

TCIL-IT EDUCATION AND TRAINING

(A Govt. of India Enterprise)

COURSES & SYLLABUS

COMPUTER EDUCATION & TRAINING



Since 1978

Managed by:

Intelligent Communication Systems India Ltd.

(A joint venture of TCIL, A Govt. of India Enterprise & DSIIDC, A Delhi Govt. undertaking)

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FOREWORD

In the rapidly changing Global IT Scenario, every young Indian Student, especially the Bright TCIL-IT Students should take the Lead Role in making India as an IT Super Power with 100% IT Literacy, which is the dream of our Government and all the Citizens of our great Country.

As you all are aware, TCIL-IT is dedicatedly involved in the Exploitation and Development of highly Resourceful IT Talents/Skills for over a decade, by effectively imparting knowledge and providing Education & Training through its powerful Network of the wide spread TCIL-IT Training Centre along the Length & Breadth of our Country.

It is indeed, a matter of Pride for me to say that TCIL-IT has a battery of IT Experts, Academicians, Professionals from the IT Industry in its Panel, who have acquired Supreme Power of-Knowledge and Expertise, gained through their Intellectual Capacity and their rich Experience in the IT-Field. TCIL-IT has taken the full advantage of encashing such Expertise and Knowledge, by transforming them into TCIL-IT's Courses designs the Curriculum to perfectly suit the exact requirement of the IT-industry Globally.

I am quite confident that our Fellow Students of TCIL-IT in the Country would certainly take the maximum advantage of these Educative and Informative Syllabus, which would help them in coming out of TCIL-IT's Training Institutes with Flying Colors to compete with the rest of the World. TCIL-IT's Course Materials would certainly become a collection of Holy Books to every TCIL-IT Student, which would help them have a very strong Foundation and would keep it for future reference. Our Online Examination is designed to prove transparency and errorless assessment.

I Thank all my beloved Fellow Students/Participants from the Corporate Sector for having chosen TCIL-IT's Courses and also for joining TCIL-IT's Training Centre, which I believe would give a better Edge in the emerging Competitive Scenario. I, on behalf of my Colleagues, my Organization, whole-heartedly wish to express a Bright, Successful and a Great Career to all our Beloved Students/Participants from the Corporate Sector.

**Head
Education & Training
TCIL-IT**



SYLLABUS

*Varies with new version software

- 1. COMPUTER APPRECIATION COURSE (CAC) 48HRS**
Computer - an Overview, Operating System (Windows/Linux), Introduction to Word Processing, Introduction to Spreadsheet, Introduction to Presentations, Internet.
- 2. COMPUTER APPLICATIONS (CCA) 120HRS**
Introduction to Computer, DOS, Operating Systems (Windows/Linux), Word Processing in detail, Spreadsheet (Excel) in Detail, Presentation in Ms-PowerPoint or Equivalent, Outlook Express, FrontPage, MS Access, System Tools, Virus, Internet & E-Commerce and Typing (Word Processing).
- 3. FUNDAMENTALS OF COMPUTER (FOC) 18 HRS**
What is a Computer, Characteristics of a Computer, Generation of computers, Introduction to the binary system, Components of a Computer, Input units, Output units, Processing units, Storage, Classification of computers, Networking, Software and Installation, Operating systems, Computer languages, Plug ins, Applications of Computer.
- 4. C-PROGRAMMING (C)**
Part-I: An Overview of "C" Programming, Control Structures, Macro, Arrays, Pointers, Memory Allocation, Character Handling, String Handling, User Defined Data Types, Functions, Header File Creation, Storage Class, Numerators, Enumerators, File Handling, Graphics, Data Structures, Files. **48 HRS**
Part-II: Introduction, Arrays, Stacks, Queues, Linked List, Tree, Searching, Sorting, Binary Search Tree, Graph, Files. **22HRS**
- 5. VISUAL BASIC PROGRAMMING (VB) 50 HRS**
The Integrated Development Environment, Managing Projects, Introduction to Visual Basic Language, Forms and Menus, Controls, Concepts of Objects and Classes, Visual Basic and Windows API, Graphics with Visual Basics, Event-Driven Programming, Multiple Document Interface (MDI), Programming and Interfacing with MS-Office, Data Manager and Data Controls.
- 6. SYSTEM ANALYSIS AND DESIGN (SAD) 10 HRS**
Overview of System Analysis and Design, System Development Life Cycle, The system analyst, System Planning and Analysis, Tools and Techniques for Modelling, System Design and Modelling, Input and Output Design Control, Modular and Structured Design, System Development, Implementation and Maintenance, System Audit and Security, Object Oriented Analysis and Modelling, Management Information System.
- 7. OBJECT ORIENTED PROGRAMMING STRUCTURE with C++ (C++) 30HRS**
Part-I: Object-Oriented Programming, Data types, Operators and Expressions, Decision statements, Loop control statements, Arrays, Pointers, Structure and Union, C++ functions, Classes, Constructors and destructors, Overloaded operators, Inheritance, C++ I / O, Recent enhancements to C++.
Part-II: Introduction Data Structures, Introduction to C++, Data Structures and their Representation, Stacks, Queues, Trees, Graphs, Sorting Techniques, Hashing Techniques, Advanced Data Structure.
- 8. SCRIPT LANGUAGE (SL)**
Part-I: Introduction to Java Script, Using Operators, statements and Functions, Handling Events, Working with Objects, Form and Elements Creating Frames and Windows, Using Cookies, Link and Anchor, Using Images, Math Functions, Developing Search Tools, Java Applets, Java API, ActiveX Components, Plug-Ins, Multimedia Applications, Interfacing CGI Programs. **50HRS**
Part-II: Introduction to Action Script in Flash, Basic Timeline Navigation, Naming Routes, Fundamentals, Event Handling and Menus, Controlling Multiple Timelines, Communicating with External Elements, Manipulating Graphics, Controlling Audio, Controlling Text, Add Interactivity, Gaming Logic, Multimedia Applications. **32HRS**
Part-III: Introduction to C#, Data Type and Operators, Control Statements, Array and Functions, Introduction to Classes and Inheritance, Overloading and Overriding, Name space and Interface, Delegates and Events, Attributes, Structure and Enumerators, Introducing MDI, Drawing Graphics Multithreading, Properties and Indexers, Stream & Files, String Handling, Error handling and Debugging, Database Connection, Using Collections, Web Service. **56HRS**
Part-IV: Introduction to Lingo Script in Director, Programming Concepts, Behaviours, Local and Global declaration, Cast Script, Button Link, Loop control statements, Audio Control Scripting. **28HRS**
Part-V: Introduction VB Script Basic, Variables, Subtypes and Constants, Array, Operators, Script Procedures, Program Control and Structure, Strings and Numbers, Event Handlers. **30HRS**
Part-VI: Introduction to DirectX, Initialization, View Ports, Multiple Devices, Primitive Types, Vertex Data (Vertex Buffers), Transforms, Texture Mapping, Texture Filtering, Texture Sub-loading, Alpha Texture Blending, Point Lighting, Resizing DirectX, Particle System (Using Point Sprites), Simple Vertex & Pixel Shader, High Dynamic Range Texture Loader. **36HRS**
Part-VII: Introduction to Atari Lite C, Variables, Functions, Bitmaps, Displaying Numbers, Buttons & Sliders, Strings & Texts, 3D Coordinates, Entities, Actions, Pointers, If-Else Branching, Keyboard, Mouse, Joystick, Debugging, Moving Entities, Physics, Using Sprites, Model Animation, Local Variables, Bones, Basic Shooter, Multiplayer. **38HRS**

9. JAVA (JAVA)

Introduction to Java, OOPs, Java Programming, OOPs in java, Exception handling , Introduction to applets, AWT, Multi Threading, Stream Handling, JDBC-ODBC In Java Networking. **68HRS**

10. J2EE (J2EE)

Object Oriented Approach in JAVA., Java Applet., Java Console Application., Java Script, DHTML., Java GUI application., Swing in Java, Networking In Java., JDBC-ODBC In Java. Java RMI, Java Beans, Java Servlets, Enterprise Java Beans, Java Server Page. **56HRS**

11. VB.Net (VB.Net)

Introduction to Visual Basic. Net, Working with VB.Net, Basic of the .Net Framework, Introduction to VB.Net Language, Object Oriented Programming with VB.Net, String, GDI+ and Error Handling in VB. Net, Math and Random Number Functions in VB.Net, Console Application Input / Output, Sorting in VB.Net, Windows Form Application, VB Calculator, Using WMI, File and Folder Browser, File Watcher, Sending E-Mail in .Net, MDI Web Browser, Accessing the Registry in VB.Net, Retrieving Web Page Source from the Internet .Net Slots, Word Processor, Encryption & Decryption. XML Web services. Building Database Applications with ADO.Net. **52HRS**

12. ASP.Net (ASP.Net)

Introduction to ASP using HTML, Standard Controls of ASP, Other Control of ASP Master Pages & CSS. Creating Simple ASP.Net Web applications with event driven model, understanding ASP.Net server controls, Working with data bound controls, Processing XML files in ASP.Net, Styling XML content in ASP.Net, Consuming Web services in ASP.Net web applications, Configuring ASP.Net applications with web.config, Deploying mobile web applications via ASP.Net. **60HRS**

13. Visual ++ (V++)

Part-I: Introduction to Visual C++, Creating a Visual C++ Console Application, Introduction to MFC, Drawing Graphics, Introduction to Keyboard and Mouse Events, Creating menu and menu commands, Creating Controls, Serialization, Windows Application, Creating a Window Class, Creating a new Windows SDI Application, A Dialog - Based Application.

Part-II: Introduction to Visual Java++, Applet Programming, Event handling, Working with URLs and Graphics, User Interface Components, Working with Frames, Dialogs and Menus, java strings, java Utility classes, Multithreading, Synchronization, Java streams, Multimedia, Double Buffering Colors and Fonts, Fontmetrics Classes, Datagrams and Sockets. **120HRS**

14. Visual FoxPro (FOXPRO)

Introduction to FoxPro, Data management process, Database logic, FoxPro environment, Creating databases and tables, Entering data, Editing data, Maintaining data, Retrieving information, Advanced query and reporting, Linking with other programs, The SQL view, Macros. **36HRS**

15. Oracle PL/SQL or Equalant Software (ORACLE)

Introducing Oracle, Primary Tools, Schema Manager for Tables, SQL for Queries, SQL for Data Manipulation, SQL for Tables, SQL for Views and Sequences, SQL *Plus for Reports, PL / SQL. **12HRS**

16. HTML & Web page Designing (HTML)

Introducing HTML, Getting Started, Under Standing The Basic Tags, Tags That Affect The Appearance of your text, Indenting and Creating Spaces with & nbsp and Creating Lists, Creating Links, Images ,Tables, Frames, Animation, Forms, CSS, More Text Formatting, Image Maps, DHTML, Internet and Computer Jargon, Fun with Java Script, Adding Music to Your Web Pages. **18HRS**

17. XML (XML)

Introduction to XML, Attributes, Entities, Namespaces, DTDs, Instances and Schemas, CSS, Databases, XML Queries, Advanced XML, XML Web Services (WSDL), Analyzing Requirements & Building, .NET Solutions. **16HRS**

18. DataBase Management System (DBMS)

Introduction of Database and DBMS, Advantages and disadvantages of DBMS, components of DBMS, Levels of Architecture, Instance and Schemes, DBMS facilities, Database users, Data dictionaries, Entity Relationship models, attributes, mapping constraints, aggregation, Mapping cardinalities, Entity sets and Relationship sets, Traditional Data Models, Relational Model, Relations, Normalization, Relational Algebra, Tuple Oriented Relational Calculus, Relational Database Design, Demoralization, Overview of Advanced DBMS. **12HRS**

19. Management Information System (MIS)

Introduction to Management Information Systems, Information Systems in Global Business Today, IT Infrastructure and Platforms, Foundations of Business Intelligence: Databases and Information Management, Telecommunications, the Internet and Wireless Technology Securing Information Systems, Global E-Business, How Businesses Use Information Systems, Information Systems, Organizations, and Strategy, Ethical and Social Issues in Information Systems, Enterprise Applications, Managing Knowledge Enhancing Decision Making, Building Information Systems, Establishing the Business Value of Systems and Managing Change, Managing Global Systems. **10HRS**

20. PERSONAL HOME PAGE HYPERTEXT PREPROCESSOR (PHP)

Introduction to PHP, Variables, Operators and Expressions, Loop , String, Control Statements, Functions, Arrays, String Handling ,

Cookies, Sessions, Forms, HTML Web Page Data Handling, Network Handling, Using MySQL Databases, Sourcing and Configuring PHP, Shopping Cart Application in PHP, Designing PHP-Based Solutions. **56HRS**

21. Dreamweaver (DMW)

Vector and Raster Software , Faces of Dreamweaver, Menus and Toolbars, Status Bar, Property Inspector, Customizing Dreamweaver, Interface, Site Control, Linking, Typography, Tables, Layout, Frames, Rollovers, Cascading Style Sheets, Sourcing and Configuring HTML, Java Script, Forms, Behaviours, Working with Fireworks, Automation, Graphics and Multimedia, Templates and Libraries, Accessibility, Adding Sound, Creating Flash Text, Flash button, Getting it Online, Troubleshooting. **36HRS**

22. Basics of Multimedia Technology (BMT)

Introduction to Analogue and Digital Information, Digital to Analogue Conversion, Compression, Signal Quality, Image and Audio Generation, Signal Filtering Method, Identity of Multimedia, Scope of the Media, 2D and 3D Representation, Computer Configuration, Internet and Multimedia, Story Board, Character Design, Film Editing and Effects, Rendering and Postproduction Techniques, Multimedia Applications. **36HRS**

23. Telecommunication Networking Technology (TNT)

Part-I: Overview of Telecom Technology, Basic Electronics for Telecom Technology, Principles of Networking, Principles of Digital Telecom, Broadband Communication network, Wireless communication System. **18HRS**

Part-II: Different types of Signal Transmission, Signal Transmission and Receiving methods, Switching & Transmission fundamentals, New Generation Network, Voice over IP, Geographical Information System. **20HRS**

Part-III: Artificial Intelligence and Remote communication, Billing and Customer Care, Telecommunication regulations, Market and service. **16HRS**

24. 2D Animation Software (2DA)

Part-I: Introduction to Flash, Work Stage, Understanding Tools, Working with Layers, Timeline Header, Onion Skin, Create Symbols, Transitions, Tween Animation, Importing Audio and Video files, Basic Keyframe Animation, Add Motion Guide, Bone and Rigging, Making Animations with Easing, Anatomy Animation, Lips Animation, Walking Cycle. Apply Graphic Filters and Blends, Add Text to a Document, Work with Objects and Classes. **56HRS**

Part-II: Introduction to Director, Work Space, Toolbar, Stage, Cast, Sprites, Channels, TimeLine, Transitions, Importing Audio and Video files, Basic Keyframe Animation, Registration Points, Film Loops, Text, Paint and Vectors, Publishing and Preferences. **48HRS**

Part-III: Introduction to Anime Studio, Interface, Tool Box, Basic Drawing, Cameras, Basic Animation, Timeline, Keyframe animation, Bone and Rigging, Tweens, 3D Content Importing and Using, New Features. **56HRS**

Part-IV: Introduction to Toon Boom Studio, Interface, Draw Art, Modify Art, Import Art, Ink and Paint, Work with Sound, Scene Planning, Animation preparation, Transformations, Exposure Sheet, Output, Function Editor, Multiplane Camera, Effects Manage Content, Lip Synchronising, External Application Effects. **44HRS**

25. Document Publishing Software (DPS)

Part-I: Introduction to PageMaker, Basics, Tool Box, Constructing a Publication, Text Formatting and word processing. Paragraph Settings, Composition and Typography. Graphics and Text Objects, Short Cut Keys, Master Pages, Header and Footers, Pagination and Numbering, Printing, Imports, Linking and Exporting, Applying and Trapping Colors ,Working with Columns, Control Palette, Creating PDF and HTML Files, Index and Contents. **52HRS**

Part-II: Introduction to InDesign, Objects, Text, Graphics, Working with Pages, Layers, Colour and Gradients, Manipulating and Transform Objects, Work with Text, Specifying Character Attributes, Setting Up tab and Tables, Effects for Graphics, Free-Form shapes and Curved Paths, Import Data, Export Data, Working with Columns, Control Palette, Index and Contents. **24HRS**

26. Raster Designing Software (RDS)

Part-I: Introduction to Photoshop, Basic Drawing Tool Menu, Selection Modes, Transformations, Adjusting Colour, Paintbrushes and Art Tools, Digital Painting, Short Cut Keys, Using Masks, Guides, Grid and Slices. Importing Images, Exporting Images, Units and Rulers Preset Manager, Floating Palettes, Layers and Paths, Filters and Other Funky Effects, Special Effects, Photo Repair, Pattern Creation, Web Design and Publication. **54HRS**

Part-II: Introduction to Image Ready, Basic Drawing Tool Menu, Selection Modes, Transformations, Adjusting Colour, Animation Palette, Creating Animation ,Adding Frames, Tweening Frames, Looping, Show and Hide Layers, **24HRS**

27. Vector Designing Software (VDS)

Part-I: Introduction to Illustrator, The Work Area, Create Basic Shapes, Applying Transparency and Blending Modes, Working with Layers, Transforming Objects, Short Cut Keys, Placement and Order of Objects, Styles and Effects, Blending Shapes and Colours, Working with Symbols, Using the 3D Effects. **56HRS**

Part-II: Introduction to CorelDraw, Drawing Screen, Working with Tool, Line Spacing and Word Spacing, Artistic Text, Working with Shapes, Text and Objects, Short Cut Keys, Special Effects to Bitmaps, Selecting Fill and Hairline Colors, Duplicating and Manipulating Objects, Combining Objects, Intersecting Objects, Shaping and Reshaping Objects, Converting Symbols. **56HRS**

28. Video Editing Software (VES)

Part-I: Introduction to Premiere ,Video and Audio Mixing, Setting the Scene, Colour and opacity, Motion paths, Compositing, Transitions, Animations, Visual Effects, Advanced single-frame techniques, Advanced nested and multiple sequences techniques. Exporting Audio-Video Files, Making VCDs And DVDs. **66HRS**

Part-II: Introduction to Final Cut Pro, Interface Window, Capture and Sequences, Editing, Create a Rough Cut, Time saving Technique, Locking Tracks, Freeze Frame, Footage, Work with Audio, Video Transitions, Using Filters, Using Motion, Creating Titles, HDV, Rendering. **92HRS**

Part-III: Introduction to Edius, Layout and Functions, Locate Clips, Timeline and Basic Edit Functions, Cut VO and SOT, Edit Palettes, Video Transitions, Color Correction, Region Filter, Output and Exporting Features. **70HRS**

Part-IV: Introduction to Avid Xpress, Mapping Keyboard and Interface, Toolsets, Bin and Folders, Capturing and Logging, Importing Media, 3 Types of Editing Techniques, Trim Mode, Video FX, Color Correction, Creating Titles, Output and Exporting Features. **96HRS**

29. Audio Editing Software (AES)

Part-I: Introduction to Sound Forge, Basic Concept of Sound Forge, Working with Audio Files, Recording and Playback, Editing Basics, Audio Effects, Additional Audio Tools, Noise Reduction, Sound FX, Spectrum Analysis, Plug-Ins, Audio for Multimedia and the Web, MIDI, Burning, Batch Converter. **24HRS**

Part-II: Introduction to Audition, Interface, Audition Preferences, Importing Audio, Recording and Playing Audio, Editing Sound, Mixing and Looping Sound, Working in Multitrack View, Removing Noise, Equalization Tools, Using Effects and Plug Ins, Working With Video, Audio for Web. **56HRS**

Part-III: Introduction to Sound Booth, Workspace, Menus, Preferences Layout, Multitrack View Support, Tools, Recording, Audio Editing, Keyboard Shortcut, Marker, Tasks, Auto Composer, Audio Effects, Metadata, Mixing Support, Audio Exporting. **56HRS**

Part-IV: Introduction to Fruity Loops, Menus, Panels, Channel Settings, Play List, Mixer , Creating Background Audio, Recording and Editing Audio, Types of Exporting Waves, Effect Plug Ins generator ,Piano Roll. **36HRS**

Part-V: Introduction to Cake Walk Sonar, Audio settings, Menu, Track View, Piano Roll View, Staff View, Step Sequencer View, Console View, Rack and Loop Explorer, MIDI, Audio Snap, Groove Clip Looping, V-Vocal, Automation, Effects, Control surfaces **44HRS**

30. Special Effects Software (SES)

Part-I: Introduction to After Effects, Menu Interface, Footage, Compositions, Parent and Nest, Animation, Work with Text, Cartoon Effect, Puppet Tool, Parenting and Null Objects, Camera, Lights, Particle Effects, Painting and Masks, Key and Track, Special Effects, Audio, Edit Video, Work With 3D Concepts, Saving and Exporting, Rendering and Output. **110HRS**

Part-II: Introduction to Combustion, Work Menu Interface, Importing Footage, Selection Tools, Painting, Surface Properties, Animation, Audio, Motion Graphics, Gradients, Masking, Parenting and Null Objects, Camera, Lights, Particle Effects, Nesting and Composite keying, Non Linear Editing, Tracking, Color Correction, 3D Concepts, Rendering and Outputs. **86HRS**

Part-III: Introduction to Shake, Main Window, Secondary Window, Using Interface, File In and Browser, Basic Compositing, Color Nodes, Transforms Layer and Image, Nodes, Rotoshape, Quick Paint, Timing and Key Framing, Color Keying with Key Light, Tracking and Stabilizing, Wraps and Filters, 3D Concepts, Film Compositing, Working with Video and Audio, Rendering and Outputs. **106HRS**

Part-IV: Introduction to Particle Illusion, Library Emitter, Preview Window, Select Mode, Play and Stop Button, Frame Line, Transformation Tool, Project Settings, Safe Action Screen, Layers, Emission Property Options, Particle Behaviour, Motion Blur, Multiple Keys, Visibility, Emitter Mask , Deflectors, Particle Direction Property, Camera tracking, Rendering and Outputs. **56HRS**

31. 3D Animation Software (3DA)

Part-I: Introduction to 3D Studio Max, Creative Panel and Objects, Navigating 3D Space, Editable Shape and Meshes, Particle effects, Objects Modelling, Character Modelling, Material Editor, Interior Design, Light, Camera, Skeletons and Rigging, Basic Animation, Character Studio, Hair & Fur, Cloth & Other Plug-ins, Basics of MAX Scripting, Mental ray and Scan line Technology, Video Post effects, Extra Force of wind and gravity, Production Rendering. **178HRS**

Part-II: Introduction Maya Basic, Navigating and Changing the Interface, Creating NURBS Curves and Surfaces, Polygons, Selection Modes, Materials, Mapping, Particle effects, Objects Modelling, Basic Animation, Hair & Fur, Cloth & Other Plug-ins, Creating Lights and Cameras, Parenting and Binding to a Skeleton. Mental ray and Scan line Technology, Basics of MEL Scripting, Production Rendering. **128HRS**

Part-III: Introduction to Poser, Advanced 3D Character Movement, Setting application preferences, Menu bar, Light Controls, Camera Controls, Room Tabs, Editing Tools, Properties Palette, Display Controls, Library palette, Memory Dots, Animation Controls, Adding and removing items, Add Clothing, Render Tab, Material, Face, Hair, Walk Designer, Talk Designer, Basic Animation, Production Rendering. **104HRS**

Part-IV: Introduction to Bryce 3D, Menu Interface, 3D Work Space, Creation Tool, Edit Objects, Transformation Tools, Boolean Operation, Lattice and Metaballs, Terrains, Trees, Sky Creation, Lights, Cameras, Rendering, Time Line ,Animation, Textures and Materials, Caustic Effects, Animate Textures. **104HRS**

Part-V: Introduction to Carrara, Menu Interface, Creating Scenes, Lights, Cameras, Modifiers and Behaviours, Carrara Spline and Vertex Modelling, Metaball and Plant Modelling, Creating Terrains and Skies, Hair Replicators, Using Shaders, Basic Animation , Rendering. **124HRS**

Part-VI: Introduction to Light Wave 3D, Properties, The Hub, Modelling tools, Create and Modify, Construct Detail and Map, Textures, Layer Tools, Polygon Tools, Text, Layout, Scene, Key Frames, Lights, Cameras, Basic Animation, Surface Editor, Rendering. **138HRS**

32. Game Design Software (GDS)

Part-I: Introduction to Blender, 3D Navigation, Menus, Poly Tools, Mirroring, Multicuts, Modifiers, Textures and Materials UV's, Child and Parent Relationships, Basic Animation, Bones, Paint Weights, Bind Pose, Mirror Bones, Actions, Light and Camera, Basic Game Engine Description and Set-Ups, Game Controller, Scripts, Logic Method. **132HRS**

Part-II: Introduction to Unity, Environments Creation, Introduction to Scripting, 3D physics, Importing Models, Interacting with models, Special Effects, Weapons, G.U.I and Menus, Enemies, Health system, Audio, Exporting Game, Texture Map. **258HRS**

Part-III: Introduction to Game Studio, Editors, Model Editor, Script editor, Game Editor, Material Map, Light, Camera, Physics Engine, Level, Terrain and Model Editor, Model Libraries, Programming Logic, Lite C Program, Third Person Camera Module. **258HRS**

33. Computer Hardware & Networking / LAPTOP & WI-FI NetWorking (HW&WiFi)

Part-I: Basic Electronics, Atomic Structures, Electronic Components, Semi-Conductors, Measuring Instruments, Basic Digital Electronics (Number Systems, Digital Logical Gates etc.). **56HRS**

Part-II: Computer Architecture, Mother Board and its all components, Computer Components (Input/Output Devices, Primary and Secondary Memory, Power Supply, Monitor). Computer Assembling, Make your own Computer, Operating System Installation, Windows Vista, Software Installation, Trouble Shooting, Bios Setups, Identifications of Components. **128HRS**

Part-III: Advanced Digital Electronics, Binary Codes, Boolean Algebra Laws, Combinational and Inhibit Circuits, Adder and Subtractor, Flip-Flops and Timing Circuits, Digital Integrated Circuits, Multiplexer, De-Multiplexer, Shift Registers, Counters, Add on cards, Advanced Trouble Shooting and Maintenance. **66HRS**

Part-IV: Introduction to networking Technology, Types of Net working, Transmission Media, CAT 6 Cables, Transmission Media Adapter, Network Topologies, Network Architectures, Networking an Internet Connection with Group Computers, Raid Configuration with Hard disk, Windows 2003 /2008 Server, Windows 7 Net Working Features. **84HRS**

Part-V: Introduction to Laptops, Portable System background, System Features, Processors, Mother Boards, Memory, Power, Expansion Bus, Hard Disk & Removable Storage Devices, Laptop Components, Laptop Maintenance & Assembling, Linux, Multimedia, Internet, Computer VIRUS, Wi-Fi Network Trouble Shooting. **106HRS**

Part-VI: Principle and Operations for Networking, Metropolitan Wi-Fi Networking Design and Deployment, Network Security, Wireless LAN Security Fundamentals, Wireless 802.xx Network Over view, Wireless LAN Trends and Technology. Networking Software Installations. **122HRS**

34. MOBILE PHONE TECHNOLOGY (MPT)

Paper-I: Introduction to IT Fundamentals, Preliminary Concept of Operating System, Windows, MS-Word, MS Excel, MS PowerPoint, Internet & E-Commerce, Basic Electronics, Principals of Mobile Phone Technology, Fundamentals of Mobile Phone. **58HRS**

Paper-II: Digital Electronics & Digital Communication, Mobile Phone Communication. GSM and CDMA System Architecture, UFS3 and UFS4 Channel. Modulation Process in GSM and CDMA, AMPS, Slow Fading, Fast Fading, Localization and Calling, Circuit Diagrams and Fault Finding, SMS and MMS. GPRS, EDGE and 3rd Generation Mobile Phone, Spread-Spectrum Techniques, Time Division and Frequency Division Multiple Access. **82HRS**

Part-III: Wireless Systems and Standards, Equalization, Diversity and channel Coding, Bluetooth and other new technologies, JAF, Memory Cards, Micro Cards, Mega Pixel Cameras, USB Cables, Software Installations, Technical Tip Points. **44HRS**

Part-IV: Common Faults and its remedies, IC- Replacing and BGA Tools, Advanced Software Solution and Application Software, Multimedia Mobile Phones, Player, DVD Player, Games, Flexi Cam, Videos, Campro, Ultra MP3, Anti Virus, Basic Hardware and Installation, Personality Development and Communication Skills, Customer Services. **46HRS**

35. Certificate Course in Internet (CCI)

Introduction to internet & E-Commerce, Internet Connectivity, Services on internet, Information Hosting on the internet, Information mining and browsing, Search Engines, E-Mail, About Hacking and VIRUS, TCP / IP- Core Internet Technology, Current trends on internet. **16HRS**

36. SOFTWARE TESTING COURSE (STC)

Part-I: Testing Forum, Introduction, Testing Start Process, Testing Stop Process, Testing Strategy Risk Analysis, Software Listings, Test Metrics, Release Life Cycle, Interoperability Testing, Extreme Programming, Cyclomatic Complexity, Equivalence Partitioning, Error Guessing Boundary Value Analysis, Traceability Matrix, SDLC Models, Code Coverage, Software Testing Types, Deliverables Automated Software testing by Win Runner, Load Runner. **66HRS**

Part-II: Reporting Process, Pareto Charts, Acceptance Test and System test, White Box Testing Tools, Java – Junit, JFunc, JMeter, Net – ANYS Profiler, X-Unity, Linux, C,C++, Manual Testing, Automated Software testing by Winrunner, Loadrunner, Bluetooth, Wireless Technologies Testing International Control, CobiT Model, QTP & Test Director, Open STA, Silk Test, Rational Robot. **88HRS**

37. Windows Server Administration (WSA)

Introduction to network technology, Installing Windows Server, Managing partition and fault panel, Windows Server Devices and Drivers, Working with Local User and Domain accounts Groups, Setting up control panel, Managing Resources and Data, Managing account policy and user rights, Managing Windows server sharing and permissions security file system, Introduction to IPv.6, SMB2 Network File system, Power Shell, Kernal transaction Manager, Self healing NTFS File system. Networking using TCP/ IP, Windows 7 Networking Features, Remote access service, Running applications, Supporting applications, Backing of Data, Monitoring and trouble shooting. **96HRS**

38. Unix (UNIX)

Operating Systems Concepts and Types, Structure of Unix, More file attributes, Command line Interface, File organization in UNIX, Introduction to shells programming, Text Editor, Combining Programs Pipes and Filters, Basic -C Programming, Basic- Perl Programming, Communication Telnet, Apache Web Server, Managing Disk Usage, Unix Installation and package Management, Security, System Administration. **36HRS**

39. Financial Accounting with Tally (TALLY)

Starting With Tally, Company Information, Accounts Information Groups and Sub-Groups, Ledgers, Cost Category and Cost Centres, Inventory Information Stock Group, Stock Category, Stock Item, Locations / Warehouse, Unit of Measure, Voucher Types, Reports, Bank Reconciliation, Interest calculations, Budgets and Controls, Purchase and Sales Order Processing, Stock Journal, Rejection In and Out, Value Added Tax (VAT), Tax Deduction at Source (TDS), Fringe Benefit Tax (FBT), Service Tax, Keyboard Shortcuts, ERP etc., **60HRS**

40. PEACHTREE ACCOUNTING (PTA)

Understanding computerized and manual accounting, Exploring the basics of the Peachtree window, navigation aids, Menu bar, Organization Types and Company Information, Creating a New Business, Creating a Chart of Accounts, General Journal Transactions, Editing Transactions, Printing the General Journal and Financial Statements, Recording Accounts Receivable and Payable, Subsidiary Ledgers for Customers and Vendors, Processing Accounts Receivable and Accounts Payable, Cash Payments and Cash Receipts, Preparing Financial Statements, Purchases and sales of Inventory, Peachtree's Payroll Setup Wizard, Payroll Tax Returns and Reports, Partnerships and Corporations, Job Costing. **48HRS**

41. DacEasy ACCOUNTING (DEA)

Starting With Tally, Company Information, Accounts Information Groups and Sub-Groups, Ledgers, Cost Category and Cost Centres, Inventory Information Stock Group, Stock Category, Stock Item, Locations / Warehouse, Unit of Measure, Voucher Types, Reports, Bank Reconciliation, Interest calculations, Budgets and Controls, Purchase and Sales Order Processing, Stock Journal, Rejection In and Out, Value Added Tax (VAT), Tax Deduction at Source (TDS), Fringe Benefit Tax (FBT), Service Tax, Keyboard Shortcuts. **48HRS**

42. Manual Accounting (MAC)

Part-I: Introduction to Accounting, Theory Base of Accounting, Origin And Recording of Transactions, Sub-Division of Journal, Bank Reconciliation Statement, Trial Balance And Errors, Financial Statements, Depreciation, Reserves And Provisions, Bills of Exchange, Accounts of Non-Profit Organisation, Accounts From Complete Records. **52HRS**

Part-II:

1: Concepts of RDBMS, FACT accounting Package, Advanced Concepts in Tally ERP(Enterprise Resource Plan), Soft Skill Training, Accounting Project. **24HRS**

OR

2: Business Accounting, Auditing Practice, Direct Tax, Indirect Tax, Company Law & Secretarial Practice, Interview Skill Training, Peachtree and DacEasy or Quick Books, Accounting Project. **24HRS**

43. Call Center Courses (CCC)

Part-I: General English, Introduction to English Grammar, Developing Listening Skills and Developing communication skills. American geography/states/currency. American Accent, American English (Common words that are different from what we use), Time Zones in various countries. **48HRS**

Part-II: Introduction to world culture, American geography/states/currency, American Accent. American English (Common words that are different from what we use), British geography/states/currency, British Accent, British English (Common words that are different from what we use), Listening to BBC news, Time Zones in various countries & Personality and Communication Skill. **32HRS**

Part-III: Introduction to Call Centre and BPO, Inbound, Outbound, Voice, Non-Voice based call centre, Domestic and International Call Centres, Career avenues in Call Centres, Brief introduction to technology – IPLC, Internet communication, Predictive dialer, Automatic Call Distributor, Voice Recorders. Introduction to various modes of payment – Credit card, Debit card, On line money transfer. Telephone etiquettes, Do not Call List. **48HRS**

Part-IV: Outbound telemarketing techniques, Opening the call, greeting, probing, restating, features of the product, clarifying doubts, objection handling, feel the reaction, taking credit card nos. Closing the call and documentation. Inbound telemarketing techniques: Receiving the call, clarifying doubts, up-sale, closing the call and documentation. **48HRS**

Part-V: Quality parameters in call center, Product training (Call Center / BPO, Credit Cards and Debit cards-various terminologies & sales pitching, Mortgage Refinancing - various terminologies & sales pitching, Mobile Handsets - various terminologies & sales pitching. Interview Skills, Writing CVs (Bio-Data, How to prepare for the interview, Facing the interview board. On the Job Training, Mock Calls with trainers, Feed Back Sessions based on recorded calls. **32HRS**

44. Microsoft Certified System Course (MCSC)

Part-I: Introduction to Windows XP Professional, Installing Windows XP Professional, Using the System Utilities, Managing Windows XP File Systems and Storage, Users, Groups, Profiles, and Policies, Windows XP Security and Access Controls, Windows XP Network Protocols, Internetworking with Remote Access, Printing and Faxing, Performance Tuning, Windows XP Professional Application Support, Working with the Windows XP Registry, Booting Windows XP, Windows XP Professional Fault Tolerance, Troubleshooting Windows XP. **66HRS**

Part-II: Windows Server environment, Introduction to Windows Server, Managing Hardware Devices, Creating and Managing User

Accounts, Implementing and Managing Group and Computer Accounts, Managing File Access, Managing Disks and Data Storage, Advanced File System Management, Implementing and Managing Printers, Implementing and Using Group Policy, Server Administration, Monitoring Server Performance, Managing and implementing Backups and Disaster Recovery, Administering Web Resources, Windows Server 2003 Security Features. **66HRS**

Part-III: Implementing & Maintaining Server, Configure a host to use a static IP address, Assign IP addresses in a multiple subnet network, Describe the IP routing process, Configure a host to obtain an IP address automatically, Configure a host so that automatic private IP address configuration is disabled, Configure a host to use name servers, Isolate common connectivity issues – Install and configure routing by using the Routing and Remote Access service, Install and configure the DHCP Server Service, Manage and monitor DHCP, Configure host and network basic input/output system (NetBIOS) names resolution, Install and configure the DNS Server service, Manage and monitor DNS, Secure IP traffic by using IPSec and certificates, Describe the Transmission Control Protocol/Internet Protocol (TCP/IP) protocol architecture, Calculate a subnet mask, Convert Internet Protocol (IP) addresses between decimal and binary, Create subnets, Install, configure, and manage WINS, Implement a network access infrastructure by configuring the connections for virtual, dial-up, and wireless clients, Manage and monitor remote connections in a network access infrastructure. **78HRS**

Part-IV: Exchange Server, Introduction to Exchange Server, Installing and Configuring Exchange Server 2003, Managing Recipients, Configuring Outlook and Outlook Web Access, Managing Addresses, Public Folders, Configuring and Managing Exchange Server, Managing Routing and Internet Connectivity, Managing Data Storage and Hardware Resources, Securing Exchange Server, Backup and Recovery of Exchange Server, Troubleshooting Connectivity, Monitoring and Troubleshooting the Server, Upgrading to Exchange Server. **72HRS**

Part-V: Planning and Maintaining Server, Plan a TCP/IP Physical and Logical Network, Plan and Troubleshoot a Routing Strategy, Plan and Troubleshoot Internet Connectivity Strategy, Plan a Dynamic Host Configuration Protocol (DHCP) Strategy, Select a Name Resolution Solution, Optimize and Troubleshoot DNS, Plan Remote Access, Plan Network Traffic Monitoring and Information Management, Design security for Physical resources, Design Security for computers, Design Security for accounts, Design security for network perimeters, Plan and Optimize WINS, Troubleshoot Remote Access, Plan, Optimize, and Troubleshoot IPSec, Plan a framework for network security, Identify threats to network security, Analyze security risks, Design security for data, Design security for data transmission, Design an incident response procedure, Optimize and Troubleshoot DHCP, Plan DNS, Design security for authentication. **96HRS**

Part-VI: Active Directory Infrastructure, Introduction to Active Directory, Name Resolution and DNS, Active Directory Design Philosophy, Active Directory Architecture, Active Directory Logical Design, Active Directory Physical Design, Active Directory Replication, Active Directory Operations Masters, Active Directory Authentication and Security, Managing Users, Groups, Computers, and Resources, Group Policy for Corporate Policy, Deploying and Managing Software with Group Policy, monitoring and Optimizing Active Directory, Disaster Recovery. **78HRS**

Part-VII: Designing Windows Server, The Assessment Stage, Developing the Active Directory Infrastructure Design, Developing the Network Services Design, Designing the Logical Components, Name Resolution, Remote Access and Address Management, Service Sizing and Placement, The Physical Design. **72HRS**

45. Cisco Certified Network Course (CCNC)

Part-I: Describe Functions of Network Devices, Describe the Components Required for Network & Internet Communications, Networking Basics, Conceptual Models and Physical Networks, Linking up to the Network, Routing Protocols, Moving data across the Network, Presenting Data and Keeping it private, TCP/IP, Network Addressing, Sub Netting, Designing LANs, LAN Technologies, LAN Switching, WAN Protocols, Router Administration, Working with IOS, Configuring a Router, Routing versus Router Protocols, Router Security, Router interfaces. **66HRS**

Part-II: Verify and Troubleshoot Inter VLANs, Describe Public & Private IP Addressing, Explain the advantage and Operations of DHCP and DNS, Configure, Verify & Troubleshoot DHCP & DNS Operation on a Router, Identify & Correct Problems with IP Addressing & Host Configurations, Configure IP Routing Using Different Routing Protocols, Manage IOS Configuration files, Identify & describe the purpose of the components in a small wireless network, Identify common Issues with Implementing Wireless Network, Describe the Functions of Common Security Appliances & Applications, Configure & apply ACLs based on Network Filtering Requirements, Configure & Troubleshoot NAT for given requirements, Describe different methods to Connecting to WAN, Configure & Verify Basic WAN Serial Connection, Configure & Verify Frame-Relay on Routers, Troubleshoot WAN implementation Issues. **72HRS**

46. Red Hat Linux Course (RHLC)

Part-I: Types of Linux, Introduction to Linux, The structure of Linux, User Interfaces and Desktops, Linux Kernel, GNU and Unix Commands, The shell Scripting and Data Management, Files and Directories in Linux, Drives in Linux, Permissions and Security, System Services, Linux Installation and package Management, Support for other file system, Networking Fundamentals. **36HRS**

Part-II: Introduction, LVM2 and Resizing Logical Volumes, Software RAID Toolset Replacement, More to come. Installation and System Initialization, Updating Compares to Reinstalling, New choices in the Installer, Anacron Re-Introduced, New in Kickstart installations, Hands-on Lab: Installing Red Hat Enterprise Linux. Package Management Using yum, Using yum, Configuring the yum Client to Connect to an RHN Satellite Server Creating a yum Repository, Configuring the yum client to Connect to a Private Repository, Using yum. **48HRS**

Part-III: The Kernel, Driver and Device Management, The new Driver Update Model, udev and hal, Device Symbolic Links, The kexec Fastboot Tool (beware!), LVM Mirroring, LVM Multipath, Disk Encryption, gnome-mount, Updates to autofs, New in Networking, Network Manager, Wireless improvements, IPV6, IPV6 and Default Service Configuration, Using/sbin/ip, SELinux, Introduction and Overview of Changes, Understanding SELinux, Protected Services, Modularized Policy, Introduction to MLS and MCS, MCS Integration With Client Tools, The Semaage Utility. **66HRS**

Part-IV: Development Tools Update, System Tap, The Frysk Technology Preview, Understanding Virtualization, Virtualization Terminology, How Virtualization Works on Linux, Creating Domain-0, Using Xend, Using xm, Virtual Block Devices, Virtual CPUs, Virtual Network Devices,

Creating DomainU, Bootstrapping a Domain, Pygrub, Monitoring Domains, Accessing a Domain, The art of Virtualization Security, Taking it Further, Software RAID, BIND, IMAP and POP, SELinux, Device Management. **66HRS**

47. Ethical Hacking Techniques (EHT)

Introduction to Ethical Hacking, Hacking Laws, Foot printing, Google Hacking, Scanning, Enumeration, System Hacking, Trojans and Backdoors, Viruses and Worms, Sniffers, Social Engineering, Phishing, Hacking E-mail Accounts, Denial-of-Service, Session Hijacking, Hacking Web Servers, Web Application Vulnerabilities, Web-based Password Cracking Technique, SQL Injection, Hacking Wireless Networks, Physical Security, Linux Hacking, Evading IDS, Firewalls and Detecting Honey Pots, Buffer Overflows, Cryptography, Penetration Testing, Covert Hacking, Writing Virus Codes, Assembly Language Tutorial, Exploit Writing Module, Smashing the Stack for Fun and Profit, Windows Based Buffer Overflow Exploit Writing, Reverse Engineering, MAC OS X Hacking, Hacking Routers, cable Modems and Firewalls, Hacking Mobile Phones, PDA and Handheld Devices, Bluetooth Hacking, VOIP Hacking, RFID Hacking, Spamming, Hacking USB Devices, Hacking Database Servers, Cyber Warfare-Hacking, Al-Qaida and Terrorism, Internet Content Filtering Techniques, Privacy on the Internet, Securing Laptop Computers, Corporate Espionage-Hacking Using Insiders, Creating Security Policies, Software Piracy and Ware, Hacking and Cheating Online Games, Hacking RSS and Atom, Hacking Web Browsers (Firefox, IE), Proxy Server Technologies, Data Loss Prevention, Hacking Global Positioning System (GPS), Computer Forensics and Incident Handling, Credit Card Frauds, How to Steal Passwords, Firewall Technologies, Threats and Countermeasures, Case Studies. **88HRS**

48. CAD/CAM/CME (CADD) Engineering Design Softwares.

48.1. AutoCAD (CAD)

Fundamental Concepts, Basic Drawing Techniques, Accuracy and Speed, Advanced Drawing Commands, Modifying Commands, Isometric Drawing, 2D And 3D Drawing, Text and Units, Editing Techniques, Working with Layers, Block and X-refs, Dimensioning, Drawing – an Introduction, Wire frame Construction, 3D Faces.

48.1.a. Engineering Drawings, Product design, Tool design, Manufacturing, Reverse Engineering, Geometric dimensioning & tolerances.

48.1.b. Engineering Drawings, Computer Aided Design (CAD), Computer Aided Manufacturing (CAM), Computer Aided Engineering (CAE), Product Data Management, Project Work.

48.1.c. Milling, Turning

48.1.d. Computer Aided Analysis (CAE) : Using World Best Software.

48.2. PRO/Engineer - (PROe)

SKETCHERS: Pro/E interface, Concept of parametric, Constraints-dimensional geometrical, Weak Dimensions /strong dimensions., Modification of dimensions, Modification of spline, Sketching techniques, scaling, mirroring, copy object, moving sketches, sketcher setting.

Part Modeling / Advanced Part Modeling: Feature creation with basic features, dress up features, Method of modeling, Advance feature with Blend, Concept of Degree Of Freedom, and Concepts of Sweep. Parent-child relationship, Patterns-Dim., Ref., Group, UDFs, Family tables, Multilevel family tables, Advance commands with Wrap, Piping, blending, Working with the external geometry, Behavior of Draft and round considering Casing Tools, Working with START PART modeling and SKELETON modeling, Working with template, Simplified representations.

Surfacing (Wire frame and Generative Shape Design) ; Datum curves. Datum points, datum Co-ordinate system, surface and Adv. surf ace creation, Surface transformation. Editing surfaces, Surface Merging conversion of surfaces to solids

Assembly: Introduction to Pro/Assembly, Assembly constraints, Package Component, Working with the Flexible Component, Skeleton model, Advanced utilities for working with the Top – Down assembly and Bottom – up assembly, Simplified representations.

Drafting :Introduction to Drafting, drawing with/with out templates, formats, Placing General, Projection, Auxiliary, Prospective views, placing dimensions, Overwriting the dimensions, placing dimensions for 3D View, tolerances, notes etc., drafting tools, sheets, bill of materials etc.

Data translation : Exporting Catia files to the other neutral file format like IGES, STEP,* .wrl, *.stl. Importing the other format files to Catia, V4 to V5 migration & Live Project Work.

48.3. CATIA SOULTIONS (Catia V5)

SKETCHERS: CATIA interface, profiles/pre-defined profiles, Sketching techniques, constraining /auto constraining, dimensioning, sketch operations, sketch transformations, sketcher settings, animation, capturing images videos, Sketch analysis, copying and pasting the sketches, working with the customize axis system etc

Part Modeling (Part design): Creation of sketch based features, Parent child relationship, specifications (model tree), dress up features, transformation features, surface-based features, Boolean operations on features, Advanced-replication features, design tables (family tables), formulas (relations in dimensions), creating parameters, catalogs, parameterization analysis, customizing user interface and icons, modeling techniques, etc

Surfacing (Wire frame and Generative Shape Design) : Generation of wire frame model using lines/points/splines etc. projection curves, com-bination curves, helix, boundary etc., creation of surfaces, Extruding surfaces, revolving surfaces blended surfaces, lofted surfaces etc., surface operations-splitting, joining, scaling the surfaces, con-straints, extrapolating surfaces, converting solid model into surface model, datum features, sweep (explicit), application of surface design, giving fillets (shape fillet, edge fillet, tritangent fillets), scaling and affinity.

Assembly: Introduction to CATIA Assembly, Introduction to principal of Top down, Bottom up Assembly, Assembly constraints, free hand

manipulation of components, Assembly array, checking the clearances, creation of BOM etc

Drafting : Introduction to Drafting, working views/background views (creation of title box), placing views like projection views, sectional views, clip views, detailed views, dressing up views dimensioning-automatic/ref., Annotations, generation of bill of materials, geom-etry creation, geometry edition etc.

Data translation : Exporting Catia files to the other neutral file format like IGES, STEP;*.wrl, *.stl. Importing the other format files to Catia, V4 to V5 migration

Project Work : Separate projects will be given to the students till they achieve proficiency in the software.

48.4. ANSYS (ANS)

Introduction to ANSYS – Part 1: FEA and ANSYS, Getting Started, ANSYS Basics, General Analysis Procedure, Creating the Solid Model, Creating the Finite Element Model, Defining Material Properties, Loading, Solution, Structural Analysis, Thermal Analysis, Postprocessing, Short Topics, ANSYS Native Geometry Creation (Appendix) & Each course chapter is followed by "hands-on" workshops and exercises.

Nonlinearities Overview, Obtaining the Solution, Post processing, Basic Geometric Nonlinearities, Basic Plasticity, Introduction to Contact & Each course chapter is followed by "workshops and exercises.

Advanced Contact & Bolt Pretension (2 Days): Form contact stiffness and friction to surface-to- surface, node-to-node and bolt pretension elements, this two-day course is designed to analyze contact models that cannot be readily solved using default settings. Prerequisite: Basic Structural Nonlinearities

Contact Overview, Typical Applications & Contact Classification, Contact Stiffness, Basic Concepts & Determining a Value, Friction Contact and Auto Timestepping, Surface-to-Surface Elements, Advanced Options for Special Problems, Rigid Surface Considerations, Creating without the Contact Wizard & Troubleshooting, Node-to-Node Elements, Node-to-Surface Elements, Bolt Pretension Elements, PRETS179 Element and Typical Procedure, Each course chapter is followed by "hands-on" workshops and exercises.

Advanced Structural Nonlinearities (3 Days): Focuses on element selection and the wide range of constitutive models available in ANSYS. Rate-independent plasticity, viscoplasticity / creep, and hyper elasticity are some of the topics which will be discussed. Geometric instability problems and element birth and death will also be covered. Introduction, 18 x Continuum Elements, 18 x Shell Elements, Advanced Rate-Independent Plasticity, Creep, Viscoplasticity, Hyperelasticity, Viscoelasticity, Shape Memory Alloy, Gaskets, Geometric Instability: Buckling, Element Birth and Death & Each course chapter is followed by "hands-on" workshops and exercises.

Heat Transfer (2 days): Engineers responsible for analyzing the thermal response of structures and components, are encouraged to take this course. The course focuses on performing steady-state, transient, linear and nonlinear thermal analyses. After completing the seminar, analysts should be able to analyze: Thermal responses of structures involving conduction, convection, and radiation, The response of structures exhibiting special heat transfer phenomena including thermal-stress coupling and phase change. Prerequisite: Introduction to ANSYS, Part 1

Fundamental Concepts: Steady State Heat Transfer (no mass transport) Additional Considerations for Nonlinear Analysis. Transient Analysis, Complex, Time & Spatially Varying Boundary Conditions, Additional Convection / Heat Flux Loading Options and Simple Thermal /Flow Elements

Radiation Heat Transfer: Phase Change Analysis, The Finite Element Approach to Thermal Analysis, Each course chapter is followed by "hands-on" workshops and exercises.

Dynamics(2 Days) : Engineers capable of analyzing the dynamic response of structures would benefit from this two-day course focusing on modal, harmonic and transient dynamic analysis. Upon completion, analysts should be able to:

Modal Analysis (definition & purpose, terminology & concepts, procedure), Harmonic Analysis, Transient Dynamic Analysis, Restarting an Analysis, pectrum Analysis

Mode Superposition, Modal Analysis – Advanced Topics (prestressed modal analysis, modal cyclic symmetry, large deflection modal analysis) & Each course chapter is followed by "hands-on" workshops and exercises.

Explicit Dynamics with ANSYS LS-DYNA(2 Days): Beneficial to engineers who analyze problems involving contact, large deformations, nonlinear materials, high frequency response phenomena or problems requiring explicit solutions. Attendees with prior modeling and nonlinear skills should be able to Distinguish problems that should be solved explicitly versus implicitly, Identify and choose element types, materials and commands used in explicit dynamic analyses, Perform all procedures for an explicit dynamic analyses.

Elements, Part definitions, Material definitions, BDs, Loading, and Rigid bodies, Solution and simulation controls, Postprocessing, Restarting, Explicit-to-Implicit sequential solutions, Implicit-to-explicit sequential solutions, ANSYS LS-DYNA drop test module. Each course chapter is followed by "hands-on" workshops and exercises.

CFD Analysis(3 Days) : Focusing on analyzing the behavior of viscous fluid flow, CFD Analysis is a three-day course designed to teach basic computational fluid dynamics (CFD) analyses and FLOTRAN capabilities.

FLOTRAN Characteristics, capabilities and Analysis Planning, A CFD Analysis – step-by-step, FLOTRAN Input, Boundary Conditions, Mesh Considerations, Thermal Problems, Coupled Analyses, Transient Analysis. Each course chapter is followed by "hands-on" workshops and exercises.

CFD Equations, Discretization Methods, Non-Newtonian, Distributed Resistances and Fan Models, Turbulence Modeling in FLOTRAN, Compressible Flow & Multiple Species, Multiphysics & Free Surface. Each course chapter is followed by "hands-on" workshops and exercises.

48.5. SOLID EDGE

Solid Modeling : Introduction, Creating Parts, Domain/sub-domain definition, Getting parts geometric information, Dimensioning, Sketch planes, Extruding, Revolving, Sweep features, Parametric Modeling, Modifying parts using History, Adding Fillet, Chamfer, Shell and Draft, Creating Patterns.

Assembly Design : Creating Assembly Model, Managing Assembly Models, Defining Assembly constrains.

Generative Drafting : Generative Drafting, Exploded Views and BOM –Dimensioning, Section, Detail and Auxiliary views, Annotations,

Symbols and Datum

Advanced Surfacing : Creating lofted features, Creating advance sweep features, Creating Tweak features, Modifying features, Advanced surface modeling

Extra Features : Import, Export using Solid-Edge, Solid-Edge File Management, Blue Print Reading. How To Apply Tolerance using IS Standard.

48.6. UG-NX (UG)

Introduction: User Interface and Gateway Applications, Resource Bar and Toolbars, General editing functions like selecting, deleting and blanking objects, Layers setting concept.

Sketcher: Overview of Sketcher and Sketcher Environment, Creating sketches and profiles, Constraining sketches, Sketcher operations like Mirror, Transform and Reattach.

Solid Modelling Concepts: Extruding, Revolving and Sweeping a profile, Creating primitive solids like Block and Cylinder, Creating and positioning Form Features, Hole, Boss, Pad, Pocket, Boolean Operations, Datum Plane and Axis creation.

Feature Operations: Tapering faces and edges to add draft, Creating and editing Edge Blends, Chamfers, Hollowing solids to create a shell, Trimming and Splitting bodies, Size modification by Scale Body, Instances – Rectangular and Circular Array, Mirroring bodies and features, Part Navigator Concept.

Information and Analysis: Displaying Part Information and Object Data, Measuring Distances and Angles

Assembly :Creating Reference Sets, Adding components to assembly file and Repositioning them, Mating conditions and Constraints, Creating Component array and Mirroring assembly, WAVE Geometry Linker.

Generating Curves for Free Form Modeling: Basic Curves, Creating Splines by points and poles, Creating Fillets and Chamfers, Editing curves by Transformations, Curve Operations of Join, Simplify, Bridge, Projection of Curves, Extracting curves from solids

Free Form Surface Modeling: Creating a Bounded planar sheet, Generating surface by Ruled, Through Curves and Curves Mesh, Creating and editing Swept bodies using guide strings, Offset surfaces by Extend and Enlarge options, Bridging, Trimming and Thickening surfaces, Sewing surfaces together, Creating N – Sided surfaces

Basic Drafting: Creating, Editing and Deleting a sheet, Importing view to drawing, Adding Orthographic, Auxiliary and Detail views, Adding and editing Dimensions, Drafting and View Display Preferences.

Advanced Drafting: Adding Simple, Revolved and Stepped section views, Aligning and Moving views, Creating Utility Symbols, Annotation Editor Preferences, Tabular Notes and Part lists

Manufacturing Basis: Introduction to CAM, Manufacturing Terminology, Using Operation Navigator, Defining a Machine Coordinate System and work piece, Blank, Part and Check geometry

Operations: Creating and editing tools, Concept of Planar milling and Contour milling, Boundaries and Cut levels, Defining Speed and Feed, Various tool paths, Creating Cavity Milling, Z level profile, and fixed contour operations, Engage and Retract motion, Generating and verifying a tool path, Post processing tool paths

48.7. STAAD.Pro

Introduction to Structural Engineering, Introduction to STAAD.Pro V8i, Model generations.

Assigning loads: Automatic load generations Slab, Wind and Moving loads, Creating Load Combinations

Concrete Design: Column and Beam design , RC Designer , Water Tank Design, Slab Design, One-way Slab, Two-way Slab, Staircase Design, Shear wall Design, Bridge Deck design using STAAD.Beava, Seismology, Response Spectrum Analysis, Steel Design, Pushover Analysis, Foundation Designs, Isolate, Combined, Strip, Mat and Pile Cap. Report Generation.

48.7.a. Advanced STAAD

Foundation Designs: Isolate Footing, Combined (Strip) Footing , Mat Foundation, Pile Cap Design

Slab Design: One way slab, Two way slab. Staircase Design. Seismic Analysis. Dynamic Analysis using Response Spectrum. Steel Frame Structure design using Pushover Analysis. Bridge Deck design using STAAD.Beava.

48.8. Revit Architecture

Introduction to BIM. Introduction to n Architecture . Complete a plan with the following. Levels . Walls. Wall Profiles. Doors and Windows. Place Components. Create and manage Views . Camera settings . Dimensional Constraints . Create Floors and Ceilings. Create and customise Curtain Walls. Create and customise Stairs . Create Conceptual Models using Massing. Add Annotation . Create Schedules. Create Structural Elements. Create Sheets and Title Blocks. Rendering . Walk through and Solar Study. Creating in-place families. Creating families and nested families . Site Design. Working with Linked Models . Project Collaboration. Design in Phases. Design Options. Creating Realistic Presentations. Interference Check. Import and Export .

48.9. MICROSOFT OFFICE PROJECT

Activities, Calendars - Definitions, Sequencing & estimate duration, How to develop a schedule plan and control, Network analysis-CPM, PERT, PDM, How to prepare Work Breakdown Structure (WBS), How to define WBS, Constraints, How to manage cost in a project, How to do Resource Planning and Cost Estimation, How to prepare Resource Sheet, How to apply resource to each activity, How to define Resource Pool and to allocate Resources, Filters and Grouping, How Material Resources are being allocated, Analyzing Resources and Earned Value Analysis, Method of developing different types of reports according to industrial needs, Scheduling in multiple projects

48.10. PRIMAVERA

Defining Calendars , Project Portfolio Management , Defining the Enterprise Project Structure (EPS), Defining Organisation Breakdown

Structure (OBS) , Defining the Project Structure under the EPS, Activities – Definition, sequencing & Estimating duration , Effectively using the four types of PDM relationship , Scheduling the project , Defining constraints & overcoming conflicts , Defining & Assigning activity codes, Defining & assigning WBS codes , How to organize the activities by using activity Codes & WBS codes , Filtering activities , Defining and assigning Work products and Documents , Changing currency setting , Defining Roles , Defining Resources , Assigning by Roles, Assigning by resources , Estimating the cost of the project , How to analyse the resource by using resource profile & resource table , How to do resource leveling , Defining project codes and resource codes , Updating the project progress & comparing the actual progress with baseline, Analysing earned value management , Preparing different types of tabular reports according to the industrial needs, Preparing Graphical reports , Highlighting the progress in the bar chart, Application of Global change.

49. INDUSTRIAL AUTOMATION

49.a. Programmable logic controller (PLC)

Introduction to Industrial Automation, Role of PLC in Automation, Various systems used in Automation, Introduction to PLC hardware, Architectural Evolution of PLC, PLC Fundamentals – (Block Diagram of PLC's), Information about various PLC components, Introduction to Allen Bradley PLC's, Detailed Information on the various ranges available in PLC's with I/O handling capabilities, Various modules and communication accessories , PLC Addressing, Introduction to Programming Languages, Introduction to Ladder diagram, Introduction to PLC programming software RS Logix 500, Creating and editing PLC programs (Arithmetic and Logical), Upload , download, monitoring of programs, Working with distributed I/Os, Networking within PLC systems and SCADA, Forcing I/P & O/P

49.b. Supervisory Control and Data Acquisition (SCADA)

Introduction to SCADA, SCADA Architecture, Creating a new SCADA project, Creating Tag Database, Creating and editing Graphic display screens, Animation to Graphic Objects, Creating Data logging Files, Creating Historical and Real time Trends, Creating Alarms, Application Scripts, Communication with PLC, Communication using DDE, Handling the Recipes, Creating Tag monitor, Creating the Main Screen, Fault finding and Trouble shooting, Practical exercises

50. EMBEDDED COURSES

80386 Microprocessor: Architecture, Addressing modes, Instruction Set, Overview on Assembly Language, Programming, MMU, Overview of I/O Interfacing (8251, 8253/54, 8255 8257, 8259, 8279).

8051 Micro-controller: Comparison between Microprocessor & Micro controller, Architecture, Addressing modes, Instruction set), I/O Interface, Cross assemblers & Compilers, Micro Vision IDE (Project Development Tols (KEIL)), Host & Target environment, Assembly/C language Programming in MicroVision IDE using A51/C51, Downloading techniques, Embedded C Programming

Understanding Embedded Concepts: Overview on CPU's & Micro controllers, I/O Interfaces, Host & Target Development environment, Cross compilers, Downloading techniques

Embedded Communication / Network Programming: Basics of computer network, Overview ISO OSI/IP layers, Internet addresses, Address resolution problem & ARP implementation, RARP Implementation, Internet protocol, Routing IP Datagram's through IP, Routing with IP addresses, ICMP Protocol, Supernet & Subnet extensions, UDP, TCP, Overview on Boot p, (DHCP, FTP, DNS, Telnet, NFS, SMTP, SNMP), Future of TCP/IP, Sockets, Socket Addresses, Socket Data Structures, Elementary Socket System calls, Advanced Socket System Calls, Socket Implementation, TCP, UDP Implementation Using Sockets

RTOS (RT Linux): Definition, Characteristics & requirements of RTOS, Real time Kernel configuration (RT Linux kernel compilation/building), Interrupts & interrupt latency time, Task switch time, BSP's, building, loading, unloading applications, State linking, Task management: Multi tasking, tasking control, Task Exception handling, Shared code & Reentrancy, Interrupt management: Interrupt service routines, Interrupt to, task communication, Interrupt context, Interrupt handling, Memory management, I/O management: Basic I/O, Files, Devices & Drivers, Vxworks Tool features (Project Development tools), Vxworks Tool features (Project Development tools), Comparison between PSOS & VxWorks.

Debugging techniques [w.r.t Linux POSIX coding]: Modal Analysis (definition & purpose, terminology & concepts, procedure), GDB (GNOME Debugger), KCORE (Kernel Core), SYSCTL INTERFACE, SREMOTE DEBUGGING, OOPS ANALYSIS

Device Driver Technology (LDD): Device Driver Technology (LDD), Device driver architecture, Basic driver interface with kernel and hardware, Types of Drivers Routines, LKM (Loadable Kernel Module), Kernel Driver Modutils package, Algorithms used for driver interface, Kernel driver data structures, Assignments on all types of drivers, Understanding the Linux kernel driver Makefiles.

DSP (Digital Signal Processing): Study of Digital Signal Processors, Study of DSP Processor & Conventional Processor, Study of Arithmetics, DSP for Embedded Technology, Filters Designings, Linear Predictive Coding (LPC), Programming Environment for DSP, Study of DTMF generation, Commands Every C/C++ Linux Embedded Linux/Unix Developers should know, Fuser, Ps, Top, Nm, Od, xd, Objdump, Time, Ctags, File, Strings

50.1. ARM:

Introduction to LPC 2104: ARM core based architecture, APB internal busses, The main three blocks : platform, core and input / output peripherals.

The ARM7TDMI CORE : Operating modes, ALU data path, Access to memory-mapped locations, Stack management, interface, Exception mechanism, handler table.

Infrastructure: Power supplies, internal regulator, Clock generator, Reset controller, SAM-BA default boot program, Memory controller, Internal high-speed flash, External Bus Interface, Power management controller, Advanced interrupt controller, Parallel input / output controller, Parallel input / output controller, Peripheral DMA controller.

Non Communication Oriented Input / Output Peripherals: Timers, Periodic Interval Timer, Windowed Watchdog, Real-time timer, 16-bit PWM controller, Parallel input / output controller, Analog-to-Digital Converter, 8-channel 10-bit ADC, Conversion trigger, ADC timings.

Non Communication Oriented Input / Output Peripherals: 2-wire interface, I2C protocol basics, Transmit and receive sequences, SPI,

External chip-select, Transfer sequence, USART, Individual baud rate generators, IrDA modulation / demodulation, Synchronous Serial Controller, I2S analog interface support, Time Division Multiplexed support, High speed continuous data stream capabilities, Endpoint configuration, Endpoint configuration.

51. VLSI

ASIC / FPGA Design Fundamentals, Advanced Digital Design

CMOS: MOS Fundamentals and Characterization, NMOS/PMOS/CMOS Technologies, Fabrication Principles, Different Styles of Fabrication for NMOS/PMOS/CMOS, Design with CMOS Gates, Characterization of CMOS Circuits, Scaling Effects, Sub-Micron Designs, Parasitic Extraction and Calculations, Subsystem Design, Layout Representation for CMOS Circuits, Design Exercise using CMOS, Introduction of IC Design, Different Methodologies for IC Design, Fabrication Flows and Fundamentals.

VHDL: VHDL Overview and Concepts, Levels of Abstraction, Entity, Architecture, Data Types and declaration, Enumerated Data Types, Relational, Logical, Arithmetic Operators, Signal and Variables, Constants, Process Statement, Concurrent Statements, When-else, With-select, Sequential Statement, If-then-else, Case, Slicing and Concatenation, Loop Statements, Delta Delay Concept, Arrays, Memory Modeling, FSM, Writing Procedures, Writing Functions, Behavioral / RTL Coding, Operator Overloading, Structural Coding, Component declarations and installations, Generate Statement, Configuration Block, Libraries, Standard packages, Local and Global Declarations, Package, Package body, Writing Test Benches, Assertion based verification, Files read and write operations, Code for complex FPGA and ASICs, Generics and Generic maps.

VERILOG: Language introduction, Levels of abstraction, Module, Ports types and declarations, Registers and nets, Arrays, Identifiers, Parameters, Relational, Arithmetic, Logical, Bit-wise shift Operators, Writing expressions, Behavioral Modeling, Structural Coding, Continuous Assignments, Procedural Statements, Always, Initial Blocks, begin ebd, fork join, Blocking and Non-blocking statements, Operation Control Statements, If, case, Loops: while, for-loop, for-each, repeat, Combination and sequential circuit designs, Memory modeling, state machines, CMOS gate modeling, Writing Tasks, Writing Functions, Compiler directives, Conditional Compilation, System Tasks, Gate level primitives, User defined primitives, Delays, Specify block, Testbenches, modeling, timing checks, Assertion based verification, Code for synthesis, Advanced topics, Writing reusable code.

System Verilog: Introduction to System Verilog, System Verilog Declaration spaces, System Verilog Literal Values and Built-in Data Types, System Verilog User-Defined and Enumerated Types, System Verilog Arrays, Structures and Unions, System Verilog Procedural Blocks, Tasks and Function, System Verilog Procedural Statements, Modelling Finite State Machines with System Verilog, System Verilog Design Hierarchy, System Verilog Interfaces, Behavioral and Transaction Level Modelling.

FPGA Flow: Re-configurable Devices, FPGA's/CPLD's, Architectures of XILINX, ALTERA Devices, Designing with FPGAs, FPGA's and its Design Flows, Architecture based coding, Efficient resource utilization, Constrains based synthesis, False paths and multi cycle paths, UCF file creation, Timing analysis/Floor Planning, Place and route/RPM, Back annotation, Gate level simulation, SDF Format, DSP on FPGA, Writing Scripts, Hands on experience with industry Standard Tools

ASIC Flow: EDA Tools / CAD Flow for IC Design, Simulation/Synthesis using ASIC libraries, Clock Tree Synthesis, False paths / Multi cycle paths / Critical paths, Design for Testability (DFT), Scan Insertion / Types of Scan, Fault Models, Logic BIST, Memory BIST, ATGP, Boundary Scan, Pattern Compression, Scan Diagnostics, Layout Design, Placing and Routing, LVS/DRC/OPC/Physical verification, Diagnosis, DFM, Yield Analysis, SOC Design and Trade-offs, Future Trends and challenges, ASIC Case Studies.

52. orCAD

Introduction to orCAD Capture, Introduction to component database, How to place the parts in the design, Connecting the Parts with wire, bus, net alias and power symbol in the design, How to modify the properties of the parts (property editor), How to edit physical appearance of the parts (Part Editor), How to create a new Library, How to create a new part, How to work in multi sheet projects, How to make connectivity between schematic pages, How to work in multi folder projectors, Working with hierarchical blocks, Design Processing (Annotate, Back Annotate, DRC, Create Netlist, Cross reference parts and BOM), International Tool Communication (ITC), Component Information System (CIS) with Internet Component Assistance (ICA).

9. **DIPLOMA IN OFFICE AUTOMATION (DOA)**
 Duration : 4 Months Eligibility : 10th Pass
 SCHEME OF STUDY
 Section I
 Paper-I: (As per CCA Syllabus)
 Paper-II: (As per CCI and HTML Syllabus)
10. **PROFESSIONAL DIPLOMA IN OFFICE AUTOMATION (PDOA)**
 Duration : 6 Months Eligibility : 10th Pass
 SCHEME OF STUDY
 Section I
 Paper-I: (As per CCA Syllabus & CCI and HTML Syllabus)
 Paper-II: (As per TALLY Syllabus, DPS Part-I, and RDS Part-I Syllabus with Scanning, Printing and CDWriting)
11. **DIPLOMA IN INFORMATION TECHNOLOGY (DIT)**
 Duration : 3 Months Eligibility : 10th Pass.
 SCHEME OF STUDY
 Section I
 Paper-I: (As per CAC Syllabus)
 Paper-II: (As per C and C++ Part-I Syllabus)
12. **ADVANCED DIPLOMA IN INFORMATION TECHNOLOGY (ADIT)**
 Duration : 1 Year Eligibility : Plus Two
 SCHEME OF STUDY
 Section I (As per DOA Syllabus)
 Section II
 Paper-I: (As per C and C++ Part-I Syllabus)
 Paper-II: (As per VB and FOC Syllabus)
 Project in VB
13. **DIPLOMA IN COMPUTER APPLICATIONS (DCA)**
 Duration : 06 Months Eligibility : 10th Pass & Above
 SCHEME OF STUDY
 Paper-I: (As per CCA Syllabus with Typing)
 Paper-II: (DPS Part 1, ISM, As per Syllabus C, Elective (Anyone) C++ or Oracle & DBMS)
14. **DIPLOMA IN COMPUTERISED SECRETARIAL PRACTICE (DCSP)**
 Duration : 4 Months Eligibility : 10th Pass
 SCHEME OF STUDY
 Section I
 Paper-I: (As per CCA Syllabus)
 Paper-II: Communication Skills in English, Official Communication.
15. **DIPLOMA IN COMPUTER ENGINEERING DESIGN (DCED)**
 Duration : 04 Months Eligibility : Plus 2 / ITI / Diploma
 Section I
 Paper-I: (As per CCA Syllabus)
 Paper-II: (As per CAD Syllabus)
16. **POST GRADUATE DIPLOMA IN SOFTWARE ENGINEERING (PGDSE)**
 Duration : 2.5 Years Eligibility : Graduation
 SCHEME OF STUDY
 Section I
 Paper-I: (As per CCA Syllabus)

Paper-II: (As per FOC, SAD and HTML Syllabus)
Section II

Paper-I: (As per WSA and RHLC PART-I Syllabus with Preliminary Concept of Programming Using C & C++)

Paper-II: (As per C part-I, Part-II and C++ Part-I, Part-II Syllabus) &
Project in C

Section III

Paper-I: (As per SL Part-I, HTML and JAVA Syllabus)

Paper-II: (As per J2EE Syllabus with J2SE)
Project in JAVA

Section IV

Paper-I: (As per VB, V++ Part-I, Part-II and FOXPRO Syllabus)

Paper-II: (As per DBMS and ORACLE Syllabus with Fundamentals of ERP, Software Engineering)
Project in VB

Section V

Paper-I: (As per VB.NET, ASP.NET and SL Part-III Syllabus) & Project in VB.NET

17. POST GRADUATE DIPLOMA IN COMPUTER SOFTWARE TECHNOLOGY (PGDCST)

Duration : 2 Years Eligibility : Degree

SCHEME OF STUDY

Section I (As per DCST Syllabus) & Project in VB or in C

Section II

Paper-I: (As per TALLY and JAVA Syllabus with Business System)

Paper-II: (As per HTML and C++ Part-I Syllabus with Front Page)
Project in HTML or in C++

Section III

Paper-I: (As per FOC Syllabus)

Paper-II: (As per C Part-II and DBMS Syllabus) & Project in C
Section IV

Paper-I: (As per MIS, BMT and ORACLE Syllabus)

Paper-II: (As per WSA and DBMS Syllabus with Personality Development & Communication Skills)
Project in ORACLE

18. ADVANCED DIPLOMA IN COMPUTER SOFTWARE TECHNOLOGY (ADCST)

Duration : 2 Years Eligibility : Plus Two

SCHEME OF STUDY

For Under Graduate Students, Same Syllabus as PGDCST

19. POST GRADUATE DIPLOMA IN COMPUTER APPLICATIONS (PGDCA)

Duration : 1 Year Eligibility : Degree

SCHEME OF STUDY

Section I (As per DCST Syllabus) & Project in VB or in C

Section II

Paper-I: (As per HTML, C++ Part-I and JAVA Syllabus)

Paper-II: (As per DBMS, C Part-II, ORACLE and FOC Syllabus with Personality Development & Communication Skills)
Project in HTML

20. ADVANCED DIPLOMA IN COMPUTER APPLICATIONS (ADCA)

Duration : 1 Year Eligibility : + Two

SCHEME OF STUDY

For Under Graduate Students, Same Syllabus as PGDCA

21. DIPLOMA IN COMPUTER HARDWARE MAINTENANCE (DCHM)

Duration : 4 months Eligibility : 10th Pass

SCHEME OF STUDY

Section I

Paper-I: (As per HW&WiFi Part-I Syllabus)

Paper-II: (As per HW&WiFi Part-II Syllabus)

- 22. DIPLOMA IN COMPUTER HARDWARE MAINTENANCE & NETWORKING (DCHMN)**
Duration : 6 months Eligibility : 10th Pass
SCHEME OF STUDY
Section I
Paper-I: (As per HW&WiFi Part-I Syllabus)
Paper-II: (As per HW&WiFi Part-II Syllabus)
Paper-III: (As per WSA Syllabus)
- 23. ADVANCED DIPLOMA IN COMPUTER HARDWARE MAINTENANCE AND NETWORKING (ADCHMN)**
Duration : 1 Year Eligibility : 10th Pass
SCHEME OF STUDY
Section I (As per DCHM Syllabus)
Section II
Paper-I: (As per HW&WiFi Part-III Syllabus)
Paper-II: (As per HW&WiFi Part-IV Syllabus)
- 24. DIPLOMA IN LAPTOP MAINTENANCE & WI-FI NET WORKING (DLMWN)**
Duration : 06 Months Eligibility : 10th Pass +
SCHEME OF STUDY
Section I
Paper-I: (As per HW&WiFi Part-II Syllabus)
Paper-II: (As per HW&WiFi Part-V Syllabus)
- 25. ADVANCED DIPLOMA IN LAPTOP MAINTENANCE & WI-FI NET WORKING (ADLMWN)**
Duration : 01 Year Eligibility : 10th Pass +
SCHEME OF STUDY
Section I (As per DLMWN Syllabus)
Section II
Paper-I: (As per HW&WiFi Part-IV Syllabus)
Paper-II: (As per HW&WiFi Part-VI Syllabus)
- 26. DIPLOMA IN NETWORKING TECHNOLOGY (DNT)**
Duration : 4 months Eligibility : 10th Pass
SCHEME OF STUDY
Section I
Paper-I: (As per HW&WiFi Part-IV and RHLC Part-I Syllabus)
Paper II: (As per WSA Syllabus)
- 27. ADVANCED DIPLOMA IN TELECOM TECHNOLOGY (ADTT)**
Duration : 1 Year Eligibility : +2
SCHEME OF STUDY
Section I
Paper-1: (As per CCA and BMT Syllabus)
Paper- II: (As per TNT Part-I Syllabus)
Section II
Paper- I: (As per TNT Part-II Syllabus)
Paper-II: (As per TNT Part-III and SAD Syllabus)
Project in Digital Communication System
- 28. CERTIFICATE COURSE IN DESK TOP PUBLISHING (DTP)**
Duration : 2 Months Eligibility : 10th Pass
SCHEME OF STUDY
Section I
Paper-I: (As per FOC, DPS Part-I and VDS Part-II Syllabus)

- 29. DIPLOMA IN DESK TOP PUBLISHING (DDTP)**
 Duration : 3 Months Eligibility : 10th Pass
 SCHEME OF STUDY
 Section I
 Paper-I: (As per DTP Syllabus)
 Paper-II: (As per CCI and RDS Part-I Syllabus with Scanning, Printing and CD Writing)
- 30. DIPLOMA IN GRAPHIC DESIGNING (DGD)**
 Duration : 4 Months Eligibility : 10th Pass
 SCHEME OF STUDY
 Section I
 Paper-I: (As per BMT, RDS Part-I and DPS Part-II Syllabus)
 Paper-II: (As per VDS Part-I, Part-II Syllabus)
- 31. DIPLOMA IN MULTIMEDIA & ANIMATION (DMA)**
 Duration : 6 Months Eligibility : 10th Pass
 SCHEME OF STUDY
 Section I
 Paper-I: (As per BMT, RDS Part-I, VDS Part-I and AES Part-I Syllabus)
 Paper-II: (As per 2DA Part-I and 3DA Part-I, Part-III Syllabus)
 Live Project with DV CAM with 2D Animation.
- 32. ADVANCED DIPLOMA IN MULTIMEDIA & ANIMATION (ADMA)**
 Duration : 1 Year Eligibility : 10th Pass + DMA or +2 and Above
 SCHEME OF STUDY
 Section I (As per DMA Syllabus)
 Section II
 Paper-I: (As per 3DA Part-II, SES Part-IV and VES Part-I Syllabus)
 Paper-II: (As per DMW, HTML and AES Part-IV Syllabus with Post Production & Rendering)
 Live Project with DV CAM with 3D Animation.
- 33. CERTIFICATE COURSE IN VIDEO EDITING (CVE)**
 Duration : 3 Months Eligibility : 10th Pass
 SCHEME OF STUDY
 Section I
 Paper-I: (As per BMT, AES Part-II and VES Part-I Syllabus)
- 34. DIPLOMA IN AUDIO VIDEO EDITING (DAVE)**
 Duration : 06 Months Eligibility : 10th Pass + CVE or Plus 2
 SCHEME OF STUDY
 Section I
 Paper-I: (As per CVE Syllabus)
 Paper-II: (As per VES Part-II, Part-III; AES Part-III and Part-IV Syllabus with Post Production & Rendering & Personality Development)
 Live Project with DV CAM Film Editing.
- 35. DIPLOMA IN VISUAL & SPECIAL EFFECTS (DVSE)**
 Duration : 08 Months Eligibility : 10th Pass + or Plus 2
 SCHEME OF STUDY
 Section I
 Paper-I: (As per CVE Syllabus)
 Paper-II: (As per SES Part-I, Part-III, Part-IV and AES Part-IV Syllabus with Post Production & Rendering, Personality Development & Communication Skills)
 Live Project with DV CAM Film Effects.
- 36. ADVANCED DIPLOMA IN ANIMATION & POST-PRODUCTION (ADAP)**
 Duration : 15 Months Eligibility : 10th + Computer Knowledge or Plus 2

- SCHEME OF STUDY
Section I
Paper-I: (As per BMT, RDS Part-I, 2DA Part-II and SL Part-IV Syllabus)
Paper-II: (As per 2DA Part-III, 3DA Part-VI, AES Part-II and VES Part-III Syllabus)
Section II
Paper-I: (As per 3DA Part-IV, Part-V and 2DA Part-IV Syllabus)
Paper-II: (As per AES Part-IV, Part-V and VES Part-IV Syllabus with Post Production & Rendering, Personality Development & Communication Skills)
Project in 2D or in 3D Animation Film Editing.
- 37. DIPLOMA IN MOBILE PHONE TECHNOLOGY (DMPT)**
Duration : 04 Months Eligibility : 10th Pass
SCHEME OF STUDY
Section I
Paper-I: (As per MPT Paper-I Syllabus)
Paper-II : (As per MPT Paper-II Syllabus)
Project in Fault Finding & Problem Solving
- 38. ADVANCE DIPLOMA IN MOBILE PHONE TECHNOLOGY (ADMPT)**
Duration : 08 Months Eligibility : 10th Pass
SCHEME OF STUDY
Section I (As per DMPT Syllabus)
Project in Fault Finding & Problem Solving
Section II
Paper-I: (As per MPT Paper-III Syllabus)
Paper-II : (As per MPT Paper-IV Syllabus)
Project in Installing Mobile Software, Application Software and Games.
- 39. DIPLOMA IN GAME TECHNOLOGY (DGT)**
Duration : 08 Months Eligibility : 12th Pass + Computer Knowledge
SCHEME OF STUDY
Section I
Paper-I: (As per BMT, SL Part-I, Part-II, Part-III and VB.Net Syllabus)
Paper-II : (As per RDS Part-I, GDS Part-I, Part-II and AES Part-II Syllabus with Exporting Game, Personality Development & Communication Skills)
Project in 2D Game or in 3D Game.
- 40. ADVANCE DIPLOMA IN GAME TECHNOLOGY (ADGT)**
Duration : 16 Months Eligibility : 12th Pass + Computer Knowledge
SCHEME OF STUDY
Section I (As per DGT Syllabus)
Section II
Paper-I: (As per SL Part-V, Part-VI, Part-VII and V++ Part-I Syllabus)
Paper-II : (As per 3DA Part-IV, Part-VI, AES Part-IV and GDS Part-III Syllabus)
Project in 3D Computer Game or in 3D Play station Game.
- 41. CERTIFICATE COURSE IN CALL CENTRE TRAINING (CCCT)**
Duration : 3 Months Eligibility : 10th or 12th Pass
SCHEME OF STUDY
Section I
Paper-I: (As per CAC, CCC Part-I, Part-III and Part-IV Syllabus)
- 42. DIPLOMA IN CALL CENTRE MANAGEMENT (DCCM)**
Duration : 5 Months Eligibility : 10th or 12th Pass
SCHEME OF STUDY
Section I

Paper-I: (As per CCCT Syllabus)

Paper-II: (As per CCC Part-II, Part-V and MIS Syllabus)

43. CERTIFICATE COURSE IN SOFTWARE TESTING (CCST)

Duration : 2 Months

Eligibility : 10th Pass + Computer Knowledge

SCHEME OF STUDY

Section I

Paper-I: (As per STC Part-I Syllabus)

44. DIPLOMA IN SOFTWARE TESTING (DST)

Duration : 4 Months

Eligibility : Plus Two

SCHEME OF STUDY

Section I

Paper-I: (As per STC Part-I and Part-II Syllabus)

45. PROGRAMMING IN .NET

Duration : 3 Months

Eligibility : Plus Two

SCHEME OF STUDY

Section I

Paper-I: (As per VB.NET)

Paper-II: (As per ASP.NET, SL Part-III Syllabus)

Project in .NET

46. PROGRAMMING IN ADVANCED JAVA (PAJ)

Duration : 3 Months

Eligibility : Plus Two

SCHEME OF STUDY

Section I

Paper-I: (As per JAVA)

Paper-II: (As per J2EE Syllabus)

47. PHP HYPertext PREPROCESSOR (PHP)

Duration : 3 Months

Eligibility : 10th Pass

SCHEME OF STUDY

Section I

Paper-I: (As per PHP Syllabus)

48. DIPLOMA IN WEB DESIGNING & DEVELOPMENT (DWDD)

Duration : 7 Months

Eligibility : Plus Two

SCHEME OF STUDY

Section I

Paper-I: (As per HTML, DMW, RDS Part-I, VDS Part-II and 2DA Paper-I Syllabus)

Paper-II: (As per XML, SL Part-I, Part-III, Part V and ASP.NET Syllabus)

49. e-ADVANCED DIPLOMA IN WEB & INFORMATION TECHNOLOGY (E-ADWIT)

Duration : 1 Year

Eligibility : Plus Two

SCHEME OF STUDY

Section I

Paper-I: (As per CCA Syllabus)

Paper-II: (As per C Prog & C++ Syllabus)

Section II

Paper-I: (As per HTML, DMW, RDS Part-I, VDS Part-II and 2DA Paper-I Syllabus)

Paper-II: (As per XML, SL Part-I, Part-III, Part V and ASP.NET Syllabus)

50. TCIL-IT CERTIFIED NETWORK EXPERT (TCNE)

Duration : 2 Months

Eligibility : Plus 2 with Computer Knowledge.

SCHEME OF STUDY

Section I

Paper-I: (As per CCNC Part-I Syllabus)

51. Computer Hardware Maintenance & Networking (CHMN)

Duration : 3 Months

Eligibility :

10th with Computer Knowledge.

SCHEME OF STUDY

Section I

Paper-I: (As per HW&WiFi Part-II and Part IV Syllabus)

52. Tcil-It Certified System Administrator (TCSA)

Duration : 3 Months

Eligibility :

Diploma/Degree or Knowledge in Networking

SCHEME OF STUDY

Section I

Paper-I: (As per MCSC Part-I, Part-II, Part-III and Part IV Syllabus)

53. Tcil-It Certified System Engineer (TCSE)

Duration : 6 Months

Eligibility :

Diploma/Degree or Knowledge in Networking

SCHEME OF STUDY

Section I

Paper-I: (As per MCSC Part IV Syllabus)

Paper-II: (As per MCSC Part-V, Part-VI and Part-VII Syllabus)

54. Tcil-It Certified Network Associate (TCNA)

Duration : 3Months

Eligibility :

Diploma/Degree or Knowledge in Networking

SCHEME OF STUDY

Section I

Paper-I: (As per CCNC Part I and Part-II Syllabus)

55. Tcil-It Certified Network Specialist (TCNS)

Duration : 6 Months

Eligibility :

Diploma/Degree or Knowledge in Networking

SCHEME OF STUDY

Section I

Paper-I: (As per DNT Paper-I Syllabus)

Paper-II: (As per TCSA Syllabus)

Section II

Paper-I: (As per TCNA Syllabus)

56. Tcil-It Certified Hardware & Network Expert (TCHNE)

Duration : 1Year

Eligibility :

Diploma/Degree or Knowledge in Networking

SCHEME OF STUDY

Section I

Paper-I: (As per DCHM Paper-II Syllabus)

Paper-II: (As per DNT Paper-I Syllabus)

Section II

Paper-I: (As per TCSA Syllabus)

Paper-II: (As per TCNA Syllabus)

57. Tcil-It Certified Linux Specialist (TCLS)

Duration : 4 Months

Eligibility :

Diploma/Degree or Knowledge in Networking

SCHEME OF STUDY

Section I

Paper-I: (As per RHLC Part-I, Part-II Syllabus)

Paper-II: (As per RHLC Part-III, Part-IV Syllabus)

58. Tcil-It Certified Ethical Hacking (TCEH)

Duration : Q2 Months

Eligibility :

Diploma/Degree or Knowledge in Networking

SCHEME OF STUDY

Section I
Paper-I: (As per EHT Syllabus)

59. DIPLOMA IN CAD (DCAD)
Duration : 4 Months Eligibility : Diploma/Degree or Computer Knowledge
SCHEME OF STUDY
Section I

Paper-I & II: (As per Syllabus)

60. DIPLOMA IN CAM (DCAM)
Duration : 4 Months Eligibility : Diploma/Degree or Computer Knowledge
SCHEME OF STUDY
Section I

Paper-I&II: (As per Syllabus)

61. DIPLOMA IN CAE (DCAE)
Duration : 4 Months Eligibility : Diploma/Degree or Computer Knowledge
SCHEME OF STUDY
Section I

Paper-I&II: (As per Syllabus)

62. PROFESSIONAL DIPLOMA IN MECHANICAL CADD (PDMC)
Duration : 1 year Eligibility : Diploma/Degree or Computer Knowledge
SCHEME OF STUDY
Section I

Paper-I: (As per Syllabus Autocad 2D)

Paper-II: (As per Syllabus PROe)

Paper-III: (As per Syllabus Solid Works & ANSYS)

Paper-IV: (As per Syllabus Microsoft Office Project & Primavera)

63. PROFESSIONAL DIPLOMA IN CIVIL CADD (PDCC)
Duration : 1 Year Eligibility : Diploma/Degree or Computer Knowledge
SCHEME OF STUDY
Section I

Paper-I: (As per Syllabus Autocad & Archicad)

Paper-II: (As per Syllabus Revit Architecture)

Paper-III: (As per Syllabus STADD Pro)

Paper-IV: (As per Syllabus Microsoft Office Project & Primavera)

64. DIPLOMA IN INDUSTRIAL AUTOMATION (DIA)
Duration : 3 Months Eligibility : Diploma/Degree or Computer Knowledge
SCHEME OF STUDY
Section I

Paper-I: (As per PLC Syllabus)

Paper-II: (As per SCADA Syllabus)

65. MASTER DIPLOMA IN CAD/CAM/CAE (MDCAD)
Duration : 6 Months Eligibility : Diploma/Degree
SCHEME OF STUDY
Section I

Paper-I: (As per Syllabus)

Paper-II: (As per Syllabus)

66. MASTER DIPLOMA IN COMPUTER AIDED TOOL ENGINEERING (MDCATE)
Duration : 6 Months Eligibility : Diploma/Degree
SCHEME OF STUDY

Section I
Paper-I: (As per Syllabus)
Paper-II: (As per Syllabus)

67. POST GRADUATE DIPLOMA IN DESIGN & MANUFACTURING (PGDPM)
Duration : 1 Year Eligibility : Diploma/Degree
SCHEME OF STUDY
Section I
Paper-I: (As per Syllabus)
Paper-II: (As per Syllabus)

68. POST GRADUATE DIPLOMA IN AUTOMOTIVE PRODUCT DESIGN (PGAPD)
Duration : 6 Months Eligibility : Diploma/Degree
SCHEME OF STUDY
Section I
Paper-I: (As per Syllabus)
Paper-II: (As per Syllabus)

69. POST GRADUATE DIPLOMA IN PIPING DESIGN & ENGINEERING (PGDPE)
Duration : 6 Months Eligibility : Diploma/Degree
SCHEME OF STUDY
Section I
Paper-I: (As per EHT Syllabus)
Paper-II: (As per Syllabus)

70. DIPLOMA IN EMBEDDED SYSTEM DESIGN (DESD)
Duration : 4 Months Eligibility : Diploma/Degree
SCHEME OF STUDY
Section I
Paper-I: (As per Embedded Syllabus)
Paper-II: (As per Embedded Syllabus)

71. POST GRADUATE DIPLOMA IN EMBEDDED SYSTEM DESIGN (PGDESD)
Duration : 6 Months Eligibility : Diploma/Degree
SCHEME OF STUDY
Section I
Paper-I: (As per Embedded Syllabus)
Paper-II: (As per Embedded Syllabus)

72. POST GRADUATE DIPLOMA IN VLSI & EMBEDDED SYSTEM DESIGN (PGDVESD)
Duration : 6 Months Eligibility : Diploma/Degree
SCHEME OF STUDY
Section I
Paper-I: (As per Embedded Syllabus)
Paper-II: (As per VLSI Syllabus)

73. OrCAD
Duration : 2 Months Eligibility : ITI/Diploma/Degree
SCHEME OF STUDY
Section I
Paper-I: (As per the Syllabus)

SHORT TERM COURSES

(Stated courses can be conducted in available Open Source Software Also)
Eligibility: 10th Pass + Computer Knowledge. Scheme of study: as per the Syllabus provided.

COURSE	DURATION	COURSE	DURATION
1. ADOBE PHOTOSHOP	1 Month	27. Certificate Course in Internet	10 Days
2. Adobe Illustrator	1 Month	28. Web Page Design & Internet	2 Months
3. Adobe In design	1 Month	29. Particle Illusion	1 Month
4. Adobe Premiere	2 Months	30. Flash	1 Month
5. AutoCAD	2 Months	31. Director	1 Month
6. ProEngineer	2 Months	32. Anime studio	2 Month
7. CatiA	2 Months	33. Dreamweaver	1 Month
8. ArchiCAD	2 Months	34. 3 D Studio MAX	2 Months
9. UG-NX	2 Months	35. Multimedia & 3D Animation Production (MAP)	4 months
10. ANSYS	2 Months	36. MAYA	2 Months
11. STAAD PRO	2 Months	37. Blender 3D	2 Months
12. ADVANCED STAAD	1 Month	38. Action Script in Flash	2 Months
13. REVIT ARCHITECTURE	2 Months	39. Visual Basic	1 Month
14. Micro Soft Office Projects	1 Month	40. Visual C++	2 Months
15. Primavera	1 Month	41. Visual FoxPro	2 Months
16. Programmable Logic Controller (PLC)	6 Weeks	42. C & C++ Programming	2 Months
17. Supervisory Control and Data Acquisition (SCADA)	1 Month	43. "C" Programming	1 Month
18. MICRO CONTROLLERS	2 Months	44. OOPS with C++	1 Month
19. Financial Accounting with Tally	2 Months	45. Unix	1 Month
20. Financial Accounting with PeachTree or DacEasy or Quick Books	2 Months	46. Linux	1 Month
21. Oracle	2 Months	47. Windows 2003/2008	2 Months
22. JAVA Programming (Core Java)	2 Months	48. Visual Basic Programming	2 Months
23. J2EE	2 Months	49. Audition	2 Months
24. VISUAL BASIC. NET	2 Months	50. Toon Boom Studio	2 Months
25. ASP.NET	2 Months	51. Edius	2 Months
26. C#	2 Months	52. Computer Repair & Maintenance (CRM)	1 Month
		53. Computer Networking Technology (CNT)	1 Month

Customised Courses as per corporate requirement. Duration according to the syllabus & Eligibility.

STUDENT RULES

Dear Student,

We congratulate and thank you for thoughtful decision to choose TCIL-IT for your computer Education.

With information Technology growing in leaps and bounds, Computer Education has become a key area for career development. As you are aware TCIL-IT is a Computer Education wing of TCIL (Telecommunication Consultants India Ltd.) an IS/ISO-9001 company a Govt. of India Enterprise, under Ministry of Communication and Information Technology which aims to provide quality Education at reasonable fee structure.

We hope you will make full use of facilities and skill offered by TCIL-IT to advance in your career.

In order to become really effective and to reap full benefits of the training certain rules are to be followed by every student of the Centre.

You are requested to read through the rules that follow and to strictly maintain these to upkeep your dignity and decorum of the Institution..

1. ADMISSION

1.1 Admission to courses of TCIL-IT is based on the eligibility norms and on an aptitude test when applicable. However, eligibility is no guarantee for admission.

1.2 Admission granted to a particular student is non-transferable. Fee paid by the student is also non-refundable.

1.3 Students granted admission is required to produce Original Certificates for verification of their academic qualifications and proof of discount if any.

1.4 All students when admitted should submit 3 passport size colour photographs, Xerox copies of certificates duly attested and a conduct certificate in original.

2. IDENTITY CARDS

2.1 All students shall be issued with identity cards, bearing their photographs and other relevant details. Students should carry this ID Card always with them and should produce it when requested at the Centre.

2.2 Once an ID card is lost or misplaced a duplicate will be issued for which a written request together with a fee of Rs. 40/- is to be submitted.

2.3 Students are required to return their ID-Cards on completion of their courses.

3. TEACHING METHODOLOGY, ATTENDANCE & EXAMINATION

3.1 The medium of instruction for all courses shall be English. Theory classes/Laboratory exercises & tests/Class room exercises and tests/group tasks will form integral part of the training programme.

3.2 The minimum attendance for attending the examination is 85%. No break is allowed.

3.3 Examination fee per paper will be Rs. 150/-. A fee of Rs. 200/- is to be paid per paper for the subsequent.

3.4 Examinations are ONLINE for all courses.

3.5 Course material will be provided by centre.

4. GRADING PATTERN

4.1 40% of the total marks in each of the subject to pass an examination and minimum 50% is required for certification. Grading shall be as detailed below :-

Minimum certification	: 50%
50% to 59%	: B Grade
60% to 69%	: B + Grade
70% to 79%	: A Grade
80% above	: A + Grade

4.2 Final certificate will be issued by Head Office only after it verifies (and duly certified by the Centre) that the student has passed all the relevant examinations, has met the minimum requirements related to internal tests/evaluations & to attendance and has paid all dues.

5. LIBRARY

5.1 The Library is equipped with books on relevant subjects. Magazines on related subjects are also available in library.

5.2 Students wishing to borrow should deposit a refundable caution deposit of Rs. 300/-. For which valid receipt shall be issued. Centre-in-charge will then issue a membership card for such students. One book at a time can be borrowed using the membership card. Borrowed books can be kept for a period of 1 week. Returning the book thereafter shall invite a fine of Rs. 5/- per day.

5.3 Caution deposit shall be repaid once the student surrenders the Membership Card, Receipt and return the book/s borrowed by him/her.

5.4 Students who return books in mutilated state will be required to pay the cost of the book or to replace the copy with a new one.

5.5 Duplicate Membership Card will be issued if the original card is lost or misplaced by paying Rs. 25/- together with a written request.

5.6 Use of printout, games, CD ROMs, internet time and e-mail facilities may be permitted against payment of appropriate fees, decided by Centre-in-charge.

6. FEES & SCHOLARSHIP SCHEME

6.1 Fee for the courses can either be paid in Lumpsum / limited / monthly installments as per the fee structure in force from time to time. Service tax has to be paid separately as per the current rate.

6.2 A percentage of fee concession / scholarship and seat reservation is given to eligible candidates as per TCIL-IT norms. For such claim, valid proof must be produced when seeking admission.

6.3 Installments' of fees are to be paid on or before due date, failing which a penalty of Rs. 50/- for the first week and Rs. 20/- per day thereafter shall be levied. After a period of 2 weeks of non-payment the Centre Manager is at liberty to strike off the name of the student from the rolls.

6.4 From time to time the Centre Manager may announce Scholarship Schemes. Meritorious students based on an aptitude test shall get fee concession.

7. OTHER RELEVANT POINTS

7.1 Normally no break in studies is permitted during the tenure of a course. In special cases the Centre Manager may sanction, special leave upto 30 working days, on a written request citing valid reasons.

7.2 Students who take leave for more than two weeks without valid reason will be removed from the active roll register. They can seek Re-Admission only by paying Re-Admission fee of Rs. 500 and all other fee dues.

7.3 Generally, transfer from one Centre to another is not granted. However, under special circumstance a transfer can be granted with concurrence of TCIL-IT officer in charge in the region and Centre-in-charge. A transfer fee equivalent to 5% of the total course fee shall be charged by source centre for such transfers.

7.4 Downgrading of course is strictly not permitted

7.5 Upgrading of course is allowed. For example, a student pursuing 4 months course can upgrade to one-year course, so on.

7.6 Shifting from one batch to another is subject to availability of seats and to the discretion of Centre Manager.

7.7 Students who found undisciplined in Centre and not adhering to the rules and regulations are liable to expelled, without assigning any reason, whatsoever.

7.8 No outside floppies, CD ROMs, DVDs or cassettes are permitted in laboratories. Eatables and other outside material are not permitted in classrooms or labs.

7.9 Centre Manager is the sole authority on the matters of discipline and decorum and his decisions in the matter will be final and binding.

7.10 Mobile phones are strictly not allowed inside TCIL IT Centre premises.

7.11 Students should claim their certificates within 3 months from completion.

7.12 If the students are having any complaints against the centre, they may contact the co-ordination office.