

# eRave I

## Course Description

The eRave I course is designed for users who intend to learn or need a refresher on modelling business logic in Jeppesen Crew Pairing, Rostering, Tracking or Manpower.

### *Audience*

- Developers
- Business Analysts
- Expert Users (with programming background)

### *Required Background & Skills*

- Minimum 6 months real life programming experience or equivalent
- Knowledge about the airline side of the business

### *Prerequisites*

Product I course (e.g. Pairing I, Rostering I, Tracking I)

### *Duration*

3 Days

### *Course goals*

The course gives you an extensive understanding of the Rave language. After completing the course you will be able to:

- write Rave code
- use Rave
- understand rules, variables, parameters and cost functions
- use the Rave Reference Manual

### *Course topics*

- Rave programmer's toolkit
- Data types
- Keywords
- Variables
- Parameters
- Functions

- If-then-else
- Tables
- External tables
- Sets
- Levels
- Dependencies
- Filters
- Traversers
- Void values
- Rule source code
- Modules
- Rules
- Cost
- Contexts
- Iterators
- Rudobs

All exercises are done using a generic flight data and rule set.