



ADSE

Advance Diploma In Software Engineering



A diploma in software engineering is a specialized educational Program that provides students with practical skills and knowledge In the field of software development and engineering. This type of Diploma typically focuses on teaching students the fundamentals of Software design, development, testing, and maintenance.

Course Duration :- 18 MONTHS

Sem - 1: Web Programming

HTML 5	CSS 3	Javascript	J-query & Xml
<ul style="list-style-type: none"> Intro To Html Html Elements Text Formatting Lists In Html Img Tag Marquee Tag Iframe Tag & Frameset Tag Html Table Tag Internal And External Hyperlink In Html Image Mapping 	<ul style="list-style-type: none"> Css Properties Css Styling Working With Block Elements And Objects Css Class Selectors Div Tags, Id Selectors, And Basic Page Formatting Borders, Border-radius, Border Images, Backgrounds, Background Size, Background-origin, Text Effects, Transition Animation In Css 	<ul style="list-style-type: none"> What is JavaScript? History of JavaScript Variables Operators Expressions Statements Functions What are objects? Creating objects Accessing object properties What are arrays? Creating arrays Accessing array elements String properties Array methods Array iteration 	<ul style="list-style-type: none"> What is jQuery ? Adding the jQuery Library to Your Pages Basic jQuery Example Downloading jQuery Alternatives to Downloading jQuery Syntax What is markup? (Markup = Tagging) What are the similarities between HTML and XML Is XML is Replacement for HTML What are the differences

Sem - 2: Core Programming

C Language	C++	C#	Sad (System Analysis & Design)
<ul style="list-style-type: none"> Programming Languages Types of software Constants Data Types Variable Declaration Variable Assignment Arithmetic expressions Evaluation of expressions Relational operators Logical operators 	<ul style="list-style-type: none"> Introduction to C++ Different paradigms of problem solving POP vs OOP Constants Variables Keywords Data types Declaration of Variables Output Stream (cout) & Manipulators Input Stream (cin) 	<ul style="list-style-type: none"> Learn the fundamentals of C# programming in Visual Studio. Using .Net Framework Working with variables, data types Work with standard programming skills Exception Handling in C# Object oriented programming in C# Object oriented techniques Working with Arrays Create Generic classes and methods. 	<ul style="list-style-type: none"> Asymptotic Notations And Analysis, Divide And Conquer Strategy, Greedy Methods, Dynamic Programming, Basic Graph Algorithms, Np-completeness, And Approximation Algorithms. Functions Using Multiple Libraries Jquery – Noconflict() Method Systems Analysis Conceptual Design

Sem - 3: Java Specialist

Sem - 4: Development

Sem - 5: Android Developer

SQL	PHP	Introduction Of Android	Android Components
<ul style="list-style-type: none"> Learn Database models Overview of SQL Server Management Studio and Transact-SQL language Master writing simple and complex queries that retrieve data from the database Calculate information across result sets using aggregate queries (sum, min, max, avg, etc.) Insert, update, and delete data Retrieve data from tables 	<ul style="list-style-type: none"> Learn Database models Overview of SQL Server Management Studio and Transact-SQL language Master writing simple and complex queries that retrieve data from the database Calculate information across result sets using aggregate queries (sum, min, max, avg, etc.) Insert, update, and delete data 	<ul style="list-style-type: none"> Overview of Android Java Editions and comparison with Android Android Apps – Design, Vendor, Behavioral Classification Use Android SDK's Emulator to test and debug applications Construct user interfaces with built-in views and layouts Define custom view and layout 	<ul style="list-style-type: none"> Activity: A screen that represents the user interface Service: A component Broadcast Receiver: A component that can respond to a broadcast message sent by a client Content Provider: A component Adapters Complex UI components Menus and Dialogs Tabbed Activities Navigation Drawer
Core Java	My SQL	Android Web Development	Appwidget Data Handling Android
<ul style="list-style-type: none"> Introduction to Java and OOPS Java Tokens- Comments, Identifiers, Keywords, Separators Working with Java Editor Softwares – Editplus, NetBeans, Eclipse Packages with static imports Working with jar Modifiers – File level, Access level and Non-access level Datatypes, Literals, Variables, Type Conversion, Casting & Promotion 	<ul style="list-style-type: none"> Introduction to Java and OOPS Java Tokens- Comments, Identifiers, Keywords, Separators Working with Java Editor Softwares – Editplus, NetBeans, Eclipse Packages with static imports Working with jar Modifiers – File level, Access level and Non-access level Datatypes, Literals, Variables, Type Conversion, Casting & Promotion Reading runtime values from 	<ul style="list-style-type: none"> Understanding Web Services Web Services Architecture Building Server side components Publishing web services REST based web services Accessing Web Services Overview of networking Checking the network status and web service status Working with HTTP to access the web services Publishing content providers 	<ul style="list-style-type: none"> Working with Intents Explicit and implicit intents Using Intents as messaging objects Intents to start components expecting results Storage Model selection criteria Shared preferences Internal Storage – Files External Storage – SD Card Testing the created files, tools
Advance Java	Advance Java	Building the User Interface	Background Services
<ul style="list-style-type: none"> About Java Platforms Applications of Java About API (Application Programming Interface) Static Blocks Introduction to interfaces Runtime Polymorphism Conditional operators File management system Disadvantages of File management system Approch-2 X/Open standards 	<ul style="list-style-type: none"> About Java Platforms Applications of Java About API (Application Programming Interface) Static Blocks Introduction to interfaces Runtime Polymorphism Conditional operators File management system Disadvantages of File management system 	<ul style="list-style-type: none"> Creating the Activity XML versus Java UI Selection Widgets, Using fonts Common UI components Handling UI events: a bit about listeners What is material ? Material properties and Styling / Animations Material Patterns Overview of Android Resources 	<ul style="list-style-type: none"> Overview of Android services Service lifecycle Declaring a service Registering a service Starting and stopping a service Threads and other concurrency considerations with services Bound versus unbound services Remote versus local services Using Location Manager, Location Provider