ANNUAL PLANNING 2022/2023

➤First Semester

1. Workshop HTML/CSS

This workshop will contain introduction to **HTML/CSS**: **HTML** (the Hypertext Markup Language) and **CSS** (Cascading Style Sheets) are two of the core technologies for building Web pages and Web applications. **HTML** provides the *structure* of the page, **CSS** the (visual and aural) *layout,* for a variety of devices.

- **Date: 06/11/2022**

2. Let's Talk

Let's talk is an informal meeting among officers and members, where they sit together with a valuable guest to discuss on interesting topics related to the chapter

❋ **First Topic:** **CV, LinkedIn**
- **Date : 24/11/2022**

3. Workshop PHP

This workshop will contain 2 sessions introduction to **PHP** (Hypertext Pre-processor) which is a server scripting language, that is used to develop static Websites or Dynamic Websites, Web applications, sessions tracking and databases.

- **First Session : 27/11/2022**
- **Second Session : 04/12/2023**

4.   Event Gaming

This event will allow players to interact with the game and each other in a new, exciting way for a limited time. Also, this event will include tournaments which train players to make right decisions faster so, they will develop a heightened sense of their surroundings and that helps them multitask.

- **Date : 10/12/2022**

5.   Workshop Git/GitHub

This workshop will contain 2 sessions introduction to **Git/GitHub**: **Git** (is a distributed version control system for tracking changes in source code during software development)**,** and **GitHub** (is a web-based Git repository hosting service, which offers all of the distributed revision control and source code managment functionality of Git as well as adding).

- **First Session :   26/12/2022**
- **Second Session : 01/01/2022**

➢Second Semester

1.   Let's Talk

❋ **Second Topic:** **How to make an internship presentation successful**

- **First Session :   06/02/2023**
- **Second Session : 12/02/2023**

2. Code IT UP 3.0

CODE IT UP is a **HACKATHON** hosted by IEEE ISET BIZERTE CS STUDENT BRANCH CHAPTER it is a 24 hours competition between teams from different universities, each team is composed of 4 or 3 students.

- **Date : 04/03/2023 → 05/03/2023**

3. Workshop JavaScript

This workshop will contain introduction to **JavaScript** which is a <u>scripting language</u> for creating dynamic update Web page, Web applications and Game development.

- **Date : Second Semester**

4. Workshop Java

This workshop will contain introduction to **Java** which is an object-oriented, class-based concurrent secured and general-purpose computer-programming designed for having lesser implementation dependencies. It's a computing platform for application development.

- **Date: Second Semester**

5. Workshop UML

This workshop will contain introduction to **UML** (Unified Modeling Language) which is a tool for specifying software systems. Standardized diagram types to help you describe and visually map a software system's design and structure.

6.   Workshop Spring Boot

This workshop will contain introduction to **Spring Boot** which is an open-source, microservices (*Architecture provides developers with a fully enclosed application, including embedded application servers*) based Java Web Framework which allows developers to create a fully production ready environment that is completely configurable using its prebuilt code within its code base.

- **Date: Second Semester**

7.   Event Crypto Monnaie

An event hosted by IEEE ISET BIZERTE CS STUDENT BRANCH CHAPTER to know more about Cryptocurrency, NFT, Blockchain world.

- **Date : Second Semester**