

Infrastructure Introduction (file based systems)

Course Description

This course addresses people needing an understanding of some of the fundamental principles of the infrastructure for a Jeppesen Crew & Fleet Management system on the Studio platform.

Prerequisites

Product I

Duration

1 day

Course goals

The course gives you a good understanding of the system structure. After completing the course you will for example be able to:

- write a start script
- configure roles and groups
- troubleshoot Studio and the batch system
- understand the system structure and its logical parts.

Course topics

- System structure
 - the avocado model
 - CARM* directories
- Studio start-up
 - the inheritance model
 - the CONFIG* hierarchy
 - Resource System (CRS)
- Client / Server architecture
 - Deployment alternatives
 - Session Server and Launcher
- Batch system - Grid Engine
 - overview and concepts
 - setup for Jeppesen Crew and Fleet systems
 - commands

All exercises are done using a file based Jeppesen Crew Pairing system with generic flight data and a generic rule set.