

# CODE CALCULUS



Type the name of Coding

Your first step to coding!

Learn sequences, commands, blocks, algorithms, variables, loops, functions, events, sprites, 3D designs, Artificial Intelligence and its STEAM applications using kids friendly programming language developed by MIT and Google to create animations, games, stories and A.I. powered apps.

Coding Makes Kids Smarter!

Our unique "5C" teaching methodology



**Connect**  
Real world examples



**Concept**  
Demystify the topics



**Code**  
Digital Creations

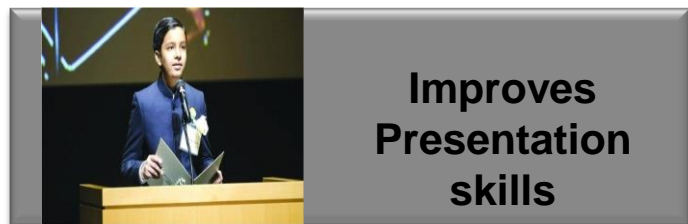
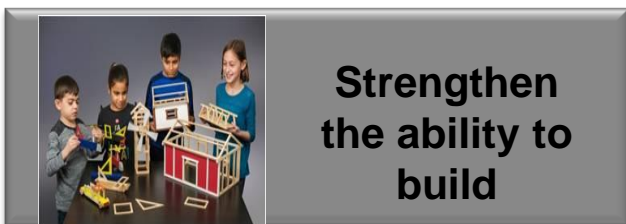
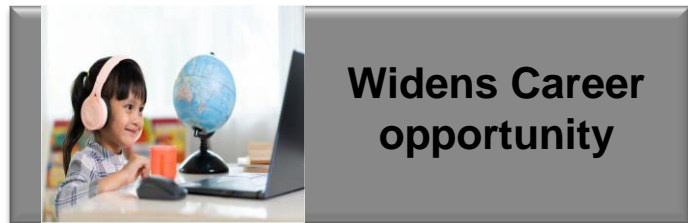


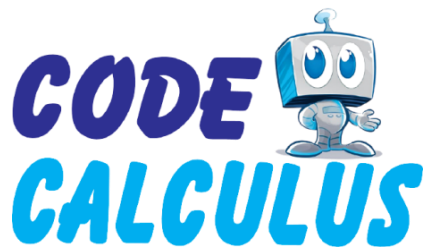
**Contemplate**  
Analyse viable possibilities



**Continue**  
Ideate & Practice Learning

## Benefits of learning to code at early age





# Course Descriptor <sup>+</sup>

**Mentor Led, Interactive 1-on-1 live classes**

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Your first step to coding!

Learn sequences, commands, blocks, algorithms, variables, loops, functions, events, sprites using kids friendly programming language developed by MIT and Google to create animations, games, stories and apps. Share your apps with friends & family.

# CODE CALCULUS



Learn sequences, commands, blocks, algorithms, artificial intelligence, variables, loops, functions, events, sprites using kids friendly programming language.


Days	Index
Day-1	Introduction to Java and ide setup
Day-2	Basics of java with structure
Day-3	variables and datatypes in java
Day-4	Java modifiers,keywords and commenting
Day-5	java conventions & identifiers
Day-6	Loops in java (repeation programs)
Day-7	decision making statements in java
Day-8	Java assessment
Day-9	arrays in java
Day-10	interfaces and Packages of java
Day-11	OOPs concept
Day-12	OOPs concept(day-2)
Day-13	commonly used packages in java
Day-14	student information file using java
Day-15	student information file using java(day-2)
Day-16	Java assessment
Day-17	Packages importance
Day-18	Currency calculator using java
Day-19	Currency calculator using java

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Days	Index
Day-20	Lucky number game using java (part-1)
Day-21	Lucky number game using java (part-2)
Day-22	Tic-tac-toe game(part-1)
Day-23	Tic-tac-toe game(part-2)
Day-24	Final assessment
Day-25	Introduction to Web Designing & HTML Structure
Day-26	complete webpage creation overview
Day-27	Heading,paragraph,horizontal line margin concept
Day-28	webpage layout including header and footer concept
Day-29	Image insertion & video insertion
Day-30	your profile webpage (part-1)
Day-31	your profile webpage (part-2)
Day-32	HTML assessment
Day-33	HTML All Elements
Day-34	Texting formatting using html
Day-35	Quotation in HTML
Day-36	color styling & HSL using HTML
Day-37	Linking webpages along with colour Linking
Day-38	multi-webpage simple website(day-1)

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Days	Index
Day-39	multi-webpage simple website(day-2)
Day-40	HTML assessment
Day-41	introduction to css
Day-42	css concepts
Day-43	complete styling using css
Day-44	Movies websites (day-1)
Day-45	Movies websites (day-2)
Day-46	Movies websites (day-3)
Day-47	HTML Final assessment (day-1)
Day-48	HTML Final assessment (day-2)
Day-49	Introduction to python and IDE setup
Day-50	Basics of python(variable and datatypes)
Day-51	Flow control in python
Day-52	Loops in python
Day-53	decision making statement in python
Day-54	Libraries and modules of python
Day-55	commonly used modules
Day-56	Python ASSESSMENT

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Days	Index
Day-57	OOPs concept in python along with short programs(day-1)
Day-58	OOPs concept in python along with short programs(day-2)
Day-59	OOPs concept in python along with short programs(day-3)
Day-60	Kivy introduction
Day-61	calculator mobile application with python(day-1)
Day-62	calculator mobile application with python(day-2)
Day-63	calculator mobile application with python(day-3)
Day-64	Python ASSESSMENT
Day-65	drawing application using python(day-1)
Day-66	drawing application using python(day-2)
Day-67	drawing application using python(day-3)
Day-68	Pattern using turtle modules
Day-69	spring spiral pattern using turtle module
Day-70	GUI programming in python (Part-1)
Day-71	GUI programming in python (Part-2)
Day-72	final python assessment

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Days	Index
Day-73	introduction to ML and AI
Day-74	setup of platforms and project ideas on Machinelearning
Day-75	how to link MLt project with machinelearning
Day-76	project app on mit app inventor(day-1)
Day-77	project app on mit app inventor(day-2)
Day-78	linking the project with machine learning platform
Day-79	training & testing the project
Day-80	Assessment
Day-81	BUFFER
Day-82	BUFFER
Day-83	BUFFER
Day-84	BUFFER
Day-85	BUFFER
Day-86	BUFFER
Day-87	BUFFER
Day-88	BUFFER
Day-89	BUFFER
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Day-96	BUFFER