

Problem solving using Computers

1. The Logic behind Computers
2. The Grammar of Computer Languages
3. A set of solvable problems
4. Design of Functions
5. Objects with their States and Behaviours

*Note : Python is used in this course

Foundation of Computer Programming Languages

1. Digital Logic
2. Syntactic Structure
3. Imperative Programming
4. Functional Programming
5. Object Oriented Programming

*Note : C & C++ are used in this course

Artificial Intelligence for Beginners

1. Intelligent Agents
2. Searching Problems
3. Knowledge, Reasoning, Planning, Learning, Communication, Perceiving and Action
4. AI programming sessions
5. Fundamentals of Machine Learning

* Note : Python is used in this course

As we follow the 20/80 rule, our coaching based on the above syllabus consists of 20% Theory 80% Practical throughout the time students spend on training.