

1. SDLC, Flow Charts and Pseudo Code
2. What is GIT
3. GIT Commands
4. What is GIT HUB
5. Push/Pull
6. ER Diagram
7. SQL Data Types
8. Normalization
9. Constraints
10. DDL, DML and DQL commands
11. SQL string, date functions, Numeric functions, aggregate functions
12. SQL Joining
13. SQL Subquery
14. SQL Grouping, Ordering

1. .NET framework
2. CLR, CTS, CLS, Assemblies
3. GC and memory management
4. C# program structure and Main method
5. Data Types and categories, Value/Reference Types
6. User input and Output and type casting
7. Flow control-if, switch, loops
8. Boxing and unboxing
9. Operators
10. Strings and String Builder

1. OOPS – Classes, Interfaces, Structs
2. Access specifiers, Overloading, constructors, Properties, Virtual, override, abstract, interface, static, const, methods, modifiers
3. Arrays, Types, working with arrays
4. Exception handling, try-catch-finally, custom exceptions
5. Generics, collections types, generic collections-ArrayList, List, Stack, Queue, Dictionary, Hashtable, linked list
6. File Handling, streams, Stream reader/writer, file stream,

1. ADO.NET, Providers, Connected Model- Connection, Command, Data Reader, properties, ExecuteXYZ methods and return types.
2. Disconnected model, Adapter, DataSet, DataTable, DataColumn, DataRow.
3. Web forms: Page class, Life cycle events, Web server controls, Page load, Post back, request, response, session, controls.

Javascript:

1. Language Essentials
2. DOM
3. Intrinsic objects
4. Advanced Javascript topics
5. Setting up of the JSON server
6. Accessing the JSON Server data from Javascript and .NET API

Type Script

1. Introduction
2. Data types
3. Functions
4. Classes and constructors
5. Access specifiers
6. Interfaces
7. Inheritance
8. Intro to Decorators
9. Enums, Records

Angular (Part 2)

1. Services
2. HTTP & RxJS
3. Routing
4. Forms – Template driven and Reactive

Angular:

1. Introduction to SPA
2. Introduction to Angular
3. Installing Typescript and Angular
4. Working with Angular CLI
5. Understanding angular Modules
6. App Module and its properties
7. Angular Components – The Component decorator
8. Interacting with template
9. Inter component communication (@input, @Output)
10. Styles
11. Component life cycle
12. Pipes and custom pipes
13. Directives (inbuilt: Structural, Attribute)