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| **First Term (4 Months)** | |
| S01 - Structure Programming | S04 - Software Engineering |
| S01 - Object-Oriented Programming | S04 - Software Maintenance |
| S02 - Data Structure | S05 - Foundation of Basic Mathematics |
| S02 - Algorithm |  |
| S03 - DBMS |  |
| **Second Term (4 Months)** | |
| S06 – Fundamental Web Programming | S09 - Requirement Specification and Analysis |
| S06 – Front-End Development and Frameworks | S09 - Software Metrics |
| S07 – Back-End Development and Frameworks | S10 - Statistics |
| S07 - Full-Stack Development |  |
| S08 - Database Design and Administration |  |
| **Third Term (4 Months)** | |
| S11 - Virtualization and Cloud Computing | S14 - Project Management |
| S12 - Fundamental of DevOps Engineering | S14 - Testing and Quality Assurance |
| S12 - DevOps Tools | S15 - Combinatorial Optimization |
| S13 - Development Process |  |
| S13 - UML and Documentation |  |
| **First Term (4 Months)** | |
| S16 - Human-Computer Interaction | S20 - System Analysis and Design |
| S17 - Fundamental of Graphics Design | S20 - Software Security |
| S17 - Design Process | S21 - Numerical Analysis |
| S18 - UI Design |  |
| S19 - UX Design |  |
| **Second Term (4 Months)** | |
| S22 - Artificial Intelligence | S25 - Software Design and Analysis |
| S22 - Machine Learning | S25 - Architecture and Design Pattern |
| S23 - Pattern Recognizing and Image Processing | S25 - Software Architecture |
| S24 - Data Science, Big Data and Data Visualization | S26 - Mathematics for AI, ML and DS |
| S24 - Data Warehouse and Mining |  |
| **Third Term (4 Months)** | |
| S27 - Business Psychology | S32 - Theory of Computation |
| S28 - Business Studies for Engineers | S33 - Operating System and System Programming |
| S29 - Business Communication | S34 - Computer Network and Data Communication |
| S30 - English for Business Communication | S35 - Computer Organization |
| S31 - Professional Ethics for Information System | S36 - Distributed System and Parallel Computing |

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| **Concept Level** | Basic Key Concept |
| **Basic Level** | Basic Key Concept with Implementation |
| **Intermediate Level** | Intermediate Key Concept with Implementation |
| **Professional Level** | Professional Key Concept with Implementation |
| **Level** | Key Concept with Manipulation of Implementation |
| **First 5 Days** | GPT Notes of all the topics |
| Real-Life Problem Solving Example, Questions and Quiz – 10 / 20 |
| Competitive Problem Solving Questions |
| Interview Questions Similar as Google, Microsoft, OpenAI |
| Make a Schedule of 5 Days |
| Each day Create Summarized Note for each of the topics with the Implementation Practice |
| All the Summarized Notes must be Categorized in Different Group |
| Lines and Topics must be highlighted and Listed and Pointed |
| **Last 2 Days** | Review and Real-Life Implementation of all the Topics |
| Solve all the Question and Quiz |
| Market Analysis of the Product and Skills |
| Knowledge Sharing with Community and Make Own Group |

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| **SL/NO** | **Part One** | **Engineering and Development (DSA & DB)** |
| 01 | Structure Programming | Core Programming (C++ and JavaScript) |
| 02 | Data Structure | Core Programming (C++ and JavaScript) |
| 03 | Algorithm | Core Programming (C++ and JavaScript) |
| 04 | Database Management System | Database Design (MySQL and MongoDB) |
| 05 | Object-Oriented Programming | Core Programming (C++ and JavaScript) |
|  | **Part Two** | **Engineering and Development (Architect)** |
| 06 | Software Engineering |  |
| 07 | Software Design and Analysis | Micro-service, Scalability, Design Patterns – Data Intensive App |
| 08 | System Analysis and Design |  |
| 09 | Software Security |  |
| 10 | Professional Ethics for Information System |  |
|  | **Part Three** | **Engineering and Development (Web & AI)** |
| 11 | Web Technology and Frameworks | Web Development Basic (HTML, CSS, JavaScript) |
|  | Backend Development | Node.JS and Express.JS |
|  | Frontend Development | React.JS, State Management and Responsive Design |
|  | Full Stack Development | API, Authentication (JWT|QAuth) and Advanced JavaScript |
|  | Advanced Full Stack | Real-Time Apps (Web-socket) and Server-less Architecture |
| 12 | Artificial Intelligence and Machine Learning |  |
| 13 | Applied Data Science and Engineering |  |
|  | **Part Four** | **Product Management** |
| 14 | Requirement Specification and Analysis |  |
| 15 | Software Metrics |  |
| 16 | Testing and Quality Assurance | Manual Testing and Testing Automation Tool (Selenium) |
|  | QA Automation | Test Framework (Cypress|Appium), Perofrmance Testing |
| 17 | Project Management | Agile Methodology, Scrum, Stakeholder Management |
|  | **Part Five** | **Product Management (DevOps Engineering)** |
| 18 | Software Maintenance |  |
| 19 | Virtualization and Cloud Computing |  |
| 20 | DevOps Fundamental | Linux Command Line, Version Control, CI/CD Fundamentals |
|  | DevOps Advance | Docker, Kubernetes, Infrastructure as Code |
| 21 | Development Process |  |
|  | **Part Six** | **Design and User Experience** |
| 22 | Human-Computer Interaction |  |
| 23 | UI/UX Design Fundamental | Design Principle, Figma and Prototyping |
|  | UI/UX Design Advanced | Advance Prototyping, Usability Testing, Motion Design |
| 24 | Technical Writing and UML |  |

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| **SL/NO** | **Part Six** | **Computer science (Mathematics)** |
| 24 | Discrete Mathematics |  |
| 25 | Numerical Analysis |  |
| 26 | Probability and Statistics |  |
| 27 | Calculus, Deferential Equation and Analytical Geometry |  |
| 28 | Combinational Optimization |  |
|  | **Part Seven** | **Computer Science Part-1** |
| 29 | Theory of Computation |  |
| 30 | Operating System and System Programming |  |
| 31 | Computer Network |  |
| 32 | Distributed System and Parallel Computing |  |
|  | **Optional Group One** | **Computer Science Part-2** |
| 33 | Computer Organization |  |
| 34 | Computer Graphics and Multimedia |  |
| 35 | Mobile and Wireless Computing |  |
| 36 | Embedded System |  |
| 37 | Pattern Recognizing and Image Processing |  |
|  | **Optional Group Two** | **Business Computing and Customer Support** |
| 38 | Numerical Computation for Financial Modeling |  |
| 39 | Information Retrieval |  |
| 40 | Enterprise Information System |  |
| 41 | Data Mining and Warehouse |  |
| 42 | Business Psychology |  |
| 43 | Business Studies for Engineers |  |
| 44 | Business Communication | CRM, Communication Strategies, Handling User Feedback |
| 45 | Strategic Management |  |

Here’s a Bachelor of Science (BSc) degree-style curriculum table structured to cover Full Stack Development, Design, QA, DevOps, Project Management, Software Architecture, and Customer Support as Specialized areas. This schedule spans 8 semesters (4 years) and includes core courses, electives, projects, and industry-ready skills for expertise.

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| **Semester** | **Subject Area** | **Topics** | **Learning Resources** |
| 01 | Core Programming | Programming Fundamentals (Python, JavaScript),  Algorithms, and Data Structures | * Introduction to the Theory of Computation by Michael Sipser * CS50’s Introduction to Computer Science (Harvard) |
| 02 | Web Development Basics | HTML, CSS, JavaScript Basics | * HTML and CSS: Design and Build Websites by Jon Duckett * FreeCodeCamp Web Dev Guide |
| 03 | Backend Development | Node.JS, Express.JS, Database (SQL, MongoDB) | * Eloquent JavaScript by Marijn Haverbeke * MDN Backend Docs |
| 04 | UI/UX Design Basics | Design Principles, Figma, Prototyping | * The Elements of User Experience by Jesse James Garrett * Interaction Design Foundation |
| 05 | Frontend Development | React/Angular, State Management, Responsive Design | * Learning React by Kirupa Chinnathambi * Frontend Mastery by Codecademy |
| 06 | QA Testing Basics | Manual Testing,  Introduction to Automation Testing Tools (Selenium) | * Testing Computer Software by Cem Kaner * Test Automation University |
| 07 | Full Stack Development | APIs, Authentication (JWT, OAuth), Advanced JavaScript | * The Odin Project Full Stack Path |
| 08 | UI/UX Advanced | Advanced Prototyping, Usability Testing, Motion Design | * Don’t Make Me Think by Steve Krug * Design + Code Tutorials |
| 09 | Software Architecture | Micro-services, Design Patterns, Scalability | * Designing Data-Intensive Applications by Martin Kleppmann |
| 10 | Advanced Full Stack | Real-Time App (WebSocket), Server-less Architecture | * Node.JS in Action |
| 11 | QA Automation | Test Frameworks (Cypress, Appium), Performance Testing | * Continuous Testing for DevOps Professionals by Katrina Clokie |
| 12 | DevOps Basics | Linux Command Line, Git, CI/CD Fundamentals | * DevOps Full Course by Simplilearn |
| 13 | Project Management | Agile Methodology, Scrum, Stakeholder Management | * Scrum: The Art of Doing Twice the Work in Half the Time Agile M. |
| 14 | DevOps Advanced | Docker, Kubernetes, Infrastructure as Code | * The Phoenix Project by Gene Kim * Docker Documentation |
| 15 | Customer Support | CRM, Communication Strategies, Handling User Feedback | * Zendesk Customer Support Guide |
| 16 | Capstone Project | Build a Full-Scale Application Incorporating All Sills | * Mentorship Programs (linkedIn Learnig) * Personal GitHub Projects |

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| **Duration** | **Topics** | **Learning Resources** | **Practice Example** | **Collaboration Tools** |
| **Full Stack Development** | | | | |
| Week 1-4 | HTML, CSS, JS Basic | * HTML & CSS by Jon Duckett * FreeCodeCamp | * Build a Portfolio Website * Frontend Mentor Challenges | * GitHub for version control * Discord for team discussions |
| Week 5-8 | Backend  (Node.JS, MongoDB) | * Eloquent JavaScript by Marijn Haverbeke * The Odin Project | * Build a REST API for a blog * API Practice | * GitLab for collaboration * Trello for task management |
| Week 9-12 | Advanced Full Stack  (React, Authentication) | * Learning React by Kirupa Chinnathambi * Scrimba React | * Build a real-time chat app * Socket.IO Demos | * VS Code Live Share for coding together |
| **Design and User Experience** | | | | |
| Week 1-3 | UI/UX Basics, Figma | * The Elements of User Experience by Jesse * Figma Tutorials | * Redesign a popular app’s interface * Daily UI Challenges | * Figma Collaboration Tools * Miro for brainstorming |
| Week 4-5 | Prototyping, User Research | * Don’t Make Me Think by Steve Krug * User Research Basics | * Conduct a usability test for a basic prototype | * Optimal Workshop for usability testing |
| Week 6-8 | Advanced Design  (Motion, Accessibility) | * Google UX Design Certificate | * Create an accessible app interface * Contrast Checker | * XD Team Collaboration Features |
| **Software Architecture** | | | | |
| Week 1-3 | System Design Basic,  Micro-services | * Designing Data-Intensive Applications by Martin Kleppmann | * Design an architecture for a social media platform | * Lucidchart or Draw.io for diagramming |
| Week 4-6 | Scalability,  Performance Optimization | * System Design Primer | * Optimize database queries | * AWS Architecture Tools |
| **QA Engineering** | | | | |
| Week 1-2 | Manual Testing Basics | * Testing Computer Software by Cem Kaner * ISTQB Foundations | * Test an e-commerce Website * Bug Reporting Practice | * Jira for test tracking * TestRail for test management |
| Week 3-6 | Automation Testing  (Selenium, Cypress) | * Test Automation University | * Write test cases for a web app * Selenium Project Ideas | * Browser-Stack for cross-browser testing |
| Week 7-8 | Performance and Security Testing | * OWASP Testing Guide | * Load test with JMeter * Penetration test a small API | * OWASP ZAP for security testing |
| **DevOps** | | | | |
| Week 1-2 | CI/CD Basics, Git, Docker | * The Phoenix Project by Gene Kim * Docker Documentation | * Set up CI/CD with GitHub Actions * Create a Dockerized web app | * Jenkins for pipeline * Docker Hub for collaboration |
| Week 3-5 | Kubernets,  Infrastructure as Code | * Kubernetes Tutorials | * Deploy an app using Kubernetes * Practice with Terraform | * Kubernetes Dashboard |
| Week 6-8 | Advanced Monitoring and Security | * Prometheus and Grafana Docs | * Monitor a live app * Visualize server performance | * Prometheuse and Grafana Tools |
| **Project Management** | | | | |
| Week 1-2 | Agile, Scrum Basics | * Scrum: The Art of Doing Twice the Work in Half the Time by Jeff Sutherland | * Plan a mock sprint with your team | * Trello/Asana for Agile project management |