

# BASIC COURSE

PACKAGE

CODING

**TOTAL : 49 CLASSES**

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for respective Course Curriculum  
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# ADVANCED

## PACKAGE

CODING

+

ROBOTICS

+

AI

**TOTAL : 49 CLASSES**

ALL IN ONE **STANDARD PACKAGE**

**TOTAL : 147 CLASSES**

# LEGENDARY STAR

## PACKAGE

ALL IN ONE **STANDARD PACKAGE**

+

UI & UX

PYTHON

APPLIED TECH COURSE

**TOTAL : 301 CLASSES**

**CODING CURRICULUM**

<b>BASICS</b>	<b>NO. OF CLASSESS</b>
INTRODUCTION	1
SCRATCH	2
INTRODUCTION TO HTML	1
INTRODUCTION TO CSS	2
NTRODUCTION TO JAVA	2
INTRODUCTION TO PYTHON	8

<b>ADVANCE HTML</b>	<b>NO.OF CLASSESS</b>
HTML INTRODUCTION	1
CENTRE, BOLD,ITALICS, PARAGRAPH	1
LIST, LINKS	1
TABLE, IFRAME	1
DIV, SPAN	1
IMAGE, AUDIO, VIDEO	1
LABEL, INPUT, NUMBER, CHECKBOX, RADIO	1
TEXTBOX, DROPDOWNS, DATE, SLIDER, BUTTON,	1
FORM, SUBMIT, RESET, LEGEND	1
PROJECT	1

**CODING CURRICULUM**

<b>CSS</b>	<b>NO. OF CLASSES</b>
BACKGROUND -COLOUR, COLOUR, FONT	1
BOXMODEL (MARGIN, PADDING, BORDER, HIDE, WIDTH)	1
DISPLAY, POSITION	1
CSS SELECTORS ( ID, CLASS, CHILD, SIBLINGS)	1
PSEUDO SELECTORS ( HOVER, FOCUS)	1
PROJECT	1

<b>JAVA SCRIPT</b>	<b>NO.OF CLASSES</b>
STATEMENTS	1
VARIABLES	1
OPERATORS	1
DATA TYPES ( ARRAYS, STRINGS, NUMBER, BOOLEAN)	1
OBJECTS	1
FUNCTIONS	1
EVENTS	1
LOOPS ( FOR,FOREACH, WHILE)	1
DOM	1
PROJECT	1

<b>PROGRESSIVE WEB APP</b>	<b>NO.OF CLASSES</b>
INTRODUCTION	1
MANIFEST	1
OFFLINE	1
DEMO	1
LIVE	3



**ROBOTICS CURRICULUM**

<b>BASICS</b>	<b>NO. OF CLASSES</b>
INTRODUCTION TO ROBOTICS	1
BASICS OF ROBOTICS	2
FIRST ARDUINO PROJECT	2
SECOND ARDUINO PROJECT	2
THIRD ARDUINO PROJECT	2
FOURTH ARDUINO PROJECT	2
FIFTH ARDUINO PROJECT	1
SIXTH ARDUINO PROJECT	1
FINAL PROJECT	3

<b>ADVANCE</b>	<b>NO. OF CLASSES</b>
LED CONTROL USING ARDUINO AND POTENTIOMETER	1
LCD INTERFACING WITH ARDUINO	1
MATRIX KEYPAD WITH ARDUINO	2
GETTING STARTED WITH EMBEDDED C	3
SENSORS AND THEIR APPLICATIONS	1
TEMPERATURE SENSOR/ PIR SENSOR	2
INFRARED SENSOR	1
HUMIDITY SENSOR	1
MOISTURE SENSOR	1
MINI PROJECT 1 – LINE FOLLOWER ROBOT	6
MINI PROJECT 2 – AUTOMATED GARDEN	5
MINI PROJECT 3 – BURGLAR ALARM	5
MINI PROJECT 4 – SMART WALKING STICK	4

## AI CURRICULUM

### BASICS

### NO.OF CLASSES

AI INTRO, BOT DEMO	1
INTRODUCTION TO DIALOGUE FLOW INTERFACE AND BASIC SETUP	1
INTENTS, ENTITIES	4
CONTEXTS	2
CUSTOM PAYLOAD	3
DEPLOYMENT	5

### STATISTICS

### NO.OF CLASSES

DESCRIPTIVE STATISTICS (DATA COLLECTION/EDA/INTERPRETATION)	2
ZDISTRIBUTIONS (DATA VISUALIZATION)	3
HYPOTHESIS TESTING (HYPOTHESIS AND ASSUMPTION/CORRELATIONS AND ERRORS)	3
REGRESSION (LINEAR REGRESSION FROM SCRATCH )	3

## P Y T H O N

PYTHON BASICS	NO. OF CLASSES
BASICS OF PYTHON	8
PANDAS ( BASICS AND KEY IMPLEMENTATIONS)	1
NUMPY ( BASICS AND KEY IMPLEMENTATIONS)	1
SCIKIT LEARN ( INTRO TO LIBRARIES AND FEATURES)	1
PLOTLY ( DATA VISUALIZATIONS IN PYTHON)	1

## N L P

NLP COURSE	NO. OF CLASSES	PROJECTS	NO.OF CLASSES
NLTK ( TEXT PROCESSING AND TEXT ANALYSIS )	2	INTRODUCTION TO PROJECT (SELECTION OF FINAL PROJECT)	1
SPACY ( TEXT PROCESSING / TEXT ANALYSIS / ENTITY RECOGNITION )	2	PROJECT COMPLETION (PROJECT REVIEW AND COMPLETION)	2
RASA ( NATURAL LANGUAGE PROCESSING )	2		
DIALOGUE FLOW ( NATURAL LANGUAGE PROCESSING GOOGLE API)	1		



## UI & UX CURRICULUM

### FUNDAMETALS OF IMAGEMAKING

### NO.OF CLASSES

INTRODUCTION TO IMAGEMAKING

1

DENOTATIVE IMAGEMAKING

1

DENOTATIVE IMAGEMAKING 2

1

TECHNIQUES OF IMAGEMAKING

1

PROCESS, GENERATION, ITERATION

1

PRINTING WITH AN OBJECT

1

DUCT TAP PRINTS

1

IMPROVISED " LIGHT TABLE"

1

CONNOTATIVE IMAGEMAKING

1

### FUNDAMENTALS OF TYPOGRAPHY

### NO.OF CLASSES

INTRODUCTION TO TYPOGRAPHY

1

THE ANATOMY OF LETTERS

1

WORDS AND SPACING

1

TYPE SIZE : THE POINT SYSTEM

1

TYPESETTING TEXT

1

TYPEFACES, FONTS AND TYPE FAMILIES

1

TYPEFACE CATEGORIES

1

DENOTATION IN TYPE

1

CONNOTATION IN TYPE

1

LOOKING AT LETTERFORMS

1

EXPERIMENTING WITH LETTERFORMS

1

TYPOGRAPHIC COMPOSITION

1

**UI & UX CURRICULUM**
**FUNDAMENTALS OF SHAPE & COLOUR**
**NO.OF  
CLASSES**

INTRODUCTION TO SHAPE &amp; COLOUR

1

GRAPHIC SHAPES

1

VISUAL CONTRAST

1

MARKS, ICONS, AND SYMBOLS

1

NEGATIVE/ POSITIVE, FIGURE/GROUND

1

WORKING WITH COLOUR

1

THE COLOUR WHEEL

1

 MIXING COLOUR . PAINT, PRINT &  
SCREEN

1

RHYTHM AND PATTERN

1

**FUNDAMENTALS OF COMPOSITION**
**NO.OF  
CLASSES**

INTRODUCTION TO COMPOSITION

1

PRINCIPLES OF COMPOSITION

1

VISUAL CONTRASTS

1

SINGLE CONTRASTS

1

MULTIPLE CONATRASTS

1

TYPE CONTRASTS

1

IMAGE CONTRASTS

1

COMPOSITION IN A SINGLE IMAGE

1

CROPPING AND HIERARCHY

1

COMPOSITION IN CONTEXT

1

## UI & UX CURRICULUM

UI DESIGN PROCESS	NO.OF CLASSES
DESIGN PROCESS INTRODUCTION	1
DESIGNING TO ADDRESS A PROBLEM W/O SOLUTION IDEAS	1
DESIGNING FOR A KNOWN SOLUTION DIRECTION	1
DESIGNING TO ITERATE ON / IMPROVE AN EXISTING SOLUTION	1
COMMON ELEMENTS	1
USABILITY ENGINEERING AND TASK – CENTERED APPROACHES	1
USE CASES, PERSONAS, TASKS, AND SCENARIOS	1
INTRO TO DESIGN- CENTERED APPROACHES	1
DESIGN – CENTERED METHODS & WHEN THEY WORK BEST	1
PULLING IT ALL TOGETHER. BEST FROM EACH ; PRACTICAL TECHNIQUES FOR SOMEONE WHO ISN'T A TRAINED DESIGNER	1



## UI & UX CURRICULUM

### BASICS

### NO.OF CLASSES

P.L FUNDAMENTALS AND INSTALLATION	1
BODMAS AND MATHEMETICAL CALCULATIONS	1
DATA TYPES, VARIABLES , PRINT() , INPUT()	1
OPERATORS AND CONDITIONAL STATEMENTS	1
LOOPING STATEMENTS	1
LIST AND ARRAY	1
FUNCTIONS, AND LIBRARY: TKINTER	1
FINAL PROJECT COMPLETETION	

### ADVANCE

### NO.OF CLASSES

FUNCTIONS, TYPES OF FUNCTION.(LIST WITH FUNCTIONS)	1
ADVANCE FUNCTION ( LAMBDA FUNCTION)	1
FILTER(), MAP().REDUCE()	1
CONCEPTS OF II DECORATORS II MODULES II	1
RECURSSION	1
SPECIAL VARIABLES : ( NAME AND MAIN )	1
CONCEPT OF OOPS AND SYNTAX TO CREATE A CLASS AND ITS OBJECTS	1
CONSTRUCTORS, _INIT_(),SELF AND COMPARING,TYPES OF VARIABLE IN CLASS AND SCOPE OF A VARIABLE	1
TYPES OF METHOD IN CLASS	1
INNER CLASS, INHERITANCE AND CONTRUCTOR IN INHERITANCE	1
POLYMORPHISM, METHOD OVER-LOADING AND OPERATOR OVER LOADING	1
ABSTACT CLASS AND METHOD AND EXCEPTION HANDELLING	1
FILE HANDELLING	1
INTRODUCTION TO TKINTER	1
( INSTALLATION ) AND BASICS *****GUIDENCE FOR PROJECT*****	
*****MUSIC PLAYER USING PYTHON*** PART 1	1
***** MUSIC PLAYER USING PYTHON*** PART 2	1
*****MUSIC PLAYER USING PYTHON*** PART 3	1



## APPLIED TECH CURRICULUM

APPLIED TECH COURSES	NO.OF CLASSES
INTRODUCTION	2
TECHNOLOGY USED	3
REAL LIFE CASES	2
ACTIVITY	3

## APPLIED TECH COURSES

DATA  
SCIENCE

INTERNET  
OF  
THINGS

BLOCK CHAIN

AUTONOMOUS  
VEHICLE

AUTONOMOUS  
UNDER WATER  
VEHICLE

AUTOMOTIVE  
DESIGN  
TECHNOLOGY

SPACE TECH

RENEWABLE  
ENERGY