

TRAINING PROGRAM FOR SCHOOL STUDENTS

School Training Program provides a great opportunity for a school student to utilize your extra time in the right way. These training programs are designed in such a way that it makes learning by creating projects very easy for you. You will get a great learning experience by building projects as part of these programs. Each School Training Program is for a duration of 4 weeks. The classes would be held for 2 hours per day.

These School Training Programs are designed in a very practical way. Students will work on softwares and kits to build projects and they will learn in a systematic way. Ofcourse, theory portion will also be covered whenever needed to learn or to recap your memory but majority of the time would be spent on practicals.

Slog Solutions Pvt. Ltd. provides the best training programs for the school students in Dehradun, Uttarakhand.



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SLOG SOLUTIONS PVT. LTD.

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Saffron Leaf, Dehradun.

ADDRESS

BE AHEAD

TECHNICAL TRAINING PROGRAM FOR SCHOOL STUDENTS

Offered Technologies

- * Python
- * Java
- * IOT (Internet Of Things)
- * Robotics
- * C & C++
- * CAD
- * Web Designing using HTML & CSS
- * Web development using PHP & My SQL



BE AHEAD

Procedure of Learning?

1) ENROLL

Get the schedule of batch after registration.

2) LEARN

Learn directly from experts 1-1 in classes.

3) BUILD

Create fantastic projects.

4) CERTIFIED

Smart certificate to showcase skills & learning to the world.



WHAT WILL YOU LEARN IN SLOG'S TRAINING PROGRAM FOR SCHOOL STUDENTS?

◆ Slog's School Training Courses are designed in such a way that will help you to develop your logical thinking skills. These courses help you to improve your creativity and problem solving skills. More importantly, they show you how 'fun' technology can be and will develop curiosity to explore further. The confidence gained as part of building projects will enable you to dream big and aspire to build world changing technologies/ companies of the future.

◆ All the classes would be taught in live 1:1 environment from our experts. So there is 100% attention and focus on you and you will enjoy the process of building projects.

◆ This training program of Slog Solutions is the best training program for the school students in Dehradun.

WHAT YOU WILL GET BENEFITS.

- Training Certificate after completion of training
- Project Certificate
- Robotics Kits will be provided on chargeable basis
- Software Installation in student's system
- Deep Knowledge about the technology
- Future Scope in technology
- Interaction with professionals and industry experts
- Depth information of working environment in industry



WHY YOU SHOULD LEARN SLOG'S SCHOOL TRAINING COURSES?

Nowadays every student wants to create a big technology. If you can develop the right curiosity and confidence at a young age, that will play a big role in defining your career trajectory, that's exactly how these courses are designed.

They help you to understand how technology is taking over the world and how to solve problems using it. More importantly, the classes will make you enjoy technology and build confidence to dream big.

Slog Solutions Private Limited is the only ISO, MCA & MSME approved training company in Dehradun. Slog Solutions Pvt. Ltd. provides the best training programs for the school students.

[School Training Program Module - Java Package]

[Java] Syllabus

Institute Information

Email

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Contact No.

[7456000240/41]

Office Location

[Dehradun, Uttarakhand]

General Information

Duration

[4 Weeks]

Description

[A programming language specially used for application, GUI applications and web development.]

Expectations and Goals

[After Completion of training students will be able to create their own projects under the guidance of our experts.]

Course Content

Introduction to Java

- * Java Language Environment
- * Object Oriented
- * Platform Independent
- * Automatic Memory Management
- * Compiled / Interpreted approach
- * Robust
- * Secure
- * Dynamic Linking
- * MultiThreaded
- * Built-in Networking
- * Java Fundamentals
- * Data types
- * Operators
- * Control Statements
- * Arrays

- * Enhanced for-loop
- * Enumerated types
- * Static import
- * Auto boxing
- * C-style formatted I/O
- * Variable arguments

Essentials of Object-Oriented Programming

- * Object and Class Definition
 - * Using encapsulation to combine methods and data in a single class
 - * Inheritance and Polymorphism
 - * Writing Java Classes
 - * Encapsulation
 - * Polymorphism
 - * Inheritance
 - * OOP in Java
 - * Class Fundamentals
 - * Using Objects
 - * Constructor
 - * Garbage Collection
 - * Method Overloading
 - * Method Overriding
 - * Static Members
 - * Understanding Interface
 - * Using Interfaces class
- Packages
- * Why packages
 - * Understanding Classpath
 - * Access modifiers and their Scope
- Exception Handling
- * Importance of Exception Handling
 - * Exception Propagation
 - * Exception Types
 - * Using try and catch
 - * throw, throws, finally
 - * Writing User defined Exceptions

I/O Operations in Java

- * Byte Oriented Streams
 - * File Handling
 - * Readers and Writers
- Multithreaded Programming

- * Introduction to Multi-Threading
 - * Understanding Threads and its States
 - * Java Threading Model
 - * Thread class and Runnable Interface
 - * Thread Priorities
 - * Thread Synchronization
 - * Inter thread Communication
 - * Preventing Deadlocks
- DEVELOPING Java APPS
- * Defining a Solution without Writing Code
 - * Organizing a Concept Solution
 - * Creating a Program Skeleton
 - * Defining Error Checking Requirements
 - * Introduction to Application Security
- Network Programming
- * Introduction to Networking
 - * InetAddress
 - * URL
 - * TCP Socket and ServerSocket
 - * UDP Socket
 - * Developing a Chat Application

Java Util Package / Collections Framework

- * Collection and Iterator Interface
 - * Enumeration
 - * List and ArrayList
 - * Vector
 - * Comparator
 - * Set Interface and SortedSet
 - * Hashtable
 - * Properties
- Generics
- * Introduction to Generics
 - * Using Built-in Generics Collections
 - * Writing Simple Generic Class
 - * Bounded Generics
 - * Wild Card Generics
- Inner Classes
- * Nested Top Level Classes
 - * Member Classes
 - * Local Classes
 - * Anonymous Classes
- Abstract Window Toolkit

- * Graphics
 - * Color and Font
 - * AWT Components/Controls
 - * Event Handling and Layouts
- Swing Programming
- * Introduction to Swing and MVC Architecture
 - * Light Weight Component
 - * Swing Hierarchy
 - * Atomic Components e.g. JButton, JList and more
 - * Intermediate Container e.g. JPanel, JSplitPane and more
 - * Top-Level Container e.g. JFrame and JApplet
 - * Swing Related Events