

<p>Chapter 1: Getting Started</p> <p>You will learn:</p> <ul style="list-style-type: none">• Features of a well designed SCM.• Safety.• Stability.• Control.• Auditability.• Reproducibility.• Traceability.• Scalability.• Version Control Strategy.• Unified Change Management.
<p>Chapter 2: ClearCase Concepts</p> <p>You will learn:</p> <ul style="list-style-type: none">• ClearCase terminology.• How to implement the Branch Concept• Use Version Label.• Manage configuration specification.• Manage user databases.• Manage State Transition Model.
<p>Chapter 3: VOB: Versioned Object Base</p> <p>You will learn:</p> <ul style="list-style-type: none">• Manage a controlled development environment.• VOBs: versioned object bases.• VOBs: clients, servers, and views.• Manage VOB data structures.• Manage a VOB database.• Use element types and type managers.• Create user-defined element types.

Chapter 4: Developing with UCM

You will learn:

- UCM workflow.
- Joining a project.
- Working on activities.
- To-Do list.
- Setting activities.
- Modifying and testing source files.
- Delivering activities.

Chapter 5: Clearcase Explorer and Command Line

You will learn:

- ClearCase Explorer Window.
- Explorer setup.
- Moving window panes.
- Resizing window panes.
- Shortcut pane.
- ClearCase Toolbox.
- Command line.
- Single-line mode.
- Interactive mode.

Chapter 6: Setup Environment

You will learn:

- VOB creation with the VOB Creation Wizard (Windows).
- VOB creation with ClearCase.
- Components Page - completion.
- Storage Page - completion.
- Options Page - completion.
- VOB creation with ClearCase LT.

Chapter 7: Setting up a UCM Project

You will learn:

- How to create PVOB - Project Repository.
- Use the VOB Creation Wizard.
- How to complete the Name and Parameters Page.
- How to complete the Storage Page.
- How to complete the Options Page.

Chapter 8: Software Package Administration

You will learn:

- Views and view directories.
- Types of views.
- Which view to create.
- How to create a view.
- Checking files in and out.
- Adding files to source control.
- Implement reserved and unreserved checkouts.
- Finding checked out files.
- Find Criteria Options.
- Canceling a checkout.
- When to check in files.

Chapter 9: Baselines

You will learn:

- Purpose and features of a baseline.
- Types of baselines.
- Comparing the contents of two baselines.
- Creating a baseline.
- Default promotion levels.

Chapter 10: Branches

You will learn:

- Purpose and features of Branch.
- When to use Branches.
- How to use the Config Spec-Views connection.
- How to create a Branch Type Object - Windows and UNIX.
- Instantiating a Branch - Windows and UNIX.

Chapter 11: Building Software

You will learn:

- clearmake utility.
- omake utility.