



LIVE LECTURES

CERTIFICATE IN COMPUTER PROGRAMMING

Live Course (Live Lectures)

COURSE OVERVIEW

The Course introduces you to the concepts of programming methodology and data structure in computers and moves on from learning all the computer languages that are in demand nowadays. We start with procedural-oriented languages like C and then move on to Object Oriented Languages like C, and C++ Python. In the end, we have hands-on a live project where we will implement all the concepts learned.

COURSE OBJECTIVE

This course aims to make learners develop the ability to program in different language paradigms and evaluate their relative benefits. An understanding of the key concepts in the implementation of common features of programming languages.

SKILLS YOU WILL LEARN

In this course, you will learn C, C++, and Python. All topics from basic to advance

COURSE SKILL SET

Data structures and algorithms, Object-oriented programming (OOP) languages, Integrated development environments (IDEs), C, C++, Python



PROGRAM HIGHLIGHTS

- Instructor- Dr. Priti Maheshwary
- Instructor- Dr. Pooja Bijlani
- Instructor- Umesh Kumar
- Duration- 1 Year
- Duration – 6 Months
- Eligibility- Any graduate with a Science stream
- No. of Modules - 9 modules + 1 Project + 3 Live Lecture
- Language-English
- Shareable certificate- Yes
- Webinar- Yes

PROGRAM SYLLABUS

Paper 1

Paper 1- Live Lecture 1

Chapter 1 - Basic of Programming Methodology

Chapter 2 - Algorithm, Flowcharts

Chapter 3 - Decision Logic Structure

Paper 1- Live Lecture 2

Chapter 4 - Looping Structure

Chapter 5 - Arrays

Paper 1- Live Lecture 3

Paper 2

Chapter 1 - About C Language, Operators, and Expressions

Chapter 2 - Decision Making, Branching, and Looping

Chapter 3 - Arrays

Chapter 4 - Functions and User-Defined Functions

Chapter 5 - Pointers, Structures, Unions and File Management in C

Paper 3

Chapter 1 - Introduction to object-oriented programming

Chapter 2 - Basic of C++, data type, control structure, operator, and functions

Chapter 3 - Constructors, Overloading, Inheritance, and Pointers

Chapter 4 - Array, Vector, and String in C++

Chapter 5 - File Handling and Exceptions in C++

Paper 4

Chapter 1- Python Language Basics

Chapter 2 - Data Structures in Python Language

Chapter 3 - Function & File Handling

Chapter 4 - Classes, Modules, and Exceptional Handling

Chapter 5 - Database & GUI Programming

PROJECT

The objective of the Project is to implement the concepts of Programming learned in the Semester in real-world scenarios.

For Project Development any of the Computer Languages that have been learned can be used like VB.NET, C#, Java, Kotlin, and Python.

You have to develop an Application and this will be your Major Project for the Final Semester



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