

```

24 def draw_tree(type, x, y):
25     noStroke()
26     if type == 0: # Circle Tree
27         fill(84, 54, 4)
28         rect(x, y, 12, 40)
29
30         fill(19, 175, 5)
31         ellipse(x+6, y, 50, 50)
32
33     elif type == 1: # Triangle Tree
34         fill(84, 54, 4)
35         rect(x, y, 12, 40)
36

```



Class Fly Python

Table of Content

- 01: Introduction to Python
- 02: Setup
- 03: Program Flow Control in Python
- 04: Lists, Ranges & Tuples in Python
- 05: The Binary number system
- 06: Python Sets and Dictionaries
- 07: OOP in Python
- 08: Databases in Python
- 09: File Processing
- 10: Packages
- 11: Libraries
- 12: NumPy
- 13: Graphical User Interfaces with Tkinter
- 14: Conclusion

Description

The python language is one of the most accessible programming languages available, it has simplified syntax and not complicated to use and learn for new beginners and newcomers. Due to its big supportive community python has excellent libraries that you can use to select and save your time and effort on the initial cycle of development.

Best thing about python language is that it can be used in many varieties of environments such as mobile applications, desktop applications, web development, hardware programming, and many more

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```
g-app>  
ody tag augmented with ngController directive -->  
ng-controller="MyController">  
ut ng-model="foo" value="bar">  
Button tag with ngClick directive, and  
string expression 'buttonText'  
wrapped in "{{{ }}" markup -->  
ton ng-click="changeFoo()">{{{buttonText}}}</button>  
ipt src="angular.is"></script>
```

ClassFly Angular JS



Table of Content

- 01: Introduction to AngularJS
- 02: Using Services & Dependency Injection
- 03: Changing Pages with Routing
- 04: Handling Forms in Angular Apps
- 05: Using Pipes to Transform Output
- 06: Making Http Requests
- 07: Authentication
- 08: Deploying an Angular App
- 09: Angular Animations
- 10: Making a Website using Angular JS
- 11: Conclusion

Description

AngularJS is a structural framework for dynamic web apps. It lets you use HTML as your template language and lets you extend HTML's syntax to express your application's components clearly and succinctly.

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<html lang="en">

<head>

<meta

<title>

<link

HTML



Web Development

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HTML

- 01: Introduction to HTML
- 02: HTML Tags
- 03: Comments
- 04: Basic Layout of a webpage
- 05: Meta Tags
- 06: Id and Class in HTML
- 07: Images and Video
- 08: Forms
- 09: Tables
- 10: Lists

CSS

- Chapter 01: Introduction to CSS
- Chapter 02: Basic Syntax
- Chapter 03: Selectors
- Chapter 04: Specificity
- Chapter 05: Padding and Margin
- Chapter 06: Styling A Button
- Chapter 07: Positions
- Chapter 08: Box Model
- Chapter 09: Pseudo Elements and Classes
- Chapter 10: CSS Grid
- Chapter 11: Mobile Responsive website
- Chapter 12: Working with SVG

Description

First things you need to learn to become a frontend Web Developer are HTML5, CSS3, Bootstrap This course will teach you all things to become a Frontend Web Developer !.

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```
AMIdentity amUser = getUser( userName );
```

```
// In order to write to the user attributes, need the following setup.  
// SSUser has issues here since certain attributes are not there for  
// system users.  
Map userAttributeMap = new HashMap();  
Set lockoutTime = new HashSet(1);  
Set successiveLockouts = new HashSet(1);  
Set lockoutCountClear = new HashSet(1);  
lockoutTime.add("0");  
successiveLockouts.add("-1");  
lockoutCountClear.add("0");  
userAttributeMap.put( SSAttribute.USER_LOCKOUT_TIME, lockoutTime );
```

ClassFly JAVA



Table of Content

- 01: Introduction to JAVA
- 02: Classes, Objects and their Members
- 03: Control-flow Statements
- 04: Packages
- 05: Strings
- 06: OOP
- 07: Exceptions
- 08: Input-Output
- 09: Generics
- 10: enums
- 11: Databases
- 12: Debugging
- 13: Conclusion

Description

Java is easy to write and easy to run—this is the foundational strength of Java and why many developers program. It can be used to create complete applications that can run on a single computer or be distributed across servers and clients in a network. As a result, you can use it to easily build mobile applications or run on desktop applications that use different operating systems and servers, such as Linux or Windows.

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- Improved Ease-of-Use

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ClassFly MySQL



Table of Content

- 01: Introduction to MySQL
- 02: MySql Syntax
- 03: MySql Select
- 04: MySql And, Or, Not
- 05: Creating a Database
- 06: Creating a Table
- 07: Primary Key
- 08: Foreign Key
- 09: Auto Increment
- 10: SQL Injection
- 11: Hosting
- 12: Conclusion

Description

MySQL is a relational database management system based on SQL – Structured Query Language. The application is used for a wide range of purposes, including data warehousing, e-commerce, and logging applications

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```
        'role_id' => $role_details['id'],  
        'resource_id' => $resource_details['id']  
    );  
if ( $this->rule_exists( $resource_details['id'], $role_id ) )  
    if ( $access == false ) {  
        // Remove the rule as there is currently no access  
        $details['access'] = !$access;  
        $this->_sql->delete( 'acl_rules', $details );  
    } else {  
        // Update the rule with the new access value  
        $this->_sql->update( 'acl_rules', array( 'access' => $access ) );  
    }  
foreach( $this->rules as $key=>$rule ) {  
    if ( $details['role_id'] == $rule['role_id'] )
```



ClassFly PHP

Table of Content

- 01: Introduction to PHP
- 02: Setup PHP
- 03: PHP Basic Syntax
- 04: Variables
- 05: Echo in Php
- 06: Data types
- 07: Loops
- 08: Arrays
- 09: Form handling
- 10: OOP
- 11: Classes in PHP
- 12: Constructor and Destructor
- 13: Connecting to Database
- 14: Conclusion

Description

PHP is a general-purpose scripting language that is especially suited to server-side web development, in which case PHP generally runs on a web server. Any PHP code in a requested file is executed by the PHP runtime, usually to create dynamic web page content or dynamic images used on websites

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