Our fees structure for internship training

S.no	Courses	Projects	Fees	Durations
1.	**Web development**	1 project	10000	45 days
	Php + laravel			
	React js+ node js			
2.	**Basic web design**	1 live project	20000	90 days + 3 months training certificate
	React js, node js , mongo db			
	Advance web design	2 live projects	40000	6 months
	React js , node js, mongo db			
3.	**Web design**	Project	10000	45 days
	photoshop			
	Psd			
	Psd to html			
	Bootstrap			
	React js converts pages			

	Advance web design		30000	4 months
	photoshop Psd Psd to html Bootstrip React js converts pages			
4.	**Mobile application**		15000	45 days
	Basic React native			
	Advance		40000	3 months
	Basic flutter		15000	45 days
	Advance		40000	3 months
	Native			
	Android		15000	45 days
	Advance		40000	3 months

	Ios		15000	45 days
	Advance		50000	3 months
5.	**Digital marketing**		25000	3 months

Course Title: iOS Development

Course Description:

This course introduces students to the fundamentals of iOS app development using Swift programming language. Students will learn how to design, develop, and deploy iOS applications through a combination of lectures, hands-on coding exercises, and projects.

Prerequisites:

- Basic understanding of programming concepts
- Familiarity with the macOS environment
- Access to a Mac computer running macOS

Course Objectives:

- Understand the basics of iOS app development
- Learn Swift programming language
- Design user interfaces using Interface Builder
- Implement app functionality using Swift and Xcode
- Deploy apps to the App Store

Week 1-2: Introduction to iOS Development

- Overview of iOS development

- Introduction to Swift programming language - Setting up Xcode and iOS simulator

- Basics of UIKit framework

- Building a simple "Hello World" app

Week 3-4: User Interface Design

- Interface Builder and Storyboards

- UI elements: labels, buttons, text fields, etc.

- Auto Layout and constraints

- Navigation controllers and segues

- Building a basic multi-screen app

Week 5-6: Intermediate Swift

- Functions and closures

- Optionals and error handling

- Collections: arrays, dictionaries, sets

- Structs and classes

- Introduction to protocols and delegates

Week 7-8: Data Persistence

- Working with UserDefaults

- Introduction to Core Data for data storage

- File management: reading and writing files

- Implementing data persistence in apps

Week 9-10: Networking and APIs

- Making network requests with URLSession

- Parsing JSON data

- Introduction to RESTful APIs

- Consuming APIs in iOS apps

- Error handling in network requests

Week 11-12: Advanced Topics

- Introduction to asynchronous programming

- Grand Central Dispatch (GCD) and DispatchQueue - Multithreading and concurrency

- Advanced UI customization techniques

- Best practices and performance optimization

Week 1: Introduction to Swift Programming

1.

Day 1-3: Basics of Swift

- Introduction to Swift programming language

- Variables, Constants, and Data Types

- Operators and Expressions

2. *Day 4-5: Control Flow* - Conditional Statements (if, else, switch) - Loops (for, while) - Control Transfer Statements (break, continue)

Week 2: Intermediate Swift Concepts

3. *Day 6-9: Functions* - Defining and Calling Functions - Function Parameters and Return Values - Function Types

4. *Day 10-12: Optionals and Error Handling* - Understanding Optionals - Handling Nil Values - Error Handling with Do-Catch

Week 3: Object-Oriented Programming in Swift

5. *Day 13-15: Classes and Structures* - Declaring Classes and Structures - Properties and Methods - Initialization

6. *Day 16-18: Inheritance and Polymorphism* - Inheriting Classes - Overriding Methods - Polymorphism and Dynamic Dispatch

Week 4: Advanced Swift Concepts

7. *Day 19-21: Closures* - Understanding Closures - Closure Expressions - Capturing Values

8. *Day 22-24: Protocols and Delegates* - Defining Protocols - Implementing Protocols - Using Delegation Pattern

Week 5: iOS App Development Basics

9. *Day 25-27: Introduction to UIKit* - Overview of UIKit Framework - Creating UI Components Programmatically - Auto Layout and Constraints

10. *Day 28-30: View Controllers* - Understanding View Controllers - Navigation Controllers - Tab Bar Controllers

Week 6: Building Simple iOS Applications

11. *Day 31-34: Building UI* - Designing UI with Storyboards - Connecting Outlets and Actions - Handling User Input

12. *Day 35-37: Data Persistence* - UserDefaults - Codable Protocol for Data Encoding/Decoding - Core Data Basics

Week 7: Advanced iOS Development

13. *Day 38-45: Networking* - Making HTTP Requests with URLSession - Parsing JSON Responses - Error Handling in Netw45 Days

Course title: Android development

1. Basic Java Concepts Java Syntax Variables Methods Data Types Operators If/Else Switch Loop

2. Object Oriented Programming Concepts & Additional Content Classes Object Encapsulation Inheritance Polymorphism Interface Abstraction Enums

3. Android Basic & UI Widgets Framework & Tool - Android Studio Environmental Setup Emulator Resources Manifest UI Widgets (TextView, EditText, Checkbox, RadioButton, Spinner, Button etc) Layout & Views UI Controls & Themes Basic Data Structure

4. Kotlin Concepts Syntax Data Classes Null Safety Coroutines Scope Functions Easy Singletons

5. Android Advanced Concepts Activity Intents Fragment SharedPreferences RecyclerView ViewPager Navigation Graph Notifications Service Broadcast Receiver REST API Integration using Retrofit Google Map Integration MVVM Architecture Basicsorking

90 Days

1. Basic Java Concepts Java Syntax Variables Methods Data Types Operators If/Else Switch While Loop For Loop

2. Object Oriented Programming Concepts & Additional Content Classes Object Encapsulation Inheritance Polymorphism Interface Abstraction Enums

3. Android Basic & UI Widgets Framework & Tool - Android Studio Environmental Setup Emulator Manifest Resources Constraint Layout UI Widgets (TextView, EditText, Checkbox, RadioButton, Spinner, Button etc) Layout & Views UI Controls & Themes Data Structure

4. Kotlin Concepts Syntax Access Modifiers Data Classes Null Safety Coroutines Scope Functions Easy Singletons Extension Function Sealed Classes Lambda Functions

5. Android Advanced Concepts Activity Intents Fragment SharedPreferences RecyclerView ViewPager Navigation Graph Notifications Service Broadcast Receiver REST API Integration using Retrofit MVVM Architecture with DataBinding Google Map Integration Google Ads

6. Advanced Content Google Login Facebook Login SQLite Database Room Database Complex UI Design like Amazon/Flipkart Home Page Live Location Tracking Using Firebase Simple Chat using Firebase/REST API Connect App with Bluetooth Device Design using Figma/XD Use of Git Use of JIRA

Flutter road map for beginner:-

1. Programming Language
2. IDE for development
3. User Interface
4. Static User Interface
5. Dynamic User Interface
6. Animation
7. Storage
8. 3rd party libraries
9. Behavior Components
10. State management
11. Quality Assurance
12. Native Integration

React-native Tutorial

Digital marketing

Social media marketing

- Facebook

- Instagram
- LinkedIn Paid Marketing
- Meta ads (Facebook + Instagram)
- WhatsApp Marketing ads
- Email Marketing
- LinkedIn ads