ANDROID TECHNOLOGY - SYLLABUS

1. Android Introduction
- a. Introduction
- b. Android History
- c. Android Versions
- d. Android OS Market Share
- e. Need Of Android
- f. Execution In Android
- g. Drawback
- h. Drawback Removed By Android
- i. What You Should Know j. Open Handset Alliance

2. Android Architecture
- a. Linux Kernel
- b. Android Runtime
  - i. Virtual Machine
  - ii. Process Virtual Machine
  - iii. Dalvik Virtual Machine
  - iv. Library
- c. Application Framework
- d. Application

3. Application Of Android
- a. Android Feature
- b. Future Scope
- c. Google Play

4. Android Software Development Kit
- a. System Requirements
- b. Eclipse And SDK Installation
- c. AVD Manager
  - i. Installing AVD Plugin
  - ii. Creating and Starting AVD

5. Android Components
- a. User Interface Components
  - i. Activity
    1. Life Cycle Of Activity
    2. Context
  - ii. Manifest File

PYTHON – DJANGO

Introduction
- What is Django?
- Installing Django

Views
- Your first view
- Mapping urls to Views
- How Django process requests?
- Url Patterns
- 404 Errors

Templates
- Template Basics
- Contexts
- Built-in tags & filters
- Using Template in Views

Models
- Define Models
- Setting up database access
- Creating Django App(s)
- Defining Model Fields
- Creating a model
- How to create tables for models in DB
- Inserting & Updating data
- Deleting objects

Django Admin Interfaces
- Enabling Admin Interfaces
- Creating admin user

Django Forms
- Forms in Django
- Searching Query
- GET & POST Methods
- Form Fields in Django
- Building a form in Django

Project (Assigned by the respective trainerto the individual/group)

.NET TECHNOLOGY SYLLABUS

ASP.NET	ADVANCE ASP.NET	MVC

C# LANGUAGE PROGRAMMING
 	
INTRODUCTION
1) Microsoft Visual Studio .Net Editor
2) .Net Framework
3) Internet Information Services
4) Static And Dynamic Page
 	
STATE MANAGEMENT AND LIFE CYCLE OF PAGE
1) Viewstate
2) Session
3) Application
4) Hidden Control
 	
WEB SERVER CONTROL
1) Standard Control
2) Navigation Control
3) Validation Control
4) Login Control
5) Html Control
6) Data Control
 	
✓ **Web User Control**
✓ **E-Mailing & Sending Feedback**
✓ **Concept Of Master Page**
✓ **Database Connectivity**
	1) Cookies
	2) Java Script
	3) Crystal Report
	4) Security
	5) Caching
	6) Developing Namespace
	7) Profile
	8) Error Handling
	9) Ajax Control Toolkit
	10) Web Configuration File
	11) Xml Database
	12) Cascading Style Sheet Theme (Skin File)
	13) Web Setup And Deployment
	
	SILVERLIGHT
	2) Silverlight Introduction
	3) Silverlight Application Layout Of Silverlight
	  a) **Grid Layout**
	  b) **Stack Panel**
	  c) **Canvas Layout**
	4) Database Handling In Silverlight
	  a) Silverlight With Webservice
	  b) Silverlight Application With LINQ & WCF
	  c) Three Tier Architecture
	5) **Application With Silverlight**
	
	✓ **WCF**
	✓ **WPF**
	✓ **UNQ**
	✓ **JQUERY**
	✓ **.NET REMOTING**
		1) MVC Introduction
		2) MVC Application
		3) MVC Folders
		4) MVC Layout
		5) MVC Reference
		6) MVC Publish
		7) MVC HTML Helpers
		8) MVC Security
		9) MVC Controllers
		10) MVC Views
		11) MVC Database
		12) MVC Models
		
		DATABASES
		  1) SQL SERVER
		  2) MYSQL
		  3) ORACLE (SQL PLUS)
		
		NOTE – Database Connectivity with all the three databases will be undertaken.
		
		PROJECT TRAINING
		✓ **Project Topic Selection**
		✓ **Database Development**
		✓ **Synopsis Preparation**
		✓ **Project Development**
		✓ **Testing And Validation**
		✓ **Documentation**
		✓ **Web Hosting**

AUTO CAD – CIVIL, MECHANICAL

AUTO CAD - SYLLABUS

1. Getting Started with AutoCAD
- Starting AutoCAD, AutoCAD's User Interface
- AutoCAD's Cartesian Workspace
- Basic Drawing & Editing Commands
- Drawing Lines, Circles, Rectangles
- Drawing Precision in AutoCAD
- Using Running Object Snaps
- Using Object Snap Overrides
- Drawing with Snap and Grid
- Making Changes in Your Drawing
- Selecting Objects for Editing
- Moving, Copying, and Mirroring Objects

2. Further Concepts
- What are Layers? Layer States
- Creating New Drawings With Templates
- <u>Advanced Object Types</u> - Drawing Arcs, Drawing ,Polylines, Editing Polylines, Drawing Polygons, Drawing Ellipses

- <u>Annotation Styles</u> - Creating Text Styles, Creating Text Styles, Creating Dimension Styles, Creating Multilayer Styles
- <u>External References</u> – Attaching external references
- <u>Dynamic</u> - Working with Dynamic Blocks, Creating Dynamic Block Definitions, Dynamic Block Authoring Tools
- <u>Attributes</u> - Inserting Blocks with Attributes, Editing Attribute Values, Defining Attributes, Extracting Attributes
- <u>External References</u> - Attaching External References, Modifying External references, Xref Specific Information

5. Solids Modeling
- Introduction to 3D Modeling
- Creating Solid Primitives
- Creating Models
- Creating Composite Solids
- Working in 3D

- Working with Object Properties, Measuring Objects
- Inheritance, Polymorphism
- Interfaces and Abstract Classes
- Advanced Editing Commands
- Trimming and Extending Objects
- Stretching Objects
- Creating Fillets and Chamfers
- Creating Arrays of Objects
- **Inserting Blocks** – Blocks, Working with Dynamic Blocks, Inserting Blocks Using Design enter
- **Setting Up a Layout** - Printing Concepts, Working in Layouts, Creating Viewports
- **Printing Your Drawing** - Printing Layouts, Printing from the Model Tab
- **Text -** Working with Annotations, Adding Text in a Drawing

3. Adding Dimensions
- Dimensioning Concepts
- Adding Linear Dimensions
- Adding Radial and Angular Dimensions
- Editing Dimensions
- Adding Notes to Your Drawing

4. Advanced AutoCAD Concepts
- **Accurate Positioning** - Coordinate Entry, Locating Points with Tracking, Construction Lines, Placing Reference Points
- **Parametric Drawing** – Constraints, Geometric Constraints, Dimensional Constraints
- **Creating Templates** - Controlling Units Display, Creating New Layers, Adding Standard Layouts to Templates

6. Modeling from 2D
- Creating Models from Cross Sections
- Converting 2D Objects to Solids or Surfaces

7. Editing Models
- Adding Details to Your Solid Models
- Converting Objects
- Editing Solid Models
- Extracting Geometry from Solid Models
- Changing the Model Position
- Duplicating Information from Solid Model
- Getting Information from 3D Objects

8. Sectioning a Model and Generating Drawings
- Sectioning a Solid Model and Generating 2D Geometry
- Creating Drawing from 3D Models

9. Using Visual Styles

10. Using light

11. Using Material

12. Rendering

13. Using Cameras and View

14. Setting Up a Layout

15. Printing Your Drawing

INTRODUCTION TO ANDROID FRAMEWORK

Databases

Web pages are designed for people. For the Semantic Web, we need to look at existing databases.

MySQL   ORACLE   SQLite   mongoDB

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