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| **\*Title of Training Program:** Problem Solving and Data structures \***Duration:** 8 hours |

**Training Program Details:**

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| \*Objectives of Training Program The training will give’s over all idea about the Problem solving techniques and Data structure. |
| \*Training Aids Required1 White Board ,Marker ,Video player and speaker |
| \*Pre-requisites for attending Training Program  Basic knowledge in programming |
| \*Completion Criteria2 Completion of Assessment |
| \*Methodology3 Instructor Led Training |

**\*Prepared By**: Umamaheswari A \***Reviewed By**: \***Date: 4/6/2019**

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| Notes 1. Hardware/Software required including Projector, software to be loaded on the machine, Presentation slides , Handouts with version number etc.  2. Completion Criteria: Specify if any tests have to be conducted. Indicate pass mark.  3. Methodology: Indicate whether the Training is a formal class room Training, etc.  4. The outline of training program should give the name of each topic along with it's duration in detail. If applicable breaks between sessions should also be documented. 15 minutes of the duration of the course should be reserved for accepting feedback. |

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| **\*Outline of Training Program4** | | |
| **\*Name of Topic** | **\*Duration** | |
| **\*Hours** | **\*Minutes** |
| Algorithm Basics   * Heuristic approach/ Brute Force technique * Greedy approach * Divide and Conquer technique * Dynamic Programming technique | 2 | * 000000 |
| Data Structure Basics   * Data Structure Basics * Array * Linked List * Stack * Queue | 1 | 30 |
| Sorting Techniques   * Bubble sort * Insertion sort * Selection sort * Merge sort * Quick Sort | 1 | 30 |
| Searching Techniques   * Linear Search * Binary Search | * 1   1 | * 30   30 |
| Tree   * Tree Structure * Tree Traversal * Binary Search Tree * AVL Tree | * 1   1 | * 3030   00 |