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IEEE blended learning PROGRAM
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Not Just Online

#Learn the Blended Way

Python for Everyone

Immersive eLearning

Hands on Testing

Insightful analytics

About the Course

- Python is consistently rated as one of the world's most popular programming languages.
- Python is easy to learn and effective to implement. It is open-source and versatile.
- Python supports multiple programming paradigms, including Procedural, Object Oriented, and functional programming languages. Unique motivations make Python the top choice of any programmer for building different applications in AI and ML. Today's market demands more Python Programmers due to its application in Machine Learning, Artificial Intelligence.

Pre-requisites

- Knowledge of programming language is helpful but not mandatory
- No prior knowledge of Python programming is required

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Who can join this course

- Anyone who knows or does not know about programming language
- Anyone interested in Python or learning a new programming language
- Anyone who has an interest in web design, gaming, AI, and ML technologies
- Working professionals and hobbyists who want to learn coding in Python

Why you should enroll

LEARNING OBJECTIVES

- To get introduced to Python programming and understand the fundamentals of Python
- To explore lists, slicing, modifying lists, tuple, data type of tuples, and dictionaries
- To become a Python professional to build topnotch quality of web designs, build applications in AI and ML
- To understand object-oriented techniques, analyze exceptions
- To understand the fundamentals of data structures, file handling, and lambda expressions

What you will learn

1. Installation of Python
2. Strong and Dynamic Typing
3. Variables and Memory Management
4. Control Structure and Iterative Loops
5. Strings and Operations on Strings
6. Lists, Slicing, and Modifying Lists
7. The Properties and Methods of Lists
8. Tuple and Data Type of Tuples
9. Dictionaries, Functions, and Objects
10. Local and Global Variables
11. Lambda Expressions
12. Modules and File Handling
13. Exceptions
14. OOPs Concept, Objects, and Classes
15. Methods and Constructor
16. Attributes and Inheritance
17. Method Overriding and Operator Overloading