New Pre-Placement Activity Batch

Pre-Placement Activity batch help you stand out of the crowd with the knowledge and confidence which is unbeatable.

Pre-Placement Activity batch covers below modules :

Module 1 : Computer Architecture
Module 2 : Computer Fundamentals
Module 3 : Operating Systems Essentials
Module 4 : C programming Language
Module 5 : Advanced C Programming
Module 6 : C++ Programming Language (C++ 17)
Module 7 : Advanced C++ Programming
Module 8 : System Programming Concepts
Module 9 : Industrial Programminng Techniques
Module 10 : Core Java (Java 15)
Module 11 : Advanced Java
Module 12 : Networking Concepts
Module 13 : Database Programming using SQL
Module 14 : Industrial Resume Preparation

Module 1 :
Computer architecture
o Introduction to computer (Von Neomon architecture)
o Components of computer
o Microprocessors and its internals
o Types of storage devices
o Components of motherboard and its working

Module 2 :
Computer fundamentals
o Introduction to programming languages
o X86 tool chain and its components
o Working of preprocessor
o Working of compiler
o Phases of compiler
o Working of assembler
o Working of linker
o Working of loader
o CPU registers and its types

o Layout of executable file
o Address space of process
o Practical demonstration of tool chain

Module 3 :
Operating systems essentials
o Introduction to operating system
o Types of operating system
o Tasks of operating system
o Operating systems ring model
o Real mode and protected mode
o Concepts of Multi paradigms
o Multitasking concept
o Multiprocessing concept
o Multithreading concept
o Multiprogramming concept
o Multi-core programming concept

Module 4 :
C programming language
o History of C language
o Characteristics of C
o Data Types concepts
o StorageClass
o Array in C
o Types of array
o Memory representations of array
o Character array and string
o String manipulation functions
o Typedef and its use
o Typedef for user defined and primitive data types
o Storage classess
o auto storage class
o register storage class
o static storage class
o extern storage class
o Scope of variable
o Lifetime of variable
o Linkage and its types
o Dynamic memory allocation techniques
o Internal flow of dynamic memory allocations

o Dynamic memory allocation functions
o Library functions applicable on memory
o Dynamic memory allocations on array(1D,2D,3D)
o Structure&Union
o Memory layout of structure and union
o Enumeration
o Use of Enumerations constants
o File handling using C
o Internal working of file manipulation functions o Library functions for file handling
o Character input output
o String input output
o Block input output

Module 5:
Advanced C Programming
o Pointer in C
o Memory layout of pointers
o Types of pointers
o Pointer arithmetic
o Operations on void pointer
o Null pointer and Dangling pointer
o Function pointers
o Pointer to array and array of pointers
o C Preprocessor
o Macro expansion
o Types of macros
o Header files contents and its inclusion
o Conditional compilation techniques
o Tokenization process
o Writing user defined functions
o Working of User stack
o Contents of stack frame
o Function Calling Techniques
o Call by value technique
o Call by address technique
o Function Returning Mechanism
o Return by value technique
o Return by address technique
o Padding and memory alignment
o Contents inside structure and union

o Pragma directives
o Bitfield use in structure

Module 6 :
C++ programming language
o History of C++language
o Characteristics of C++
o Data Types concepts
o Numbering systems
o Decimal numbering system
o Octal numbering system
o Hexadecimal numbering system
o Binary numbering system
o Numbering system conversion
o Object oriented concepts from C++
o Class design strategy
o Access specifier
o Constructors and Destructors
o Types of constructors
o Default arguments
o Encapsulation using class
o Reference concept
o Function calling technique
o Inheritance and composition
o Types of inheritance
o Polymorphism and types
o Function overloading
o Name mangling
o Constant in C++
o Static in C++

Module 7 :
Advanced C++ Programming
o Operator overloading
o Upcasting and downcasting
o Runtime polymorphism using virtual
o Pure virtual functions
o Generic programming using template
o Friend concepts
o Namespaces as predefined and user defined

o Dynamic memory allocations in C++
o This pointer
o Inline functions

Module 8 :
System Programming Concepts

Module 9 :
Industrial Programming techniqes

Module 10 :
Core java Programming
o History of JAVA language
o Characteristics of JAVA
o Data Types concepts of JAVA
o Operators in JAVA
o Input and Output
o Arrays in JAVA
o String , StringBuffer & StringBuilder
o Concepts of OOP in JAVA
o Methods in JAVA
o Polymorphism
o Abstract class and abstract method
o Interface & its use
o Packages in JAVA
o Exception handling
o File handling in java

Module 11 :
Advanced java
o The Collection framework
o Event driven programming in JAVA
o Servlet applications
o JSP applications
o MVC architecture
o Sessions and cookies
o Network programming in JAVA
o Multithreading in JAVA
o JAVA Database connectivity
o Graphics programming using AWT & Swing
o Wrapper classes

Module 12 :
Networking concepts
o Network designs
o Socket programming concepts
o Client and server architecture
o Networking protocols
o IP Addressing scheme
o Router, Hub, Switch, Gateway and its working
o Port numbers and its use

Module 13 :
Database programming using SQL
o Concept of database design
o Database management system
o DBMS driver architecture
o Query writing using SQL
o Retrieving data from database using select query
o Create database :CREATE DATABASE
o Create table: CREATE TABLE
o Constraints for table: NOT NULL,UNIQUE, PRIMARY KEY
o Insert row into table : INSERT INTO
o Display data : SELECT FROM
o Conditions : WHERE clause
o ORDER BY clause
o SQL wild card characters
o Aggregate functions of SQL
o GROUP BY clause
o HAVING clause

Module 14 :
Finally we prepare our resume based one all the above things.

For more information please call / WhatsApp
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