

Intern Learning Programme

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Ujjwal

Enterprise Minds

Overview

This is a learning programme / pathway for interns. It includes the pathway, resources for reference and projects to build.

1st week -> Unix and Git

- 1. Introduction to Unix and shell scripting.
- 2. Introduction to Git.
- 3. Branching and Merging in Git.
- 4. Collaborating with Git .i.e Pull, add, commit, push etc

Resources

- 1. Linux tutorial Basic Command Line
- 2. Git tutorial for beginners
- 3. Complete Git tutorials

2nd and 3rd week -> HTML and CSS Fundamentals

- 1. Introduction to Web, HTML and CSS.
- 2. Browsers and how do they work / HTTP
- 3. Writing semantic HTML . Forms and validations
- 4. Box model, Positioning
- 5. Flexbox, Typography
- 6. Adding media, Lists, Tables
- 7. Responsive web design

Projects in HTML and CSS

- 1. A resume
- 2. A blog website
- 3. Local gym website
- 4. A sign-up and Login form
- 5. Photography site

Resources

- 1. https://developer.mozilla.org/en-US/docs/Web/HTML
- 2. https://developer.mozilla.org/en-US/docs/Web/CSS
- 3. Youtube playlist for HTML and CSS

4. https://css-tricks.com/

3rd and 4rth week -> Javascript Fundamentals

- 1. Value, variables and types.
- 2. Functions
- 3. Data structure (Arrays and Objects)
- 4. Array and string methods
- 5. Debugging and Chrome developer tools
- 6. Introduction to DOM
- 7. DOM and Events

Projects (Javascript fundamentals)

- 1. Array methods implementation
- 2. Calculator
- 3. Todo App
- 4. Login and Signup modal
- 5. A javascript Clock
- 6. A javascript quiz

5th and 6th week -> Advance Javascript

- 1. Higher order functions
- 2. Scope and Closure
- 3. Advance DOM and Canvas
- 4. Prototypal nature of object
- 5. Prototypal inheritance, this
- 6. Ajax, promise and Async/Await (Asynchronous javascript)
- 7. ES6 Js
- 8. Error handling and writing tests.

Projects

1. Fetch implementation

- 2. Blackjack / tic-tac-toe game
- 3. Reddit clone
- 4. 2D Breakout Game

Resources

- 1. https://developer.mozilla.org/en-US/docs/Web/JavaScript
- 2. The complete javascript course
- 3. Youtube playlist
- 4. Namaste Javascript Playlist
- 5. Javascript: The advanced concepts
- 6. Functional programming in IS
- 7. <u>Iterators and generators in javascript</u>
- 8. Chrome developers tools crash course
- 9. 55 projects with Javascript
- 10. Testing basics with jest

7th week -> Advanced CSS

- 1. Complex selectors
- 2. Preprocessors
- 3. Transform, transition and animation
- 4. CSS Grid

8th and 9th week -> React JS fundamentals

- 1. Why React?
- 2. Components and Props
- 3. State and Events
- 4. Lifecycle and Data fetching
- 5. Forms (Controlled Components)
- 6. State upliftment
- 7. Type checking with prop types

Projects

- 1. ToDo app
- 2. News App
- 3. Tic Tac Toe
- 4. Weather App

10th and 11th week -> Advanced React

- 1. Routing in React
- 2. Authentication and authorization
- 3. Uncontrolled components
- 4. Context
- 5. Accessibility and Error boundaries
- 6. Why Redux?
- 7. Async Actions, Reducers and Store in Redux
- 8. Redux middlewares and Connecting with redux
- 9. Optimizing performance
- 10. React Hooks
- 11. UseContext, UseReducers and custom hooks.

Projects

- 1. A social media app
- 2. Covid 19 tracker application
- 3. An E-commerce app
- 4. A login system with React / Redux

Resources

- 1. Official React Docs
- 2. Official Redux Docs
- 3. React The Complete Guide (incl Hooks, React Router, Redux) *Mandatory

12th Week -> Some important DS and Algo

- 1. Linked list, Queue, Stack, Hash Table, Heap, Tree
- 2. Math, sets, strings
- 3. Sorting and searching

Projects

Solving problems on different platforms like Leetcode, codewars, FreeCodeCamp etc

Resources

1. Data structure and Algorithm in Javascript

NOTE: Simultaneously read a little about Node.Js, API and Authentication, XSS, CSRF, CORS, Session attacks, DDoS, Configuring and Deploying Applications, Working with 3-rd party APIs, and **Caching.**

* Also can practice on <u>FreeCodeCamp</u> for the above topics. (Especially HTML, CSS and JS)