Problem solving using computers

1. The Logic behind Computers
2. The Grammar of Computer Languages
3. A set of solvable problems
4. Design of Functions
5. Objects with their States and Behaviours

Mathematical Logic behind Computer Programming Languages

1. Digital Logic
2. Syntactic Structure
3. Imperative Programming
4. Functional Programming
5. Object Oriented Programming

Artificial Intelligence with simple Mathematics (Foundation of A.I)

1. Intelligent Agents
2. Searching Problems
3. Knowledge, Reasoning, Planning, Learning, Communication, Perceiving and Action
4. AI programming

As we follow the 20/80 rule, our coaching based on the above syllabus consists of 20% Theory 80% Practical throughout the time students spend on training.