

Endevor Team Build 200 Curriculum

EDUCATION COURSE DESCRIPTION

COURSE TYPE, LENGTH, & CODE

- Curriculum
- 2 hours
- 06END2048B

WHO SHOULD ATTEND

- Developers
- Systems Engineers
- Administrators

Course Overview

As a mainframe DevOps engineer, you are responsible for the automation and integration processes that increase the efficiency and adoption of software solutions on z/OS. To achieve the goals, you can use Endevor Team Build that modernizes the build experience for z/OS. Endevor Team Build is a light-weight build engine that enables you to work with Endevor source files and create executable code.

In this curriculum, you'll see how Endevor Team Build leverages its features to sync, export, build, and publish applications while both leveraging Broadcom's award winning software change management software, Endevor, and other Git tools, such as GitHub, Bitbucket, etc.

This Course Will Show You How To:

- Define Endevor Team Build
- Identify the components of Endevor Team Build
 - exportz
 - syncz
 - bldz
 - publishz
- Identify product integrations with Endevor Team Build

Curriculum Agenda

Course 1: Introduction

- Define Endevor Team Build
- Identify Endevor Team Build's components
- What are the features/benefits of Endevor Team Build

Course 2: Introduction to exportz

- Define the exportz component
- exportz prerequisites and configuration
- What are the features/benefits of exportz

Course 3: Introduction to syncz

- Define the syncz component
- syncz prerequisites and configuration
- What are the features/benefits of syncz

Course 4: Introduction to bldz

- Define the bldz component
- bldz prerequisites and configuration
- What are the features/benefits of bldz
- What are the key operational units
- Describe the JavaScript built-in modules
- Identify the available CLI commands

Course 5: Introduction to publishz

- Define the publishz component
- publishz prerequisites and configuration
- What are the features/benefits of publishz
- Articulate the integration with Endevor Bridge for Git