C

Duration - 35 Hours

Project – Console based game

Curriculum:-

Basics of Programming.

Decision statements, if, else, switch etc.

Loops – for, while, do-while.

Procedural Programming – function.

Pointers – File handling.

Gdb usage for debugging.

Memory profiling & compilation with make.

Latest ClI features.

Tools used – Linux with gcc compiler.

Sublime text editor.

Pre requirement – Knowledge of programming in a high level language like python is desirable but not required.

C++

Duration - 45 hours

project - A GUI based game.

Curriculum –

Programming with object oriented paradigm game programming with c++(covers all the basics like decision statements, loops etc).  
Polymorphism, encapsulation, Abstract classes, inheritance, GUI programming with C++11 and C++14 new features.

Error handling, File handling, Stream, Functional Programming.

Tools used – Linux with gcc compiler.

Sublime text editor.

Pre requirement – Knowledge of programming in a high level language like python is desirable but not required.

Java

Duration 45 Hours

Project - GUI based gaming.

Curriculum -

Basics of OOPS.

Understanding need of java, Basics data types, decision statements, loops and methods.

OOP – Classes, Inheritance, polymorphism.

Java8 Lambda functions.

Exception handling and file handling.

Threads.

GUI programming with javafx.

Building a game.

Pre requirement – Knowledge of programming in a high level language like python is desirable but not required.

Web Development -

Duration – 45 hours.

Project – Building and deploying a web App.

Curriculum -

Introduction to Web Technologies.

Basics of HTML5.

Role of HTML, CSS and Java script.

Tags of HTML5, Adding style with css.

Data Analysis:

Project: analyzing some data for a government department.

Tools & library:

Python3, Pandar, Matplotlib, numpy, scipy, scikit-learn.

Descriptive statistics

Inferential statistics

Pandar Introduction.

Plothing with matplotlib.

Getting & cleaning data.

Predictive data analysis.

Introduction to machine learning.

All CSE Courses:

we also provide state of the art training for courses in the curriculum for computer science.

Some of the courses are-

Assembly programming(x86, ARM)

Data Structures & Algorithms

Logic design

Finite Automata

Discrete Mathematics.