

**Chapter 1: Endeavor Concepts and Facilities**

You will learn:

- How Endeavor builds and maintains software inventory components.
- How Endeavor provides a logical structure for classifying software inventory.
- Endeavor life cycle.
- Endeavor libraries and functions.

**Chapter 2: Displaying Information**

You will learn:

- Displaying information about system, sub system, environment, types, and processors.
- Panel layout and navigation in Endeavor.
- Display elements and component lists.
- The function of an Endeavor FOOTPRINT.
- Endeavor LOAD MODULE.

**Chapter 3: Retrieve Processing**

You will learn:

- Retrieving an element from Endeavor.
- Setting options when retrieving an element.
- Foreground and batch processing techniques.
- Editing and reviewing SCL.
- Building additional JCL.
- Retrieving prior versions of an element.

**Chapter 4: Add/Update Processing**

You will learn:

- Setting ADD and UPDATE options.
- Sign-in processing of an ADD action.
- Add and update elements and options.
- Use the MEMBER SELECTION LIST.

**Chapter 5: Endeavor Utilities**

You will learn:

- Deleting, moving, generating, printing, and compiling elements.
- Moving an element from stage to stage.
- Use and manage the PRINT ELEMENT action and print options.
- Manage SIGNIN actions and elements.
- Utilize transfer processing.

**Chapter 6: Package Processing**

You will learn:

- Package processing - foreground, life cycle, creation, and casting.
- Review, execute, and commit packages.
- Package display and processing option.
- Creating and casting a package.
- Package approval.
- Using package utilities.
- Manage an export package and package reset.
- Approver groups.

**Chapter 7: Quick Edit**

You will learn:

- The features and benefits of Quick Edit.
- Become familiar with the Quick Edit featureset.
- Use the build using map option.
- Perform generate processing.
- Use the Quick Edit panel and options.
- Use the element selection screen.
- Apply the SAVE, END, and CANCEL commands.
- Use the Copyelm command.
- Use the create, delete, move, options for managing elements.
- Use the signin option.