makewave **OSGi Developers Course**

OSGi Developers Course

A comprehensive hands-on introduction to OSGi that will give developers the skills to understand and use the core OSGi concepts: framework, bundles and services.

OSGi Developers Course

The OSGi Developer Course is a three day comprehensive introductory course to OSGi. By attending the course participants will gain a solid understanding of what OSGi is ,as well as getting hands-on training in designing, implementing, testing and running OSGi based systems and applications.

The course is a general OSGi Developers course and is appropriate for all Java developers, both enterprise as well as embedded.

Benefits

OSGi provides a modular architecture for Java and has become the de-facto standard for how to design modular Java applications for both large scale enterprise systems as well as small embedded applications. Regardless if your focus is enterprise or embedded, by attending this course you will gain:

- Solid understanding of *What OSGi is*
- Hands-on experience in *How to use OSGi*

Who Should Attend

Developers, architects and anyone interested in OSGi and modular Java who wants to to get a comprehensive hands-on introduction. Good knowledge of Java is a prerequisite to attend the course.

Hands-On Training

A series of hands-on exercises provides experience in designing and writing OSGi bundles. The training starts with the simplest Hello World bundle. From this simple starting point the exercises evolve into more and more complex designs in which the Core OSGi concepts and OSGi Compendium services are introduced and used.

The exercises uses an on-going case study, that step by step teaches how to design good modular OSGi applications, and how to make best use of OSGi.

Course Content

The course contains the following main topics:

Course Content	
The Core of OSGi	The core OSGi framework, modules and services layer.
Bundles and the Bundle Classloader	Understand what the bundle and bundle classloader is and how they work.
Bundle Manifest and Metadata	Explaining the Bundle Manifest and how to specify metadata in a bundle.
OSGI Compendium Services	Walk through the most commonly user compendium services such as, LogService, HTTP server, Configuration Admin, Preferences, User Admin, Event Admin, Declarative Services.
Tools / Building	Overview of tools and build systems procedures, e.g. Bnd, Maven, Ant.
Testing	How to use and integrate with test tools in OSGi.
Best Practices	What are the best practices for good OSGi design.

Prerequisites

Participants should be experienced Java programmers.

Environment

Frameworks:	Knopflerfish (default), Equinox, Felix
IDE:	Of your choice. Eclipse preferred
HW/OS	Your own laptop

For more information, please contact sales@makewave.com, or visit http://www.makewave.com