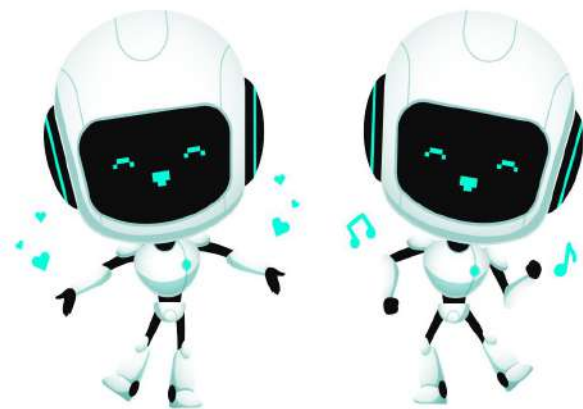


Coding Jr

Class - 12





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





WEB DEVELOPMENT



APP DEVELOPMENT



JAVASCRIPT

Introduction to JavaScript with DOM manipulation



PROJECT

Hands-on project using the concepts learnt



CLOUD

Understanding about Cloud and its related concepts



INTRODUCTION TO API

Application Programming Interface and its real life example



TWITTER WORKSHOP

Understanding the components of Twitter



INTRODUCTION TO FIREBASE

Introducing Firebase to help you deploy apps successfully



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++

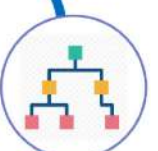


PYTHON AND FUNDAMENTAL LIBRARIES

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



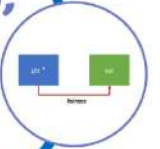
TESTING

Evaluation of our machine learning model



CONCEPTS OF POINTERS, STRUCTURE & UNION

Learning about Pointers, Structure and Union



WORKSHOP

Using concepts learnt in the course, to create real-life projects



OBJECT ORIENTED PROGRAMMING

Understanding OOPs Concepts in C++



FILE HANDLING

Learning File Handling concepts





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

ALGORITHM

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

