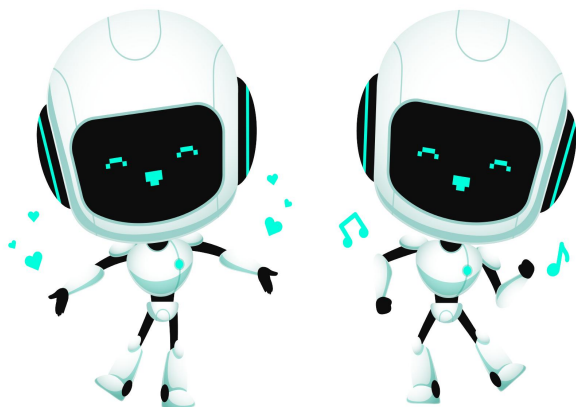


Coding Jr

ADVANCED- 2 CURRICULUM





WEB DEVELOPMENT



APP DEVELOPMENT

HTML

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



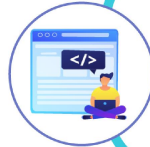
INTRO TO WEB APP

Overview of Apps and its types



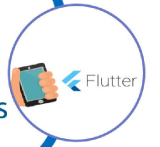
CSS

Learn basic CSS styling



INTRODUCTION TO FLUTTER

Using Flutter as a tool to create apps



JAVASCRIPT

Introduction to JavaScript with DOM manipulation



INTRODUCTION TO DART PROGRAMMING

Programming in DART language



CLOUD VS LOCAL

Weighing the pros and cons of Cloud vs Local Storage



CREATING FIRST PROJECT IN FLUTTER

Applying the concepts learnt in the course, we learn to make our personal project in Flutter



NEWS WEBSITE PROJECT

Applying our skills, we learn to hands-on code a News Website



INTRODUCTION TO BASIC WIDGETS & LAYOUT

Widgets for making an APP





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++

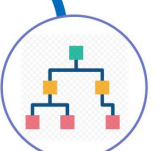


PYTHON AND FUNDAMENTAL LIBRARIES

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



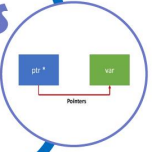
EVALUATION OF MODEL

Evaluation of our machine learning model



CONCEPTS OF POINTERS

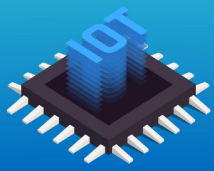
Learning about Pointers



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



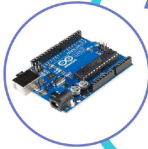
GET YOUR BASICS RIGHT

Introducing Python Fundamentals



ARDUINO AND THEIR PROGRAMMING

Introduction to Arduino and its related concepts



DATA TYPES

Dealing with Data in Python



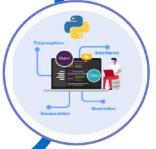
LIVE PROJECT

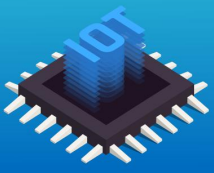
IoT Workshop



OBJECTED ORIENTED PROGRAMMING

Understanding OOPs Concepts

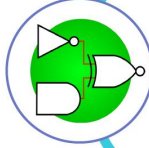




INTERNET OF THINGS



PYTHON



BASIC LOGIC GATES

Learning Logic Gates (AND, OR, XOR etc)

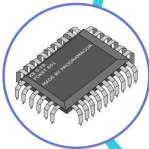
ALGORITHMS

Understanding Algorithms



INTEGRATED CIRCUITS

Understanding Microprocessors and Microcontrollers in depth



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



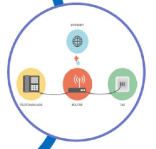
INTRO TO MACHINE LEARNING

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



AI TERMINOLOGIES

Understanding the wide range of AI related terminologies to enhance our understanding about AI



INTERNET, WEB AND INTERNET OF THINGS

Understanding the concepts of Internet, Web and IoT



CASE STUDY

Case Study: Sofia The Robot





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 DESIGN CONCEPTS

Using Scratch- Basic to Advanced concepts



TYPES OF VULNERABILITY AND PREVENTION

Grasping the essential concepts of Vulnerability and Prevention

INSTALLING UNITY

Using Unity for Game Development

