Classfly

Platform where students can get help from other students.

Vision to boost Indian Education

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```
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
```

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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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Ethical Hacking

Table of Content

01: Introduction to Ethical Hacking
02: Footprinting and Reconnaissance
03: Scanning Networks
04: Enumeration
05: Vulnerability Analysis
06: System Hacking
07: Malware Threats
08: Sniffing
09: Social Engineering
10: Denial-of-Service
11: Session Hijacking
12: Evading IDS, Firewalls, and Honeypots
13: Hacking Web Servers
14: Hacking Web Applications
15: SQL Injection

Description

In modern era, technology is growing in high speed, at the same time crime is also increasing from the same technology, by learning Ethical hacking you will be knowing security posture of an organization by identifying vulnerabilities in the network and system infrastructure

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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.js"></script>
```

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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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```java
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 )
```

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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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MachineLearning

Table of Content

01: Introduction to Machine Learning
02: Categories in Machine Learning
03: How We Teach Machines
04: Machine Learning Algorithm
05: Natural Language Processing
06: Speaking Human
07: Python for AI-ML
08: Deep Learning
09: Probability
10: Inferential Statistics
11: Regression- Linear Regression
12: Regression- Logistic Regression
13: Advance Logistic Regression
14: Conclusion

Description

Machine learning is an application of artificial intelligence (AI) that provides systems the ability to automatically learn and improve from experience without being explicitly programmed. The developers can take advantage of this in creating new Machine Learning models and to re-train the existing models for better performance and results

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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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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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HTML

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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What you will get?

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

CLASSFLY	No. of Students	Online Assessments	Digital Certificate	Study Material	Price Per Student	TOTAL
Ethical Hacking	15	YES	YES	YES	1271 + 18% GST	1500
Python	15	YES	YES	YES	1271 + 18% GST	1500
IoT	15	YES	YES	YES	1271 + 18% GST	1500
WEB DEV	15	YES	YES	YES	1271 + 18% GST	1500
Machine Learning	15	YES	YES	YES	1271 + 18% GST	1500
C++	15	YES	YES	YES	1271 + 18% GST	1500
JAVA	15	YES	YES	YES	1271 + 18% GST	1500
Android	15	YES	YES	YES	1271 + 18% GST	1500