

SCALA and SPARK PROGRAMMING: -

Scala and Spark Training Prerequisites:

Attendees should be Java developers planning to develop Scala applications.

Hadoop Map Reducing, Hadoop Architecture.

Hands-on/Lecture Ratio

This course is 60% hands-on, 40% discussion, with the longest discussion segments lasting 20 minutes.

Software Needed on Each Student PC

- Java Runtime Environment 1.8.x
- Scala 2.12.x (Latest)
- <https://www.scala-lang.org/download/>
- Scala IDE for Eclipse is recommended;
- Spark 2.1.x
- <http://spark.apache.org/downloads.html>
- Hadoop 2.7.x
- Cloudera Vmware (Free Downloadable)
- Vmware Workstation / Fusion / Virtual Box

Scala Training Objectives

- Program in Scala
- Understand Scala's approach to object-orientation
- Master the use of functional programming techniques in Scala
- Understand how to perform TDD (test-driven development) using Scala

Spark Training Objectives

- Install Spark and implement Spark operations on Spark Shell
- Understand the role of Spark RDD
- Implement Spark applications on YARN (Hadoop)
- Learn Spark Streaming API

Scala Training Outline

Key Features of the Scala Language

- Everything is an object
- Class declarations
- Data typing
- Operators and methods
- Pattern matching
- Functions
- Anonymous and nested functions
- Traits

Basic Programming in Scala

- Built in types, literals and operators
- Testing for equality of state and reference
- Conditionals, simple matching and external iteration
- Working with lists, arrays, sets and maps
- Throwing and catching exceptions
- Adding annotations to your code
- Using standard Java libraries
- Using Scala with in java application and vice-versa

OO Development in Scala

- A minimal class declaration
- Understanding primary constructors
- Specifying alternative constructors
- Declaring and overriding methods
- Creating base classes and class hierarchies
- Creating traits and mixing them into classes
- How a Scala inheritance tree is linearised

Functional Programming in Scala

- Advanced uses of for expressions
- Understanding function values and closures
- Using closures to create internal iterators

- Creating and using higher order functions
- Practical examples of higher order functions
- Currying and partially applied functions
- Creating your own Domain Specific Languages(DSL's)

Exception handling in Scala

- Try catch with case

Pattern Matching in Depth

- Using the match keyword to return a value
- Using case classes for pattern matching
- Adding pattern guards to match conditions
- Partially specifying matches with wildcards
- Deep matching using case constructors
- Matching against collections of items
- Using extractors instead of case classes

Test Driven Development in Scala

- Writing standard JUnit tests in Scala
- Conventional TDD using the ScalaTest tool
- Behaviour Driven Development using ScalaTest
- Using functional concepts in TDD
- Conclusion and Summary

Spark Training Outline

Introduction Big-data ecosystem

- Hadoop Ecosystem Overview
- HDFS Overview
- YARN Overview
- Spark Overview

Introduction to SPARK

- Introduction to Spark Scala API
- Hadoop Map Reducing Concept
- Execute Apache Spark Tasks
- Configuring Apache Spark
- Building and Running Spark Applications
- Resilient Distributed datasets
- Hands On Session using SPARK API
- Conclusion and Summary

Spark Basics

- Using the Spark Shell
- Introduction to RDDs (Resilient Distributed Datasets)
- Functional Programming in Spark

Working with RDDs in Spark

- Purpose and Structure of RDDs
- Transformation, Actions and DAG
- RDD Programming API
- RDD Operations
- Creating RDDs from a File (example)
- Other General RDD Operations

Aggregating Data with Pair RDDs

- Key-Value Pair RDDs
- Map-Reduce
- Other Pair RDD Operations

Spark RDD Persistence

- RDD Lineage
- RDD Persistence Overview
- Distributed Persistence

Writing and Deploying Spark Applications

- Spark Applications vs. Spark Shell
- Creating the SparkContext
- Building a Spark Application
- Running a Spark Application
- The Spark Application Web UI
- Configuring Spark Properties
- Logging