LSET

Knowledge Triumphs

LONDON SCHOOL
OF EMERGING TECHNOLOGY

DEVOPS ENGINEER

COURSE ID	DEPARTMENT	CAMPUS
DPS	BUSINESS MANAGEMENT	1 CORNHILL

LEVEL	METHOD	DURATION
CERTIFICATE	LECTURE + PROJECT	3 MONTHS

'DevOps' is the amalgamation of two different methodologies, 'development and operations.' It is a very important development strategy required in companies to bridge the gap between software development and IT operations.

APPLY NOW! to become a professional **DevOps Engineer**

Options	Topic	Add-On	Duration
Option 1	DevOps Engineer		3 Months
Option 2	DevOps Engineer	Project	5 Months
Option 3	DevOps Engineer	Project & Industrial Training and Paid Internship Program	12 Months

Note: Our Industrial Training and Internship program includes a guaranteed 6 months paid internship (from 10 hours to 40 hours per week) with a technology company. Due to visa restrictions, some international students may not be able to participate in this program.

www.lset.uk
+44 (0) 20 3369 9909

This development strategy helps organizations to regularly create and update their products. Whereas, traditional 'waterfall' development model used to take a lot of time. Today, DevOps is all about the automation and unification of the development processes.

This DevOps certificate course is focused on providing a comprehensive tour of the DevOps ecosystem. The student will be able to explore the entire software development process, which would result in scalability, rapid delivery, security, and collaboration. We will be designing an application with AWS to make them scalable and highly available.

LSET trainers will be sharing their decades of experience in DevOps Tools and Training to give you One to One guidance. You will be working on DevOps tools, Jenkins, Github, and Sonarqube, Docker to develop Continuous Integration Continuous Deployment that uses Jenkins, with sonarqube, Ansible, and docker. It is very important for the DevOps practitioner to understand the importance of auto-scaling and high availability and how these strategies are much better than traditional architecture.

We have also joined hands with relevant IT companies to provide you with the most updated syllabus according to the industry standards. This course will be helping IT practitioners, IT service managers, product owners, test engineers, application or service developers, and project/test/process managers.

WHAT SKILLS DO DEVOPS ENGINEERS NEED?

Agile Development: DevOps engineers help teams organize work in shorter iterations, called sprints, to get through an increased number of releases. They also help map out the work that teams must complete in upcoming iterations, and incorporate feedback from each version of a software platform to address future issues.

Continuous Integration (CI): DevOps engineers make sure that new code coordinates properly with an existing codebase. It's their job to ensure consistency in development and avoid the inclusion of components that would hurt performance and negatively affect users.

Continuous Delivery (CD): DevOps engineers oversee the continual delivery of new code via testing and automation. They look for ways to remove waste and ensure that code is consistently ready-to-deploy. DevOps engineers should understand how to leverage popular CI/CD tools like Jenkins to manage different aspects of continuous delivery.

Orchestration: One essential skill often relied upon by DevOps engineers is being able to analyze current practices and look for ways to improve efficiency by removing manual tasks. The orchestration process makes sure any repetitive steps performed by humans get transformed into an automated process to speed up deployments. Such functions include implementing database changes or launching a new web server.

Source / Version Control: Source control tools, also called version control tools, help DevOps engineers cut down on development time and improve their chances of having successful deployments. These tools facilitate the tracking and storage of any changes to software projects over different periods. Popular source control tools include GitHub, Subversion, AWS CodeCommit, and Microsoft Team Foundation Server.

Container Management: Containers make it easier for DevOps engineers to set up hosting of different applications in a portable environment. They let you create exact copies of a system required for deployment. Containers are more lightweight than the virtual machines used for this purpose in the past. Examples of popular container technology include Docker, Kubernetes, Microsoft Containers, and DigitalOcean. Using containers helps DevOps engineers ensure consistency across multiple environments.

Programming Knowledge: Having a programming background is crucial to success as a DevOps engineer. Some languages that a prospective DevOps engineer may want to learn include Java, Python, PHP, C#, Ruby, G and JavaScript.

JOB GUARANTEE

Job Guarantee is an add-on program you can register with this course. You will need to clear an assessment interview to get enrolled. Once successful in the assessment, you will be offered Job Guarantee with this certificate course. There is a fee to join this program as it takes you to rigorous career development, interview preparation, mock interviews, etc. The fee for joining the Job Guarantee add-on program is £500. This is a 12 months program which starts at the end of your certificate course. As part of this program, we represent you to the prospective employers and train on career development elements…

You need to abide by the rules of this program which you can find on the Job Guarantee page. If we can't find you a relevant job or you don't find it by yourself in the similar industry in any part of the world within these 12 months, we will refund you the course fee + Job Guarantee program fee. The refund process will start after the end of the 12 months and every month we will pay £500 until the entire fee is paid back. But if you find a relevant job during this time then the remaining payments will be stopped. This program is only applicable to home students (UK permanent residents / citizens).

INDUSTRIAL TRAINING

LSET offers an optional add-on industry training program to its students. Students wishing to enrol in this program require to pay fee of £2000 to receive training from industry experts at IT companies in the US or UK. This is a month-long program which takes place at the host company's location. Interested students need to go through an assessment and host company's interview process to be accepted in the program.

COMPLEMENTARY WORKSHOPS

- GIT MANAGEMENT
- AGILE PROJECT MANAGEMENT
- TEAM BUILDING
- PERSONALITY DEVELOPMENT
- INTERVIEW PREPARATION

COURSE INFORMATION

SEPTEMBER
END: DECEMBER

JANUARY
END: APRIL

MAY
END: AUGUST

ENTRY CRITERIA

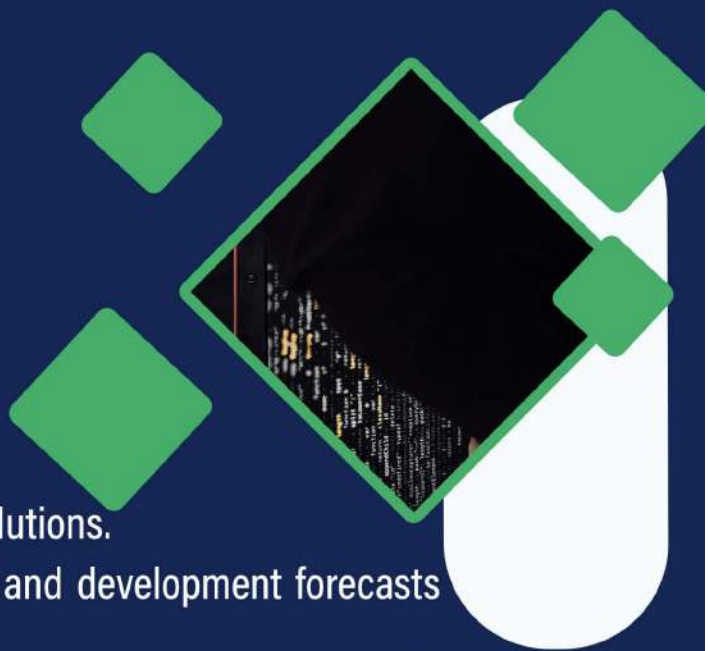
- There is no prior understanding needed, but a dev/ops/Linux/network background will have an edge.
- Basic Understanding of English
- Basic Proficiency with Computers
- Ability to work in Group

COURSE HIGHLIGHTS

- Hands-on Sessions
- Project-based Learning
- Live or Offline Capstone Project
- Real world development experience
- Industry Mentors
- Interactive Teaching Methodologies

EVALUATION CRITERIA

- 18 Coding exercises
- 5 Assignments
- 5 Quizzes
- Capstone Project
- Group activities
- Presentations



LEARNING OBJECTIVES

- Install, test, configure, and maintain IT solutions.
- Communicate operational requirements and development forecasts with everyone in the team.
- Develop plans and processes for improvement and expansion of the current technologies being used.

- Deploy updates automatically into the production environment using configuration management software.
- Perform routine application maintenance and troubleshooting measure to ensure the production environment runs smoothly.
- Perform gap analysis to identify performance enhancements, identify alternative solutions, and assist with modifications.

3 MONTHS / 70+ HOURS

WEEKDAYS BATCH
5:30 pm – 7:30 pm
(Wed, Thu, Fri)

WEEKENDS BATCH
9:00 am to 12:00 am
(Sat, Sun)

INTERVIEW PREPARATION
Wednesday
(4 Workshops)

HANDS-ON WORKSHOPS
Thursday (2 Workshops)

PERSONALITY DEVELOPMENT
Friday (1 Workshop)

HANDS-ON WORKSHOPS

INTERVIEW PREPARATION

CV PREPARATION

PERSONALITY DEVELOPMENT

Join the DevOps Engineer Certificate course to learn how to use Docker, Git, Chef, Jenkins, Nagios, Puppet, and more. LSET will teach about continuous development, continuous integration, continuous testing, continuous monitoring, and more.

COURSE CONTENT

Browse the LSET interactive and practical curriculum

INTRODUCTION

- Course Introduction
- How to make the best of this course
- GIT Introduction and Setup
- Course Induction
- What Is Devops
- History of Devops
- Devops definition
- DevOps Main Objectives
- DevOps and Software Development Life Cycle
- Waterfall Model
- Agile Model
- Continuous Integration & Deployment
- Jenkins
- Containers and Virtual Development
- Docker
- Vagrant
- Configuration Management Tools
- Ansible
- Puppet
- Chef

CLOUD COMPUTING

- What is Cloud?
- Evolution of Cloud Computing
- IAAS (Infrastructure as a Service)

- SAAS (Software as a Service)
- PAAS (Platform as a Service)
- Private, Public and Hybrid Cloud
- Public Clouds
- Amazon Web Services
- Microsoft Azure
- Google Cloud Services

LINUX BASIC AND ADMIN

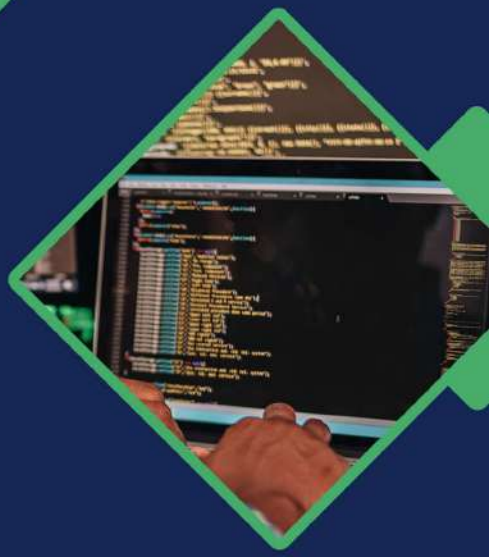
- Linux OS Introduction
- Importance of Linux in DevOps
- Linux Basic Command Utilities
- Linux Administration
- Environment Variables
- Networking
- Linux Server Installation
- RPM and YUM Installation

SHELL SCRIPTING

- Introduction
- Variables
- Flow Controls
- Loops
- Functions
- Lists
- Manipulating Strings
- Reading and Writing Files
- Positional Parameters

CONTINUOUS INTEGRATION – JENKINS

- Introduction to Jenkins
- Continuous Integration with Jenkins
- Configure Jenkins
- Jenkins Management
- Scheduling build Jobs
- POLL SCM
- Build Periodically
- Maven Build Scripts
- Support for the GIT version control System
- Different types of Jenkins Jobs
- Jenkins Build Pipe Line
- Parent and Child Builds
- Sequential Builds
- Jenkins Master & Slave Node Configuration
- Jenkins Workspace Management
- Securing Jenkins
- Authentication
- Authorization
- Confidentiality
- Creating Users
- Jenkins Plugins
- Installing Jenkins Plugins
- SCM plugin
- Build and test



VERSION CONTROL-GIT

- GIT Features
- 3-Tree Architecture
- GIT – Clone /Commit / Push
- GIT Hub Projects
- GIT Hub Management
- GIT Rebase & Merge
- GIT Stash, Reset, Checkout
- GIT Clone, Fetch, Pull

BUILD TOOL- MAVEN

- Maven Installation
- Maven Build requirements
- Maven POM Builds (pom.xml)
- Maven Build Life Cycle
- Maven Local Repository (.m2)
- Maven Global Repository
- Group ID, Artifact ID, Snapshot
- Maven Dependencies
- Maven Plugins

ANSIBLE

- Introduction to Ansible
- Ansible Server Configuration
- Infrastructure Management
- SSH Connection in Ansible Master
- YAML Scripts
- Host Inventory

- Hosts and Groups
- Host Variables
- Group Variables
- Host and Group Specific Data
- Ad-hoc Commands
- Playbooks
- Variables
- Conditionals
- Loops
- Blocks
- Handlers
- Templates
- Modules
- Core Modules
- Extra Modules
- Ansible Roles

DOCKER

- How to get Docker Image?
- What is Docker Image
- Docker Installation
- Working with Docker Containers
- What is Container
- Docker Engine
- Crating Containers with an Image
- Working with Images
- Docker Command Line Interphase
- Docker Compose
- Docker Hub
- Docker Trusted Registry

- Docker swarm
- Docker attach
- Docker File & Commands

KUBERNETES - AUTOSCALING DOCKER CONTAINERS

- Introduction to Container Orchestration
- Kubernetes Core Concepts
- Understanding Pods
- ReplicaSet and Replication Controller
- Deployments
- DaemonSets
- Rolling Updates and Rollbacks
- Scaling Application
- Services
- Persistent Storage in Kubernetes
- Primitives for PersistentVolumeClaims
- Secrets and ConfigMaps
- Headless Services
- StatefulSets
- Helm Charts

VAGRANT

- Introduction
- Installation and Configuration
- Provisioning with Vagrant

NEW RELIC

- Introduction
- About Monitoring tools
- About New Relic
- Installing and Configuring New Relic
- Application Monitoring using New Relic
- Server Monitoring using New Relic
- Alerts policies

ELK

- Introduction
- What is ELK?
- ELK Installation
- ElasticSearch
- Logstash
- Configuring Logstash And Kibana

*Modules of our curriculum are subject to change. We update our curriculum based on the new releases of the libraries, frameworks, Software, etc. Students will be informed about the final curriculum in the course induction class.

ASSESSMENT CRITERIA

To earn the certificate, students must clear all the assessments, quizzes, and project work. At a minimum, students are required to satisfy the pass criteria of the course. Students who score 75% or more will be awarded Merit Grade, while students with 85% or more will be awarded, Distinction Grade.

Following are the detailed criteria for each level

Pass Grade Criteria

Score a minimum of 50% aggregate and demonstrate the following;

- Proficiency in the technical skills and techniques
- Must have a minimum attendance of 90% in the classes unless proper medical proof is provided
- Submit all the projects and assignments before the last submission date
- Collaborate with peers in group projects

Merit Grade Criteria

Score a minimum of 75% aggregate and demonstrate the following;

- Excellent technical skills and techniques
- Discover and apply strategies to find the perfect solutions
- Select/design and use appropriate methods/techniques
- Present and communicate appropriate findings

Distinction Grade Criteria

Score a minimum 85% aggregate and demonstrate the following;

- Mastery of technical skills and techniques
- Use critical thinking for self-evaluation and justify valid conclusions
- Take the responsibility the manage and organise activities and teams
- Showcase convergent/lateral/creative thinking.

+44 (0) 20 3369 9909
www.lset.uk

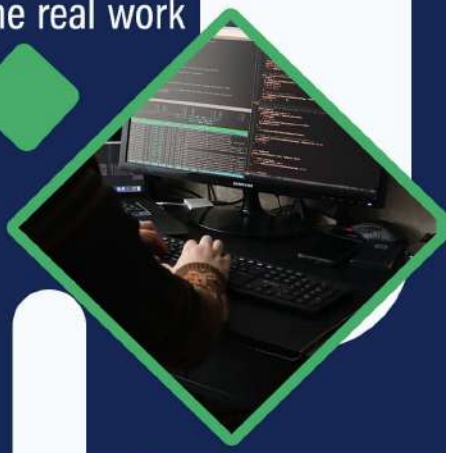
ASSESSMENT METHODS

LSET follows strict uniform standards in assessing students' performance during the certificate course. This ensures that the LSET certificate holders demonstrate high ethics and deep technical knowledge. Internal and external examiners will assess the students, while the platform will automatically evaluate the quizzes. Instructors are internal examiners who only assess students' soft skills. At the same time, the external examiners are responsible for assessing students' assessments and project work.

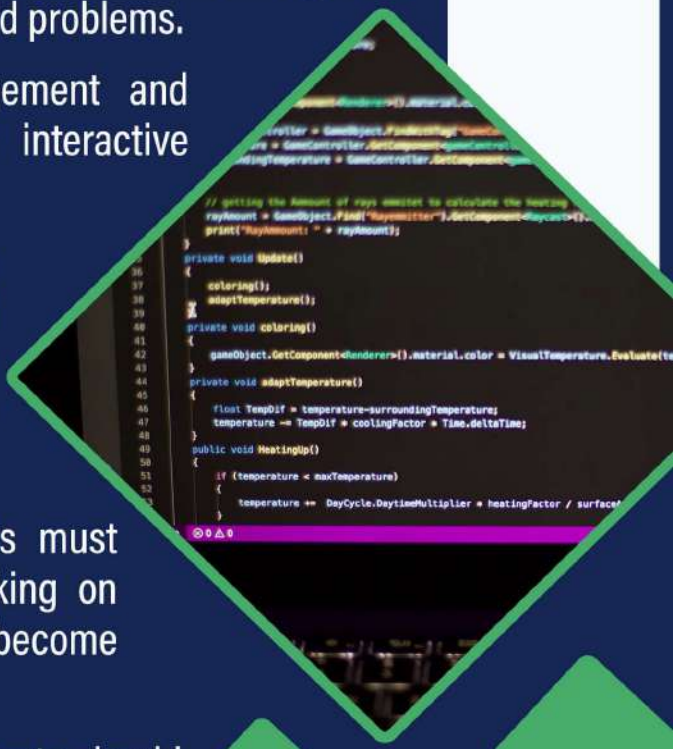
Internal Evaluation

Instructors only evaluate students on the following, contributing to 20% of the total score. The total points that can be earned are 100.

- **Punctuality [10 points]:** Students are expected to show punctuality with their attendance, presence, and project/assignment submission time.
- **Dedication [10 points]:** LSET expects the students to give attention and show dedication throughout the curriculum.
- **Time Management [10 points]:** Students should show good time management by completing and submitting their assignments on time. Time management is crucial for students to prepare for the real work environment.
- **Attendance [10 points]:** Minimum of 90% attendance is required unless a proper reason with evidence is provided. Attendance in LSET classes is important to ensure that the student has thoroughly learned the technical and non-technical concepts taught in the curriculum.
- **Working with Others (Teamwork) [10 points]:** LSET teaches concepts in a collaborative environment where we expect each student to show teamwork and collaboration skills.



- **Problem-Solving Skills [10 points]:** Students must demonstrate proper problem-solving skills. Students need to use the knowledge and skills gained in the course to solve real-world problems.
- **Class Participation [10 points]:** Engagement and participation are crucial to ensure the interactive learning experience.
- **Communication Skills [10 points]:** Students should display formal communication skills to communicate with their teammates. This prepares them for their future workplace.
- **Presentation Skills [10 points]:** Students must show their presentation skills while working on their group projects and assignments to become more presentable.
- **Ability to ask Questions [10 points]:** Students should ask relevant questions in the classes to encourage healthy discussion on technical topics.



External Evaluation

External examiners evaluate students on the following, contributing to 70% of the total score. The total points that can be earned are 250.

- **5 Assessments [10 points per assessment]:** These assessments are done entirely based on how the student has performed in understanding the lessons and concepts taught by the instructor.
- **1 Capstone Project [200 points]:** The capstone project is conducted at the end of the certificate course to practice all the practical concepts. Students must satisfy the criteria mentioned in the project requirement document to earn full points.

Auto Evaluation

Auto evaluation will be conducted via the platform, contributing 10% of the total score. The total points that can be earned are 50

- **5 Quizzes [10 points per quiz]:** Quizzes in a class ensure maximum participation and ensure that the students have learned the taught concepts with attention. Students will be presented with multiple-choice questions.

Having Doubts?

Contact LSET Counsellor

We love to answer questions, empower students, and motivate professionals. Feel free to fill out the form and clear up your doubts related to our DevOps Engineer Course

Best Career Paths

DevOps Evangelist

As a change agent, the DevOps evangelist ensures buy-in from development and operational teams, identifies the key roles to support DevOps delivery methods, and makes sure IT professionals are trained and empowered to make those changes, says Nagisetty.

Build Engineer

A build engineer, sometimes called a build and release engineer or release engineer, is a computer software engineer who is focused mainly on developing a line from a program's source code to a publically available product. In the development of modern computer applications, code is rarely written from scratch.

Release Manager

Release Manager, in DevOps, is responsible for scheduling, planning, and controlling the software's development and delivery process. As a Release Manager, you will be responsible for handling the DevOps team to make them deliver the services on time and will manage both IT operations and developers.

Automation Architect

An automation architect is a senior-level position that reports to a CIO and is responsible for aligning automation processes, tools and strategies with business goals.

DevOps Engineer

A DevOps Engineer works with developers and the IT staff to oversee the code releases, combining an understanding of both engineering and coding. From creating and implementing systems software to analyzing data to improve existing ones, a DevOps Engineer increases productivity in the workplace.

Product Manager

The Product Manager is responsible for the product planning and execution throughout the Product Lifecycle, including: gathering and prioritizing product and customer requirements, defining the product vision, and working closely with engineering, sales, marketing and support to ensure revenue and customer satisfaction

Top Companies Hiring Front End Developers

IBM, amazon, ORACLE, Capgemini, wipro

The Course Provides Shared Expertise by

LSET TRAINERS INDUSTRY EXPERTS TOP EMPLOYERS

Skills You will Gain

- Docker
- GIT
- Kubernetes
- Web Services
- Good Concept Understanding
- Infrastructure
- Linux
- Puppet
- Bash
- Chef
- Jenkins
- Ansible
- Configuration Management
- Cloud Service Platforms
- and many more..

Complete Learning Experience

This course provides a hands-on, guided learning experience to help you learn the fundamentals practically.

- We constantly update the curriculum to include the latest releases and features.
- We focus on teaching the industry's best practices and standards.
- We let you explore the topics through guided hands-on sessions.
- We provide industry professional mentor support to every student.
- We give you an opportunity to work on real world examples.
- Work with hands-on projects and assignments.
- We help you build a technical portfolio that you can present to prospective employers.

Reasons to Choose LSET

- Interactive live sessions by industry experts.
- Practical classes with project-based learning with hands-on activities.
- International learning platform to promote collaboration and teamwork.
- Most up-to-date course curriculum based on current industry demand.
- Gain access to various e-learning resources.
- One-to-one attention to ensure maximum participation in the classes.
- Lifetime career guidance to get the students employed in good companies.
- Free lifetime membership to the LSET Alumni Club

What Will Be Your Responsibilities?

- Work creatively in a problem-solving environment.
- Ask questions and participate in class discussions.
- Work on assignments and quizzes promptly.
- Read additional resources on the course topics and ask questions in class.
- Actively participate in team projects and presentations.
- Work with the career development department to prepare for interviews
- Respond promptly to the instructors, student service officers, career development officers, etc.
- And most importantly, have fun while learning at LSET.

How Does Project-Based Learning Work?

LSET project-based learning model allows students to work on real-world applications and apply their knowledge and skills gained in the course to build high-performing industry-grade applications. As part of this course, students learn agile project management concepts, tools, and techniques to work on the assigned project collaboratively. Each student completes project work individually but is encouraged to enhance their solution by collaborating with their teammates.

Following are the steps involved in the LSET's project-based learning;

Step 1: Project Idea Discussion

In this step, students get introduced to the problem and develop a strategy to build the solution.

Step 2: Build Product Backlog

This step requires students to enhance the existing starter product backlog available in the project. This helps students to think about real-life business requirements and formulate them in good user stories.

Step 3: Design Releases and Sprints

In this step, students define software releases and plan sprints for each release. Students must go through sprint planning individually and learn about story points and velocity.

Step 4: Unit and Integration Tests

In this step, students learn to write unit tests to ensure every application part works fine.

Step 5: Use CICD to Deploy

In this step, students learn to use CICD (Continuous Integration Continuous Delivery) pipeline to build their application as a docker image and deploy it to Kubernetes.

Capstone Project

LSET gives you an opportunity to work on the real world project which will greatly help you to build your technical portfolio

Project Topic: Online Banking

London has been a leading international financial centre since the 19th century. In recent years, London has seen many FinTech start-ups and significant innovations in the banking sector. This project aims to introduce students to the financial industry and technologies used to handle billions of daily transactions. As part of this project, students will learn the current technological advances and build up their knowledge to start a simple banking application. This application uses agile project management practices to build basic functionality. Students will be presented with user stories to create the initial project backlog. Students need to enhance this backlog by adding more relevant user stories and working on them.

LSET emphasises project-based learning as it allows the students to master the course content by going through near real-world work experience. LSET projects are carefully designed to teach the industry-required skills and mindset. It motivates the students on various essential aspects like learning to work in teams, improving communication with peers, taking the initiative to look for innovative solutions, enhancing problem-solving skills, understanding the end user requirements to build user-specific products, etc.

Capstone Projects build students' confidence in handling projects and applying their newly learned skills to solve real-world problems. This allows the students to reflect upon their learning and find the opportunity to get the most out of the course.

Learning Outcome

- Students will learn to work in an agile environment
- Students will learn the agile project management terms used in the industry, like product backlog, user stories, story points, epics, etc.
- Students will learn to use a Git repository and understand the concepts like commit, pull, push, branch,
- Students will learn to communicate in a team environment and effectively express their ideas.

Guidance and Help

A dedicated project coordinator who can mentor students on the process will be assigned to this project. Students can also avail of the instructor's hours as and when needed. LSET may get an industry expert with subject-specific experience to help students understand the industry and its challenges.

Execution Process

This project will be carried out in steps. Each step teaches students a specific aspect of the subject and development paradigm. Following are the steps students will follow to complete this project.

Phase 1: Project Introduction Self Study [6 days]

In the first step, students will learn about the financial industry and review the project introduction documentation to build up the subject knowledge. This is a self-learning stage; however, instructor hours are available if required.

Phase 2: Project Build-up and Environment Setup [2 days]

In this step, students are required to follow the project guide to set up the development environment. The project document guides students to find and connect to the LSET Git repository and install the necessary libraries or tools.

Phase 3: Product Backlog and Sprint Planning [2 days]

In this step, students will use the existing product backlog and enhance it per their project scope. Students can seek help from the project coordinator and the instructor. The project coordinator will help students do sprint planning and assign story points to the stories. This process is meant to give students real-world work environment experience. Students can consider this a mock exercise on agile project management practices.

Phase 4: User Stories Execution and Development [12 days]

In this phase, students will work on the user stories identified in the Phase 3 process. Students will write code and algorithms to complete the development objectives. Project coordinator will be available to help students to guide on the development and answer any questions they may have. Students can also discuss this with the instructor.

Phase 5: Testing, Deployment and Completion [5 days]

In this step, students will test and deploy the application to the cloud environment. Students will experience the deployment process in the cloud and learn the best practices. After the successful deployment, students will present their project to the instructor and the external project reviewer. Feedback will be given to the students. Students will have one week to work on the feedback and submit the final copy of the project, which will be sent to the external examiner for evaluation.

Project Presentation

LSET emphasises preparing students for the work environment by allowing them to learn the required soft skills. After completing the project, students must present their work to the instructor and an invited project reviewer panel. Please note that the assigned external examiner will not be part of this panel and hence will not know about the students. This ensures an unbiased assessment by the external examiner. This exercise aims to allow students to experience an environment they may face in their actual job. Also, it gives them a chance to get feedback from industry experts who can guide students on various parts of the project. This will help students to learn and fix anything they find necessary in their project. This ensures quality output and allows students to learn about industry requirements.

The instructor and the project reviewer panel will assess the students on the following;

Project Repository on GitHub [10 points]: The instructor will ensure that the students have uploaded the project repository to the LSET's GitHub account per the guidelines in the project requirement documentation. Full points will be awarded if the repository is appropriately set up per the instructions.

Presentation Skills [20 points]: Students must present their work in the given timeframe. Full points will be awarded if students cover everything needed to deliver their work in the given timeframe.

Communication Skills [20 points]: Students must present their work in a manner understandable by all the participants. More focus will be given to how students communicate, not the language. Full points will be awarded if students can share their work correctly.

Evaluation Criteria

LSET promotes a transparent and unbiased evaluation process. All the external examiners will follow a set process to grade students. No student's personal or identifying information will be shared with the external examiners, so they will not know about the person they are grading. They will only get the project files and grading guidelines to follow. This will ensure equal quality standards across the institute.

Following are some critical areas the LSET external examiners will be grading on.

Project Documentation [10 points]: Project documentation is filed correctly with the information which can be used to understand the project work. Students can use the supplied project documentation template to fill up the data. External examiner to confirm if all the information is filled up. Full points will be awarded if all the sections are covered.

Project Structure [10 points]: Students must follow the proper structure while developing their projects. This structure is being taught and covered in the project requirement documentation. External examiner to confirm if the project files are correctly structured. Full points will be awarded if the structure meets the given guideline.

Solves Basic Problem [50 points]: Students must ensure that they implement all the requirements in the project documentation. External examiner to confirm if the project solves the given problem. Full points will be awarded if the students include everything asked in the project requirement.

Innovation [20 points]: Students are encouraged to bring new ideas into their development. They can improve the design, use new design patterns, code with a better coding style, or add a feature. External examiner to confirm if the students have added more than the requirement to improve the design or solution. The new addition must include a new feature and should not be similar to the requirements given. Full points will be awarded if the external examiner finds an innovation or see students going beyond the asked requirements.

Best Practices [20 points]: Students must follow the best practices in their development. This will help them to become a quality resource for their prospective employer. External examiner to confirm if the supplied best practices are followed in the project. Full points will be awarded if the best practices are properly implemented.

Performance Consideration [20 points]: Students must consider performance while working on their projects. Performance is one of the critical industry requirements. External examiner to confirm if the student thought the performance improvements in the project. Full points will be awarded if the external examiner sees efforts taken to consider performance aspects in the development.

Security Structure [20 points]: Students need to consider the security aspect If applicable in the design and development. External examiner to confirm if the security consideration is appropriate in this project; if it is applicable, the examiner to verify if the student has considered the security elements in the project. Full points will be awarded if the external examiner sees efforts taken to assess the security aspect of the development.

Benefits of LSET Certificate

Earning the LSET Certificate means you have demonstrated hard-working capabilities and learnt the latest technologies by completing hands-on exercises and real-world projects.

Following are some of the traits employers can trust you have built up through your course;

- You know how to work in a team environment and communicate well.
- You know the tools which are necessary for your desired job.
- You know how to use the latest technologies to develop technologically advanced solutions.
- You have developed problem-solving skills to navigate complex problem scenarios and find the right solutions.
- You are now ready to take on the challenge and help your prospective employer to build the desired solutions.

What to expect after completing the course?

After earning your certificate from LSET, you can join the LSET's Alumni club. There are countless benefits associated with the Alumni Club membership. As a member of LSET Alumni, you can expect the following;

- LSET to hold your hand to find a successful career
- Advice you on choosing the right job based on your passion and goals
- Connect you with industry experts for career progression
- Provide you opportunities to participate in events to keep yourself updated
- Provide you with a chance to contribute to the game-changing open-source projects
- Provide you with a platform to shine by allowing you to speak at our events

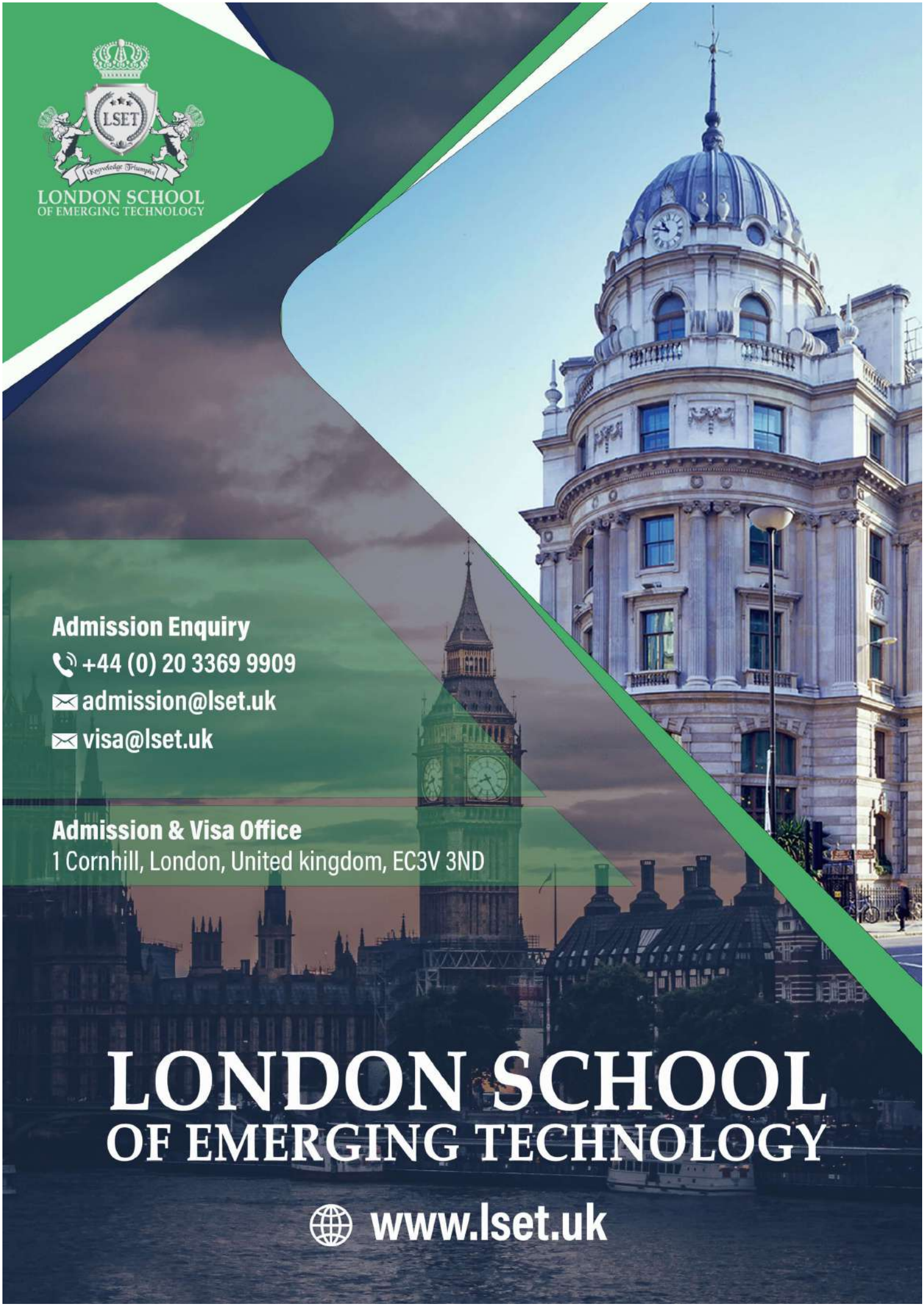
TOOLS & TECHNOLOGIES YOU WILL LEARN FROM THIS COURSE

PUPPET CHEF JENKINS MAVEN GIT DOCKER

REGISTER NOW!

Start Your Journey to becoming a Professional DevOps Engineer

LSET could provide the perfect headstart to start your career in **DevOps Engineer.**


LSET
Knowledge Triumphs
LONDON SCHOOL
OF EMERGING TECHNOLOGY
Admission Enquiry
+44 (0) 20 3369 9909
admission@lset.uk
visa@lset.uk
Admission & Visa Office
1 Cornhill, London, United kingdom, EC3V 3ND
LONDON SCHOOL
OF EMERGING TECHNOLOGY
www.lset.uk