

## Day - 1

- **Introduction**

- What is Ant?
- What makes Ant so special?
- When to use Ant
- When not to use Ant
- Alternatives to Ant

- **A First Ant build**

- Defining the first project
- Step zero: creating the project directory
- Step one: verifying the tools are in place
- Step two: writing your first Ant build file
- Step three: running your first build
- Step four: imposing structure
- Step five: running our program
- Ant command-line options
- Examining the final build file
- Running the build under an IDE

## Day - 2

- **Testing with JUnit**

- What is testing, and why do it?
- Introducing the application
- How to test a program
- Introducing JUnit
- The JUnit task:
- Generating HTML test reports
- Advanced techniques
- Best practices

- **Packaging Projects**

- Working with files
- Introducing mappers
- Modifying files as you go
- Preparing to package
- Creating JAR files

- **Understanding Ant Datatypes and Properties**

- Preliminaries
- Introducing datatypes and properties with
- Paths
- Filesets
- Selectors
- Additional Ant datatypes
- Properties
- Controlling Ant with properties
- Managing library dependencies
- Resources: Ants secret data model
- Best practices

- **Testing with JAR files**

- **Creating Zip files**

- **Packaging for UNIX**

- **Working with resources**

- **Executing Programs**

- Running programs under Ant? An introduction
- Running native programs
- Advanced and
- Bulk operations with
- Best practices