



SYLLABUS MANUAL

PROFESSIONAL PROGRAMME

PROGRAMME CODE --- 512

EDGE PRO

THE EDGE PRO

Semester 1

• Microsoft Certified Application Specialist on Microsoft Office 2016	100Hrs
• A+ IT technician	40Hrs
• Network +	140Hrs
• Desktop & laptop Maintenance	40Hrs
• Red Hat System Administration I (RH124)	160Hrs
• C & C++ Programming	80Hrs
• ENGLISH LANGUAGE & TECHNICAL COMMUNICATION	160Hrs
• Electronic+ (EL+)	120 Hrs
• Adobe Photoshop	120 Hrs
• Main Concept of Account	90 Hrs
• MCTS	40 hrs
Project on Electronic	

Learning fundamental of computer will augment the students' comprehension about the fundamentals of computer and the skill set pertaining to assembling and troubleshooting a computer system. Learning about the operating systems in fundamental of computer, the students will step further to discover the latest revolution of Microsoft, the Windows 7 OS. This is one of the latest and most popular client operating systems that is currently phenomenal in the job market.

MS Office 2007 is the next essential course which would enhance the students' acquaintance on the most popular applications used regularly such as Word like Letter writing, formatting etc. in word., Excel Data management & MIS preparation in excel, Power point presentation designing & techniques, OutlookFair knowledge of e-mail writing. Will be given.

Learning A+ will augment the students' comprehension about the fundamentals of computer and the skill set pertaining to assembling and troubleshooting a computer system. In Network+, they learn about networking standards and troubleshooting networks. Learning about the operating systems in A+, the students will step further to discover the latest revolution of Microsoft, the Windows 10 OS. This is one of the latest and most popular client operating systems that is currently phenomenal in The job market.

C programming is one of the most popular programming language, the students will be introduced to the basics of c programming Organizations are growing smarter with potential growth in the IT industry. Along with quality work they emphasis on public relations which becomes the essence of the business. In order to fulfill both, the students must acquire technical skills as well as the communication and personality development skills which is learnt by students in this semester.

Once the students complete this semester they'll be exposed to various job profiles like;

☑ Application Specialist on Microsoft Office 2007

- ☒ **Hardware Engineer**
- ☒ **PC Support Engineer**
- ☒ **Tech Support Specialist**
- ☒ **Desktop Support Technician and many more.**
- ☒ **Data Entry Operator**

Microsoft Certified Application Specialist on Microsoft Office 2016

Word 2016 Basics

- Editing and Proofreading a Document
- Bulleted and Numbering
- Working with Tables
- Word Styles
- Word Art, Clip Art
- Mail Merger
- Excel 2016 Basics
- Printing in Excel
- Charting
- Creating Tables
- Excel Workbook
- Special Features
- PowerPoint 2016 Basics
- Charts and Objects
- Customizing PowerPoint
- Online Presentation
- Access 2016 Basics
- Forms
- Sorting Records
- Filters •

Information Accuracy

- Outlook 2016 Basics
- Electronic Mails
- Inbox Management
- Calendar
- Events and Meetings

Installing and Configuring Windows 10 (MCTS)

- ☒ Installing Windows 10
- ☒ Preparing the Windows 10 Installation Source
- ☒ User and Group Management
- ☒ Password Reset Disk
- ☒ Parental Control
- ☒ Upgrading to Windows 10
- ☒ User Profiles Management
- ☒ System Images Capturing
- ☒ Virtual Hard Disk Files
- ☒ Application Compatibility

- ☒ Introducing Windows 10
- ☒ Windows Aero and Mouse operations
- ☒ Switching Users
- ☒ Disks and Device Drivers
- ☒ Network Settings
- ☒ IPv4/IPv6 Configuration
- ☒ Network Configuration
- ☒ Folder and File Acces
- ☒ Branch Cache
- ☒ Printers in Windows 10
- ☒ Windows 10 Desktops Security
- ☒ Windows 10 Client Computers
- ☒ Mobile Computing and Remote Access in Windows 10

A+

- ☒ Computer Components Identification
- ☒ Assemble and Disassemble Computer Components
- ☒ Components in Portable Computers
- ☒ Devices Installation and Configuration
- ☒ Characteristics of Cabling and their Connectors
- ☒ Common IDE, SCSI and Peripheral Devices
- ☒ Optimize PC Operations Optimization
- ☒ Determine the Issues that must be Considered when upgrading a PC
- ☒ Popular CPU Chips
- ☒ Types of Memory (RAM)
- ☒ Types of Motherboards and their Components
- ☒ Printer Technologies, Interfaces and Options/Upgrades
- ☒ Troubleshoot Common Printer Problems
- ☒ Operating System Fundamentals OS Installation
- ☒ Common Error Codes Interpretation
- ☒ Networking Capabilities of Windows
- ☒ Basic Internet Protocols and Terminologies
- ☒ Procedures for Establishing Internet Connectivity

Network +

- ☒ Logical or Physical Network Topologies
- ☒ Networking Standards
- ☒ Characteristics of Different Types of Cables
- ☒ Different media Connectors and Describe their uses
- ☒ Purposes, Features and Functions of Network Components
- ☒ General Characteristics of the Different wireless technologies
- ☒ Different Network Protocols
- ☒ Classful IP and Their Subnet Masks
- ☒ Subnetting
- ☒ Private and Public network addressing schemes
- ☒ WAN Technologies

- ☒ Security protocols and authentication protocols
- ☒ Basic capabilities different server operating systems
- ☒ Benefits and characteristics of using a firewall and proxy service
- ☒ Main characteristics and purpose of extranets and intranets
- ☒ Antivirus software
- ☒ Fault Tolerance
- ☒ Network Utility to Troubleshoot Networks
- ☒ Impact of modifying, adding or removing network services
- ☒ Network Troubleshooting with Physical Topology

Red Hat System Administration I (RH124)

Get Started with the GNOME Graphical Desktop

Manage Files Graphically with Nautilus

☒ Get Help in a Graphical Environment

☒ Configure Local Services

☒ Manage Physical Storage I

☒ Manage Logical Volumes

☒ Monitor System Resources

☒ Manage System Software

☒ Get Started with Bash

☒ Get Help in a Textual Environment

☒ Establish Network Connectivity

☒ Administer Users and Groups

☒ Manage Files from the Command Line

☒ Secure Linux File Access

☒ Administer Remote Systems

☒ Configure General Services

☒ Manage Physical Storage II

☒ Install Linux Graphically

☒ Manage Virtual Machines

☒ Control the Boot Process

☒ Deploy File Sharing Services

☒ Secure Network Services

C & C++ Programming

☒ Logic

☒ Techniques (PLT)

☒ I/O Statements

☒ Operator,

☒ Control Statements,

☒ Loops,

☒ Arrays,

☒ Strings,

☒ Pointers,

☒ Functions,

☒ Structures,

- ☒ Unions,
- ☒ Dynamic Memory Allocation.
- ☒ OOP Concepts,
- ☒ Classes & Objects,
- ☒ Constructor
- ☒ Destructor
- ☒ Operating Overloading
- ☒ Inheritance
- ☒ Polymorphism
- ☒ Exception Handling

ENGLISH LANGUAGE & TECHNICAL COMMUNICATION

Importance of Effective Communication

- ☒ Types of Communication
- ☒ Scope of Written Communication
- ☒ Types of Writing
- ☒ Effective Writing
- ☒ Reading Skills
- ☒ Listening
- ☒ Improving one's Vocabulary
- Root words
- ☒ Usage of words with similar meaning
- ☒ Homophones, Synonyms & Antonyms
- ☒ Personality, its types
- ☒ Significance of Personality-An organizational perspective
- ☒ Public Speaking - As part of personality development
- ☒ Group Discussion - A practice of corporate personality development Interviews
- ☒ Presentation Skills - The root of Personality Development
- ☒ Acting your speech (intonation)- Effective public speaking tips
- ☒ Public Presentation
- ☒ Nature and scope of a group discussion

ANALOG

- Soldering
- Using Multimeter & Trainer kit
- Resistor & Resistor Connection
- Current & Voltage
- Ohm's Law
- Voltage Rise & Voltage Drop
- Inductor & Capacitor
- Using Oscilloscope
- Transformer
- Semiconductor
- PN Junction & Diode
- Half way rectifier
- Full Way Rectifier

- Power Supply
- Transistor
- Power Supply introduction to SMPS

DIGITAL

- Number System Conversions
- Basic Logic Gates
- Half Adder & Half Subtractor
- Multiplexer & De-multiplexer
- Decoder
- Encoder
- SR Flip – Flops
- D Flip –Flop
- JK Flip-Flop
- Multivibrator
- ☒ Binary Arithmetic
- ☒ Boolean Algebra
- ☒ Flip-Flop
- ☒ Edge Triggered JK Flip Flop
- ☒ JK Master / Slave
- ☒ Memories
- ☒ Microprocessor

ADOBE PHOTOSHOP

Image Editing using Photoshop
 Bitmap media/images and Vector Shapes
 Colour Modes and Models
 Digital Painting
 Layers,
 Designing Greeting Card,
 Image Retouching, Colour Adjustments
 Mask
 Filters
 Action and Plug-ins

Main Concept of Accounting& Business Accounting

- ☒ Fundamental of accounting for commerce & Non-commerce student.
- ☒ Practical Accounting Documents (Bill, Register, Cash book etc.)
- ☒ Preparation of Journal, Ledger, Trial balance & Final Account.
- ☒ Reserves and provision, Error rectifications.
- ☒ Capital & Revenue
- ☒ Profit Analysis with a Tax Planning.
- ☒ Principles of Accounting.
- ☒ Journal Entries & Books of Accounts
- ☒ Depreciation & Stock Valuation
- ☒ Accounts Documents and BRS

- ☒ Final Accounts
- ☒ E-Transactions & Misc. Banking Operations
- ☒ Real Life Projects on Business Accounting

Desktop & Laptop Maintenance

- ☒ Desktop & Laptop Features and Function keys
- ☒ Common Desktop Laptop Problems
- ☒ Function of Desktop & Laptop
- ☒ Power Options For Desktop & Laptops
- ☒ Hibernate Features
- ☒ Standby Features
- ☒ Laptop battery
- ☒ Common laptop problems
- ☒ Best practices
- ☒ General maintenance of the Desktop & laptop

Semester ii

- | | |
|--------------------------------------------------------------------|---------------|
| • MCITP- Server Administrator | 60Hrs |
| • Red Hat Certified System Administrator II (RHCSA) | 80Hrs |
| • Cisco Certified Network Associate (CCNA) | 120Hrs |
| • Logic Building and Effective Problem Solving | 40Hrs |
| • Object Oriented Programming Using C# | 60Hrs |
| • Querying and Managing Data Using SQL Server | 80Hrs |
| • Developing advanced applications using my SQL and PHP | 60Hrs |
| • Web development using Bootstrap | 60 hrs |
| • Introduction to the Relational Database Management System | 40Hrs |
| • Project on Web Development | 120Hrs |
| • Tally ERP+GST | |
| • Coral Draw | 60 Hrs |
| • Adobe Primer Pro | 40 Hrs |
| • Technical English | |

With an ample essence of basics, the students are set to learn the advanced topics in semester II. Here the focus is on much adored technologies such as Microsoft, Cisco and Linux. Semester II includes the latest trend in server side of the Microsoft technologies by covering Server 2008 papers for the students.

With MCITP server administration, students will learn to configure, manage and support groups, domain names and client settings. They will get an in-depth knowledge about the deployment,

security, management and maintenance of a server. With a base knowledge on Microsoft, the students will be taught the Red Hat Linux system administration in detail.

They will learn to install the Linux operating system, create users and groups; assign permissions to files, administer and troubleshoot a Linux system and network environment. The students are lead to learn yet another essential technology Cisco CCNA. This enables the students to gain the knowledge and skills necessary to select, connect, configure, and troubleshoot the various Cisco networking devices.

With an ample essence of basics, the students are set to learn the advanced topics in semester II. Here the focus is on much adored technologies such as object-oriented programming (OOPs), C# programming. Semester II includes the latest trend using Rapid Application Development (RAD) on the .NET framework for the students.

This semester is designed to give you as strong foundation object-oriented programming (OOPs) approaches and the fundamentals of C# programming language. It will familiarize you with Structure Query Language (SQL) and enables you to query and manage database using SQL Server. Further you will also get exposure to Windows-based GUI Application development using Rapid Application Development (RAD) on the .NET framework. This semester will also develop your skills on database connectivity technologies such as ADO.NET and develop and deploy Web applications using ASP.NET. As a successful developer, you need to understand and implement software testing. In this process you will have to assess the acceptability of the software product to its end users.

Once the students complete this semester they'll be exposed to various job profiles like;

Database Designer

☒ **MS SQL Server operator**

☒ **Web Content Developer**

☒ **Developer Server Applications**

☒ **Developing Advanced Applications with My SQL and PHP**

☒ **System Administrator on Windows Server 2008**

☒ **Network Administrator**

Desktop Management Engineer and many more

Account Executive

Back office executive

Data entry operator

DTP

MCITP Server Administration: Windows Server 2008 Active Directory, Configuring

☒ **Windows Server 2008 Active Directory**

☒ **Organizational Units and Domain Controllers**

☒ **Global Catalog**

☒ **Operations Masters and Server Manager**

☒ **Global Catalog Servers**

☒ **RID Master**

- ☐ Transferring and Seizing of Operations Master Roles
- ☐ Active Directory and DNS
- ☐ Command-Line DNS Server Administration
- ☐ Zone Transfers and Replication
- ☐ Active Directory Sites and Replication
- ☐ Active Directory Sites
- ☐ Active Directory Lightweight Directory Services
- ☐ (AD LDS)
- ☐ Active Directory Rights Management Services
- ☐ (AD RMS)
- ☐ Read-Only Domain Controllers
- ☐ Active Directory Federation Services (ADFS)
- ☐ Windows Server 2008 Virtualization
- ☐ Active Directory Objects and Trusts
- ☐ Organizational Units
- ☐ Group Membership
- ☐ Shell Access Policies
- ☐ Group Policy to Deploy Software
- ☐ Backing Up and Recovering Active Directory
- ☐ Use of Windows Server Backup
- ☐ Active Directory Certificate Services
- ☐ Installing Active Directory Certificate Services
- ☐ Certificate Templates and Revocation
- MCITP Server Administration: Windows Server 2008 Network, Infrastructure, Configuring
- ☐ Windows Server 2008 Installation
- ☐ DNS Server Role and Domain Name System
- ☐ Recursive and Iterative Queries
- ☐ Forward and Windows internet Name System
- ☐ Overview of the DHCP Server Role
- ☐ Dual Layer Architecture
- ☐ ISATASP Tunneling and Port Proxy
- ☐ Transitioning from IPv4 to IPv6
- ☐ Network and VPN Access
- ☐ Network Policy Server
- ☐ RADIUS Clients and Servers
- ☐ NPS Authentication Methods
- ☐ Log File Properties
- ☐ SQL Server Logging
- ☐ Overview of IPsec
- ☐ Storage Technologies
- ☐ Windows Server 2008 Storage Management Overview
- ☐ Common Capacity Management Challenges
- ☐ File Server Resource Manager
- ☐ Quota Management
- ☐ Network load balancing manager
- ☐ Security and Audit policy

☒ WSUS Administration

Red Hat System Administration II (RH134)

☒ Automated Installations of Red Hat Enterprise Linux

☒ Accessing the Command Line

☒ Intermediate Command Line Tools

☒ Regular Expressions, Pipelines, and I/O Redirection

☒ Network Configuration and Troubleshooting

☒ Managing Simple Partitions and Filesystems

☒ Managing Flexible Storage with Logical Volumes

☒ Access Network File Sharing Services

☒ Managing User Accounts

☒ Controlling Access to Files

☒ Managing SELinux

☒ Installing and Managing Software

☒ Managing Installed Services

☒ Analyzing and Storing Logs

☒ Managing Processes

☒ Tuning and Maintaining the Kernel

☒ System Recovery Techniques

Cisco Routing and Switching

(CCNA – ICND I & ICND II)

☒ Basic Networking Concepts & OSI Reference Model

☒ Function of Ethernet

☒ Network Security

☒ Wireless Network Technology

☒ Ethernet Switch Configuration

☒ Subnetting

☒ Routers and Router Configuration

☒ Different WAN Technologies

☒ Advanced dynamic Routing Protocols

☒ Route Summarization

☒ Link State Routing Protocol

☒ EIGRP

☒ Advanced Switching Technology

☒ VLAN and Trunks

☒ Access Control List

☒ Network Address Translation (NAT)

☒ IP version 6

☒ Wide Area Network

☒ Frame Relay

Logic Building and Effective Problem Solving(Using C)

☒ Identify input and output requirements of a computer problem.

☒ Define programs and programming languages.

☒ Identify various tools used in problem solving.

- ☒ Solve problems using flowcharts.
- ☒ Represent decisions and repetitive processes in a flowchart.
- ☒ Use the dry run table.
- ☒ Solve problems using pseudocode.
- ☒ Use variables and constants.
- ☒ Define data types.
- ☒ Use operators.
- ☒ Perform conditional execution.
- ☒ Identify repetitive processes.
- ☒ Work with arrays.
- ☒ Manipulate arrays using loops.

Object Oriented Programming Using C#

- ☒ Explain features and phases of the object-oriented approach.
- ☒ Write and execute C# programs.
- ☒ Implement encapsulation in C# by using the various access specifiers.
- ☒ Identify and use operators including arithmetic, assignment, unary, comparison, and logical.
- ☒ Use decision-making constructs and loop constructs.
- ☒ Describe memory allocation.
- ☒ Implement structures, enumerations, arrays and collections.
- ☒ Identify the need for constructors and destructors.
- ☒ Implement polymorphism and overload functions and operators.
- ☒ Describe the various types of relationship such as inheritance, composition, utilization, and instantiation.
- ☒ Use various stream classes to implement file handling.
- ☒ Develop single and multithreaded application.

Introduction to the Relational Database Management System

- ☒ Define a Database Management System (DBMS).
- ☒ Describe the types of data models.
- ☒ Create an entity-relationship model.
- ☒ Map an entity-relationship diagram to tables.
- ☒ Normalize and deformatize data in tables.

Querying and Managing Data Using SQL Server

- ☒ Identify SQL Server tools.
- ☒ Query data from a single table.
- ☒ Query data from multiple tables.
- ☒ Manage databases and tables.
- ☒ Manipulate data in tables.
- ☒ Implement indexes, views, and full-text search.
- ☒ Implement stored procedures and functions.
- ☒ Implement triggers and transactions.
- ☒ Implement managed code.
- ☒ Implement services for message-based communication.

Developing advanced applications using my SQL and PHP

- 📖 Programming Logic and Techniques
- 📖 Introduction to RDBMS
- 📖 Developing Web Applications using My SQL and PHP
- 📖 My SQL 5.0 for Developers

Bootstrap

- 📖 What is Bootstrap Framework
- 📖 Why Bootstrap
- 📖 History of Bootstrap
- 📖 Advantages of Bootstrap Framework
- 📖 What is Responsive web page
- 📖 How to remove Responsiveness
- 📖 Major Features of Bootstrap
- 📖 What is Mobile-First Strategy
- 📖 Setting up Environment
- 📖 How to apply Bootstrap to Applications
- 📖 What is Bootstrap Grid
- 📖 How to apply Bootstrap Grid
- 📖 What is Container
- 📖 What is Offset Column
- 📖 How to Reordering Columns
- 📖 Advantages of Bootstrap Grid
- 📖 How to Display responsive Images
- 📖 How to change class properties
- 📖 How to use readymade themes
- 📖 How to customize Bootstrap's components, Less variables, and jQuery plug-in.
- 📖 What is Bootstrap Typography
- 📖 How to use Typography
- 📖 What is Bootstrap Tables
- 📖 What is Bootstrap Form Layout
- 📖 What is Bootstrap Button
- 📖 How display images in different styles like Circle shape etc
- 📖 How to display text like muted and warning etc
- 📖 What is Carets Classes
- 📖 How to hide or show the text in Bootstrap
- 📖 What are the different types of Bootstrap Components
- 📖 What is Glyphicons Component
- 📖 How to use Glyphicons Component
- 📖 What is Bootstrap Dropdown Menu Component
- 📖 What is Button Groups and Button Toolbar
- 📖 How to use Button Groups and Button Toolbar
- 📖 What are different Input Groups Components
- 📖 What is Navigation Pills & Tabs Components
- 📖 How to use Navigation Pills and Tabs Components

- ❑ What is Navbar Component
- ❑ How to build a Responsive Navbar
- ❑ How to Add Forms and other controls to Navbar
- ❑ How to Fix the position of navbar
- ❑ What is Breadcrumb Component
- ❑ What is Pagination Component
- ❑ How to apply Pagination in Application
- ❑ What is Labels / Badge Components
- ❑ What is Jumbotron / Page Header Components
- ❑ What is Thumbnail Component
- ❑ What is Alerts & Dismissible Alerts
- ❑ How to Create Progress Bar
- ❑ What is Media Objects Component
- ❑ Why Media Objects Component
- ❑ How to use Media Objects Component
- ❑ What is Bootstrap List Group Component
- ❑ What is Bootstrap Panel Component
- ❑ Why Bootstrap Plug-Ins
- ❑ How to use Bootstrap Plug-Ins
- ❑ What is Transition Plug-in
- ❑ What Modal Dialog Box
- ❑ What are the different Properties, Methods and Events of Model Dialog Box
- ❑ What is Scrollspy Plug-In
- ❑ What is Tab Plug-in
- ❑ How to use Tab Plug-in
- ❑ What is Drop Down Plug-in
- ❑ What is Tooltip Plug-in
- ❑ How to use Button Plug-in
- ❑ What are the different methods and events of Tooltip Plug-in
- ❑ What is Popover Plug-in
- ❑ What is alert and Button Plug-ins
- ❑ What is Collapse Plug-in
- ❑ What are different types of Properties, Methods and Events of Collapse Plug-in
- ❑ What is Carousel Plug-in
- ❑ What is Affix Plug-in

Topic: 1 **Adobe Photoshop**

Lab: 1 Basics of Photoshop CS4

Lab: 2 Introduction

Lab: 3 The Working Place

Lab: 4 Customizing

Lab: 5 Image and Color Modifications

Lab: 6 Case Study - Black & White to Color

Lab: 7 Tools

Lab: 8 Case Study - Wedding Card
Lab: 9 Using the Brush and Paint
Lab: 10 Working with Selections
Lab: 11 Case Study - Photo Collage
Lab: 12 Scaling
Lab: 13 Knowing the Layers
Lab: 14 Filter Gallery
Lab: 15 Case Study - Greeting Card
Lab: 16 Color Adjustments
Lab: 17 Case Study - Photo Manipulation
Lab: 18 Output
Lab: 19 Case Study - Poster Design
Lab: 20 Settings

Topic: 2 DTP with CorelDRAW

Lab: 1 Getting Started with CorelDRAW
Lab: 2 Case Study: Visiting Card
Lab: 3 Understanding the Color Palette
Lab: 4 Case Study: Sticker
Lab: 5 Case Study: Letterhead with Logo
Lab: 6 Working with the Objects
Lab: 7 Case Study: Wedding Card
Lab: 8 Case Study: Flex Banner
Lab: 9 Understanding other controls (Layers and Tables)
Lab: 10 Case Study: Flyer with Coupon
Lab: 11 Case Study: Brochure
Lab: 12 Other Features
Lab: 13 Case Study: Product Box Package
Lab: 14 Case Study: Book Cover
Lab: 15 Case Study: Newspaper advertising
Lab: 16 Case Study: Magazine Inner page

- **Premiere Pro**
- Create and open projects
- Work with files
- Import media into Premiere Pro
- Organize your media once it's imported
- Use the Timeline for video and audio tracks
- Edit tracks in the Timeline
- Create sequences and nested sequences
- Add motion to your clips
- Create and work with keyframes
- Add animation and other effects
- Add transitions
- Use the color-correction tools
- Sync clips from multiple cameras
- Add text, shapes, and logos to your project
- Work with audio in the Audio Workspace
- Export media from Premiere Pro

- Create and edit closed captions

Technical English

- Formal Communication
- Informal Communication
- Phonetics
- Pronunciation
- Listening
- Accent and Neutral Accent
- Reading a formal Text
- Pace of Communication
- Dictionaries
- Interviews and its types
- Skills required for facing an interview
- Effective Presentation Skills
- Significance of Leadership
- Factors of Leadership
- Qualities of a good leader
- Interviewer and Interviewee - Roles and Responsibilities

Semester iii

- | | |
|-------------------------------------------------------------------|---------------|
| • Microsoft Exchange Server 2007, Configuration | 40Hrs |
| • Red Hat Certified Engineer | 60Hrs |
| • eXtensible Markup Language | 60Hrs |
| • ADO.NET | 60Hrs |
| • Developing Web Applications Using ASP.NET (C#) | 80Hrs |
| • Programming Logic and Techniques | 80Hrs |
| • Developing Distributed Applications Using .NET Framework | 60Hrs |
| • Cost Management and Auditing | 40 Hrs |
| • 3D MAX | 100Hrs |
| • Project on Animation | 60Hrs |
| • Humanities Lab(English) | 40 Hrs |

In this semester, the topics covered move to a more advanced level. In this semester they will start with the Exchange Server configuration and then progress to Linux network and security administration.

Since emails have become an integral part of communication, students are introduced to Microsoft Exchange Server 2007, a messaging application that's responsible for hosting mailboxes, sending and receiving of emails etc. In this semester the students are exposed to implement, administer and maintain a Red Hat Linux Network environment.

This module aims at introducing students to computer animation and its nuances. Students will learn modeling, shading, lighting and animation including character animation and effects animation using AutoDesk Maya. Developing the Web Application using ASP.net .

With an ample essence of basics, the students are set to learn the advanced topics in semester this semester . After completion of this semester a candidate will have skill sets for Fair working knowledge of Networking ,Software Development,Animation .

Once the students complete this semester they'll be exposed to various job profiles like;

Database Designer

☒ **MS SQL Server operator**

☒ **Web Content Developer**

☒ **Developer Server Applications**

☒ **Developing Advanced Applications with SQL and ASP**

☒ **Network Administrator**

Account Executive

Back office executive

Data entry operator

DTP

Animator and Many More .

Configuring Exchange Server 2007

☒ Server Roles and Permissions

☒ Role based Deployment and Server Roles

☒ Exchange 2007 administration

Administrative Permissions Delegations

☒ Exchange Organization, Server and Recipient Management

☒ Active Directory Configuration Partition, Managing Recipients Using the

☒ Exchange 2007 Management Console

☒ Distribution Groups and Exchange 2007 Mailbox Server

☒ Exchange 2007 Public Folder Database

☒ Scheduled Maintenance, Clustering

☒ Logging, Auditing and Monitoring of Exchange 2007

Red Hat System Administration III (RH 254)

☒ Enhance User Security

☒ Bash Scripting and Tools

☒ File Security with GnuPG

☒ Package Management

☒ Network Monitoring

☒ Advanced Network Configuration

☒ Secure Network Traffic

☒ NTP Server Configuration

☒ System Monitoring and Logs

☒ Centralized and Secure Storage

☒ SSL-encapsulated Web Services

☒ Web Server Additional Configuration

☒ Basic SMTP Configuration

- ☒ Caching-Only DNS Server
- ☒ File Sharing with NFS, CIFS & FTP
- ☒ Troubleshooting Boot Process

eXtensible Markup Language

- Identify the need for XML as a standard data interchange format.
- Create an XML schema.
- Declare attributes in an XML schema.
- Identify the need for XML namespaces.
- Reuse XML schema components.
- Create groups of elements and attributes in an XML schema.
- Use the sequence, group, choice, all, and attributeGroup schema elements.
- Create a CSS document.
- Create an Extensible Style Sheet Language Transformation (XSLT) to format data.

Developing Web Applications Using ASP.NET

- Create, control access, and deploy a Web application.
- Manage the state for a Web application.
- Make Web applications available to mobile devices.
- Build dynamic Web applications.
- Optimize the performance of Web applications.
- Implement personalization and themes in Web applications.
- Build Web part pages and Web parts. Manipulate data using LINQ.

Developing Distributed Applications Using .NET Framework

- Identify the architecture of distributed applications.
- Implement .NET Remoting.
- Create and use Web and Windows Common Foundation(WCF) services.
- Configure serialisation and encoding.
- Implement transactions in WCF.
- Develop peer-to-peer applications. Work with RESTful services.

Cost Management, Auditing

Cost Computation – Material, Labour and Overhead

- ☒ Project on Cost Sheet Preparation
- ☒ Audit Process and Plan
- ☒ Real Life Projects on Audit

3DS Max

Navigate the 3DS Max User Interface
and Workspace

- ☒ Transforming Objects Using Gizmos
- ☒ Graphite Modeling Tools Set
- ☒ Command Panel
- ☒ Time Slider and Track Bar
- ☒ File Management

☐ Chapter exercise

Chapter 2: 3DS Max First Project

☐ Setting Up a Project Workflow

☐ Clock Modeling

☐ Spline Modifier

☐ Bringing It All Together

☐ Chapter exercise

Chapter 3: Modeling in 3DS Max:
Architecture Model - Part 1

☐ Units Setup

☐ Importing a CAD Drawing

☐ Creating the Walls

☐ Creating the Doors

☐ Creating the Window

☐ Adding the Floor and Ceiling

☐ Chapter exercise

Chapter 4: Modeling in 3DS Max:
Architecture Model - Part 2

☐ Modeling the Couch

☐ Modeling the Lounge Chair

☐ Chapter exercise

Animating the Ball

☐ Refining the Animation

☐ Chapter exercise

Anticipation and Momentum in Knife
Throwing

☐ Chapter exercise

Chapter 7: Character Poly Modeling -
Part 1

☐ Setting Up the Scene

☐ Soldier Modeling

☐ Chapter exercise

Chapter 8: Character Poly Modeling -
Part 2

☐ Completing the Main Body

☐ Creating the Accessories

☐ Putting On the Boot

☐ Creating the Hands

☐ Chapter exercise

Chapter 9: Character Poly Modeling -
Part 3

☐ Creating the Head

☐ Merging and Attaching the Head's
Accessories

☐ Chapter exercise

- Chapter 10: Introduction to the Materials: Interiors and Furniture
- ☒ The Slate Material Editor
- ☒ Material Types
- ☒ Mental Ray Material Types
- ☒ Shades
- ☒ Mapping the Couch and Chair
- ☒ Mapping the Window and Doors
- ☒ Chapter exercise

Semester 4

- | | | | |
|---|---------------------------------------------------------------------------|-------|--------|
| • | Java Fundamentals | 60Hrs | |
| • | Java™ Programming Language and JDBC | 60Hrs | |
| • | Developing Enterprise Applications & Web Services using J2EE Technologies | | 60Hrs |
| • | Object Oriented Analysis and Design Using UML | 80Hrs | |
| • | Web Component Development With Servlet and JSP Technologies | | 40Hrs |
| • | Business Component Development With Enterprise JavaBeans™ Technology | | 60Hrs |
| • | Mobile Engineering | 90Hrs | |
| • | Storage Fundamental | 60Hrs | |
| • | Share Market Trading | | 40 Hrs |
| • | Employability Orientation Program | | 40Hrs |
| • | Z Brush | | 40 Hrs |
| • | Project on Software | | |

In this semester, the topics covered move to a more advanced level. In this semester will familiarize you with the knowledge of object oriented programming (OOPs) language using Java. In addition, you will Also be trained in skills required to develop web-based components using servlets and Java Server Pages (JSP). On successful completion of this certificate you will be able to build robust back-end functionality using Enterprise JavaBeans (EJB).

In this semester student will learn complete about mobile engineering this semester will lead them to have a fight in corporate community through mobile technology. Student will Familiar with the Share Market Trading ,Z Brush .

Once the students complete this semester they'll be exposed to various job profiles like;

Database Designer

- ☒ MS SQL Server operator

☒ **Web Content Developer**

Java Developer.

Stock Market Guide

Mobile Engineering

Senior Animator and Many More

Java Fundamentals

- ☒ Describe the concept and features of object-oriented programming.
- ☒ Declare and work with variables, literals, and arrays .
- ☒ Create classes and objects and add methods to a class.
- ☒ Identify the various types of access specifiers.

Java™ Programming Language and JDBC

- ☒ Create Java™ technology applications that leverage the object-oriented features of the Java language, such as encapsulation, inheritance, and polymorphism.
- ☒ Execute a Java technology application from the command line .
- ☒ Use Java technology data types and expressions.
- ☒ Use Java technology flow control constructs.
- ☒ Use arrays and other data collections.
- ☒ Implement error-handling techniques using exception handling.
- ☒ Create an event-driven graphical user interface (GUI) by using Java technology GUI components: panels, buttons, labels, text fields, and text areas.
- ☒ Implement input/output (I/O) functionality to read from and write to data and text files.
- ☒ Create multithreaded programs.
- ☒ Create a simple Transmission Control Protocol/Internet Protocol (TCP/IP) client that communicates through sockets.
- ☒ Define the layers in JDBC architecture.
- ☒ Identify different types of JDBC drivers.
- ☒ Manage transactions and perform batch updates in JDBC.
- ☒ Create JDBC applications to access and query a database.

Object Oriented Analysis and Design Using UML

- ☒ Identify the types of UML diagrams.
- ☒ Analyze a problem by using business and system modeling.
- ☒ Set system boundaries, define project scope, and refine the system definition.
- ☒ Apply the concepts of static modeling.
- ☒ Apply the concepts of dynamic modeling.
- ☒ Apply frameworks and patterns to design a software system.

Business Component Development With Enterprise JavaBeans™ Technology

- ☒ Implement Enterprise JavaBeans™ (EJB™) 3.0 session beans.
- ☒ Implement Java Persistence API entity classes.
- ☒ Implement entity composition, association, and inheritance.
- ☒ Use the Java Persistence API query language.
- ☒ Develop Java EE technology applications using messaging.

- ☒ Create message-driven beans.
- ☒ Implement transactions.
- ☒ Implement exception handling for EJB technology.
- ☒ Add timer functionality to EJB components.
- ☒ Implement security for Java EE technology.

MOBILE Engineering

Module I Basic Electronics

- ☒ Basic Electronics.
- ☒ Introduction of Mobile Component.
- ☒ Practical on Electronic Components & Testing.
- ☒ Soldering with iron.
- ☒ Multi-meter, CRO, Bread Board.
- ☒ Multi-meter, CRO, Bread Board.

- ☒ How to use (SMD)
- ☒ PCB, General Purpose PCB.
- ☒ Checking Of Parts (Speaker, Buzzer, Earphone, PFO).

Module II Mobile Components

- ☒ Introduction of Mobile Communication.
 - ☒ Introduction to Mobile Phones.
 - ☒ Cellular Mobile Telephone Service.
 - ☒ Service Information of Mobile Phone.
 - ☒ (Base Band Module, Base Band)
 - ☒ Identification Of different IC's
 - ☒ Supply Voltage Regulator, Powering UP & Down the Phone.
 - ☒ Receiver, Transmitter, Headset Detection.
 - ☒ Memory, SRAM, EEPROM, FLASH.
 - ☒ Display Circuit / Monitor.
 - ☒ Comparison with computer.
 - ☒ Batteries and charger.
 - ☒ SIM Card.
 - ☒ Network Section(PFO, FDK, Antenna, Antenna Switch).
 - ☒ Chip level and BGA training.
 - ☒ GSM Codes.
 - ☒ Block Diagram of different phones.
 - ☒ Ball IC Practice.
 - ☒ How to fix the Ball IC.
 - ☒ Checking of PCB Prints.
 - ☒ Introduction of different categories of mobile phones.
 - ☒ Smd Rework Station Practice on Working Phones.
 - ☒ Parts Replacing & Checking.
- ### Module III Trouble Shooting
- ☒ Fault finding Procedure.
 - ☒ SIM Card Faults.

- ☒ Network Problem.
- ☒ Charging And Battery Problems.
- ☒ Power ON/OFF Problems.
- ☒ General Faults.
- ☒ Display Problems.
- ☒ Software Problems.
- ☒ Keyboard Problems.
- ☒ Motherboard Tracing & Trouble shooting.
- ☒ CM-102 Mobile Software and Trouble Shooting
- ☒ Use of Logo Manager.
- ☒ Identification of Dongle Switch and Interface Cable.
- ☒ Identify how to connect different type of Interface
- ☒ cable with different mobiles.
- ☒ Unlock.
- ☒ Flashing.
- ☒ Blue tooth.
- ☒ Loading Games.
- ☒ Video clips.
- ☒ Blacklisting Software.
- ☒ Remote Software.
- ☒ UFS3.

Storage Fundamentals (EMC)

- ☒ Storage Technology
- ☒ The Proliferation of Data
- ☒ The Data Center Evolution
- ☒ Storage Infrastructure
- ☒ Evolution of Storage
- ☒ Storage Systems Architecture
- ☒ Intelligent Disk Subsystems
- ☒ Storage Networking Overview
- ☒ Direct – Attached Storage
- ☒ Storage Area Networks
- ☒ Network – Attached Storage
- ☒ Emerging Technologies
- ☒ Information Availability
- ☒ Business Continuity Overview
- ☒ Backup and Recovery
- ☒ Local and Remote Replication
- ☒ Disaster Recovery
- ☒ Data Center Management
- ☒ Security and Virtualization
- ☒ Storage Infrastructure Security
- ☒ Virtualization Technologies

Share Market Trading

- ☒ Concept of Share, Stock Exchange, Clearing & Settlement
- ☒ Share Trading on live market – Purchase/Sale Order & Trading
- ☒ Future & Option – Concept and Trading process

Z Brush

Unit I: ZBrush basics, navigating the interface

- ☒ Students will identify the components in the ZBrush interface.
- ☒ Students will be able to explain the projects file structure and create a new project.
- ☒ Students will become familiar with the Wacom tablet as used in 3D modeling.
- ☒ Students will demonstrate how to change the layout and the interface to improve modeling maneuverability.

Students should refer to the weekly handout for the reading assignment and homework.

Unit II: Working With ZSpheres

- ☒ Students will use ZBrush's inherent primitive, the ZSphere to begin their understanding of high-end subdivisional surface modeling.
- ☒ Students will familiarize themselves with ZBrush sculpting.
- ☒ Students will gain an understanding of different ZBrush tools and brushes.

SYLLABUS

Students should refer to the weekly handout for the reading assignment and homework.

Unit III: Workflow into and out of ZBrush

- ☒ Students will learn how to import and export files from other 3D packages for detailing in ZBrush.
- ☒ Students will complete a series of exercises to complete their understanding of ZBrush's edit mode – masking capabilities, and adding and subtracting to create more detailed models.

- ☒ Students will gain an understanding of bump maps, displacement maps, luminance maps in order to work more easily between Maya and ZBrush.

Students should refer to the weekly handout for the reading assignment and homework.

Unit IV: Texture Painting

- ☒ Students will gain an understanding of UV layout and tiles in 3D space.
- ☒ Students will create new textures for painting their existing models.
- ☒ Students will utilize Projection Master to work with detail brushes and alpha brushes for highly detailed texture painting.
- ☒ Students will complete a series of exercise to help them differentiate between realistic texture painting and painting for cartoon-style animation.
- ☒ Students will learn to how to export textures for use in Maya and other 3D packages

Semester 5

- **Software Testing 40Hrs**
- **Banking and Finance** 66 Hrs
- **International Trade** 60 Hrs
- **Certified ethical Hacker (CEH)** 40Hrs
- **Zend Framework: Fundamentals** 80Hrs
- **Android application development** 60Hrs
- **I phone app development** 60 hrs
- **Unix essentials featuring the solaris 10 operating system** 100Hrs
- **Maya** 100 hrs
- **Project Related to Mobile App Development**
- **Interview Skill** 60Hrs

In this semester, the topics covered move to a more advanced level. As this will impart the realistic knowledge of Corporate Accountancy. After successful completion of semester student will have a knowledge on international trading, Banking and Finance. Student have the knowledge on Ethical Hacking since the technology is growing day by day it is very much important to have a strong knowledge on ethical hacking. The Subject like Android App Development, iPhone app development give the complete idea of App Development.

Software Testing

Basic concepts:

Basic Testing Vocabulary

Quality Assurance versus Quality Control

The Cost of Quality

Software Quality Factors

How Quality is Defined

Why Do We Test Software?

What is a Defect?

The Multiple Roles of the Software Tester (People Relationships)

Scope of Testing

When Should Testing Occur?

Testing Constraints

Life Cycle Testing

Independent Testing

What is a QA Process?

Levels of Testing

The "V" Concept of Testing

Testing Technique:

Structural versus Functional Technique Categories

Verification versus Validation

Static versus Dynamic Testing

Examples of Specific Testing Techniques

Test Administration

Test Planning

Customization of the Test Process

Budgeting

Scheduling

Create the Test Plan

Prerequisites to test planning

Understand the Characteristics of the Software Being Developed

Build the Test Plan

Write the Test Plan

Banking and Finance

1. Banking

2. Banking system in India

3. Various Banking Institutions

4. Interest calculation

5. E Banking – Debit card, Credit card & phones banking

6. Finance

6. Overdraft

7. Cash credit

8. Term loan

9. Housing loan

10. Project work

International Trade

Perfect Knowledge of Import, Export & Documentation by using Industry & Company relevant software.

☑ Full Concept & Procedures related to Import & Export.

☑ Documentation of Import, Export.

☑ World Class Software “NIRYAT” for Documentation.

Certified ethical Hacker (CEH)

Key issues plaguing the information security world, incident management process, and penetration testing.

Various types of footprinting, footprinting tools, and countermeasures.

Network scanning techniques and scanning countermeasures.

Enumeration techniques and enumeration countermeasures.

System hacking methodology, steganography, steganalysis attacks, and covering tracks.

Different types of Trojans, Trojan analysis, and Trojan countermeasures.

Working of viruses, virus analysis, computer worms, malware analysis procedure, and countermeasures.

Packet sniffing techniques and how to defend against sniffing.

Social Engineering techniques, identify theft, and social engineering countermeasures.

DoS/DDoS attack techniques, botnets, DDoS attack tools, and DoS/DDoS countermeasures

Getting started with Android application development

Module 1: Adobe ® Flash ® CS3

- ☒ Understand and appreciate the need for mobile applications
- ☒ Understand Android application development basics
- ☒ Identify tools required for Android application development
- ☒ Develop basic Android applications
- ☒ Deploy Android applications

Introduction to Android: An Open Source Mobile Device Platform

- ☒ Changing lifestyle and mobile device landscape
- ☒ Android : as an Open Source mobile device platform
- ☒ Features of Android-based devices
- ☒ Steps to configure and use the key features of Android devices

I Phone App Development

The Mobile App Paradigm

- Introduction to Xcode
- Main characteristics of mobile apps.
- Differences between mobile apps and desktop apps
- How iOS is tailored to a mobile platform.
- iOS main components and services.

The Mobile App Paradigm

- Review of Intro to MVC
- UIView and UIWindow classes
- View Hierarchy
- Transparency
- Memory Management
- Coordinate Space
- Custom Views: Creating a subclass of UIView, Drawing with Core Graphics

- Controllers: View Controller Initialization, View Life Cycle, Controllers of Controllers

Coordinate Space

- Obj-C vs. C++ vs. C#
- Objects
- Dynamic Typing and Binding
- Classes
- Foundation Basics: collections, enumeration
- Memory Management Basics

Sun Solaris System Administration

- ☒ Solaris 10 OS Installation
- ☒ Directory Hierarchy
- ☒ File Components & types
- ☒ Disk Management & Disk Architecture
- ☒ Device Configuration
- ☒ Disk Partitioning
- ☒ Solaris File System Management

- ☒ Boot PROM and GRUB Commands
- ☒ Solaris Package Management
- ☒ Patch Administration
- ☒ File Permissions and Access
- ☒ Access Control Lists (ACL)
- ☒ FTP, Telnet & SSH
- ☒ Restricting remote root login
- ☒ Printer and System Process Management
- ☒ Backup and Restore

MAYA

What is 3D?

Basic concepts for understanding how 3D animation software work

The Maya Interface

Understanding Menus, Icons, Dialog Boxes, and the Maya Interface.

Understanding Cameras & Basic Modeling

Using Maya's viewport to work with Cameras - understanding the basics of the modeling tools.

Lighting

Understanding the creation, attributes, positioning and management of 3D lights.

Surfacing

Understanding how to create and apply shaders, textures, and image maps.

Rigging

Using Groups, Parenting, Constraints, and IK bone changes to create hierarchical, animatable models.

Animation

Understanding Key Frames, the Graph Editor, and basic animation functions in Maya

Rendering

An in-depth look at the render settings in Maya and how to create fully rendered animated sequences.

How Maya and Traditional Animation Work together

Using traditional animation principles in Maya to create great-looking animation.

Hierarchical Animation

Understanding layered animation in Maya

Semester VI

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- Itsm 80Hrs
- Cloud computing 40Hrs
- Soft Skill development 60Hrs
- Cisco Certified Network Professional(CCNP) 60Hrs
- Server+ 46Hrs
- Python Programming 40 hrs
- MCTS: Windows Server Virtualization, Configuration 90Hrs
- Company Law and Captital Market & Legal Documatation 120 Hrs

Semester IV, is the final step to complete the much sought after EDGE PRO course. This semester includes the latest technologies such as CCNP,Server+,Python Programming ,Game Engine and Cloud Computing. These new technologies are included in order to position our students with up-to-date knowledge.

The last paper of CCNP, Troubleshooting and Maintaining Cisco IP Switched Networks (TSHOOT) is covered in this semester. With this paper, the students will further enhance their skills in managing and maintaining complex enterprise networks as well as troubleshooting process to resolve problems. Information Technology Service Management (ITSM) will help the students to manage problems in a network. The students will be introduced to the fundamental concepts associated with cloud computing such as its architecture, and practical applications. The last but very essential topic in this final semester is the Soft skills development

The Game Engine will allow the student to build up their own games .

ITSM

- ☒ Life cycle of a service
- ☒ Service strategy
- ☒ Service design
- ☒ Service Transition
- ☒ Service Operation
- ☒ Models and concepts of service management
- ☒ Service management functions and roles

Cloud Computing

- ☒ Cloud Computing
- ☒ History and Evolution of Cloud Computing
- ☒ Private and Public clouds
- ☒ Cloud Computing architecture and industry frameworks
- ☒ Cloud computing infrastructure
- ☒ Practical applications of cloud computing
- ☒ Vendors and products for Cloud computing
- ☒ Audit and security risk with Cloud computing
- ☒ Risk Mitigation methodology for Cloud computing
- ☒ Infrastructure as a service (IaaS)
- ☒ Platform as a service (PaaS)
- ☒ Software as a service(SaaS)

Cisco Certified Network Professional(CCNP)

Troubleshoot EIGRP, OSPF, EBGp

- ☒ Troubleshoot routing redistribution solution & a DHCP client and server solution
- ☒ Troubleshoot NAT
- ☒ Troubleshoot IPv6 routing & IPv6 and IPv4 interoperability
- ☒ Troubleshoot switch-to-switch connectivity for the VLAN based solution
- ☒ Troubleshoot private VLANs
- ☒ Troubleshoot port security & general switch security
- ☒ Troubleshoot VACL and ACL

- ☒ Troubleshoot switch virtual interfaces (SVIs)
- ☒ Troubleshoot switch support of advanced services (i.e., Wireless, VOIP and Video)
- ☒ Troubleshoot a VoIP support solution & a video support solution
- ☒ Troubleshoot Layer 3 Security
- ☒ Troubleshoot configuration issues related to accessing the AAA server for authentication purpose

Python

1: Introduction To Python

Installation and Working with Python

Understanding Python variables

Python basic Operators

Understanding python blocks

2: Python Data Types

Declaring and using Numeric data types: int, float, complex

Using string data type and string operations

Defining list and list slicing

Use of Tuple data type

3: Python Program Flow Control

Conditional blocks using if, else and elif

Simple for loops in python

For loop using ranges, string, list and dictionaries

Use of while loops in python

Loop manipulation using pass, continue, break and else

Programming using Python conditional and loops block

4: Python Functions, Modules And Packages

Organizing python codes using functions

Organizing python projects into modules

Importing own module as well as external modules

Understanding Packages

Powerful Lamda function in python

Programming using functions, modules and external packages

5: Python String, List And Dictionary Manipulations

Building blocks of python programs

Understanding string in build methods

List manipulation using in build methods

Dictionary manipulation

Programming using string, list and dictionary in build functions

6: Python File Operation

Reading config files in python

Writing log files in python

Understanding read functions, read(), readline() and readlines()

Understanding write functions, write() and writelines()

Manipulating file pointer using seek

Programming using file operations

7: Python Object Oriented Programming – OOPS

Concept of class, object and instances

Constructor, class attributes and destructors

Real time use of class in live projects
Inheritance , overlapping and overloading operators
Adding and retrieving dynamic attributes of classes
Programming using Oops support
8: Python Regular Expression
Powerful pattern matching and searching
Power of pattern searching using regex in python
Real time parsing of networking or system data using regex
Password, email, url validation using regular expression
Pattern finding programs using regular expression
9: Python Exception Handling
Avoiding code break using exception handling
Safe guarding file operation using exception handling
Handling and helping developer with error code
Programming using Exception handling
10: Python Database Interaction
SQL Database connection using python
Creating and searching tables
Reading and storing config information on database
Programming using database connections

Virtualization (Microsoft Hyper V)

- ☒ Introduction to Windows Server 2008 Hyper-V
- ☒ Configure Hyper-V Settings and Virtual Networks
- ☒ Hyper-V Remote Administration
- ☒ Creation of Virtual Hard Drives and Virtual Machines
- ☒ Virtual Machine Settings, Snapshots, and High Availability
- ☒ Migration of Virtual Machines to Hyper-V
- ☒ Introduction to System Center Virtual Machine Manager
- ☒ Managing the VMM Virtual Machine Image Library and Checkpoints
- ☒ Windows PowerShell and Disaster Recovery

Company Law & Capital Market & Legal Documentation

Perfect knowledge of company Law (ROC) matters, Preparation of Returns & documentation.

- ☒ Statutory Provision and Company Law, Company Incorporation Formalities.
- ☒ Concept of Capital Market, Annual General meeting, Board of Directors, Resolution, Articles & Memorandum of association etc.
- ☒ Manual as well as computerized preparation of Forms & Returns using MCA-21.
- ☒ Basic of legal Documentation, including drafting of deeds, agreements etc

Unity and Game Engines

Introduction to Unity and Game Engines
Introduction to C# (or JavaScript)
Unity Scripting and Unity Libraries
Building Game Worlds / Levels (Scenes) in Unity
Types of Assets (game objects), and Unity Asset Store

Modifying and Creating your own Assets and Prefabs
Adding Components to Assets
Interaction between Assets and Scripts
The Player Character, Camera Views, and Movement
Gameplay Mechanics (and Effects)
Physical Challenges
Objects, Collisions, Collection, and “Power Ups”
Triggers (location-based events) and Timed Events
Non-Player Characters and Artificial Intelligence
Multiplayer Games and Networking
Creating the Game Interface (HUD)
Animation and Game Sequences