Instructor-led Training Courses
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Overview

- <u>Course Categories</u>
  - 3D – Three-dimensional Systems
    - 3D Modelling
    - Rendering
    - Interactive programming
  - SE – Software Engineering
    - Requirements
    - Design
    - Architecture
    - Patterns
  - PL – Programming Languages

Overview

- Course Categories
  - NP – .NET Programming
    - Desktop Applications
    - Web Applications
    - Services
  - JP – Java Programming
    - Standard Edition
    - Enterprise Editions
  - WM – Web and Mobile
    - Client side
    - Server-side

Overview

- Course Categories
  - DB – Databases
    - SQL and Document (noSQL)
    - Accessing Databases
    - Object-relational Mapping
  - SL – System-level Stuff
    - Windows Programming (Win32 & WinRT)
    - Using and Administering UNIX
    - UNIX Programming
  - CC – Cloud Computing
    - Programming

Levels and Scheduling

- <u>Content can be</u>
  - Predefined
  - Customized
    - *Tailored together with the customer representatives*

- <u>Course levels</u>
  - Basics
    - Usually 24 hours in 3 days
  - Intermediate
    - Usually 24hours in 3 days
  - Advanced
    - Usually 24 hours in 3 days

3D – Three-dimensional Systems
Modeling, rendering and programming

- 3D Courses:
  - 3D101 – Modeling with 3DS MAX
  - 3D201 – Using Photoshop
  - 3D301 – Developing 3D Applications with Unity
    - Version 5.0 is multiplatform and web based
  - 3D401 – Programming with DirectX 12
  - 3D501 – Developing 3D Applications with WebGL
    - Engines like THREE.js
  - 3D601 – Parallel Computing on GPUs
    - CUDA, DirectCompute

SE – Software Engineering
Design and Architecture

- SE Courses:
  - SE101 – Implementing Design Patterns in C++
  - SE121 – Implementing Design Patterns in Java
  - SE131 – Implementing Design Patterns in C#
  - SE201 – Architecting .NET Enterprise Applications
    - Architectural Patterns
  - SE221 – Architecting Java Enterprise Applications
    - Architectural Patterns
  - SE231 – Architecting JavaScript Enterprise Applications
    - Architectural Patterns
  - SE301 – Managing Packages

PL – Programming Languages

- PL Courses:
  - PL101 – Programming with C
  - PL111 – Programming with C++14
  - PL121 – Programming with C++/CX
    - WinRT COM
  - PL131 – Programming with C#
  - PL151 – Programming with Java
  - PL161 – Programming with JavaScript
    - ECMA 6

NP – .NET Programming

- **NP Courses:**
  - **PL131** – Programming with C#
  - **NP101** – Programming with the CLR Framework Library
  - **NP201** – Programming .NET Web Applications
    - Usually MVC-based
  - **NP301** – Programming .NET Desktop Applications
    - WPF
  - **NP401** – Programming with WCF
    - SOA

JP – Java Programming
Standard and Enterprise Edition

- JP Courses:
    - PL151 – Programming with Java
    - JP101 – Programming with Java Standard Packages
    - JP201 – Programming Java Web Applications
        - Servlets, JSP, MVC
    - JP301 – Programming with J2EE
        - EJB and SOA

WM – Web and Mobile

- <u>WM Courses:</u>
  - WM101 – Creating Web with HTML 5.0
  - WM201 – Programming Client-side Web
    - MVC, AngularJS, React
  - WM301 – Programming Server-side Web
    - IO.js, Express.js, Jade
  - WM401 – Creating Web GIS Applications
    - MapBox
  - WM501 – Developing Mobile Applications for iOS
  - WM701 – Developing Mobile Applications for Android

DB – Databases
SQL and document-based (NoSQL)

- DB Courses:
  - DB101 – Developing .NET Database Applications
    - MS SQL, Entity Framework
  - DB201 – Developing Java Database Applications
    - JPA, PostgreSQL
  - DB301 – Developing JavaScript Database Applications
    - PostgreSQL
  - DB401 – Developing NoSQL Database Applications
    - MongoDB, Sequelize

SL – System Level Stuff
Platform based

- SL Courses:
  - SL101 – Programming Windows in C/C++
  - SL201 – Implementing COM Components
  - SL501 – Using the UNIX Operating System
    - Usually LINUX-based
  - SL601 – Administering the UNIX Operating System
    - From installing on ..
  - SL701 – Programming UNIX in C/C++
    - Including UNIX internals

CC – Cloud Computing
Platform based

- CC Courses:
    - CC*** – under construction!

Instructors
Alphabetically

- Luka Duplančić
  - Web design and Photoshop
- Vojimir Golem
  - Software Engineering and Java
- Dr.sc. Damir Krstinić
  - UNIX Programming and Scripting
- Marko Matijević
  - Design and GUI

Instructors
Alphabetically

- Antion Pavlinović
  - Web design and client-side programming
- Lada Pravdica
  - Using and administering UNIX
- Dr.sc. Ivica Puljak
  - C/C++ Programming
- Dalibor Starčević
  - Software Engineering and Java

Instructors
Alphabetically

- Goran Trlin
  - Databases and mobile programming

- Dr.sc. Ivan Zoraja
  - Programming languages, software engineering, and 3D

- Marko Žarković
  - JavaScript Web Applications, databases and 3D