

# AccioJob's Full Stack Developer Course — Curriculum

# **Data Structures & Algorithms**



**MODULE • Fundamental Programming Constructs** 

## **Programming 101**

- 1. Flowcharts
- 2. Variables and Data types
- 3. Conditional statements
- 4. Loops and Functions
- 5. While loops
- 6. Patterns using loops

#### 7. Functions

## **Intro to Arrays**

- 1. Introduction to arrays
- 2. How arrays are stored in memory
- 3. Passing arrays to functions

## **Searching and Sorting Algorithms**

- 1. Binary Search
- 2. Selection sort
- 3. Bubble sort
- 4. Insertion sort
- 5. Merge Sort
- 6. Quick Sort

## **Strings and 2D Arrays**

- 1. Introduction and Practice Problems of 2D arrays
- 2. Introduction to Strings and Inbuilt Functions

## **Time and Space Complexity**

- 1. Order complexity analysis
- 2. Theoretical complexity analysis
- 3. Time complexity analysis of searching and recursive algorithms
- 4. Theoretical space complexity

#### Recursion

- 1. Introduction to recursion
- 2. Principle of mathematical induction. Understanding base case.
- 3. Time and space complexity analysis in recursion
- 4. Recursion using arrays, Backtracking

# B

## MODULE • Linear Data Structures & Algorithms

## **Object Oriented Programming**

- 1. Creating objects
- 2. Constructors and related concepts
- 3. Abstraction
- 4. Encapsulation
- 5. Inheritance
- 6. Polymorphism
- 7. Virtual functions
- 8. Abstract classes
- 9. Exception handling

## **Linked Lists**

- 1. Singly Linked Lists
- 2. Doubly Linked Lists
- 3. Circular Linked Lists

## **Stacks and Queues**

- 1. Introduction to stacks
- 2. Dynamic Stack class
- 3. Inbuilt stack
- 4. Queue using arrays
- 5. Inbuilt queue

# MODULE • CS DeepDive

#### **Intro to Trees**

- 1. Generic Trees
- 2. Binary Trees
- 3. Binary Search Trees

# Hashing

- 1. Hashing as a concept
- 2. Chaining
- 3. Inbuilt hash-maps in Java
- 4. Hash functions
- 5. Collision handling
- 6. Load factor
- 7. Rehashing

#### **DBMS**

- 1. Architecture
- 2. Relation Models
- 3. Normalization
- 4. Indexing, B, B+ Trees

# **Operating Systems**

- 1. System Structure
- 2. CPU Scheduling
- 3. DeadLock
- 4. Memory Management

# **Networking**

- 1. Basics
- 2. Data Link Layer
- 3. Network Layer
- 4. Transport Layer
- 5. Application Layer
- 6. Network Security and Cryptography

## **DSA Projects**

Projects using data structures and Algorithms will be covered.



MODULE• System Design & Graph-based Data Structures

## **Priority Queue**

- 1. Introduction to heaps
- 2. Implementing priority queues
- 3. Heap sort
- 4. Inbuilt Priority Queue

## **Graphs**

- 1. Graph Terminologies and Traversals (DFS and BFS)
- 2. Weighted and Directed Graphs
- 3. Minimum Spanning Trees
- 4. Dijkstra's algorithm

## **Dynamic Programming**

- 1. Introduction to Memoization
- 2. Top down Approach
- 3. Bottom up Approach

# **Frontend Development Curriculum**



MODULE • Static Frontend Programming & JS first steps

## **HTML- Tags & Attributes**

- 1. Div/Span, Classes/IDs, Semantic Tags, DIFF TYPES of input tags, typography tags for paragraphs, headings & span.
- 2. Intro to HTML Tables
- 3. Post-Class Homework- Revise the concepts to get cleared with the basics.

## **Tables & Forms**

- 1. Tables for layouts
- 2. HTML Forms
- 3. Contact me forms

## **CSS Basics**

- 1. Intro to CSS
- 2. Inline, Internal, External CSS

## **CSS Specificity, Combinators, Float & Clear**

- 1. CSS specificity and CSS Combinators
- 2. Box modal and CSS position
- 3. Display property
- 4. CSS typography

## CSS flex & CSS grid

1. CSS flex, CSS grid & Media query

## **Bootstrap**

1. Introduction to bootstrap

## **Bootstrap Layouts & Components**

- 1. Bootstrap layouts like Cards
- 2. GRID(VIMP), Carousel, typography
- 3. Bootstrap components and classes

# **JavaScript Intro & DOM**

- 1. JS Intro, DOM, Attributes and styles
- 2. Variables, Data types, Conditions
- 3. Re-declaration

## **JS Operators**

- 1. Arithmetic operators & Relational operators
- 2. JS: Var
- 3. Hoisting, Temporal Dead Zone
- 4. JS Strings



## **JS Events & Objects**

- 1. Object Properties and Methods
- 2. For in, For of
- 3. Object Constructors

# Primitive and non-primitive data types

- 1. Data types
- 2. Properties & Methods

## Array methods & ES6 syntaxes

- 1. .filter, .map methods
- 2. ES6 Syntaxes
- 3. JS-Reduce

## **Error handling & Asynchronous JS**

- 1. JS- Error handling and throw keyword
- 2. Intro to Asynchronous JS
- 3. SetTimeout, setInterval

#### **JS- Call back & Promises**

- 1. Callback Hell
- 2. Promises Intro

## **Promise Chaining**

- 1. JS- Promise Chaining
- 2. Promise.any, Promise.all

## **Call Stack**

- 1. Call Stack
- 2. Task Queue
- 3. Event Loop
- 4. Validations



**MODULE • Modern Frontend Frameworks** 

## **React JS**

1. React JS intro

- 2. React: Folder Structure
- 3. Nesting Components
- 4. Grouping & Sass Intro

## **React Props & Virtual Dom**

- 1. React: Props, Default props
- 2. setState, Virtual Dom
- 3. Event Handling

## **Rendering Loops**

- 1. React- Rendering Loops
- 2. Mounting & Unmounting Life Cycle

#### **Hooks & React Router**

- 1. Hooks useEffect, useState
- 2. React Router,
- 3. SPA & useParams
- 4. Fallback Route
- 5. Higher-Order Function

## Redux

- 1. Action Creator, Action Payload
- 2. Multiple Reducers & Combine Reducers
- 3. mapStateToProps & mapDispatchToProps
- 4. Advance Counter Redux

# **Backend Development Curriculum**

## MODULE • Building backends using modern frameworks



# **Intro to Node and Express - Backend System**

- 1. Intro to backend Client Server Architecture
- 2. Why a single backend
- 3. Components in Backend System

#### Web APIs

- 1. Intro to Web APIs
- 2. Web API Usages
- 3. Popular Web APIs
- 4. Why Web APIs

## Node - Single Threaded Js, Asynchronous Behaviour

- 1. Intro to Node.js
- 2. SingleThreaded JS and Async Behavior
- 3. Setting Up Node
- 4. Advantages of Node.js
- 5. Working Demo Running Node environment

## NPM - Package Manager and Usage

- 1. Intro to npm
- 2. Package.json and npm
- 3. Express Server and Express Server
- 4. Intro to Express.js
- 5. Advantages of Express.js
- 6. Working Demo

## **TP: Status codes, Testing using postman**

- 1. Status Codes, Postman, Demo of each API method, Testing using Postman
- 2. \*\*Storage\*\*: Intro to Storage, File Storage, Databases
- 3. \*\*Databases\*\*: Intro and Types, Advantages over file system, Demo Using SQL, Demo Using MongoDB, CRUD OPs

#### **Authentication**

- 1. Intro to Authentication
- 2. How Auth works
- 3. Token based auth
- 4. Session based auth demo
- 5. JWT
- 6. Client Server token verification

## To do App

- 1. Session based Auth, Cruds Ops implementation, EJS, Axios
- 2. Optimising todo app: Optimising DB Calls, Reiterating the APIs, Pagination, Need, Usage
- 3. Implementation on Todo App: Rate Limiting, Need, Usage, Security Point of View
- 4. Hosting Todo App Hosting the app on heroku
- 5. SQL: Intro, Vertically Scalable, Query Processing

## Intro to MongoDb

- 1. Intro to noSQL DBs
- 2. Horizontally Scalable
- 3. ORM Mongoose
- 4. NoSQL Functions
- 5. Aggregate Operations

## **Database Normalisation, Joins, Indexing, Caching**

- 1. Intro, 1NF, 2NF, 3NF, Checking Schema for normal forms on Todo App
- 2. Joins: Intro, Types (Left, Right, Inner, Outer)
- 3. Indexing: Idea, Types, Usage, Implementation on TodoApp
- 4. Caching Db: Need, Usage, Examples, Advantages and Disadvantages, Lazy Loading, Intro, Examples and Advantages
- 5. Pooling: Intro, Usage, Disadvantages

## File system

- 1. Sockets: Intro, Example messaging system design and implementation, Advantages
- 2. File System (Fs module): Read Write, Streaming a file

## Create a Blogging web app backend from scratch