

Arrow ECS Finland Oy - Education Services

TRAINING OFFERING

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Developing SOAR Playbooks

CODE: LENGTH: PRICE:

SPL SDSP 10.24 Hours (1.28 days) €1,000.00

Description

This 9 hour introductory course prepares IT and security practitioners to plan, design, create and debug basic playbooks for SOAR. Students will learn fundamentals of SOAR playbook capabilities, creation and testing. This course is a pre-requisite for the Advanced SOAR Implementation course.

Objectives

- · Automation best practices
- · The visual playbook editor
- · Creating automation and input playbooks
- · Using actions and decisions
- · Using action results
- · Testing and debugging playbooks
- User interaction
- Output formatting
- Complex logic
- · Interacting with artifacts
- · Using files in a playbook
- Custom lists
- · Data filtering

Prerequisites

To be successful, students should have a solid understanding of the following:

• Familiarity with Python Programming

One of the Following:

- · Administering SOAR (preferred)
- Using SOAR Video Courses

Programme

Module 1 - Introduction to Playbooks

- Understand automation best practices
- Design playbooks
- Python support
- Use the playbook manager

Module 2 - Visual Playbook Editor

- Use the visual playbook editor
- · Use actions and decisions
- · Process action results
- Test new playbooks Module 3 – User Interaction and Logic
- Interact with users during playbook execution
- Format outputs
- Use decision blocks
 Module 4 Accessing and Formatting Data
- · Accessing action results
- · Accessing artifact and container data
- Formatting data
 Module 5 Modular Playbook Development
- Creating inpup playbooks
- Calling other playbooks
- Passing data between playbooks Module 6 Custom Lists and Filters
- Custom list concepts
- Create custom lists
- Access lists from playbooks
- Use filters

Session Dates

Aikataulutamme kiinnostuksen mukaan. Ota yhteyttä

Additional Information

