

Dev training (1 week)

Day 1

1. Unix Basic Commands (learn what you don't already know):
 - a. Grep
 - b. Pipe
 - c. Find
 - d. Vim with regular expressions
2. Networking Basics
 - a. Sockets: Server/Client in python
 - b. Hosting a Webserver (jetty or apache or anything else) on her localhost and accessing it.
 - c. Wget, ping
3. Cloud basics:
 - a. Ssh, scp, ftp, wget etc in the cloud.
 - b. Ufw, opening up a port in a digital ocean cloud machine

Day 2

4. Deployment:
 - a. Learn docker
 - b. Deploy the server made in 2.a in a cloud machine
 - c. Connect to it with a client in localhost.
 - d. Tracking CPU usage.
 - e.

Create and run docker image for django

Use docker-compose to simplify docker commands. And Learn all the following commands

 - Pull
 - Push
 - Up
 - Down
 - Start
 - Restart
 - Stop
 - exec
5. Get the complete code written above through code review.
6. Git Basics
 - a. Create a bitbucket account and push above programs.

Day 3

7. Python Basics

<https://www.codecademy.com/learn/python>

<https://www.learnpython.org/>

- a. Syntax
- b. Class and objects.
- c. **7-10 basic programs.**

Day 4

8. Postgres (**All on localhost**)

- a. commands : SELECT, delete, drop, update
- b. SQL commands
- c. psycopg2
- d. pg_python: read, write, update, update_multiple

9. Crawling & DB design.

- a. Extract data from 3 websites, using API and then selenium

10. Store crawled data to postgres.

Day 5

- 11. Run apache solr (latest version)
- 12. Use DIH handler to import the crawled data
- 13. Make the crawled data searchable
- 14. Learn stopwords, AND/OR queries, solrconfig, schema.
- 15. Django:
 - a. Models and bringing up a django server in localhost and cloud.
 - b. Incorporating a javascript based graph rendering in it.
 - c. Ajax
 - d. Uwsgi
 - e. Nginx
 - f. Analytics pixel

DAY 6

Make a Basic Django application.