```
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)
```



# 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}}
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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## Web Development

#### **Table of Content**

#### **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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```
// 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**

AMIdentity amUser = getUser( userName );

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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# 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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#### **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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- 1. Virtual Training
- 2. Certificate
- 3. Assessment
- 4. Study Material (Online)
- 5. Online Lab Practical's

### **Price List**

#### Price listed for PRE MODEL

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Python	15	YES	YES	YES	1271 + 18% GST	1500
Angular JS	15	YES	YES	YES	1271 + 18% GST	1500
WEB DEV	15	YES	YES	YES	1271 + 18% GST	1500
PHP	15	YES	YES	YES	1271 + 18% GST	1500
MySQL	15	YES	YES	YES	1271 + 18% GST	1500
JAVA	15	YES	YES	YES	1271 + 18% GST	1500