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	4.1 IT.1.1x Introduction to Programming with Java - Part 1: Starting to Code with Java

1 Main List

code	f.title	b.date	e.date	Note
edX				
IT.1.1x	Introduction to Programming with Java		2016-07-01	Part 1, self-paced
QM901x	Predictive Analytics	2015-11-25	2016-01-13	
PH525.1x	Data Analysis for Life Sciences 1: Statistics and R	2015-10-15	2016-09-15	Self-paced
PH525.2x	Data Analysis for Life Sciences 2: Introduction to Linear Models and Matrix Algebra	2015-11-15	2016-09-15	Self-paced
PH525.3x	Data Analysis for Life Sciences 3: Statistical Inference and Modeling for High-throughput Experiments	2015-12-15		Self-paced
PH525.4x	Data Analysis for Life Sciences 4: High-Dimensional Data Analysis	2016-01-15		Self-paced
PH525.5x	Data Analysis for Life Sciences 5: Introduction to Bioconductor: Annotation and Analysis of Genomes and Genomic Assays	2016-02-15		Self-paced
PH525.6x	Data Analysis for Life Sciences 6: High-performance Computing for Reproducible Genomics	2016-03-15		Self-paced
PH525.7x	Data Analysis for Life Sciences 7: Case Studies in Functional Genomics	2016-04-15		Self-paced
LFS101x.2	Introduction to Linux			Self-paced
DS101X	Statistical Thinking for Data Science and Analytics	2015-12-14		
DS102X	Machine Learning for Data Science and Analytics	2016-01-25		
DS103X	Enabling Technologies for Data Science and Analytics: The Internet of Things	2016-03-07		
Coursera				

Propellers			
	3D-мультфильм с нуля		
	Blender Level-Up		

2 Graphic

2.1 Propellers

2.1.1 3d

#	Topic	Len	Note
1			
a	Интерфейс		
b	Редактирование		
c	Видеомонтаж		
2			
a	Архитектура		
b	Материалы		
c	Моделирование		
3	Модификаторы		
4			
a	Оснастка, часть1		
b	Оснастка, часть2		
5	y - ***		
a	Скелет		
b	Модификатор Skin		
6	The state of the s		
a	Ключи формы		
b	Гуманоидный риг		
7	- J		
a	Шейдеры Internal		
b	Шейдеры Cycles		
8			
a	UV развертка		
b	Рисование текстур		
$\stackrel{\sim}{c}$	Рендер UV		
9	1 on Aop 0		
a	Кривые анимации		
b	Работа с ключами		
$\stackrel{\sim}{c}$	Скелетная анимация		
10	12 правил анимации		
11	T. S. S. SILLERS		
a	Основы линкования		
b	Типы адресов		
$\frac{c}{c}$	Сложное линкование		
d	Связи датаблоков		
12	Композитинг		
13			
a	Техника безопасности		
b	Жизнь после курса		
	TIMOND HOUSE HJ POW		

2.1.2 Level-Up

#	Topic	Len	Note
1			
a	Хоткеи		
b	Скрытые функции		
2			
a	Азбука NLA		
b	Применение NLA		
3			
a	Анимация мяча		

3 Data Analysis

3.1 QM901x Predictive Analytics

#	Topic	Len	Ass	Date
1	25-11-2015 Introduction to Analytics		23-1	2-2015
	Introduction to Analytics	4-28		21-12
	Analytics in Decision Making			
	Game changers & Innovators			
	Predictive Analytics			
	Experts view on Analytics			
2	2-12-2015 Simple Linear Regression (SLR)		23-1	2-2015
	Case-let Overview			
	Introduction to Regression			
	Model Development			
	Model Validation			
	Demo using Excel & SPSS			
3	9-12-2015 Multiple Linear Regression (MLR)		23-1	2-2015
	Multiple Linear Regression			
	Estimation of Regression Parameters			
	Model Diagnostics			
	Dummy, Derived & Interaction Variables			
	Multi-collinearity			
	Model Deployment			
	Demo using SPSS			
4	16-12-2015 Logistic Regression		23-1	2-2015
	Discrete choice models			
	Logistic Regression			
	MLE Estimation of Parameters			
	Logistic Model Interpretation			
	Logistic Model Diagnostics			
	Logistic Model Deployment			
	Demo using SPSS			
Mie	d-Term		30-1	2-2015
5	30-12-2015 Decision Trees and Unstructured data analys	sis	13-0	1-2016
	Introduction to Decision Trees			
	CHI-Square Automatic Interaction Detectors (CHAID)			
	Classification and Regression Tree (CART)			
	Analysis of Unstructured data			
	Naive Bayes Classification			
	Demo using SPSS			
6	6-1-2016 Forecasting and Time series Analysis		13-0	1-2016
	Forecasting			
	Time Series Analysis			
	-			1

	Additive & Multiplicative models			
	Exponential smoothing techniques			
	Forecasting Accuracy			
	Auto-regressive and Moving average models			
	Demo using SPSS			
Fin	Final		13-0	1-2016

4 Languages

4.1 IT.1.1x Introduction to Programming with Java - Part 1: Starting to Code with Java

#	Topic	Len	Ass	Date
0	Introduction			
1	From the Calculator to the Computer			
2	State Transformation			
3	Functional Abstraction			
4	Object Encapsulation			
5	Packaging			