1337 coding school
Lot 660
43150 Ben Guerir
MOROCCO

ACADEMIC RESULTS FOR AIMAN ERRAJIY

I, the undersigned Larbi EL HILALI, Managing Director of 1337 coding school located at Lot 660, 43150 Ben Guerir, Morocco, hereby certify that:

Aiman Errajiy, born on December 10, 2000 in SKOURA LHADRA REHAMNA (Morocco)

obtained the grades detailed below as of June 02, 2024.

This certificate is delivered upon request for all legal intents and purposes.

Selected in: **August 2022**
Curriculum started on: **October 05, 2022**
Curriculum ended on: **-**

The progression of the student inside the curriculum is represented by its level, over 21.
The current level of the student is: **11.54.**

The 42 curriculum is divided into two halves: the common core and the 42 advanced part. Once students complete the first half (the common core), they have the option to either continue their journey in the 42 advanced part, or conclude their progression and become an alumni at any point during this second part.
The current situation of the student is: **in the Common Core.**
See details below.

Made in Benguerir, on June 02, 2024

DETAILS

Here is a description of each part of the curriculum and the current position of the student:

The Common Core

The common core of the 42 curriculum represents the minimum set of skills to be ready for a first professional experience. It provides basic and standard coding skills, as well as a fruitful range of soft skills. The delay of the CC is approximately between 1 and 2 years. The following information represent the skills developed during this part of the curriculum and the current progression of the student:

Aiman Errajiy : Common core achieved at: **87%.**

Developed skills during the entire common core:

- ***Algorithms & AI:*** Standards algorithms on standards structures: searching, sorting, insertion, deletion, balance, on: arrays, linked lists, trees. State machine and asynchronous management.

- ***Graphics:*** Image management, RGB structure of an image, manipulating areas, drawing into an image, interacting with the window management system and getting user events and inputs from keyboard and mouse, programming with callbacks and event loop.

- ***Group & interpersonal:*** Collaboration, relationships and group management situations, including different kinds of interactions between people (friendly, tensions ...)

- ***Imperative programming:*** Basics of coding in C : the C syntax, variable, loops, conditional branches, functions, recursivity, instructions, calculus and expressions, comparisons operators, standard and advanced types, strings processing, structures, includes and libraries, memory allocation and release, linked lists, trees, the C standard library

- ***Network & system administration:*** Basics of computer networking : IP addresses, subnets, default routing, local network structure, host to host connectivity to network services; Basics of system administration : operating system installation with Linux, setting up security, access, users, storage, installing network services like mail, dns, web server, ...

- ***Object-oriented programming:*** Object programming principles in C++, classes, namespaces, constructors and destructors, memory management in C++, inheritance, abstraction, overloading, templates, standard C++ library types and tools

- ***Rigor:*** The need to fulfill administrative and technical constraints. The need for a wide and deep testing process to eliminate failure.

- ***System programming:*** Classic Unix system interactions : system calls, filesystem access and management, process creation, execution, management; inter-process communications : pipes and signals; device management and ioctl, terminal capabilities; network communication : TCP & UDP sockets, DNS resolution, endianness

- ***Web:*** The client-server architecture involved in the web, role and actions of the web server, role and actions of the web browser; The HTTP protocol; Web technologies involved : HTML, CSS, Javascript, images and videos; Backend language and framework for dynamic websites: one among php, ruby, python, go, javascript, Rails, Symfony, Django, Node, ... ; MVC model; users web services : web sessions, authentification, cookies, search, caddie, backoffice configuration, ... ; Basics of user experience, user interface, and design.

Details of each validated project in appendix 1.

The 42 Advanced Part

The 42 Advanced offers a choice of path among various ICT specialisations: each student can select the topic(s) she/he wants to develop and improve. This part of the curriculum also contains several professional experiences (internships, part-time jobs, ...).

No projects completed yet

Professional experience: no professional experience yet

Details of the validated projects in appendix 2.

APPENDIX 1

Projects covered during the common core:

Name	Estimated workload	Result	Associated skills	Validation date
Exam Rank 02	0H	Pass		November 24, 2022
Exam Rank 04	0H	Pass		March 27, 2023
CPP Module 00	22H	Pass	Rigor, Object-oriented programming, Imperative programming	March 11, 2023
CPP Module 01	12H	Pass	Rigor, Object-oriented programming, Imperative programming	March 14, 2023
CPP Module 02	12H	Pass	Rigor, Object-oriented programming, Imperative programming	March 16, 2023
CPP Module 03	12H	Pass	Rigor, Object-oriented programming, Imperative programming	March 27, 2023
CPP Module 05	25H	Pass	Rigor, Object-oriented programming, Imperative programming	June 22, 2023
CPP Module 06	25H	Pass	Rigor, Object-oriented programming, Imperative programming	July 04, 2023
CPP Module 07	25H	Pass	Rigor, Object-oriented programming, Imperative programming	July 05, 2023
CPP Module 08	25H	Pass	Rigor, Object-oriented programming, Imperative programming	July 07, 2023
Libft	70H	Pass with bonus	Rigor, Algorithms & AI, Imperative programming	October 20, 2022
Born2beroot	40H	Pass with bonus	Rigor, Network & system administration	November 13, 2022
ft_printf	70H	Pass	Rigor, Algorithms & AI	October 29, 2022
get_next_line	70H	Pass with bonus	Rigor, Algorithms & AI, Unix	November 04, 2022
fract-ol	60H	Pass with bonus	Graphics, Imperative programming	January 19, 2023
pipex	50H	Pass with bonus	Unix, Imperative programming	January 01, 2023
push_swap	60H	Pass with bonus	Rigor, Algorithms & AI, Unix, Imperative programming	December 10, 2022
minishell	210H	Pass with bonus	Rigor, Unix, Imperative programming	March 08, 2023
NetPractice	50H	Pass	Rigor, Network & system administration	April 10, 2023
Philosophers	70H	Pass with bonus	Rigor, Unix, Imperative programming	February 08, 2023
cub3d	280H	Pass with bonus	Rigor, Algorithms & AI, Graphics, Imperative programming	June 16, 2023
CPP Module 04	12H	Pass	Rigor, Object-oriented programming, Imperative programming	April 02, 2023
Inception	210H	Pass with bonus	Rigor, Network & system administration	November 16, 2023
CPP Module 09	40H	Pass	Rigor, Object-oriented programming, Imperative programming	July 20, 2023
webserv	175H	Pass with bonus	Rigor, Unix, Network & system administration, Object-oriented programming	September 28, 2023
ft_transcendence	245H	Pass with bonus	Rigor, Group & interpersonal, Web	April 08, 2024
				February 13,

Exam Rank 03	0H	Pass	2023
Exam Rank 05	0H	Pass	October 25, 2023

APPENDIX 2

Projects covered during the 42 advanced:

Name	Estimated workload	Result	Associated skills	Validation date

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Internship and professional experiences

Company name	Duration	Validation	Skills	Validation date

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APPENDIX 3

Description of each covered project:

Name	Description
Libft	This project is your very first project as a student at 42. You will need to recode a few functions of the C standard library as well as some other utility functions that you will use during your whole cursus.
get_next_line	May it be a file, stdin, or even later a network connection, you will always need a way to read content line by line. It is time to start working on this function, which will be essential for your future projects.
Born2beroot	This project aims to introduce you to the wonderful world of virtualization.
Exam Rank 02	This project will evaluate your abilities and knowledge about programming.
push_swap	This project involves sorting data on a stack, with a limited set of instructions, and the smallest number of moves. To make this happen, you will have to manipulate various sorting algorithms and choose the most appropriate solution(s) for optimized data sorting.
pipex	This project aims to deepen your understanding of the two concepts that you already know: Redirections and Pipes. It is an introductory project for the bigger UNIX projects that will appear later on in the cursus.
fract-ol	Discover 2D programming and the psychedelic universe of fractals in this project, using minilibX.
Philosophers	Eat, Sleep, Spaghetti, repeat. This project is about learning how threads work by precisely timing a group of philosophers on when to pick up forks and eat spaghetti without dying from hunger.
minishell	The objective of this project is for you to create a simple shell.
CPP Module 00	This first module of C++ is designed to help you understand the specifities of the language when compared to C. Time to dive into Object Oriented Programming!
CPP Module 01	This module is designed to help you understand the memory allocation, reference, pointers to members and the usage of the switch in CPP.
CPP Module 02	This module is designed to help you understand Ad-hoc polymorphism, overloads and orthodox canonical classes in CPP.
CPP Module 03	This module is designed to help you understand Inheritance in CPP.
Exam Rank 04	This project will evaluate your abilities and knowledge about programming.
Exam Rank 03	
CPP Module 04	This module is designed to help you understand Subtype polymorphism, abstract classes and interfaces in CPP.
NetPractice	NetPractice is a general practical exercise to let you discover networking.
cub3d	This project is inspired by the world-famous eponymous 90's game, which was the first FPS ever. It will enable you to explore ray-casting. Your goal will be to make a dynamic view inside a maze, in which you'll have to find your way.

CPP Module 05	This module is designed to help you understand Try/Catch and Exceptions in CPP.
CPP Module 06	This module is designed to help you understand the different casts in CPP.
CPP Module 07	This module is designed to help you understand Templates in CPP.
CPP Module 08	This module is designed to help you understand templated containers, iterators and algorithms in CPP.
CPP Module 09	This module is designed to help you understand the containers in CPP.
webserv	This project is here to make you write your own HTTP server. You will be able to test it with a real browser. HTTP is one of the most used protocol on internet. Knowing its arcane will be useful, even if you won't be working on a website.
Exam Rank 05	
Inception	This project aims to broaden your knowledge of system administration by using Docker. You will virtualize several Docker images, creating them in your new personal virtual machine.
ft_transcendence	Surprise
ft_printf	This project is pretty straightforward, you have to recode printf. You will learn what is and how to implement variadic functions. Once you validate it, you will reuse this function in your future projects.