COURSE CONTENT

Day-1

Introduction to SDLC

- Initiation Phase
- System Concept Development Phase
- Planning Phase
- Requirement Analysis Phase
- Design Phase
- Development Phase
- Integration and Test Phase
- Implementation Phase
- Operations and Maintenance Phase

Programming Concepts

- Introduction to Objects and Classed
- Understanding class definitions
- Object interaction
- Grouping of objects
- Well-behaved objects
- Designing classes
- Abstraction
- Encapsulation
- Inheritance
- Polymorphism
- Overloading
- Overriding
- Implementing dynamic polymorphism

Day-2

OOPS Concepts Using C++

- Creating classes in C++
- Access specifiers
- Static variables and function
- Friend function and classes

Polymorphism

- Implementing Polymorphism
- Function overloading
- Operator overloading.
- Overloading unary operators
- Overloading binary operators
- Implementing late binding

Inheritance

- Identifying relationships between classes
- Classes and inheritance
- Introduction to multiple inheritances
- Ambiguities in multiple inheritances
- Invocation of constructors and destructors

Template

- Exception handling
- Tips on exception-handling
- Function template
- Class template

Day-3

Introduction to DBMS

- Approaches to Data Management
- DBMS Benefits
- DBMS Functions
- Data Model

Introduction to RDBMS

- Advantages of RDBMS over File Management Systems
- CODD's Relational Rules
- Normalization

Introduction to Oracle

- Oracle9i Database
- Oracle9i Application Server

Writing Basic SQL Statements

- SQL SELECT Statement
- SQL WHERE Clause
- SQL Like Clause
- SQL ORDER BY Clause
- SQL GROUP BY Clause

Create & Modify Tables

- SQL CREATE TABLE Statement
- SQL ALTER TABLE Statement
- SQL DROP TABLE Statement

Oracle Functions

- Numeric Functions
- Text Functions
- Date Functions

Subqueries

- FROM clause
- Where clause

Day-4

Software Engineering

- Software Engineering Process
- Characteristics of Software
- Seven Principles of Software Engineering

System Analyst

- Software Requirement Specifications
- Software Design
- Software Development Life Cycle
- Data Flow Diagram

UML Diagrams

- Use Case Diagram
- Class diagram
- Object Diagram
- Sequence Diagram
- State Diagram
- Collaboration Diagram
- Component Diagram

Day-5

HTML Basics

- Introduction to HTML
- HTML document Structure
- HTML Syntax

Fundamental Elements

- Using block-level tags to create paragraphs and headings
- The quote tag
- Strong and emphasis tags
- Character entities
- The comment tag

Lists

- Making Unordered (bulleted) lists
- Making Ordered (numbered) lists
- Making Definition lists
- Creating a nested list and the importance of nesting

Validation

- The need to error check your HTML
- Importance of testing your HTML markup for its validity
- The W3C Validation Service
- Other validation tools

Links

- The anchor tag
- Linking from page to page and within pages
- Path statements the importance of folders and files
- Email links

Images and Videos

- Web image formats
- How images are used in web design
- The img tag
- Clickable images
- Embedding videos

Forms

- Creating the ability to collect user data
- Making text fields, radio buttons, and check boxes
- Making drop down menus

Tables

- The table, tr, and td tags
- The th tag
- The caption tag
- Spanning multiple rows and columns
- The thead, tbody, and tfoot tags

Meta Information

- Meta Tags and various attributes
- Meta Headers

Advanced HTML Tags

- Div Tag
- Span Tag
- I-Frame Tag

CSS and Inheritance

- What CSS is and how it works
- How CSS attaches to an HTML file
- Cascading Style Sheets/Fonts
- Cascading Style Sheets/Background
- Cascading Style Sheets/Text
- Cascading Style Sheets/Positioning
- Cascading Style Sheets/Classes
- The 'inherit' value