

# Build Modern ETL Data Pipeline using Informatica cloud

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Topic Name : BIG DATA

Sub-topic Name : BIG DATA PROJECTS

Course link : <https://ineuron.ai/course/Build-Modern-ETL-Data-Pipeline-using-Informatica-cloud>

## Course Description :-

A very common use case in data engineering is to build an ETL system for a data warehouse, to have data loaded in from multiple separate databases to enable data analysts/scientists to be able to run queries on this data since the source databases are used by your applications and we do not want these analytic queries to affect our application performance and the source data. In this project, we will build an ETL system with Informatica cloud. Informatica Cloud is an on-demand subscription service that provides a complete platform for cloud integration and data management.

## Course Features :-

- => Do Everything In Industry Grade Lab
- => Learn As Per Your Timeline
- => Hands-On Industry Real-Time Projects.
- => Self-Paced Learning
- => Dashboard Access

## What you will learn :-

- => Real Time Projects
- => Build Modern ETL Data Pipeline using Informatica cloud
- => Components of a Data Engineering Platform
- => Building ETL Pipeline
- => How to store data in the data warehouse
- => Build Dashboard using Tableau
- => Informatica Cloud

## Requirements :-

- => System with minimum i3 processor or better
- => At least 4 GB of RAM
- => Working internet connection
- => Dedication to learn

## Instructors :-

- => MD Imran :
  - ~ Working as Data Scientist with experience in solving real world business problems across different domains.

## Curriculum details :-

- => Welcome to the Course :
  - ~ Course Overview
  - ~ Dashboard Introduction
- => Project :- Build Modern ETL Data Pipeline using Informatica cloud :
  - ~ Introduction of Instructor
  - ~ Introduction to ETL and Informatica
  - ~ Project Overview
  - ~ End Notes
  - ~ Problem Description
  - ~ Understand the application scope
  - ~ Tour to existing solution
  - ~ End Notes
  - ~ Informatica Cloud set up
  - ~ Aws services
  - ~ Data Visualization Tools
  - ~ End Notes
  - ~ Solution Description
  - ~ Data Architecture
  - ~ Tour to Architecture diagram
  - ~ Cost Involved
  - ~ End Notes
  - ~ upload data to AWS S3
  - ~ set up Postgres SQL and create schemas
  - ~ EL for AWS s3 to data warehouse
  - ~ EL for app database to data warehouse
  - ~ Transformation setup

- ~ *Creat models*
- ~ *schedule monitor and alerting setup*
- ~ *Conclude the project*
- ~ *Assignments & External Resources*

# Text To Speech

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Topic Name : DATA SCIENCE

Sub-topic Name : NLP PROJECT

Course link : <https://ineuron.ai/course/Text-To-Speech>

## Course Description :-

This is a Python project for converting text to speech in English with various accents. We will create a script that will make use of the gTTS library. The code will be written in a modular way, with a good user end point application.

## Course Features :-

- => Do Everything In Industry Grade Lab
- => Learn As Per Your Timeline
- => Hands-On Industry Real-Time Projects.
- => Self Paced Learning
- => Dashboard Access

## What you will learn :-

- => Real Time Projects
- => Text To Speech
- => Implementation Python oops concepts.
- => Modular Coding
- => gTTS
- => Flask

## Requirements :-

- => System with minimum i3 processor or better
- => At least 4 GB of RAM
- => Working internet connection
- => Dedication to learn

## Instructors :-

=> Rishav Dash :

~ This is Rishav Dash. I am a Jr. Data Scientist and mentor at INeuron.ai with working experience in computer vision, natural language processing, Machine Learning, and Alops. Hands-on experience leveraging machine learning, deep learning, transfer learning models to challenging real-world problems, and building products to solve peoples problems.

## Curriculum details :-

- => Welcome to the Course :
  - ~ Course Overview
  - ~ Dashboard Introduction
- => Project :- Text To Speech :
  - ~ Introduction of Instructor
  - ~ Project Overview
  - ~ End Notes
  - ~ Problem Description
  - ~ Understand the application scope
  - ~ Tour to existing solution
  - ~ End Notes
  - ~ Solution Description
  - ~ Notebook Walkthrough
  - ~ Cost involved
  - ~ End Notes
  - ~ Structure overview
  - ~ Utils
  - ~ Pipeline
  - ~ Frontend app design
  - ~ Docker
  - ~ Tour to the cloud and Service Overview
  - ~ Heroku
  - ~ Workflow
  - ~ Conclude the project
  - ~ Points to improve from current project
  - ~ Assignments & External Resources

# Web Automation Using Selenium Community Class

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Topic Name : TESTING

Sub-topic Name : AUTOMATION TESTING

Course link : <https://ineuron.ai/course/Web-Automation-Using-Selenium-Community-Class>

## Course Description :-

In this course you will learn automation testing using Selenium. Selenium is one of the testing suite which has different components Selenium WebDriver, Selenium IDE, Selenium Grid. During this course, you will learn how to automate web application using Selenium 4. You can automate Smoke test, Regression test and end to end test cases.

## Course Features :-

- => Course material
- => Course resources
- => On demand recorded videos
- => Practical exercises
- => Quizzes
- => Assignments
- => Course completion certificate

## What you will learn :-

- => Getting Started With Automation Testing - Orientation Program
- => Roadmap to learn Automation Testing
- => Different tools for automation in each category
- => Web Automation using Selenium
- => Interacting with Web Elements
- => Automating Web Application End-to-End Scenarios Using Selenium

## Requirements :-

- => System with Internet Connection
- => Interest to learn
- => Dedication

## Instructors :-

=> Mukesh Otwani :

~ Myself Mukesh Otwani having 10 years of experience in Automation Testing and worked with Dell International and SAP Labs India. I am also passionate teacher, mentor, have been into teaching for 8 years now and running a YouTube channel with 137000 subscribers and 480+ videos on different tools and libraries.

## Curriculum details :-

- => Day 1 :
  - ~ Getting Started With Automation Testing - Roadmap to learn Automation Testing
- => Day 2 :
  - ~ Getting Started With Selenium - Downloading and Installation - WebDriver and WebElement Commands
- => Day 3 :
  - ~ Interacting With WebElements
- => Day 4 :
  - ~ Automating Web Application Using Selenium 4

# Complete iOS 16 Developer with Swift and 8 Apps

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Topic Name : MOBILE DEVELOPEMENT

Sub-topic Name : IOS

Course link : <https://ineuron.ai/course/Complete-iOS-16-Developer-with-Swift-and-8-Apps>

## Course Description :-

Learn iOS development with SwiftUI and building a lot of apps.

## Course Features :-

- => Course material
- => Course resources
- => On demand recorded videos
- => Practical exercises
- => Quizzes
- => Assignments
- => Course completion certificate

## What you will learn :-

- => Introduction to iOS development
- => Xcode
- => Operators and Range in Swift
- => String and interpolation
- => Array and methods in Array in swift
- => Dictionary in depth in swift
- => Sets in swift programming
- => Tuples in swift
- => Structs in swift
- => Structs Vs Class
- => Building Project 1 - Profile app
- => Project 2 - Custom shape and slots
- => Project 3 - Calculator with animation
- => Project 4 Splash screen
- => Project 5 - Shopping app with multi screen

## Requirements :-

- => System with Internet Connection
- => Interest to learn
- => Dedication

## Instructors :-

=> Hitesh Choudhary :

~ I like to make videos related to code and tech in my free time. I also lead a few tech teams in startups, help in hiring talent for companies. I am also on a part time traveller, with 31 countries checked off so far!

## Curriculum details :-

- => Introduction to iOS development :
  - ~ Introduction to iOS development and prerequisites
  - ~ A tour of XCode
  - ~ Hello world in Swift
  - ~ A bit of history of swift with Objective C
- => Getting started with swift :
  - ~ Variables and Constants in Swift
  - ~ Operators and Range in Swift
  - ~ String and interpolation
  - ~ Methods in Strings
  - ~ A caution in type conversion
  - ~ Can user pay Logical Operators
  - ~ Optional binding and forced unwrapping
  - ~ We missed reading the docs
- => More datatypes in swift :
  - ~ Array and methods in Array in swift

- ~ Dictionary in depth in swift
- ~ Sets in swift programming
- ~ Tuples in swift

=> Going all indepth of swift :

- ~ if else and optional unwrapping
- ~ Control flow statements
- ~ Functions in swift programming
- ~ Indepth of Closure 2C autoclosure and escaping
- ~ Enums and indirect enums
- ~ Structs in swift
- ~ Structs Vs Class
- ~ Classes and reference type
- ~ Properties in swift
- ~ Methods in swift

=> Advance swift programming concept :

- ~ Inheritance in swift
- ~ init in depth in swift
- ~ Deinit in swift
- ~ Error handling in swift
- ~ Protocols in swift

=> Building Project 1 - Profile app :

- ~ Zstack 2C HStack and VStack
- ~ Create a new app in XCode
- ~ Getting started with Zstack and VStack
- ~ Moving into VStack
- ~ Nested Stacks in swift UI
- ~ Finishing our first app

=> Project 2 - Custom shape and slots :

- ~ Theory behind custom shapes in iOS
- ~ From figma to XCode shape
- ~ State 2C rawValue and Identifiable
- ~ More on State and HStack
- ~ Getting button in our app
- ~ Finishing up slot machine game

=> Project 3 - Calculator with animation :

- ~ RawValue in swift
- ~ Starting a calculator project - assets
- ~ Defining Model for calculator
- ~ Getting keys sorted out for calculator
- ~ Animation in swift ui
- ~ Adding buttons for calculator
- ~ Learn to calculate element width and height
- ~ Loading up views on home screen
- ~ Finishing up the calculator logic part

=> Project 4 Splash screen :

- ~ Getting started with Splash screen
- ~ Finishing up a splash screen

=> Project 5 - Shopping app with multi screen :

- ~ Demo of Shopping app with Navigation
- ~ Importing all assets of fruits
- ~ Building on boarding screen with navigation
- ~ Models for fruit and near you
- ~ Handling the fruit card
- ~ Horizontal scroll view
- ~ Passing value from one screen to another
- ~ Design detail view part 1
- ~ Counter in detail screen
- ~ Vertical scroll view
- ~ Assemble fruit cart app
- ~ Resolving minor UI issue

=> Project 6 - Building LinkedIn UI clone :

- ~ What we will build - LinkedIn
- ~ Search bar component
- ~ Models in linkedin UI
- ~ Each connection request
- ~ Building my Network screen
- ~ Making home cards
- ~ Home screen top view
- ~ Building Home Screen
- ~ Launch linkedin UI in simulator

=> Project 7 - Todo App - Read the docs :

- ~ What are user defaults
- ~ What is Codable protocol
- ~ Model with Identifiable and Codable
- ~ What are ObservableObject and Published
- ~ UserDefaults with unique key
- ~ Get values from UserDefaults
- ~ CRUD operations in Todo list
- ~ DispatchQueue in depth
- ~ Navigation View and Link
- ~ State management in swift ui
- ~ Take user input and add it to Model

- ~ Adding Todo 27s on Home screen
- ~ Finishing up todo app with gesture implementation

=> Project 8 - Handling API and building pokemon app :

- ~ What is API and formatting
- ~ Create a model for API response
- ~ Fetching data from API endpoint
- ~ List and async calls
- ~ Kingfisher - Third party packages
- ~ Install third party packages
- ~ What are extensions in swift
- ~ Issues in Data and API call
- ~ Creating a data extension
- ~ Using KFImage
- ~ Gridviews and LazyVStack
- ~ Debugging the pokemon app