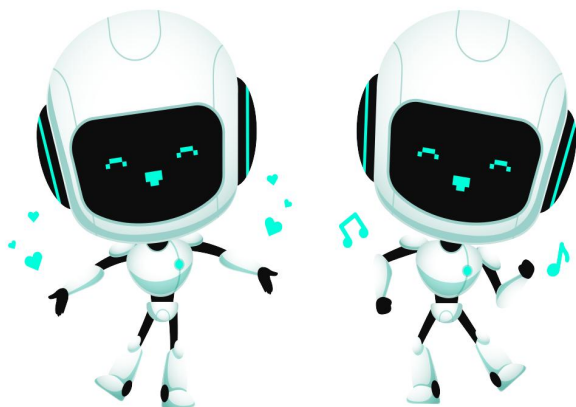


# Coding Jr

## PROFESSIONAL - 1 CURRICULUM





# WEB DEVELOPMENT



# APP DEVELOPMENT

## HTML

Learn the basic building blocks of the web and create an HTML document.



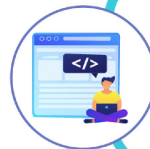
## INTRODUCTION TO APP

Overview of Apps and its types



## CSS

Learn basic CSS styling



## INTRODUCTION TO FLUTTER

Using Flutter as a tool to create apps



## BOOTSTRAP & FLEXBOX

CSS Frameworks for websites



## INTRODUCTION TO DART PROGRAMMING

Programming in DART language



## SASS

Styling Websites with SASS



## INTRODUCTION TO BASIC WIDGETS & LAYOUT

Widgets for making an APP





## JAVASCRIPT

Introduction to JavaScript with DOM manipulation



## CLOUD

Understanding about Cloud and its related concepts



## FACEBOOK WORKSHOP

Understanding the components of Facebook



## PROJECT

Hands-on project using the concepts learnt



# DATA SCIENCE



# C++



## INTRO TO DATA SCIENCE

Overview of Data Science and its workflow

## INTRO TO C++

Learning about C++



## PROBABILITY & STATISTICS

Getting our Basics Strong with Probability and Statistics

## OPERATORS & EXPRESSION

Understanding the concepts of Operators to assist in our journey of learning C++

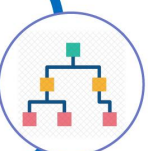


## PYTHON AND FUNDAMENTAL LIBRARIES

Exploring Python and its fundamental libraries

## FLOW OF CHART

Understanding concepts of Flow of Execution of C++ code



## MACHINE LEARNING LIBRARIES

Mastering Machine Learning libraries to assist us in projects

## LOOPS

Learning about repeated execution of a block of code



## FEATURE ENGINEERING

Understanding the process of extracting features from data

## ARRAY & FUNCTIONS

Exploring Arrays and Functions to enhance our C++ code







# DATA SCIENCE



C++

## TYPES OF LEARNING IN MACHINE LEARNING

Algorithms in Machine Learning



## STRINGS

Overview of Strings as a concept



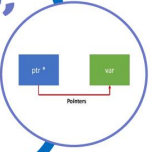
## TESTING

Evaluation of our machine learning model



## CONCEPTS OF POINTERS, STRUCTURE & UNION

Learning about Pointers, Structure and Union



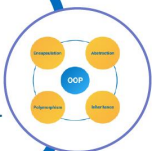
## WORKSHOP

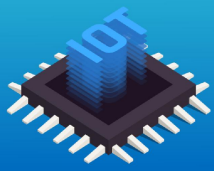
Hands-on project



## OBJECT ORIENTED PROGRAMMING

Understanding OOPs Concepts in C++





# INTERNET OF THINGS



# PYTHON

## INTRO TO IoT AND NETWORKING

Understanding IoT fundamentals



## GETTING STARTED

Basics of Python with environment setup



## EVENT HANDLING

Handling IOT events using practical examples



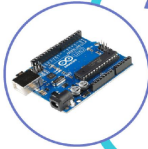
## GET YOUR BASICS RIGHT

Introducing Python Fundamentals



## ARDUINO AND THEIR PROGRAMMING

Introduction to Arduino and its related concepts



## DATA TYPES

Dealing with Data in Python



## LIVE PROJECT

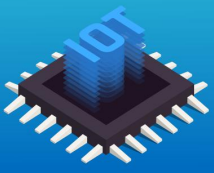
IoT Workshop



## OBJECTED ORIENTED PROGRAMMING

Understanding OOPs Concepts

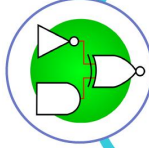




# INTERNET OF THINGS

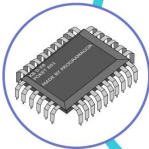


# PYTHON



## BASIC LOGIC GATES

Learning Logic Gates (AND, OR, XOR etc)



## INTEGRATED CIRCUITS

Understanding Microprocessors and Microcontrollers in depth

## ALGORITHMS

Understanding Algorithms



## MODULES

Learning about Modules



## WORKSHOP

Python Workshop





# ARTIFICIAL INTELLIGENCE



# NETWORKING

## INTRO TO AI & DATA

Diving into the field of Artificial Intelligence (AI) and its related concepts



## INTRO TO COMPUTER NETWORK

Overview of Computer Networks



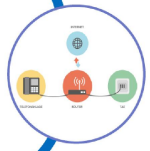
## INTRO TO MACHINE LEARNING

Understanding concepts of Machine Learning with practical examples



## NETWORKING

Learning about network types, devices, topologies and protocols



## INTRO TO DATA SCIENCE

Overview of concepts in Data Science



## MOBILE COMMUNICATION TECHNOLOGIES

Going in-depth and understanding Mobile Communication Technologies



## MISCELLANEOUS

Exploring concepts such as Deep Learning, NLP using Case studies



## INTERNET, WEB AND INTERNET OF THINGS

Understanding the concepts of Internet, Web and IoT



## NETWORK SECURITY CONCEPTS

Mastering Network Security Concepts







## CYBER SECURITY



## GAME DEVELOPMENT



### INTRO TO CYBER SECURITY

Overviewing the concepts in Cyber Security



### INTRO TO GAME DEVELOPMENT

Understanding Game Development Concepts



### FIREWALL

Learning the know-how of Firewall



### GAME PROGRAMMING: SCRATCH PROGRAMMING

Using Scratch- Basic to Advanced concepts



### TYPES OF VULNERABILITY AND PREVENTION

Grasping the essential concepts of Vulnerability and Prevention



### GAME PROGRAMMING: UNITY

Using Unity for Game Development