



Code Discovery Programme

Introduction

Problem-solving taught the fun way sounds like something you'd like to try out. From the foundations of learning a new language to the challenge of discovering how to apply your new skills to a passion project and exploring the world of AI - you're hooked. Who knows - you might end up with the role of king coder and if not, you'll always have the fundamental skills you need to succeed in any career.

Get a head start on your future using Python, one of the most relevant and in-demand programming languages on the planet. Create Python applications, hone your skills with programming challenges, build a 2D Game and dive into the world of AI with tools like TensorFlow. Kickstart your future in tech.



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Course Content

Introduction to Programming

Programming - the Basics.
Python - A Tool, Not a Reptile!
There is More Than One Python.
Begin Your Python Journey.

Python Syntax Basics

Variables
Sequence.
Selection.
Iteration.

Using & Creating Functions

Project 1: News Break
Project 2: Secret Message
Introduction & Opening Browser.
Using & Creating Functions.
Improving the Program.

Using Classes

Project 3: Turtle
Project 4: Profanity Editor
Object-Oriented Programming
A Simple OOP Example.

Creating Classes

Project 5: The Movie Website
Create the Movie Class.
Create the Website.
Class Variables.
Inheritance.
Method Overriding.

User Input & Program Output

Project 6: Student Manager
Accepting User Input.
Formatting Output.
Improving the Program.

More OOP

Abstract Classes.
Generic Methods.
Exception Handling.
PyDoc.

Build a GUI

Project 7: Calculator
Project 8: Temperature Converter
Using Tkinter.

Building a Game - SpaceRacer

Building Games with Python.
Getting Started.
Movement.
Enemies & Stars.
Collision Detection.
Score & Lives.
Game Over.

Introduction to AI

Understanding AI.
Importing the Dataset.
Explore & Process the Data.
Build the Model.
Make Predictions.

Course Details

Study Mode

DAYTIME
Frequency: Twice Weekly

Duration

33 Hours (11 Lessons of 3 Hours)

Delivery Method

Lectures & Hands-on Practice

Entry Requirements

Ages 13-17
Good knowledge of English
General IT knowledge

The Good Stuff

Back-stage visit to top brands.
Practical project-based learning.
Individual attention.
Invite to attend alumni talks.
Design personalised career plan.
Start building a portfolio.
Project mentorship.
Personalised progress report.

€ 695

Study Experience Includes:

Training by Industry Professionals & Certified Educators, Study Experience designed for Teens, Detailed Educator Courseware.

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