software Testing Principles
 - 5.4 TestCase
 - · What is Test case?
 - · How to write Test case
 - · Guidelines for implementing test cases
 - Example of Test case
 - 5.5 Exhaustive Testing and Economics of Testing
 - 5.6 Testing Techniques
 - Static Testing
 - Dynamic Testing



Table of Contents

- 5.7 Static Testing
 - Self review
 - Peer Review
 - Group Review
- 5.8 Dynamic Testing
 - Blackbox Testing
 - WhiteBox Testing
- 5.9 Testing Approaches
 - Unit Testing
 - Integration Testing
 - System Testing
 - · Verification and Validation testing
 - Acceptance Testing
 - Regression testing



