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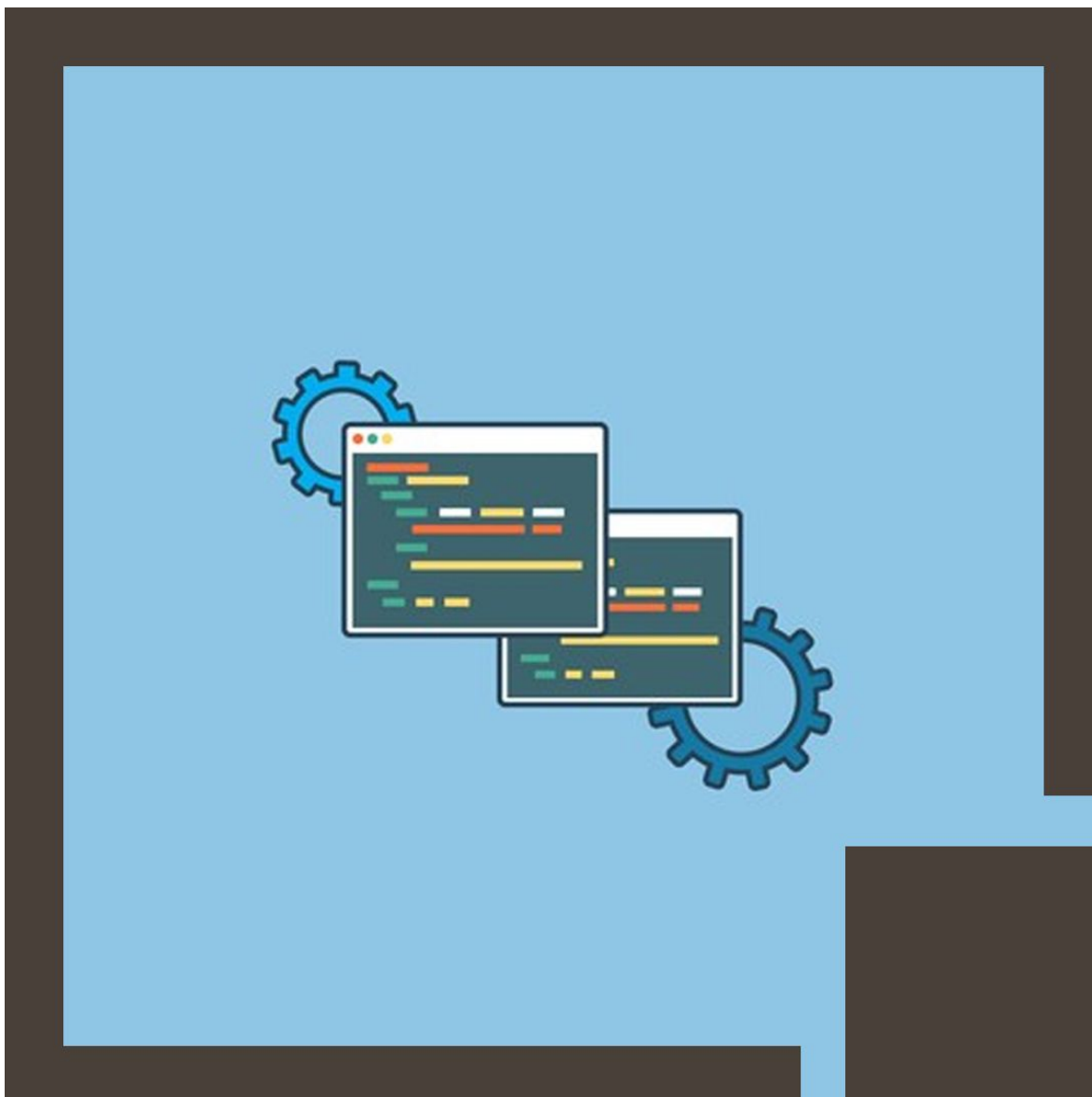
Learning Style: On Demand

Technology:

Difficulty: Beginner

Course Duration: 5 Hours

Perl Fundamentals

About this course:

A conventional term "Perl" utilized for the two languages of programming, Perl 6 and Perl 5. The languages of Perl are expanding in their prevalence due to their utilization in network programming, system administration, bioinformatics, finance, and numerous different applications. This course covers the fundamental ideas of Perl and empowers the understudies to begin utilizing the languages of Perl programming to create effective applications that could be utilized to take care of the everyday issues.

The course of Perl Fundamentals acquaints the understudies with the essential ideas required to begin with the languages of Perl programming for application and software development. The course aims at essential themes, for example, input, output, data structures, Regex and subroutines. The course is useful for learner level software engineers who are hoping to develop the ever-developing field.

The normal pay of a Perl Developer is $87,000 every year.

Course Objective:

- Acquire an introduction of Perl
- Recognize the command line input
- Utilize string functions
- Comprehend the concept of variables and literals
- Understand conditionals and loops
- Get a summary of the structures of data like lists
- Learn about regex and subroutines

Audience:

- Quality assurance engineers
- Software engineers
- Programmers

Prerequisite:

- The course has no formal pre-requirements and is perfect for amateurs in the field of Perl programming language.
- The course encourages the possibility to launch their vocations in programming advancement and plan.

Course Outline:

Chapter 01 - Introduction to Perl

- Topic A: Introduction to Perl - Part 1
- Introduction to Perl - Part 2
- Introduction to Perl - Part 3
- Topic B: Literals and Variables - Part 1

- Literals and Variables - Part 2
- Literals and Variables - Part 3
- Topic C: String Functions - Part 1
- String Functions - Part 2
- String Functions - Part 3
- Topic D: Variables - Part 1
- Variables - Part 2
- Variables - Part 3
- Topic E: Conditionals - Part 1
- Conditionals - Part 2
- Conditionals - Part 3
- Topic F: Loops - Part 1
- Loops - Part 2
- Loops - Part 3
- Review - Question

Chapter 02 - Data Structures, Input and Output

- Topic A: Lists - Part 1
- Lists - Part 2
- Lists - Part 3
- Topic B: List Demos - Part 1
- List Demos - Part 2
- List Demos - Part 3
- Topic C: Command Line Input - Part 1
- Command Line Input - Part 2
- Command Line Input - Part 3
- Topic D: File Input and Output - Part 1
- File Input and Output - Part 2
- File Input and Output - Part 3
- Topic E: Hashing - Part 1
- Hashing - Part 2
- Hashing - Part 3
- Review - Question

Chapter 03 - Subroutines and Regex

- Topic A: Subroutines - Part 1
- Subroutines - Part 2
- Subroutines - Part 3
- Topic B: Arguments and Return Values - Part 1
- Arguments and Return Values - Part 2
- Arguments and Return Values - Part 3
- Topic C: Simple Regular Expressions - Part 1
- Simple Regular Expressions - Part 2
- Simple Regular Expressions - Part 3
- Topic D: Metacharacters - Part 1
- Metacharacters - Part 2
- Metacharacters - Part 3
- Topic E: Text Manipulations - Part 1

- Text Manipulations - Part 2
- Text Manipulations - Part 3
- Review - Question