



A Cotocus Pvt. Ltd. Unit

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# POWERSHELL TRAINING

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Level - Advance

## AGENDA

### DAY 1

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- OVERVIEW AND POWERSHELL PRIMER
  - DASHF
  - ASDFASDF
  - POWERSHELL ENVIRONMENTS
  - EXPRESSIONS AND VARIABLES
  - FLOW CONTROL
  - DISCOVER STUFF USING HELP

- FINDING COMMANDS AND MAKING MISTAKES
  - PIPELINES
  - MEMBERS, WHERE-OBJECT, AND FOREACH-OBJECT
  - SCRIPTS AND EXECUTION POLICY
  - MODULE SUMMARY
  - GET-HELP
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- CUTTING CORNERS IN WINDOWS EXPLORER PRIMER
    - LOCATION, LOCATION, LOCATION
    - POWERSHELL DRIVES
    - INVOKE-ITEM
    - DEMO: PUSH-PROJECT
    - FUNCTIONS
    - PROFILES
    - PROFILES AND HOSTS
    - PUSH-PROJECT SUMMARY
    - MODULE SUMMARY
    - GET-HELP

## DAY 2

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(USING .NET FROM POWERSHELL) LOCATION, LOCATION, LOCATION

- CREATING OBJECTS
- REFERENCING TYPES
- USING STATIC MEMBERS

- USING INSTANCE MEMBERS
- HANDLING EVENTS
- MORE HANDLING EVENTS
- LOADING ASSEMBLIES
- SUMMARY
- DEMO: SANDBAGGING AUTOMATION
- THE CONVERTTO-SANDBAGS.PS1 SCRIPT
- DEMO: SANDBAGGING AUTOMATION REVISITED
- GET-HELP

### (CREATING A RICH MERCURIAL ENVIRONMENT IN POWERSHELL)

- LOCATION, LOCATION, LOCATION
- POWERSHELL DRIVES
- INVOKE-ITEM
- DEMO: PUSH-PROJECT
- FUNCTIONS
- PROFILES
- PROFILES AND HOSTS
- PUSH-PROJECT SUMMARY
- MODULE SUMMARY
- GET-HELP

## DAY 3

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- POWERSHELL COMMANDS VS. CONSOLE APPLICATIONS
- USING CONSOLE APPLICATIONS IN POWERSHELL
- CAPTURING COMMANDS AS POWERSHELL FUNCTIONS
- SUPPORTING PIPELINE OPERATIONS IN FUNCTIONS

- CUSTOMIZING THE POWERSHELL PROMPT
- A MERCURIAL-AWARE PROMPT
- AUTOMATING BISECTIONS - INTRODUCTION
- AUTOMATING BISECTIONS - THE FIND-HGCHANGESSET FUNCTION
- THE HG POWERSHELL MODULE
- MODULE SUMMARY

## DAY 4

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- A TOAST ... TO POWERSHELL MODULES!
- WHERE YOU FIND POWERSHELL MODULES
- USEFUL MODULES FOR SOFTWARE DEVELOPERS
- MODULE DISCOVERY
- MANUAL MODULE INSTALLATION
- MODULE SUMMARY
- THE NATURE OF THE BUILD
- INSTALLING PSAKE
- RUNNING A PSAKE BUILD SCRIPT
- DOCUMENTING A PSAKE BUILD SCRIPT
- BUILDING VISUAL STUDIO PROJECTS
- TANGENT: WHY PSAKE > MSBUILD
- THE PACKAGEZIP TASK
- CONFIGURING THE BUILD
- RUNNING PSAKE BUILDS IN TEAMCITY
- MODULE SUMMARY

## DAY 5

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- AUTOMATING VISUAL STUDIO WITH STUDIOHELL
- EXPLORING VISUAL STUDIO FEATURES WITH STUDIOHELL
- DEMO: CONFIGURING WINDOW LAYOUTS
- DEMO: ADDING PSAKE BUILD MENU ITEMS - OVERVIEW
- ADDING PSAKE BUILD MENU ITEMS
- CAPTURING CHANGES IN A SOLUTION MODULE
- CONDITIONAL REFACTORING - OVERVIEW
- CONDITIONAL REFACTORING - STRATEGY
- CONDITIONAL REFACTORING - SCALING
- MODULE SUMMARY