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In the previous weeks class that i have learned contain this main points

1.UX research

* What is UX research ?

User experience (UX) research is the process of understanding how users interact with a product or service. It's used to improve the design of products and services.

* In what area can UX research be applied?
* The importance of doing the research.
* What is the aim of doing research including what kind of problem will we try to solve?
* What method will we use in the process of research?
* What are the types of research?

2.Ux Design

Under this point i learned and catch points like:-

* For what purpose will we design ?
* What do we need to design something?
* What are the types of color?
* What things should we consider when we try to design something?
* What are the elements and principles of design?

3.Frontend Mobile Development

Under this class

* What is Github , and its purpose ?
* How can we use it for project collaboration?
* How do we use the terminal to push something into github?
* What are the commands when we use the terminal?
* What is Kotlin? How can I create a file of kotlin?

4.Quality assurance

* What is quality assurance?
* In what condition could be QA applied?
* What are the models of SDLC(software development life cycle)
* What are the functional and non functional requirements?
* What is the login page ?

5. Product Management

* What is the product?
* What is the role of product manager?
* What should we do before the product come out?

6.DAS

* What is data ?
* What are the functions of the components of a computer?
* How should we give attention to our laptops by knowing the things that happen in the laptop?
* What is the difference between RAM and ROM?
* How can we calculate the binary?

7. Frontened Web

* About html
* About email
* How can we set an email
* Structures

8.Backened

* What is python ?
* What are the commands of python?