

# CA Endeavor: Agile and Concurrent Development Configuration 200

## EDUCATION COURSE DESCRIPTION

### SUPPORTED PRODUCT RELEASE(S)

CA Endeavor  
Version 18 or greater

### COURSE TYPE, LENGTH, & CODE

- Web-based Training (WBT)
- 45 minutes
- 06END20450

### PREREQUISITE(S)

- Thorough understanding of the application lifecycle of your organization
- Familiarity with z/OS JCL and utilities, and TSO/ISPF
- 06END10160: CA Endeavor Software Change Manager: Overview 100
- 06END10170: CA Endeavor Software Change Manager: Introduction 100

### WHO SHOULD ATTEND

- System Administrator
- Change Administrator

## Course Overview

Software deployment involves many steps and stages and can be slow and prone to errors when these steps are performed manually. CA Endeavor® is an integrated set of management tools that can be used to automate, control, and monitor the mainframe software development lifecycle. With the ability to support unique development lifecycles, CA Endeavor provides automated and comprehensive change and configuration management.

In this course, you will gain the knowledge and skills needed to help your organization successfully plan and configure CA Endeavor as a software change management tool to align with the Agile methodology and/or the recommended concurrent development method..

This Web-based course presents a portion of the same material as the 06END20081 Instructor-led course and is one Web-based course in the CA Endeavor®: Administrators bundle.

## This Course Will Show You How To:

- Enable your developers to create their own development code branches (Subsystems) that map to the code trunk
- Perform the recommended concurrent development process
- Resolve change conflicts caused by concurrent development activity
- Configure CA Endeavor for concurrent development (Sandboxes or Dynamic Environments)

## Course Agenda

### Module 1: Utilizing Agile and Concurrent Development Using Code Branches

- Definition of Agile & Concurrent development
- Concurrent development in CA Endeavor
- What is a code trunk?
- What is a code branch?
- What is a Dynamic Environment?

### Module 2: Performing the Recommended Parallel Development Process

- The sandbox development process
- Testing recommendations
- Override signout options
- Packages for Move actions
- Package approval

### Module 3: Modifying an Application in Production Example

- Inventory location and classification
- Create and configure a branch
- The software lifecycle
- Branch data set names
- Output libraries and Elements
- Code Branch cleanup

### Module 4: Resolving Change Conflicts from Concurrent Development Activities

- Cast Package Sync Checks
- Nosource & Sourced Elements
- Methods to resolve change conflicts with sourced Elements

### Module 5: Configuring CA Endeavor for Concurrent Development

- Create a Type "SANDBOX"
- Create a Type "DYENV"
- Common data set naming conventions
- Alternate ID for data security
- Package approval
- User options for concurrent development
- Best practices

## Course Resources

### Communities

<https://community.broadcom.com/mainframesoftware/communities/communityhomeblogs?CommunityKey=592eb6c9-73f7-460f-9aa9-e5194cdafcd2>

### Learning Path

<https://community.broadcom.com/education/communities/communityhomeblogs?CommunityKey=bd92ecf3-d291-44ae-87ef-f17f7697397e>

### Documentation

<https://techdocs.broadcom.com/us/en/ca-mainframe-software/devops/ca-endeavor-software-change-manager/18-1.html>

### Product Information

<https://www.broadcom.com/products/mainframe/devops-app-development/app/endeavor>