

DaVinci Developer Adaptive

Agenda VectorAcademy

Delivery Format:	This Course is offered in Blended Learning Format. The content will be learned via E-Learning in a period of one week and there will be 2 accompanying remote sessions.
Duration:	Approx. 5 hours of self-study + 3 hours of remote sessions (see schedule below)
Target Group:	Application Developer
Prerequisites:	Knowledge about basic Adaptive MICROSAR concepts and C++ Knowledge
Goal:	General view of the functionality and features of DaVinci Developer Adaptive. Proficient use of the tool.

1. Process Overview for Adaptive Projects

- > Motivation and aims
- > Differences between Adaptive and Classic Platforms

2. Introduction to the GUI

- > Introduction to the environment
- > Creating a new project
- > Documentation and cheat sheets
- > AUTOSAR Model Explorer (AME) and DaVinci Modeling Language (DML)

3. Creating one Example Application

- > LightControl example
- > Creating one example application
- > Details on startup configuration
- > Using diagnostics in an application
- > Creating a machine

4. Tips & Tricks for AME and DML

- > Link with Editor
- > Navigating and searching features








5. CI Topics

- > Command line interface
- > Scripting

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Schedule:

	Day 1	▶ Preparation WebEx Session
	Part 1	▶ Process Overview for Adaptive Projects
	Part 2	▶ Introduction to the GUI
	Part 3	▶ Introduction to LightControlExample ▶ Creating One Example Application ▶ Details on Startup Configuration ▶ Using Diagnostics in an Application ▶ Creating a Machine
	Part 4	▶ Tips & Tricks for AME and DML
	Part 5	▶ Command Line Interface (CLI) ▶ Scripting
	Day 5	▶ Question & Answer WebEx Session