

SOFTCRAYONS
Tech Solution Pvt. Ltd



Practical Training Program Branch - Ghaziabad, Noida

- » Graphic Designing
- » Programming
 - Python - Java - PHP ++
 - C++ - C - Ruby On Rails
 - Perl
- » Web Designing
- » Networking - CCNA
 - CCNP- MCITP - MCSE
 - Hardware
- » CAD- CAM-CAE
 - Autocad for Civil
 - Autocad for Electrical
 - Autocad for Mechanical
 - Catia V5 / Staap PRO/
 - Revit / Revit Structure
 - Revet Architecture / Soliworks
 - PRO E / CREOC(Fr - Designers)
 - 3D Max / Inventor / Ansys / Vray
- » Digital Marketing
- » Android Application
- » Sap - ERP - ABAP
 - Erp Basis / Erp-Bi
 - Erp-Bo / CRM/ HR/HCM / MM
 - PP / Controlling / Hana / SCM
 - Finance
- » Software testing
 - Manual testing
 - Automation - testing
 - QTP - Selenium
- » MS Office
- » Tally With GST
- » 1 Angular Js / 2 Angular
 - 3 Angular / 4 Angular
- » Vmware

Module 1. Perl Training Overview

- Perl training teaches Perl developers the skills they need to fully utilize Perl's object-oriented features, interact with databases, use Perl/Tk, extend Perl with C/C++, and write their own Perl modules.

Module 2. Perl Training Objectives

- Debug Perl applications using a variety of tools
- Manipulate lists
- Create packages
- Utilize Perl's object-oriented features and write their own classes
- Install and use Perl modules
- Integrate Perl scripts with databases using the DBI module
- Explore the fundamentals of Perl/Tk programming
- Extend Perl with C/C++
- Develop their own Perl modules

Module 3 .Perl Training Content Debugging

- Warnings

- Diagnostic Messages
- Carping, Confessing, and Croaking
- Strict Checks
- Compiler Pragmas
- Debugging Flags
- Your Perl Configuration
- The Devel::Peek Module
- The Data::Dumper Module

Module 4.Expert List Manipulation

- The grep Operator
- Lists, Arrays, and List Operators
- Context
- Context and Subroutines
- Initializing Arrays and Hashes
- Reference Syntax
- Auto-vivification
- Defined Values
- Other List Operators
- Usage of map, grep, and foreach

Module 5.Blocks and Code References

- Blocks
- Subroutines
- Subroutine Prototypes0
- Code Refs and Anonymous Subroutines
- PERL SCRIPTING
- T R A I N I N G
- Typglobbing for the Non-Squeamish
- Local (Dynamic) Variables
- Lexical Variables
- Persistent Private Subroutine Variables
- Closures
- The eval Operator
- The String Form of eval
- Block Form of eval for Exception Handling

Module 6 .Packages

- Review of Packages
- BEGIN and END Blocks
- Symbol Tables
- Package Variables
- Calling Package Subroutines
- Importing Package Symbols
- Exporting Package Symbols
- Using the Exporter Package

- The use Function
- AUTOLOAD and @ISA
- AutoLoader and SelfLoader

Module 7 .Objects and Classes

- Object-Oriented Stuff
- Making Perl Object-Oriented
- References
- The bless Function
- So, What's a Blessed Thing Good For?
- Calling Class and Object Methods
- Object Methods
- Writing Classes
- Constructors
- Inheritance
- What Perl Doesn't Do

Module 8.Tied Variables

- Why Use tie?
- Tying a Scalar
- Inside Tied Variables
- untie
- Tying an Array
- Tying Hashes
- Tie::Hash and Tie::Array
- Tying Filehandles
- What Are DBM, NDBM, GDBM, SDBM, etc?
- Using the DBM Modules
- Installing and Using Perl Modules
- Laziness, Impatience, and Hubris
- CPAN
- Using Modules

Module 9 .Installing a Perl Module

- Unpacking the Module Source
- The Configuration Step
- The Build Step
- The Test Step
- The Install Step
- Using CPAN.pm
- Using Module Documentation

Module 10 .Introduction to DBI/DBD

- The Old Way - DBPerls
- A Better Way - DBI/DBD
- Database Programming
- Handles

- Connecting to the Database
- Creating a SQL Query
- Getting the Results
- Updating Database Data
- Transaction Management
- Finishing Up

Module 11 .DBI/DBD SQL Programming

- Error Checking in DBI
- Getting Connected
- Drivers
- Using Parameterized Statements
- Statement Handle Attributes
- Other Handle Attributes
- Column Binding
- The do Method
- BLOBs and LONGs and Such
- Installing DBI Drivers

Module 12 .Introduction to Perl/Tk

- Tcl, Tk, Tcl/Tk, Tkperl, Perl/Tk, etc.
- Perl/Tk
- Creating a Perl/Tk Application
- GUI Programming Overview
- Adding Widgets
- Scrolled Widgets
- Configuring Widgets
- Menus
- More Fun with Menus
- Using FileSelect

Module 13 .Perl/Tk Programming

- Tk::Error and Tk::Error Dialog
- Configuring Widgets
- Geometry Management
- Geometry Management with grid()
- The Frame Widget
- Defining Widget Callbacks
- Bindings
- No blocking I/O with file event()
- Tags
- Other Widgets
- Other Tk Commands
- Getting Tk
- Extending Perl with C/C++

Module 14 .Extending the Perl Interpreter

- Compiling the Program
- perlmain.c
- Perl Data Types
- Macros and Functions
- Manipulating Scalars
- Memory Management
- Script Space
- Evaluating Perl Expressions
- Dynamic Loading
- Multiple Perl Interpreters

Module 15 .Embedding Perl in a C Program

- Distributing Modules
- Get Started with h2xs
- Files Created by h2xs
- The Build Library (blib) ulectory
- Unit Testing and test.pl
- Versions
- Using blib
- POD
- POD Translators
- Cutting a Distribution
- Other Niceties
- Makefile.PL

Module 16 .Embedding Perl in a C Program

- Think First
- Object-Oriented Design
- Object-Oriented Development
- Library Modules
- Utility Programs
- Filters
- Performance
- Timing with Benchmark

Deployment

1. Deploying using Github
2. Angular2 Hosting Options
3. Hosting Angular App on cloud server Heroku

Batch Timings –



Get in Touch
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Days	Class Duration	Course Duration
Monday-Friday	2 Hours	1 Month
Saturday & Sunday	3 Hours	1.5 Months
Sunday	4 Hours	2 Months

Regards,
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