SOFTWARE DEVELOPMENT CURICULUM Draft V.1.0

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Month One

INTRODUCTION TO WEB DEVELOPMENT

- 1. Understanding the web
- 2. Front-end vs. back-end development
- 3. Essential web development tools
- 4. Setting up a development environment

HTML

- 1. Introduction to HTML
 - Basics of HTML
 - HTML tags, elements, and attributes
 - Document structure, headings, paragraphs, and text formatting
- 2. HTML Forms and Input
 - Creating forms
 - Text fields, checkboxes, radio buttons, dropdown menus
 - Form validation and submission
- 3. HTML Semantics and Multimedia
 - Semantic HTML and its importance
 - Semantic elements: header, nav, section, article, footer
 - Multimedia elements: images, audio, video
- 4. HTML Tables and Layouts
 - Creating tables
 - Table headers, rows, and columns
 - Layouts using div containers, positioning, and responsive design.

CSS

- 1. Introduction to CSS
 - CSS selectors, properties, and values
 - Inline, internal, and external stylesheets
- 2. CSS Box Model and Layout
 - CSS box model: margins, borders, padding, content
 - Element positioning and layout using display, float, position, flexbox.
- 3. CSS Styling and Selectors
 - Styling text, backgrounds, links, lists, tables
 - CSS selectors: classes, IDs, pseudo-classes

- CSS animations and transitions
- 4. CSS Responsive Design
 - Responsive web design using media queries.
 - Designing navigation menus, grids, and images for different devices
 - Mobile-first design and optimization for mobile devices

Project Phase One

- Choose a project.
- Use Pure HTML and CSS

Month Two

JavaScript

- 1. Introduction to JavaScript
 - Basics of JavaScript programming
 - Variables, data types, and operators
 - Control structures: conditionals and loops
- 2. Functions and Scope
 - Declaring and invoking functions
 - Function parameters and return values.
 - Scope and variable hoisting
- 3. Arrays and Objects
 - Working with arrays: accessing, modifying, and iterating
 - Objects: creating, accessing properties, and object methods
 - JSON (JavaScript Object Notation)
- 4. DOM Manipulation
 - Introduction to the Document Object Model (DOM)
 - Selecting and modifying HTML elements
 - Handling events: event listeners and event propagation

Databases

- 1. Introduction to Databases
 - What is a database?
 - Types of databases (relational, non-relational, etc.)
 - Importance of databases in software development.
- 2. Relational Databases
 - Introduction to relational databases.
 - Tables, rows, and columns.
 - Primary keys and foreign keys.
 - SQL basics: querying, filtering, and sorting data.
- 3. Database Design
 - Entity-Relationship (ER) modeling.
 - Normalization: reducing redundancy and improving data integrity.
 - Creating database schemas.
- 4. Data Manipulation
 - Inserting data into tables.

- Updating and deleting data.
- Retrieving data with SQL queries.
- 5. Relational Database Management Systems (RDBMS)
 - Introduction to popular RDBMS (e.g., MySQL, PostgreSQL, Oracle).
 - Installation and setup.
 - Using graphical interfaces and command-line tools.
- 6. Non-Relational Databases
 - Introduction to non-relational databases (e.g., MongoDB, Cassandra).
 - Understanding document-oriented and key-value stores.
 - Basics of NoSQL querying.
- 7. Data Modeling
 - Understanding data models and schemas.
 - Entity relationships in databases.
 - Choosing the appropriate data model for different scenarios.
- 8. Database Integration
 - Connecting databases to applications.
 - Working with database APIs and drivers.
 - Performing database operations from software applications.

Project Phase Two

Build on Project phase one: HTML, CSS, and JavaScript

Month Three

Advanced JavaScript

- 1. Asynchronous JavaScript
 - Introduction to asynchronous programming
 - Callback functions and the event loop
 - Promises and async/await syntax.
- 2. Error Handling and Debugging
 - Handling runtime errors with try...catch statements.
 - Debugging techniques: console.log, breakpoints, and browser tools
 - Error types and common debugging scenarios
- 3. JavaScript Modules
 - Introduction to modular JavaScript
 - Exporting and importing modules
 - Module bundlers: Webpack, Rollup, and Babel
- 4. JavaScript and APIs
 - Working with RESTful APIs: making HTTP requests
 - Parsing and manipulating JSON data
 - Authentication and authorization

Project Phase 3

Connect your existing project to a database.

Use some advanced JS

Month Four

Microsoft Power BI

- 1. Introduction to Power BI
- 2. Connecting to Data Sources
- 3. Data Transformation and Modeling
- 4. Creating Visualizations
- 5. Working with Power BI Desktop
- 6. Sharing and Collaborating with Power BI Service
- 7. Power BI DAX (Data Analysis Expressions)

- 8. Power BI Reports and Dashboards
- 9. Power BI Mobile App
- 10. Power BI Best Practices

Microsoft Navision (Microsoft Dynamics 365 Business Central):

- 1. Introduction to Microsoft Navision
- 2. Understanding the User Interface
- 3. Working with Sales and Marketing Modules
- 4. Managing Inventory and Warehouse
- 5. Financial Management in Navision
- 6. Purchase and Vendor Management
- 7. Production and Manufacturing Processes
- 8. Business Intelligence and Reporting in Navision
- 9. Security and User Administration
- 10. Navision Customization and Extensions

Month Five ReactJS

Module 1: Introduction to ReactJS

- 1. Introduction to ReactJS
- 2. Setting up the development environment
- 3. JSX syntax and components
- 4. State and props
- 5. Event handling in React
- 6. Component lifecycle

Module 2: React Router and Single-Page Applications

- 1. Introduction to React Router
- 2. Setting up routes in React
- 3. Navigating between routes
- 4. Route parameters and query strings
- 5. Implementing nested routes
- 6. Handling redirects

Module 3: Managing State with Redux

- 1. Introduction to Redux
- 2. Redux store, actions, and reducers

- 3. Connecting React components to Redux
- 4. Dispatching actions and updating state
- 5. Asynchronous actions with Redux Thunk
- 6. Using selectors for data retrieval

Module 4: Forms and Form Validation

- 1. Controlled and uncontrolled components
- 2. Handling form input and submission
- 3. Form validation with libraries like Formik or Yup
- 4. Displaying validation errors
- 5. Working with form libraries like React Hook Form

Module 5: React Hooks

- 1. Introduction to React Hooks
- 2. useState for managing state
- 3. useEffect for lifecycle management
- 4. Custom hooks and reusable logic
- 5. useContext for state management across components

Module 6: React and API Integration

- 1. Making API requests with Axios or Fetch
- 2. Handling API responses and errors
- 3. Data fetching with useEffect
- 4. Displaying API data in React components
- 5. Pagination and infinite scrolling

Project: Build a simple ReactJs Project

Month Six

Java

Fundamentals:

- 1. Introduction to Java and its ecosystem
- 2. Setting up the development environment
- 3. Variables, data types, and operators
- 4. Control flow statements (if-else, loops)
- 5. Methods and functions
- 6. Arrays and collections
- 7. Object-oriented programming basics (classes, objects, inheritance)
- 8. Exception handling
- 9. Input and output operations
- 10. Basic file handling