# Next Gen Employability Program

# **Curriculum Outlines**

# **Student Curriculum Outline**

This document summarizes the detailed content related information for the training track of Student Development Program. Please note that it is indicative and is subject to some changes based on the recommendations from all stakeholders.

# Cohort-: Building Modern Web Applications with MERN Stack

# Phase 1

- Deep Tech hands-on course content: 70 hours
- Soft Skills: 20 hours

#### Phase 2

- Industry Expert Talk: 10 hours
- AICTE EY GDS Internship: 40 hours

The course is designed for engineering/science students aspiring good career in the field of Full Stack Web Development.

# Course Objective:

- Understand the architecture and components of the MERN stack
- The objective of this course is to provide participants with comprehensive knowledge and hands-on experience in full stack development with MERN Stack and deploying the developed website onto the cloud.
- By the end of the course, participants will be able to design, develop, deploy, and manage full stack applications with MERN Stack

# **Course Learning Outcomes:**

- Understand the concepts and principles of full stack development, MERN Stack.
- Install and configure tools for MERN stack development.
- Gain proficiency in front-end development using HTML, CSS, and JavaScript frameworks.
- Setting up and working with MongoDB databases, including data modeling and querying.
- Creating robust server-side applications using Node.js and Express.js for handling user requests and data manipulation.
- Building dynamic and responsive user interfaces using React.js components and managing application state.
- Implement security and authentication mechanisms in full stack applications.

#### **Course Content Duration Distribution:**

| Theory/Practical          | Duration         |
|---------------------------|------------------|
| Theoretical discussion    | 15 hours approx. |
| Practical/hands-on        | 55 hours approx. |
| Employability Skills      | 20 hours         |
| Industry Expert Talk      | 10 hours         |
| AICTE - EY GDS Internship | 40 hours         |
| Total Duration            | 140 hours        |

#### Assessment Rubric

| S. No. | Assessment Component | Evaluation<br>Parameters | Maximum Marks |
|--------|----------------------|--------------------------|---------------|
| 1      | Mid-Term             | VIA LMS                  | 20            |
| 2      | End-Term             | VIA LMS                  | 40            |

#### **Course Outline:**

| Building Modern Web Applications with MERN Stack                        |  |  |   |
|---|--|--|---|
| Module  | Units                                      | Content Topic  |   |
| Introduction  |  | Introduction to Full Stack Development,<br>Components<br>Use Case of Full Stack Development  | - |
| to MERN<br>Stack  | Getting<br>started with                    | Full Stack Developer<br>Internet, URL Web Page, Web Browser,   | 2 |
| Tools and<br>Technologies   | Development                                | Client Server Architecture Purpose &<br>Characteristics  |   |
|   |  | MERN Stack Introduction<br>MERN Stack Architecture   |   |
| Front-End<br>Development<br>Tools,<br>Technologies<br>and<br>Frameworks | HTML 5<br>Fundamentals                     | Introduction<br>Use case of HTML<br>Structure of HTML document<br>HTML Tags and Attributes<br><b>Practical</b> - Hands-on HTML Structure and<br>Basic Tags with Attributes<br>HTML 5 Features<br><b>Practicals</b> - Hands-on HTML5 features<br>(Multimedia, Semantic Elements, Canvas<br>Elements, etc)<br><b>Practice</b> - Coding Practice on Online<br>Platforms | 5 |
|   | CSS Essentials<br>and Layout<br>Techniques | Introduction<br>Use Case of CSS<br>CSS Selector<br>Types of CSS  | 6 |

|  |              | Practical - Hands-on CSS basics, Selectors,              |    |
|--|--------------|--|----|
|  |              |  |    |
|  |              | Practical - Handson Box Model                            |    |
|  |              | Advanced CSS Grids & Eloy                                |    |
|  |              | Practical Hands on Crids & Flox                          |    |
|  |              | Practical - Hallus-Off Grids & Flex                      |    |
|  |              | Platforms  |    |
|  |              | Introduction   |    |
|  |              | Use case of JavaScript                                   |    |
|  |              | JavaScript Variables, Data Types,                        |    |
|  |              | Operators, Control Statements, Array,                    |    |
|  | JavaScript   | Functions, Hoisting and Event Handling.                  |    |
|  | and DOM      | ES6 Introduction and Details                             | 7  |
|  | Manipulation | Practical - Hands-on JS Basics, Functions,               |    |
|  |              | Control Statements, and Event Handling                   |    |
|  |              | DOM Manipulation   |    |
|  |              | <b>Practice -</b> Coding Practice on Online<br>Platforms |    |
|  |              | Introduction to BootStrap                                |    |
|  |              | Use Case of BootStrap                                    |    |
|  |              | BootStrap Container                                      |    |
|  |              | Overview of BootStrap                                    |    |
|  |              | BootStrap Components                                     |    |
|  |              | Advanced BootStrap Components                            |    |
|  | BootStrap    | Practical - Hands-on Basic bootstrap.                    | 2  |
|  | Framework    | Contailer, and components                                | 2  |
|  |              | Responsive Column & Images                               |    |
|  |              | BootStrap5 Utilities                                     |    |
|  |              | Practical - Hands-on Utilities, Columns &                |    |
|  |              | Images   |    |
|  |              | <b>Practice -</b> Coding Practice on Online<br>Platforms |    |
|  |              | ReactJS Introduction                                     |    |
|  |              | Use case of React  |    |
|  |              | React Architecture                                       |    |
|  |              | JSX  |    |
|  |              | DOM Vs. Virtual DOM                                      |    |
|  |              | React Components & Life Cycle                            |    |
|  |              | React Router   |    |
|  | React        | Component Interacting                                    | 10 |
|  | Fundamentals | Practical - Hands-on React Basics,                       | 12 |
|  |              | Components, Life Cycle and Router                        |    |
|  |              | Handling Events and Forms                                |    |
|  |              | Practical - Hands-on Events and Forms                    |    |
|  |              | Hooks  |    |
|  |              | Practical - Hands-on Hooks                               |    |
|  |              | Practice - Coding Practice on Online                     |    |
|  |              | Platforms  |    |

|             |              | Introduction of Node JS  |    |  |
|-------------|--------------|--|----|--|
|             |              | Use case of Node JS  |    |  |
|             |              | Node.js Environment Setup & Runtime                                |    |  |
|             |              | Environment  |    |  |
|             |              | REPL in Terminal   |    |  |
|             |              | Practical - Hands-on Simple Node App                               |    |  |
|             |              | Node Js Architecture   |    |  |
|             |              | Node.js Package Manager (NPM)                                      |    |  |
|             |              | Creating Web Server  |    |  |
|             |              | Modules in Node JS - Creating modules -                            |    |  |
|             | Working with | HTTP Module  |    |  |
|             | Node JS      | Local, In-built & Third-party modules                              | 11 |  |
|             |              | Installing Third party packages using npm                          |    |  |
|             |              | File Systems - Methods, File Operations, & Information             |    |  |
|             |              | Practical - Hands-on Modules, packages                             |    |  |
|             |              | and file system  |    |  |
|             |              | Node.js Events -Event driven programming                           |    |  |
|             |              | Callbacks - Blocking & Non-Blocking codes                          |    |  |
|             |              | Practical - Hands-on Events, and Callbacks                         |    |  |
|             |              | Practice - Coding Practice on Online                               |    |  |
|             |              | Platforms  |    |  |
| Back-End    |              | Introduction   |    |  |
| Development |              | Use case of Express JS   |    |  |
| and         |              | Express JS Architecture  |    |  |
| Integration |              | Installing Express JS - Understanding the                          |    |  |
|             |              | File Structure & package.json                                      |    |  |
|             |              | Understanding the nodemon & watch                                  |    |  |
|             |              | mode   |    |  |
|             |              | <b>Practical -</b> Hands-on Express JS Basics and<br>First Project |    |  |
|             |              | Routing in Express is - App method(path                            |    |  |
|             | Working with | handler)   |    |  |
|             | Fxpress IS   | Middleware in Express.js   | 10 |  |
|             |              | HTTP Methods   |    |  |
|             |              | URL Building   |    |  |
|             |              | Templating Engines with Express.js                                 |    |  |
|             |              | Error Handling   |    |  |
|             |              | Practical - Hands-on Routing, Methods,                             |    |  |
|             |              | Files and Error Handling Techniques                                |    |  |
|             |              | CRUD Operations  |    |  |
|             |              | Practical - Hands-on CRUD Operations                               |    |  |
|             |              | Practice - Coding Practice on Online                               |    |  |
|             |              | Platforms  |    |  |
|             |              | Introduction   |    |  |
|             | MongoDB      | Use case of Databases  | 8  |  |
|             | Fundamentals | SQL & NoSQL Fundamentals   |    |  |
|             |              | Use case of MongoDB  |    |  |
|             |              | MongoDB Architecture   |    |  |

|              |               | Installation and Setup                            |   |
|--------------|---------------|---|---|
|              |               | Commands / Crud Operations in MongoDB             |   |
|              |               | MongoDB Operators                                 |   |
|              |               | Practical - Hands-on MongoDB Basics and           |   |
|              |               | Operators   |   |
|              |               | Integration of MongoDB and Node JS                |   |
|              |               | MongoDB module                                    |   |
|              |               | Practical - Hands-on Modules, Queries,            |   |
|              |               | and basic project work                            |   |
|              |               | Practice - Coding Practice on Online              |   |
|              |               | Platforms   |   |
|              |               | What is Version Control and why is it             |   |
|              |               | important?  |   |
|              |               | Understanding Git and GitHub                      |   |
|              |               | Setting up a GitHub account and installing        |   |
|              | Version       | Git   |   |
|              | Control using | Git basics (init, clone, add, commit, push,       | 4 |
|              | Git           | pull)   |   |
|              |               | Working with branches                             |   |
|              |               | Merging and resolving conflicts                   |   |
|              |               | Git workflow and best practices                   |   |
|              |               | Practical - Hands-on Git basics and               |   |
|              |               | Advance Functionalites                            |   |
|              |               | Introduction to Web Hosting and Cloud             |   |
| Code         |               |   |   |
| Repository & |               |   |   |
| web Hosting  |               |   |   |
|              |               | Setting up a Render Cloud Account                 |   |
|              |               | Creating an account with a cloud service provider |   |
|              | Web Hosting   | Understanding the GltHub and Render               |   |
|              | & Cloud       | Connectivity                                      | 3 |
|              | Technologies  | Practical - Hands-on experiments of               |   |
|              | -             | integratation of Git and Cloud                    |   |
|              |               | Cloud Storage                                     |   |
|              |               | Introduction to cloud storage services            |   |
|              |               | Uploading website files to cloud storage          |   |
|              |               | Practical - Hands-on experiments of               |   |
|              |               | uploading static and dynamic web                  |   |
|              |               | application                                       |   |

Note: The module durations mentioned above are approximate and can be adjusted based on the learning pace and specific requirements of the participants.

# Software Requirements:

Most of the tools used for this course are either open source or free of cost to use

| S.No. | Software                     | Downloadable Link                      |
|-------|------------------------------|--|
| 1     | Visual Studio Code (VS Code) | https://code.visualstudio.com/download |

| 2 | Node JS    | https://nodejs.org/en                          |
|---|------------|--|
| 3 | React JS   | https://react.dev/                             |
| 4 | Express JS | https://expressjs.com/                         |
| 5 | MongoDB    | https://www.mongodb.com/try/download/community |
| 6 | Git        | https://www.git-scm.com/downloads              |
| 7 | GitHub     | https://github.com/                            |

#### Hardware Requirements:

- 1. Computer /laptop with 1:1 student to computer ratio
- 2. Dedicated Classroom / Lab for the session
- 3. High Speed Internet Access with 150 MBPS Speed
- 4. Computers/Desktop with required configuration for students 8 GB RAM, Min i3 12th Gen Processor, 256 GB SSD / 512 GB HDD
- 5. Projector or Large Display Screen
- 6. Audio Speakers & Microphone for Trainers
- 7. Whiteboards and Markers
- 8. Podium, Trainer Table & Chair
- 9. Power Outlets and Charging Points