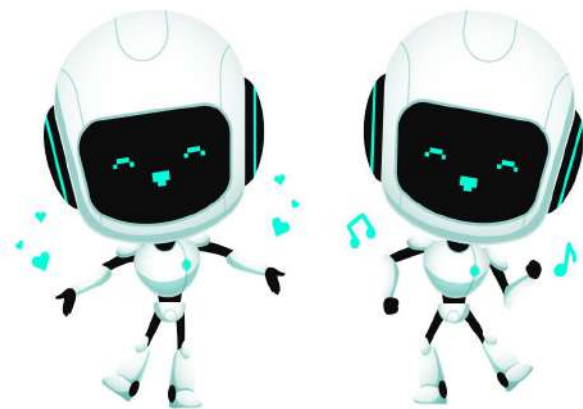# CodingJr

Class - 11

WEB DEVELOPMENT

APP DEVELOPMENT

HTML
Learn the basic building blocks of the web and create an HTML document.

INTRODUCTION TO APP
Overview of Apps and its types

CSS
Learn basic CSS styling

INTRODUCTION TO FLUTTER
Using Flutter as a tool to create apps

BOOTSTRAP & FLEXBOX
CSS Frameworks for websites

INTRODUCTION TO DART PROGRAMMING
Programming in DART language

SASS
Styling Websites with SASS

INTRODUCTION TO BASIC WIDGETS & LAYOUT
Widgets for making an APP

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WEB DEVELOPMENT

APP DEVELOPMENT

JAVASCRIPT

Introduction to JavaScript with DOM manipulation

PROJECT

Hands-on project using the concepts learnt

CLOUD

Understanding about Cloud and its related concepts

FACEBOOK WORKSHOP

Understanding the components of Facebook

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DATA SCIENCE

C++

INTRO TO DATA SCIENCE
Overview of Data Science and its workflow

INTRO TO C++
Learning about C++

PROBABILITY & STATISTICS
Getting our Basics Strong with Probability and Statistics

OPERATORS & EXPRESSION
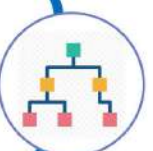Understanding the concepts of Operators to assist in our journey of learning C++

PYTHON AND FUNDAMENTAL LIBRARIES
Exploring Python and it's fundamental libraries

FLOW OF CHART
Understanding concepts of Flow of Execution of C++ code

MACHINE LEARNING LIBRARIES
Mastering Machine Learning libraries to assist us in projects

LOOPS
Learning about repeated execution of a block of code

FEATURE ENGINEERING
Understanding the process of extracting features from data

ARRAY & FUNCTIONS
Exploring Arrays and Functions to enhance our C++ code

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DATA SCIENCE

C++

TYPES OF LEARNING IN MACHINE LEARNING

Algorithms in Machine Learning

STRINGS

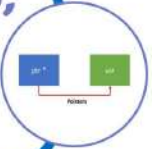Overview of Strings as a concept

TESTING

Evaluation of our machine learning model

CONCEPTS OF POINTERS, STRUCTURE & UNION

Learning about Pointers, Structure and Union

WORKSHOP

Hands-on project

OBJECT ORIENTED PROGRAMMING

Understanding OOPs Concepts in C++

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INTERNET OF THINGS

PYTHON

INTRO TO IoT AND NETWORKING

Understanding IoT fundamentals

GETTING STARTED

Basics of Python with environment setup

EVENT HANDLING

Handling IOT events using practical examples

GET YOUR BASICS RIGHT

Introducing Python Fundamentals

ARDUINO AND THEIR PROGRAMMING

Introduction to Arduino and its related concepts

DATA TYPES

Dealing with Data in Python

LIVE PROJECT

IoT Workshop

OBJECTED ORIENTED PROGRAMMING

Understanding OOPs Concepts

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INTERNET OF THINGS

PYTHON

BASIC LOGIC GATES

Learning Logic Gates (AND, OR, XOR etc)

ALGORITHMS

Understanding Algorithms

INTEGRATED CIRCUITS

Understanding Microprocessors and Microcontrollers in depth

MODULES

Learning about Modules

WORKSHOP

Python Workshop

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ARTIFICIAL INTELLIGENCE

NETWORKING

INTRO TO AI & DATA

Diving into the field of Artificial Intelligence (AI) and its related concepts

INTRO TO COMPUTER NETWORK

Overview of Computer Networks

INTRO TO MACHINE LEARNING

Understanding concepts of Machine Learning with practical examples

NETWORKING

Learning about network types, devices, topologies and protocols

INTRO TO DATA SCIENCE

Overview of concepts in Data Science

MOBILE COMMUNICATION TECHNOLOGIES

Going in-depth and understanding Mobile Communication Technologies

MISCELLANEOUS

Exploring concepts such as Deep Learning, NLP using Case studies

INTERNET, WEB AND INTERNET OF THINGS

Understanding the concepts of Internet, Web and IoT

NETWORK SECURITY CONCEPTS

Mastering Network Security Concepts

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CYBER SECURITY

GAME DEVELOPMENT

INTRO TO CYBER SECURITY
Overviewing the concepts in Cyber Security

INTRO TO GAME DEVELOPMENT
Understanding Game Development Concepts

FIREWALL
Learning the know-how of Firewall

GAME PROGRAMMING: SCRATCH PROGRAMMING
Using Scratch- Basic to Advanced concepts

TYPES OF VULNERABILITY AND PREVENTION
Grasping the essential concepts of Vulnerability and Prevention

GAME PROGRAMMING: UNITY
Using Unity for Game Development

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