

<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													
PHOTOSHOP (WEB)																		TOTAL DAYS: ____/90												
LEC.	TOPICS										DATE	P/A	DAY	FEEDBACK		STU. SIGN		FACULTY SIGN												
1	INTRODUCTION OF PHOTOSHOP -CREATING NEW PAGE & UNDERSTAND NEW DOC. WINDOW FREE TRANSFORM -SCALE, COPY, ROTATE EX. GAME LAYOUT -DRAGE AND DROP, TAKE CARE ABOUT OBJECT SIZING, MAKE PROPER SCREEN FROM GIVEN EXAMPLE													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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2																														
2	FREE TRANSFORM -ALL FUNCTION -OPTIONS OF COPY & MULTI SELECTION EX. BOX, ROOM, BOOK, BUNDLE, ETC... -GET THE KNOWLEDGE OF DIFFERENT TYPES OF PERSPECTIVE VIEWS, MAKE THE IMAGE SUITABLE BY TRANSFORMING TO SET ANY ANGLE													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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C	D																													
1																														
3	SHAPE TOOL -REC., ELLIPSE, ROUNDED REC. TEXT TOOL & ALIGN -OPTION, CHARACTER & PARAGRAPH EX. BUSINESS CARD, MARKETING POST -TAKE CARE ABOUT FONT-FAMILY, SIZE & COLOR, ALIGN													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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4	SHAPE TOOL -LINE, CUSTON SHAPE, POLYGON -ALIGN & DISTRIBUTE, GROUP LAYERS, CLIPPING MASK													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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C	D																													
1																														
PR. 1	BASIC APPLICATION LAYOUT WITH PROTOTYPE SKETCH - TAKE CARE OF WIREFRAME, COLOR COMBINATION, SIZING LIKE FONTS, ICON, IMAGES ETC.													____/10																
5	UNDERSTANDING OF WEB LAYOUT -BASIC INTRODUCTION OF GRID & SECTIONS													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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C	D																													
1																														
PR. 2	BASIC WEB LAYOUT -TAKE CARE OF WIREFRAME, COLOR COMBINATION, SIZING LIKE FONTS, ICON, IMAGES ETC.,													____/10																
6	PEN TOOL (SHAPE)* -DRAWING STREIGHT LINES & CURVES PATH SELECTION DIRECT SELECTION TOOL EX. CARTOON USING STREIGHT LINE													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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C	D																													
1																														
7	PEN TOOL (ALL FUNCTION) -DEFINE CUSTOM SHAPE (EDIT MENU)													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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C	D																													
1																														
PR. 3	CARTOON USING CURVE LINE*													____/10																
8	SHAPE* SUBSTRACT, INTERSECT, UNION, EXCLUDE EX. CREATING ICONS AND SHAPES													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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C	D																													
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9	SELECTION TOOL -REC. & ELLIPTICAL MARQUEE TOOL -LASSO, POLIGOANL LASS, MAGNATIC LASSO TOOL -QUICK SELECTION & MAGIC WAND TOOL -COLOR RANGE (SELECT MENU) -FEATHER SELECTION & MODE MATCH EX. BANNER AND POSTER MAKING -BASIC IMAGE MODIFICATION AND COMBINATION													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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C	D																													
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10	SELECTION USING PEN TOOL (PATH) -CREAT NEW LAYER, ADD COLOR IN LAYER & SELECTED AREA CROP, PERSPACTIVE CROP SELECT MENU EX. CREATE A SCENE USING BUILDING, CAR, and ROAD ETC...													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D											
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C	D																													
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IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

11	BRUSH TOOL, PENCIL TOOL GRADIENT TOOL, PAINT BUCKET TOOL -LAYER MARKING			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										
12	TYPES OF LOGO -RESEARCH & DOWNLOAD 5 LOGOS FOR EACH TYPES			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										
13	TOOLS TECHNIQUES FOR LOGO DESIGN* -TEXT TO CONVER TO SHAPE -THRESHOLD AND CLIPPING MASK -SMART OBJECT			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										
PR. 4	START DESIGNING LOGO -MAKE 2 LOGOS FOR EACH TYPES, SKECH FIRST THEN DESIGN IN PS, AND TAKE CARE ABOUT COLOR COMBINATION, SHAPE ACCURACY, FONT-FAMILY, SIZING & ALIGN			5	___/10						
14	MARKET SURVEY (PPT) -AFTER UNDERSTANDING PPT, VISIT TO INDUSTRY			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										
PR. 5	DESIGN LOGOS FOR INDUSTRIES YOU VISITED 1) 2) - MAKE 2 LOGOS FOR BOTH INDUSTRIES ACCORDING TO EXACT NEED & REQUIREMENT OF CLIENT, SKECH FIRST THEN DESIGN IN PS, TAKE CARE ABOUT COLOR COMBINATION, SHAPE ACCURACY, FONT-FAMILY, SIZING & ALIGN			2	___/10						
	Viva and Test 1				___/ 50						
15	MOBILE APPLICATION DESIGN -LAYER STYLE, SLICE TOOL -FUNDAMENTALS OF APPLICATION -WHAT IS APPLICATION, WHY APPLICATION NEEDED, SIZING OF APPLICATION LIKE ICON, BENNER & UI SCREEN			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										
16	PRACTICE ON AVAILABLE APPLICATION DESIGN -HOW TO BUILD AN APPLICATION USING ALL THE ABOVE TOOLS WE LEARNED BEFORE.				<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										
16 (A)	DIFFERENCE BETWEEN UI/UX (PPT) -THINGS TO TAKE CARE FOR UI -THINGS TO TAKE CARE FOR UX				<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										
16 (B)	COLOR THEORY (PPT) TYPES OF MOBILE UI SCREENS			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										
PR. 6	-ICON, BANNER & 5 SCREEN SHOTS, TAKE 5 SCREENS SHOT OF ANY APPLICATION & DESIGN IT EXACTLY SAME IN PS, AND TAKE CARE OF COLOR COMBINATION, SIZING LIKE FONTS, ICON, IMAGES ETC.,				___/10						
19	HOW TO DESIGN UI? (DESIGN FLOW PPT) * HOW TO CREATE PROTOTYPE? EX. COLLECT DATA FOR GIVEN THEME & DRAW PROTOTYPE SKETCHES.			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										
20	CONVERT PROTOTYPE TO PSD				<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										
PR. 7	DESIGN APPLICATION FROM PROTOTYPE SKETCHES			4	___/10						
21	MARKET SURVEY (WITH DESIGN FLOW PPT)			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										
PR. 8	MAKE AN APPLICATION FROM THE DATA OF MARKET SURVEY			5	___/10						

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22	VIDEO ANIMATION EX. CREATE A VIDEO			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										
23	LAYER MENU -QUICK EXPORT AS, NEW FILL LAYAER, LAYAER MASK, VECTOR MASK, RASTERIZE, COMBINE SHAPE, LINK MERGE LAYER & ETC. EDIT MENU -PAST SPECIAL, CHECK SPELLING, FILL, STROKE & ETC.			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										
24	FILTER MENU -CONVERT TO SMART FILTERS, FILTER GALLERY, CAMERA ROW FILTER, LIQUIFY & ETC. VIEW MENU -ZOOM, FIT ON SCREEN, SCREEN MODE, EXTRAS, SHOW, RULERS, SNAP, GUIDES, CANVAS, SLICES & ETC.			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										
	Viva and Test 2				___ / 50						
25	BOOTSTRAP GRID SYSTEM WHAT IS RESPONSIVE WEBSITE? EX. CREATING GRID & COLUMN WIREFRAME			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										
26	HOW TO INSPECT WEBSITE USING INSPECT ELEMENT IN BROWSER? -HOW TO MAKE PSD FROM LIVE WEBSITE?			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										
PR. 9	-MAKE PSD FROM LIVE WEBSITE			5	___ /10						
27	HOW TO CUSTOMIZE THEME?			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										
PR. 10	-DESIGN CUSTOMIZED THEME USING 3 DIFFERENT THEMES BASED ON SAME INDUSTRY			5	___ /10						
28	HOW TO DESIGN WEBSITE USING GIVEN DEFINATION? (USE OF DESIGN FLOW FOR WEBSITE DESIGN)			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										
PR.	DESIGN WEB LAYOUT USING DESIGN FLOW			5	___ /10						
29	CREATING A RESUME			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										
	Viva and Test 3				___ / 50						
PR. 11	MAKE AN APPLICATION AND WEB SITE FORM GIVEN DEFINATION 1)			12	___ /10						
PR. 12	MAKE AN APPLICATION AND WEB SITE FORM GIVEN DEFINATION 2)			12	___ /10						

NOTE: -

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ILLUSTRATOR																																		
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK		STU. SIGN		FACULTY SIGN																
1	INTERFACE INTRODUCTION TO ADOBE ILLUSTRATOR THE TOOLS PANELS, THE CONTROL PANELS, WORKSPACE PANELS, THE DOCUMENT AREA PANEL & WORKSPACE IN ADOBE ILLUSTRATOR PANELS REVIEW, HOW TO CREATE A WORKSPACE ART BOARDS INTRO. THE ART BOARDS PANELS, ART BOARDS TOOL, VECTOR OVERVIEW, ZOOMING, MANEUVERING													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D															
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C	D																																	
1																																		
2	PPT FOR ALIGNMENT AND COLOR SHADING IN AI													<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																																	
1																																		
3	CREATING SHAPE /FILL AND STROKE EFFECTS IN SHAPE DUPLICATING THE OBJECTS ATROKE EFFECT, STROKE ALIGN EFFECTS, STROKE CORNER EFFECTS, STROKE DASH EFFECTS, ARROWHEAD, CREATING SHAPE VECTOR, RECTANGLE SHAPE TOOL, DELETING ANCHOR POINTS, ELLIPSE SHAPE TOOL, ROUNDED RECTANGLE SHAPE TOOL, LINE TOOL, SELECT MULTIPLE OBJECT, ALIGNING													<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																																	
1																																		
3	PPT FOR COLOR COMBINATION USING COLOR / SWATCHES / PANTONE'S / GRADIENTS & MORE SWATCHES PANELS, PANTONE, PICKING COLORS FROM AN IMAGE, GRADIENT BAR, TRANSPARENCY, EYEDROPPER TOOL DAIRECTT & GROUP SILECION TOOL, LASSO TOOL, MAGIC WAND TOOL													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D															
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C	D																																	
2																																		
PR.	CREATE A COLOR PELETES (5)													___/10																				
4	DRAWING WITH THE PEN TOOL / BRUSH TOOL PEN TOOL, CLICK & DRAG TECHNIQUE, CLICK & CONVERT TECHNIQUE, PENCIL TOOL, THE DIRECT SELECTION TOOLS, PATHFINDER, ALIGN TO ARTBOARD, ALIGN TO SELECTION													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D															
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C	D																																	
2																																		
5	TV CARTOON DESIGN 1. FOCUCE ON DETAILING SHAPE 2. CREATE A COLOR PALETTE													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D															
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C	D																																	
2																																		
PR.	TV CARTOON DESIGN													___/10																				
6	PPT FOR ALIGNMENT AND RULES GUIDE IN AI													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D															
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C	D																																	
1																																		
7	TEXT TOOL, RULES GUIDE TYPE TOOL, TYPE AREA BOX'S, TYPE AS OUTLINES, TOUCH TYPE TOOL, VERTICAL TYPE, AREA TYPSSSE TOOL, TYPE ON A PATH TOOL CREAT A TYPOGRAPHI ON RADYMAT DESIGN													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D															
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C	D																																	
2																																		
8	TYPOGRAPHY (MAKE WITH SHAPE)													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D															
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C	D																																	
1																																		
PR.	TYPOGRAPHY DESIGN													___/10																				
7	LOGO DESIGN ALL TYPES OF LOGO DESIGN, SHAPE BUILDER TOOL (GOLDEN RATIO) CREATE A GOLDAN RETIO ON RADYMET OBJECT													<table border="1"> <tr><td>A</td><td>B</td></tr> </table>		A	B																	
A	B																																	

				1	C	D		
PR.	LOGO DESIGN (14 LOGO ALL TYPE + 2 GOLDEN RATIO LOGO)				___/10			
8	SCALE TOOL SCALE TOOL, SHEAR TOOL, RESHAPE TOOL, THE ROTATE TOOL, REFLECT TOOL				A	B		
				1	C	D		
9	SYMBOL, SLICE TOOL SYMBOL TOOLS, SLICE TOOL, RULERS & GUIDES, SMART GUIDES, SCALE STROKE & EFFECTS, SHIFT & FULL SCREEN, GRIDS				A	B		
				1	C	D		
10	GROUPED VECTORS, COMPOUNDING VECTOR SHAPES, MESH & BLEND TOOL ARRANGING OBJECTS, GROUPING VECTORS, COMPOUNDING VECTORS, CUTTING SHAPES OUT OF VECTORS, MESH TOOL, BLEND TOOL				A	B		
				1	C	D		
11	PRACPECTIVE SELECTION TOOL CREATE PRACPECTIVE SEEN (BILDEINGS, PRODUCTBOX, ETC...) THE BLOD BRUSH TOOL & ERASER TOOL BOLD BRUSH TOOL, ERASER TOOL, SHAPER TOOL, WIDTH TOOL, COMBINATION				A	B		
				2	C	D		
12	CREATE A HUMAN CHARACTER IN DROWING EFFECT MANU (FATHER) 1.CREATE A OUTLINE ON DROWING 2.CREATE A COLOR PALETE & CREATE A HUMAN SHAPE 3.FILL COLOR AND ADD GLOW				A	B		
				2	C	D		
PR.	CREATE A HUMAN CHARACTER				___/10			
13	ISOMETRIC GRID 3D EFFECT (EXTRUDE & BEVEL)				A	B		
				2	C	D		
PR.	ISOMETRIC DESIGN (3D BUILDING MAP)				___/10			
14	REVOLVE & ROTATE (3D EFFECT)				A	B		
				1	C	D		
PR.	PRODUCT DESIGN (BOOK, PEN, BOTTEL, ETC...)				___/10			
15	EFFECT MENU (ILLUSTRATOR EFFECT / PHOTOSHOP EFFECT)				A	B		
				3	C	D		
16	SELECT & OBJECT MENU				A	B		
				1	C	D		
PR.	GRAPHICS TOY & PATTERN DESIGN				___/10			
17	GOOGLE ADV. BANNER				A	B		
				2	C	D		

PR.	10 BANNER DESIGN				___/10						
18	EMAIL TEMPLATE, STICKER DESIGN			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										
PR.	4 EMAIL TEMPLATE & 5 STICKER				___/10						
19	WEB & ADV. GRAPHICS DESIGN			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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C	D										
PR.	WEB & ADV. GRAPHICS DESIGN (5+5)				___/10						
20	SOCIAL MEDIA MARKETING DESIGN			2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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PR.	POST DESIGN (5)				___/10						

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1	INTRODUCTION OF XD -INTRO OF UI/UX, CREATING NEW ARTBOARD, INTRO. TO NEW ARTBOARD WINDOW, INTRO OF XD INTERFACE SELECT, RECTANGLE, ELLIPSE, LINE, POLYGON & TEXT TOOL -COLOR (FILL, BORDER) & OPACITY EX. PRACTICE ON AVAILABLE APPLICATION													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D								
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2	PEN TOOL, ARTBOARD TOOL, ZOOM TOOL APPERIENCE OPTIONS -STROCK POSITION, CAP TYPE, JOIN TYPE, SHADOW, BACKGROUND BLUR. -ALIGN & DISTRIBUTE -PATH FINDER (SUBSTRACT, INTERSACT, INCLUDE, EXCLUDE) EX. CREATING ICONS AND SYMBOLS													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D								
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1																											
3	CLIPPING MASK, REPEAT GRID, SCROLLING OPTION WORKING WITH ASSETS AND LAYERS, GROUPING AND UNGROUPING CREATING CLOUD ACCOUNT & INTRODUCTION OF PROTOTYPE PRVIEW													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D								
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PR. 1	BUILD AN APPLICATION UI ON GIVEN DEFINATION USING DESIGN FLOW.													____/10													
													5														
4	USING ADOBE XD UI KITS & PLUGINS SHARING YOUR ADOBE XD DESIGNS VIEWING DESIGN ON MOBILE													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D								
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PR. 2	DESIGN APPLICATION UI FOR GIVEN DEFINATION													____/10													
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