1. **HTML 5**
   - Tags, Table, Div, Select, Radio, Calendar, Text, Pass, Checkbox, List, Ul, Ol, Menu
   - Input types, semantic elements, form attributes, geo location

2. **CSS 3**
   - Inline, external, class, id
   - Margin, padding, background, border, algin, float, width, height, font, color, zindex
   - Text effect, font, transforms, Transitions, Animations
   - Event- onfocus, onlost, mouseover

3. **JavaScript**
   - Event, Validation, Function, Document.getSelecetById(), Load (), Popup
   - Variables, Array Methods, Loops (for, foreach, map, while, and so on), conditional statement (if, else, switch), Date method, Math method
   - Unit Testing Frameworks
   - TypeScript: Types, Interfaces, Enums, Arrays
   - Typescript vs JavaScript — What's the Difference?

4. **ASP.NET**
   - Variables, Array Methods, Loops (for, foreach, map, while, and so on), conditional statement (if, else, switch), Date method, Math method, file reading, file writing
   - Access specifier, interface, abstract classes
   - Web API
   - JWT token
   - Three tier, web method, Ajax, Json
   - Entity framework, LINQ

5. **SQL SERVER**
   - Join, Insert, Update, Delete, Procedure, Function, Cursor, Trigger, If Else, Switch, Try Catch, While/For, Case

6. **Unit testing:**
   - Write unit testing for basic function
   - Write unit testing for database function
   - XUnit
   - MOQ

7. **CODING STANDARD.: Clean code: Need to do any clean code course from free or paid at your side**

8. **React.js**

React:

- Introduction
- Components
- Functional Components
- Class Components

- JSX
- Props
- State
- Folder Structure
- setState
- Conditional Rendering
- List and Keys
- Form Handling
- Lifecycle Methods
- Mounting Lifecycle
- Update Lifecycle
- Fragments
- Pure Components
- Memo
- Refs
- Error Boundary
- Higher Order components
- Render Props
- Context
- HTTP GET,HTTP POST

REACT HOOKS:

- Introduction
- useState Hook
- useState with previous state
- useState with objects
- useState with array
- useEffect Hook
- useEffect after render
- Conditionally run effects
- Run effects only once
- useEffect with cleanup
- useEffect with incorrect deps
- useEffect Fetching Data
- useContext
- useReducer Hook(Simple,Complex)
- Multiple useReducers
- useReduser with useContext

- Fetch data with useReducer
- useState v/s useReducer
- useCallback Hook
- useMemo Hook
- useRef Hook