ENTRY-LEVEL PROGRAMMER

[Duration: 10 Hours]

Choose 1 programming language, i.e java or python or c++

Understand fundamental terms and definitions

Understand programming logic and structure

Introduce literals and variables into code and use different numeral systems

Choose operators and data types adequate to the problem

Perform Input/Output console operations

Control Flow - Conditional Blocks and Loops

> iterations and Data Collections

PRICE: R13 900 / \$800 / €800 / £600

Full Payment before commencement (no payment plan)



ABOUT

- aspiring programmers and learners interested in learning programming for fun and job-related tasks;
- learners looking to gain fundamental skills and knowledge for an entry-level job role as a software developer, data analyst, or tester;
- industry professionals wishing to explore technologies that are connected with Python, or that utilize it as a foundation:
- team leaders, product managers, and project managers who want to understand the terminology and processes in the software development cycle to more effectively manage and communicate with production and development teams.

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APP DEVELOPMENT: ANDROID STUDIO & FIREBASE/JAVA

[Duration: 40 Hours/ 2 months

Uses Java/Firebase

Android System Architecture. Operating environment

Support graphics & touch interface

Service Location

Work with the Android Location services API

Store data locally using SQLite

Using Firebase to send realtime notifications

Create beautiful screen layout s using the Constraint layout

PRICE: R28 800 / \$1800 / €1600 / £1500

Payment plan: [R14 400 per 20 hours]: 2 payments

Prerequisite: Intro Java course



ABOUT

Use Android Studio and Java to write Android apps You write Android apps in the Java programming language using an IDE called Android Studio. Based on JetBrains' IntelliJ IDEA software. Android Studio is an IDE designed specifically for Android development.

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APP DEVELOPMENT: ANDROID STUDIO & KOTLIN

[Duration: 40 Hours/ 2 months

Uses Kotlin/Java

Android System Architecture. Operating environment Support graphics & touch interface

Service Location

Work with the Android Location services API

Store data locally using SQLite

Sending realtime notifications

Create beautiful screen layout s using the Constraint layout

PRICE: R28 800 / \$1800 / €1600 / £1500

Payment plan: [R14 400 per 20 hours]: 2 payments

Prerequisite: Intro Java course



ABOUT

Kotlin is a statically typed programming language for Java Virtual Machine (JVM) and JavaScript.... Kotlin also introduces improved syntax, as well as concise expressions and abstractions. Using Kotlin with Java reduces excessive boilerplate code, which is a huge win for Android developers.

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APP DEVELOPMENT: REACT NATIVE

[Duration: 40 Hours/ 2 months

Uses JavaScript/Typescript

Introduces you to hybrid mobile application development

React Native UI Elements and Redux

React Native Alerts,
Animations, Gestures, and
Persist Redux Store

Accessing Native Capabilities of Devices: The Expo SDK

How to test & publish your app

PRICE: R28 800 / \$1800 / €1600/ £1500

Payment plan: [R14 400 per 20 hours]: 2 payments

Prerequisite: Intro javaScript course



APP DEVELOPMENT: FLUTTER

Duration: 40 Hours/ 2 months

Uses Dart

Understand the fundamentals of the Flutter frameworks Incorporate widgets and state into your app

Use Flutter's tools to enhance your development process

Customize your app with Material Design, themes, assets, & more

Make your app interactive with text input, gestures, and more Retrieve local & real-time data from the web

PRICE: R28 800 / \$1800 / €1600 / £1500

Payment plan: [R14 400 per 20 hours]: 2 payments

Prerequisite: Intro Dart course



ABOUT

Flutter mobile application development is the real deal for scalable projects. Flutter applications are built using Dart - easy-to-learn object-oriented programming language. ... Most importantly, Dart code can run not only on iOS and Android but also used for desktop (Windows, Mac and Linux) and even web applications.

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APP DEVELOPMENT: XAMARIN

[Duration: 40 Hours/ 2 months

Uses C# Language

Learn to write cross platform
UI code & structures, How to
build native applications

How to work on crossplatforms & custom controls

How to work with Forms

XAML, data binding and controls, and how to use them effectively within your Xamarin

Compile & run native builds

How to test & publish your app

PRICE: R28 800 / \$1800 / €1600/£1500

Payment plan: [R14 400 per 20 hours]: 2 payments

Prerequisite: Intro C# course



APP DEVELOPMENT: IONIC/CORDOVA

[Duration: 40 Hours/ 2 months

Uses JavaScript, Angular, HTML, CSS

Hybrid Mobile App Development Frameworks: An Introduction

Ionic Components

Ionic Split Pane, Grid & Storage , and Deploying your App

Accessing Native Capabilities of Devices: Cordova and Ionic Native

How to test & publish your app

PRICE: R28 800 / \$1800 / €1600 / £1500

Payment plan: [R14 400 per 20 hours]: 2 payments

Prerequisite: Intro Web Design course



ABOUT

lonic makes mobile development fun and fast, so you can build more! Ionic makes building cross-platform mobile apps enjoyable. ... Ionic dramatically changes the way mobile apps are built. Their integration with Angular means building functionality is now a breeze and it feels near-native.

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APP DEVELOPMENT: IOS SWIFT PROGRAMMING

Uses swift programming

Basic functions of XCode and

UlKit & the Interface Builder layouts & some user interface elements.

User Interactivity

Multiple View Controllers & Navigation

Persistence & Networking

How to test & publish your app

PRICE: R28 800 / \$1800 / €1600 / £1500

Payment plan: [R14 400 per 20 hours]: 2 payments

Prerequisite: Intro Swift course



ABOUT

Swift by Apple is a ground-breaking programming language for iOS, watchOS, and, OS X, which can help develop apps that run flawlessly. Swift ensures secure and safe coding. As, it easily eliminates all risky code classes and, ensures to create a protected environment to create a stable solution

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