

<div> <div>One Step In Changing Education Chain...</div> <div> <div>RED & WHITE</div> <div>GROUP OF INSTITUTE</div> </div> </div>										FACULTY NAME																													
										STARTING DATE		D	D	-	M	M	-	Y	Y	GRID																			
										ENDING DATE		D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M													
STUDENT NAME																				GOOGLE CLASSROOM CODE																			
C LANGUAGE																				TOTAL DAYS: ____ / 46																			
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK		STU. SIGN		FACULTY SIGN																					
1	INTRO TO C LANGUAGE - History & Importance of C - Difference between Compiler & Interpreter - printf() function * - Escape Sequence characters												1	A	B																								
														C	D																								
2	DATATYPE, CONSTANT & VARIABLES - Data Types - Variables & Constant - Keywords												1	A	B																								
														C	D																								
3	MANAGING INPUT/OUTPUT - printf() * & scanf() function - Format specifiers												1	A	B																								
														C	D																								
4	OPERATOR & EXPRESSION - Types of Operator - Operator Precedence - Type Conversation - sizeof() operator												2	A	B																								
														C	D																								
PR1	Greenhorns												1	___/10																									
5	CONTROL STRUCTURE - if statement - if ... else - ladder else if - nested if - ternary operator - switch case & goto label												3	A	B																								
														C	D																								
PR2	Momentum												2	___/10																									
6	LOOPING - while loop - do ... while loop - for loop - Control Statements (break & continue)												2	A	B																								
														C	D																								
PR3	Temperate												3	___/10																									
7	LOOPING WITH PATTERNS - Nested for Loop												1	A	B																								
														C	D																								
PR4	Circlet												3	___/10																									
8	ARRAY IN DETAILS - 1D Array - 2D Array (Working with Matrix)												3	A	B																								
														C	D																								
PR5	Assortment												3	___/10																									
9	STRING IN DETAILS - String concept - getchar(), putchar() - gets(), puts() - String functions												3	A	B																								
														C	D																								
PR6	Filament												2	___/10																									

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

10	USER DEFINED FUNCTION (UDF) - Function concepts - Types of functions - Passing Array & String - Recursion - Nested Functions			2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR7	Gathering			2	___/10						
11	POINTER - Pointer Concepts - Pointer with Array & String - Pointer with UDF - Call by Value & Call by Reference - Chain of Pointer			2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR8	Indicator			2	___/10						
12	STRUCTURE, UNION & ENUMERATION - Structure & Union Concept - Structure & Union with Array - Enumeration (Enum)			2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR9	Volume			2	___/10						
13	FILE HANDLING - File Opening Modes - File Reading - File Writing			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR10	Supervision			2	___/10						

NOTE:

- FEEDBACK WILL BE GIVEN BY STUDENTS
- MARKS OUT OF 10 WILL BE GIVEN BY TUTOR

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										ENDING DATE				D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M			
STUDENT NAME																				GOOGLE CLASSROOM CODE											
C++ FOR ANDROID																		TOTAL DAYS: ____ / 23													
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK		STU. SIGN		FACULTY SIGN													
1	INTRO TO C++ PROGRAMMING - History - Difference between C & C++ BEGINNING WITH C++ - cout & cin - Control Structure & Looping - Arrays & String													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
PR1	Fundamental Booster													____/10																	
1																															
2	INTRO TO OOPS CONCEPT - Data Abstraction - Data Encapsulation - Inheritance - Polymorphism PROGRAMMING WITH OOPS - Class & Object - Access Modifiers													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
PR2	The New Era													____/10																	
1																															
3	ENCAPSULATION - Private Attributes - Setter & Getter - this keyword - Array of Object STATIC KEYWORD - Static Data Members - Scope Resolution Operator * - Static Member Functions													<div>A</div> <div>B</div>																	
													3	<div>C</div> <div>D</div>																	
PR3	Builder													____/10																	
1																															
4	CONSTRUCTOR - Constructor Concepts - Types of Constructor													<div>A</div> <div>B</div>																	
													1	<div>C</div> <div>D</div>																	
PR4	Producer													____/10																	
1																															
5	INHERITANCE - Inheritance Concept - Types of Inheritance - Scope Resolution Operator *													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
PR5	Heritage													____/10																	
1																															
6	POLYMORPHISM - Method Overloading - Method Overriding - Scope Resolution Operator *													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
PR6	Multiprocessor													____/10																	
1																															
7	OPERATOR OVERLOADING - Overload Binary Operator													<div>A</div> <div>B</div>																	
													1	<div>C</div> <div>D</div>																	
PR7	Signer													____/10																	
1																															

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8	EXCEPTION HANDLING - try, throw & catch() - General Exception [try & catch(...)]				A	B		
				1	C	D		
PR8	Terminator			1	___/10			
E	Exam			1	___/30			

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STUDENT NAME																						GOOGLE CLASSROOM CODE																	
CORE PYTHON																				TOTAL DAYS: ____ / 53																			
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK				STU. SIGN		FACULTY SIGN																			
1	INTRO TO PYTHON - History & Installation of Python - Python Shell & IDLE - First Python Program - Types of Mode to Run Program FUNDAMENTALS OF PYTHON - print() and input() function - Variables, Datatypes & Operators - Type Casting Constructors - id() and type() functions													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D																		
											A	B																											
C	D																																						
		2																																					
PR1	Fundamental Booster												1	___/10																									
2	DATATYPE IN DETAIL - String Formatting & Manipulation - Collection Datatypes with Its Methods - Mutability of list & tuple - Shallow & Deep Copy - List Comprehension - Type Casting and del keyword													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D																		
											A	B																											
C	D																																						
		2																																					
PR2	Collection Manipulator												1	___/10																									
3	CONTROL STRUCTURE - Types of Control Structure - Short Hand Syntax (Ternary) LOOPING - Types of Loops - range() function - Control Statements - Nested Loop													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D																		
											A	B																											
C	D																																						
		2																																					
PR3	Logic Box												2	___/10																									
4	FUNCTION IN DETAIL - Built-in Functions - UDF - *args, **kwargs and __doc__ - Function Recursion - Anonymous / Lambda Function - Return Multiple Values ARRAY & SORTING - 1D & 2D Array with List - Sorting Collection Datatypes													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D																		
											A	B																											
C	D																																						
		3																																					
PR4	Functional Treat												2	___/10																									
5	OBJECT ORIENTED PROGRAMMING (OOP) - Class & Object - self & del keyword - Constructor and Destructor - Encapsulation - Nested Function - Reflection Enabling Functions INHERITANCE & POLYMORPHISM - Types of Inheritance - Method Overloading & Method Overriding - issubclass() and super() - Built-in Dunder Methods - Operator Overloading													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D																		
											A	B																											
C	D																																						
		4																																					
PR5	OOP Wrapper												2	___/10																									

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6	EXCEPTION HANDLING - try ... except - try ... except ... else - try ... finally - try ... except ... else ... finally - Custom Exception - raise & assert keyword			2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR6	Exception Killer			1	___/10						
E1	Viva & Examination			1	___/10						
7	FILE HANDLING - Modes of Opening File - CRUD operation with File			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR7	File Operator			1	___/10						
8	WORKING WITH MODULES - datetime module - time module - math module - random module - operator module - uuid module			2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR8	Moduler			1	___/10						
9	MODULES AND PACKAGES - Creating, Importing & Renaming Modules - __name__ with __main__ - Creating & Using Package and Sub Packages - dir() and __init__.py			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR9	Packager			1	___/10						
10	REGULAR EXPRESSION (REGEX) - re module - Getting specific pattern wise data COMMAND LINE ARGUMENT (CLA) - sys module - sys.argv			2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR10	RegEx Commander			1	___/10						
11	PIP – PACKAGE MANAGER & DATABASE INTERACTION (WITH MYSQL) - What is SQL? - SQL Queries - Intro to XAMPP (phpMyAdmin) - CRUD operation with XAMPP (phpMyAdmin) - Downloading and Installing Package - mysql-connector module - CRUD operation with python’s mysql.connector			4	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR11	DB Miner			2	___/10						
12	GUI WITH TKINTER - tkinter module - widgets and grid() - Binding Functions - Mouse Clicking Events - messagebox() and PhotoImage()			5	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR12	Software Combo			5	___/10						
E2	Viva & Final Exam			2	___/100						

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