## **FULL STACK BATCH 6 SYLLABUS**

\*\*For HTML, CSS, Bootstrap and JavaScript assignments, projects and exams will be held depending on the students calibre and eligibility\*\*

## **HTML**

- HTML Basics
- HTML Elements
- HTML Attributes
- HTML Headings
- HTML Paragraph
- HTML Style
- HTML Formatting
- HTML Quotation
- HTML Comment
- HTML CSS
- HTML Link
- HTML Image
- HTML Table
- HTML List
- HTML Block and Inline
- HTML Id and Class
- HTML Iframe
- HTML Javascript
- HTML Responsive Website
- HTML Form
- HTML Form Elements
- HTML Form Inputs
- HTML Media
- HTML Video
- HTML Audio

## **CSS**

- CSS Basics
- CSS Syntax
- CSS Selector
- Adding CSS
- CSS Comments
- CSS Background
- CSS Color
- CSS Border
- CSS Margin
- CSS Padding
- CSS Height & Width
- CSS Box Model
- CSS Outline
- CSS Text
- CSS Fonts
- CSS Icon
- CSS Links
- CSS List
- CSS Table
- CSS Display
- Position
- CSS Float
- Alignment
- CSS Combinators
- CSS Opacity
- Intro to RWD
- RWD Viewport
- RWD Grid
- RWD Media Query
- RWD Images

## **Bootstrap**

- Bootstrap 5 Container
- Bootstrap 5 Grid
- Bootstrap 5 Colors
- Bootstrap 5 Table
- Bootstrap 5 Image
- Bootstrap 5 Alert
- Bootstrap 5 Button
- Bootstrap 5 Badge
- Bootstrap 5 Progress Bar
- Bootstrap 5 Spinners
- Bootstrap 5 Dropdown
- Bootstrap 5 Navbar
- Bootstrap 5 Forms
- Bootstrap 5 Input
- Bootstrap 5 Carousel
- Bootstrap 5 Utilities

## **SCSS**

- Introduction and Setup
- Variables
- Nesting
- Map
- Partials
- Mixin
- Extend
- Functions
- Operators

## **JavaScript**

- Hello World in JavaScript
- Variables in JavaScript
- What is Naming Convention?
- Comments in JavaScript
- How to connect JavaScript to an HTML page?
- What are Data Types in JavaScript?
- Basic Data Types
- Number
- String
- Booleans
- Null & Undefined
- Type of Operator
- Type Conversions in JavaScript
- Introduction to related Number and Math methods
- Introduction to related String methods
- What is an Array in JavaScript?
- Array traversing in JavaScript
- How to Search, Insert, Remove and
- Replace Elements from an Array
- Introduction to Multidimensional Array
- Arithmetic Operator
- Comparison Operators
- Logical Operators
- Assignment Operators
- Ternary Operator
- Operator Precedence in JavaScript
- Bitwise Operator
- What are Control Structures in programming
- If Condition
- Else Condition
- Else If Condition
- Switch Statements
- What is a loop?

- For Loop in JavaScript
- While Loop in JavaScript
- Do While Loop in JavaScript
- Nested Loop in JavaScript
- Break and Continue Statement in JavaScript
- What is Functions?
- How to Define and Invoke a Function?
- Arguments and Parameter in Functions
- Understanding Return from Functions
- Function Expression in JavaScript
- Deep Look into Functions (2 Class)
- What is Object Literal
- Object Properties & Methods in JavaScript
- Remove Object Properties
- Comparing Two Objects
- Iteration through Properties
- Understanding the DOM
- DOM Selection
- DOM Manipulation
- DOM Events

## <u>iQuery</u>

- Introduction to jQuery
- DOM Selection with jQuery
- DOM Manipulation with jQuery
- jQuery Events
- jQuery Plugins
- jQuery vs Vanilla JS

## **React JavaScript**

#### **Introduction to Frontend Development**

- 1. Why we need Frontend Development
- 2. How traditional Websites work
- 3. How modern Web Apps work
- 4. Let's First Use some modern Web App
- 5. Why React?
- 6. Major Topics of React To be Covered

#### **React Components**

- 1. Understanding Components from a Theoretical point of view
- 2. When will we create components?
- 3. Two major building blocks of Components I) Data Layer II) Presentation

#### Layer

- 4. Understanding Components from Code Level
- 5. Props- Why and How
- 6. Component Composition

\*\*Assignment 1 - Create A BioData Type simple App with React Components\*\*

#### React State - use State (Our First React Hook)

- 1. Why do we need a state?
- 2. What is a State?
- 3. How to use State in React
- 4. Concept of Immutability in React State mechanism
- 5. Building a Counter Application with the power of React State

\*\*Assignment 2 - Create A Simple Counter Application \*\*

- Events Handling in React

- Form Handling in React
- Two-way data binding in React
- Working with Lists
- Conditional Rendering in React
- Virtual DOM and Rendering mechanism in React
- \*\*Project 1 Assignment 3 Creating a Note-Taking Application \*\*

  \*\*Project 2 Assignment 4 Creating a Simple Student Attendance
  Application \*\*
- State Lifting in React What, Why, How
- \*\*Assignment 4 Recreate the Student Attendance Application with the State Lifting mechanism\*\*
- React Context API What, Why, How
  - 1. use context Hook
  - 2. How to create context
  - 3. How to pass data through Context API
- \*\*Assignment 5 \*\* \*\*Recreate the Student Attendance Application with the Context API \*\*
- Working with 3rd Party APIs use effect Hook
- How to create a full fake API with the \*\*JSON-server\*\* package
- How to create HTTP requests in React Application
  - 1. GET request Data Fetching
  - 2. POST request Data creation
  - 3. PUT/PATCH method Data updating
  - 4. DELETE method Data removing
- Handling Complex States useReducer Hook
- Using useReducer together with Context API to manage complex Global State
- React Router Frontend Routing

- \*\*Project 3 Assignment 6- Creating a Trello Clone (A Project Management Application) from Frontend with React\*\*
- Debugging in React Apps
- Styling options in React
- useRef Hook How to get access directly to the DOM through React
- React Fragments

#### -Performance Optimization in React

- 1. memo Function
- 2 useMemo Hook
- 3. use callback Hook
- Custom Hooks Creating our own React Hooks!
- Redux The most Popular State management tool for React
  - 1. Why we need Redux
  - 2. Redux vs Context API
  - 3. Reducers in Redux
  - 4. Dispatching Actions in Redux
  - 5. Action Creator in Redux
  - 6. Asynchronous Actions in Redux Redux Thunk
  - 7. use selector hook to access state in Redux
  - 8. useDispatch hook to dispatch actions in Redux
  - 9. Redux Middlewares
  - 10. Redux Devtools
- \*\*Project 4 Assignment 7 Creating a Full Featured Shopping Cart Application using Redux\*\*
- Redux Toolkit A more accessible approach to using Redux
- \*\*Assignment 8 Recreating the Shopping Cart Application using Redux Toolkit\*\*
- A more accessible approach to data fetching React Query and Redux Toolkit Query

#### - Next Js - The production-grade React Framework

- 1. What is Next Js
- 2. Why do we need it
- 3. Client-Side Rendering vs Server-Side Rendering
- 4. Routing and Dynamic Routing in Next JS
- 5. Important features of Next Js
- 6. Static Site Generation
- 7. Incremental Static Generation
- 8. Server-Side Rendering
- Error Boundary in React
- Class-based components in React
- Higher-order Components in React
- Code Splitting in React
- \*\*Project 5 Assignment 9 Create a complete E-commerce/Blog Application with Authentication, Authorization (Both User Facing Application and Admin Dashboard (minimalist) Application)\*\*

## **Python:**

- 1. Introduction to Python, installing Python, setting up IDE, and running your first Python code
- 2. Basic I/O
- 3. Basic data types
- 4. Arithmetic & logical operations
- 5. Python variables and built-in functions
- 6. Python libraries installing and using them, NumPy, math
- 7. Python strings creation, slicing, manipulation, and methods
- 8. Conditional operation
- 9. Python lists creation, manipulation, and functions
- 10. Python tuples creation, manipulation, and functions
- 11. Python dictionaries creation, manipulation, and functions.
- 12. Looping while loop and for loop
- 13. List comprehension using looping
- 14. User-defined functions in python structure, arguments, returning values and using them in a program
- 15. Using functions as arguments in another function
- 16. Python sets and sets functions
- 17. Random numbers in Python
- 18. Python file I/O, reading and writing using files.
- 19. Some useful Python libraries pandas, NumPy, matplotlib, SciPy
- 20. Python errors: understanding and handling them
- 21. Try catch block in Python
- 22. OOP in python introduction, writing a class, creating objects
- 23. Constructors and Destructors
- 24. Inheritance in Python OOP

**Backend Project with Python** - creating a game, management system, or any functional content

## **Django**:

- 1. Introduction to Django, setting up a virtual environment
- 2. Creating a Django project
- 3. Understanding each component in the project
- 4. Running the Django project
- 5. Creating a Django app
- 6. Url configuration and routing
- 7. Views and writing a view function
- 8. Creating and running a simple static webpage.
- 9. Page redirection using views and URL pattern

#### Assignment - Create a fully functional static website

- 10. Passing data to a webpage
- 11. Django database: introduction, built-in database, and manual connection
- 12. Adding, retrieving, and deleting data from a database
- 13. Running SQL code on the database
- 14. Making a website dynamic with a database.
- 15. Database and Models
- 16. Writing our first model
- 17. Django model data types
- 18. File handling in Django: image, audio, video, etc
- 19. Static and media directory settings in Django
- 20. Django admin module: introduction
- 21. Functionalities of admin module

# Assignment: Creation of a dynamic site with admin controls (e.g - a library manager)

- 22. Django forms introduction and creation.
- 23. Storing data in a database using forms
- 24. Using crispy for forms
- 25. Creating a simple login logout feature on a webpage.

**Project**: Creating a simple version of IMDB

**Project:** Creating a simple e-commerce platform

**Project:** Individual project with Django and frontend tools

## **SQL**:

- 1. Data and Database
- 2. Schema, Tables, Fields, Records
- 3. Data Types in Database
- 4. Primary & Foreign Keys
- 5. Entity Relationships: one to one, one to many, and many to many
- 6. What is SQL, the definition of DDL, DML, DCL, DQL
- 7. DQL: the Select statement
- 8. Where Keyword
- 9. Conditions in SQL
- 10. Order by and Group by
- 11. Join keyword
- 12. Aggregate functions
- 13. Sub-Queries
- 14. DDL: Create, Alter and Drop
- 15. DML: Insert, Update, Delete and Select
- 16. DCL: Commit, Rollback, etc
- 17. Writing Complex queries