UNLIMITED POWERFUL LEARNING

UPL PROSPECTOUS

early break even | best experience

2023

@unlimited powerfull learning

ABOUT COMPANY:

UNLIMITED POWER FULL LEARNING (UPL) aims to solve the challenges and minimize the gap between students with IT industries' expectations. This organization is built by a strong team who are having good academic and industry experience of more than two decades. The founder of this experience G.D. Mallikarjuna has 20+ plus started as a technologist having diverse experience in the education sector as Trainer and Developer.

VISION:

At UPL@SNIPE, we make the best experience in technology learning with career guidance for their life journey

MISSION:

Learn with Live experience and career values.

PROGRAMS OFFERED:

PROGRAMS	DURATION	AMOUNT + GST
CODING BOOT CAMP	4 TO 6 MONTHS	Rs.30000/-
CERTIFICATION COURSE	3 SEMESTERS 1 YEAR COURSE	Rs. 25000/- per semester Rs. 10000/- final semester
CAREER BRIDGE	3 MONTHS	Rs. 50000/-
INDUSTRY READINESS PROGRAM	3 MONTHS	Rs.20000/-

*Terms and Conditions are subjected to further discussion before signing the legal agreement

UPL
UNLIMITED POWER FULL LEARNING

CERTIFICATION COURSE(PG DIPLOMA COURSES):

ABOUT THIS MODEL

- **Target Audience:** Minimum Degree in any discipline (BA, BCOM, MSc, BE CIVIL . ..) /ALL NON-IT members want to restart in the IT
- **Details:** About the Program
- **Course Coverage:** Online virtual 2 Semester course having Foundation of IT in 1st Semester and specialization web development, mobile, cyber, and Data scientist in 2ND Semester with 2 capstone project.

PG DIPLOMA COURSE:

PGD_WEB : WEB DEVELOPMENT

SEMESTER I: CORE MODULE FUNDAMENTALS

CODE	SUBJECT	MARKS	HRS
WEB_001	FUNDAMENTAL PROGRAMMING -C /PYTHON	100	60
WEB_002	ALGORITHMS AND DATA STRUCTURE IN C	100	60
WEB_003	DATABASE AND SQL	100	60
WEB_004	OOAD AND C++	100	60
WEB_005	CRACKING WRITTEN TEST	100	60
	TOTAL	500	360

SEMESTER II:SPECIALIZATION

CODE	SUBJECT	MARKS	HRS
WEB_006	PROGRAMMING IN FRONTEND TECHNOLOGIES	100	60
WEB_007	SOFTWARE ENGINEERING	100	60
WEB_008	JAVA WEB PROGRAMMING	100	60
WEB_009	SOFTWARE ARCHITECTURE	100	60
WEB_010	CRACKING CODING INTERVIEW AND PERSONALITY DEVELOPMENT	100	60
	TOTAL	500	360

*Terms and Conditions are subjected to further discussion before signing the legal agreement

UPL
UNLIMITED POWER FULL LEARNING

WEB_007: SOFTWARE ENGINEERING

UNIT_001 : INTRODUCTION TO SOFTWARE ENGINEERING 10 HRS

- Overview of software engineering principles and practices
- Software development life cycle models (Waterfall, Agile, etc.)
- Roles and responsibilities in a software development team

UNIT_002 : REQUIREMENTS ENGINEERING 07 HRS

- Gathering and analyzing software requirements
- Writing effective and clear requirements specifications
- Techniques for requirements validation and verification

UNIT_003 : SOFTWARE DESIGN 20 HRS

- Principles of software design (modularity, abstraction, etc.)
- Structural and behavioral design patterns
- UML (Unified Modeling Language) for visualizing and documenting designs

UNIT_004 : SOFTWARE TESTING AND QUALITY ASSURANCE 08 HRS

- Fundamentals of software testing (unit testing, integration testing, etc.)
- Test-driven development (TDD) and continuous integration
- Strategies for ensuring software quality and reliability

UNIT_005 : SOFTWARE CONFIGURATION MANAGEMENT 10 HRS

- Version control systems (e.g., Git, Subversion) 08 HRS
- Branching and merging strategies
- Release management and deployment practices

UNIT_006 : SOFTWARE ENGINEERING ETHICS AND PROFESSIONALISM

- Ethical considerations in software engineering
- Intellectual property and legal issues
- Professional responsibilities and best practices

UPL
UNLIMITED POWER FULL LEARNING

UNIT_007 : SOFTWARE ENGINEERING IN PRACTICE 07 HRS

- Case studies and real-world examples of software engineering projects
- Guest lectures or industry speakers sharing their experiences
- Group projects or individual assignments applying software engineering principles

LAB SET SOFTWARE ENGINEERING

LAB 1 : REQUIREMENTS ENGINEERING

- Conduct interviews or surveys to gather requirements for a software system.
- Document and analyze requirements using techniques like use cases, user stories, or requirement diagrams.
- Create a requirements specification document.

LAB 2 : SOFTWARE DESIGN

- Apply principles of object-oriented design to create class diagrams or UML diagrams.
- Use design patterns to solve common design problems.
- Implement a basic software design using a programming language.

LAB 3 : SOFTWARE DEVELOPMENT PROCESS

- Choose and apply a software development process like waterfall, agile, or Scrum.
- Create a project plan, including tasks, milestones, and deadlines.
- Track progress using project management tools like Jira or Trello.

LAB 4 : VERSION CONTROL AND COLLABORATION

- Set up a version control system like Git.
- Create a repository and manage branches, commits, and merges.
- Collaborate with team members by pushing and pulling changes from a remote repository.

LAB 5 : SOFTWARE TESTING

- Write and execute unit tests using a testing framework like JUnit or pytest.
- Create test cases to cover different scenarios and edge cases.
- Perform integration testing and regression testing.

LAB 6 : SOFTWARE QUALITY ASSURANCE

- Implement code reviews to ensure code quality and adherence to coding standards.
- Use static code analysis tools to identify potential bugs or vulnerabilities.
- Apply techniques like code refactoring and code optimization.

LAB 7 : SOFTWARE DOCUMENTATION

- Create technical documentation like user manuals or API documentation.
- Write code comments and document the codebase for future reference.
- Generate documentation using tools like Doxygen or Sphinx.

LAB 8 :SOFTWARE MAINTENANCE AND BUG FIXING

- Debug and fix software bugs reported by users or testers.
- Implement patches or updates to address identified issues.
- Follow a bug tracking system to track and manage reported bugs.

LAB 9 : SOFTWARE DEPLOYMENT AND RELEASE MANAGEMENT

- Prepare a software package for deployment to a production environment.
- Use deployment tools and scripts to automate the deployment process.
- Manage software releases and handle versioning and release notes.

LAB 10 : SOFTWARE PROJECT MANAGEMENT

- Work on a complete software project from initiation to delivery.
- Collaborate with a team and allocate tasks and responsibilities.
- Plan and execute project milestones and monitor progress.

THANK YOU

VISIT US @

+91 63635 07858

www.uplsnipe.com

D0WLOARD THE APP

GET IT ON Google Play

/uplsnipe

uplsnipe

#123, 70Th Cross, 2Nd Floor, SVA Arcade, 5Th Block Rajajinagara, Bengaluru - 560010