

PROGRAMMING LANGUAGES

PREMIUM COURSE

Master the
Language of
Technology: Enroll
in our Cutting-
Edge
Programming
Courses!

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9962360444



Python

- Introduction to Python Programming

- - Python Syntax and Data Types

- - Functions and Modules

- - Data Structures

- - File Handling and Input/Output

- - Object-Oriented Programming (OOP)

- - Modules and Packages

- - Working with Databases

Notes :

Please note that this is a basic outline, and the course will be customised based on the depth and duration of your needs.

Java

- Introduction to Java Programming

- Variables, Data Types and Operators

- • Control Flow Statements

- Object-Oriented Programming

- • Arrays and Collections

- • File Handling and Input/Output

- • Exception Handling and Debugging

- • Multithreading and Concurrency

Notes :

Please note that this is a basic outline, and the course will be customised based on the depth and duration of your needs.

C/C++

- Introduction to Programming

- Basics of C Programming

- C Functions and Pointers

- C Arrays and Strings

- C++ Fundamentals

- C++ Inheritance and Polymorphism

- C++ File Handling and Input/Output

- C++ Standard Template Library (STL)

Notes :

Please note that this is a basic outline, and the course will be customised based on the depth and duration of your needs.

C#

- Introduction to C# Programming
- Variables, Data Types, Operators
- Control Flow Statements
- Object-Oriented Programming (OOP)
- Arrays and Collections
- GUI Development with WPF
- Database Programming with ADO.NET
- LINQ (Language Integrated Query)
- Multithreading and Asynchronous Prgmg
- Networking and Web Development
- Intro to ASP.NET for Web Development
- Developing Desktop Apps with WPF
- Developing Mobile Apps with Xamarin
- Exception Handling
- Real life Projects

Swift

- Introduction to Swift Programming

- Optionals and Error Handling

- Functions and Closures

- Collections (Arrays, Sets, and Dictionaries)

- Object-Oriented Programming

- Inheritance, Polymorphism, and Protocols

- Properties and Methods

- Handling User Input and UI Design

- Error Handling and Exception Handling

- File Handling and Networking

- Concurrency and Multithreading

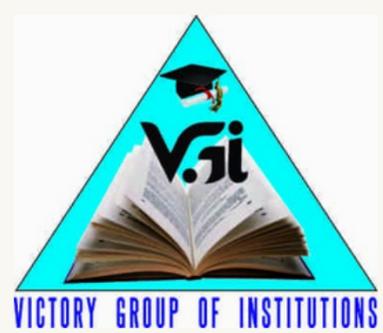
- Intro to SwiftUI for UI Development

- Core Data and Persistence

- App Development and Deployment

- Debugging and Testing

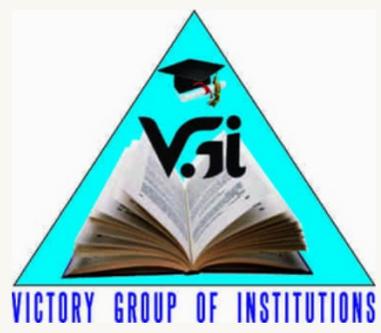
Go



- Introduction to Go Programming
- Control Flow Statements
- Functions and Packages
- Pointers and Memory Management
- Arrays, Slices, and Maps
- Structs and Interfaces
- Concurrency with Goroutines & Channels
- Error Handling and Panic and Recover
- Testing and Benchmarking
- File Handling and Input/Output
- Working with JSON and Web APIs
- Db Connectivity with SQL and NoSQL
- Web Development with Go
- Intro to Gorilla Toolkit for Web Routing
- Deploying Go Applications



R



- Introduction to R Programming
 - Vectors, Matrices, and Arrays
 - Data Manipulation with Data Frames
 - Functions and Packages in R
 - Data Cleaning and Preprocessing
 - Working with External Data
 - Exploratory Data Analysis (EDA)
 - Statistical Analysis with R
 - Linear Regression and Model Building
 - Hypothesis Testing and Stats Inference
 - Data Mining and Machine Learning in R
 - Time Series Analysis
 - Advanced Visualization with ggplot2
 - Interactive Dashboards with Shiny
 - R Markdown for Reporting
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