SEVENTH SENSE
Talent Solutions

Training Modules for 03rd sem for 30 hours

Soft Skill & Communication Enhancement Training Modules (30 hours out of 30 hours)	
Soft Skills & Communication Enhancement	• Neuro – Linguistic Programming Techniques • Power of Thinking Big • Techniques to overcome Inhibition • Emotional Intelligence • Confidence / Trust Enhancement • Design Thinking and Lateral Thinking • Staying in Charge • Industry Expectation • 6 Thinking Hats • Career Roadmap Planning • Email Writing • Change Management
Execution & outcome	• Every day there will be a test conducted after the topic is done there will be a test to measure the improvement • Books with homework and formulae will be provided Important questions which appeared in various company based tests and also competitiveness exams will also be provided

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Training modules for 04th Semester Students – 30 hours

Quantitative Aptitude Modules Description (18 hours out of 30 hours)	
Quantitative Aptitude	· Percentage · Problems on Ages · Averages · Time speed and distance · Profit and loss · Problems on trains boats and streams

Verbal Reasoning Training Modules with Description (6 hours out of 30 hours)	
Verbal Reasoning	· One word Substitution + Jumbled sentence · Parts of speech · Subject verb agreement

Logical Reasoning Modules (6 hours out of 30 hours)	
Logical Reasoning	· Data Interpretation · Odd man out + analogy · Seating arrangement

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Training modules for 5th Semester Students – 40 hours

Quantitative Aptitude Modules Description (18 hours out of 40 hours)	
Quantitative Aptitude	· Permutation and Combination · Probability · Mensuration · Pipes and Cisterns · Problems on boats and streams · Mixture and allegation · Surface area & Volume

Logical Reasoning Training Modules with Description (12 hours out of 40 hours)	
Logical Reasoning	· Syllogism · Clocks and Calendars · Seating arrangement · Visual Reasoning

Verbal Reasoning Training Modules with Description (10 hours out of 40 hours)	
Verbal Reasoning	· Direct Indirect Speech · Active voice and Passive voice · Sentence correction · Para Jumbles · Change in voice · Reading comprehension

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Training modules for 6th Semester Students –40 hours

CS & IS Language Modules (40 hours out of 40 hours)	
Java and Strings, DBMS	• Data Structures ☐ Arrays, ☐ • Strings, ☐ Queues, ☐ Linked List, ☐ • Trees, Graphs. ☐ Algorithms ☐ Sorting, ☐ • searching, ☐ Backtracking and other algorithms, ☐ Divide and conquer, ☐ • Dynamic programming, Graphs: DFS, BFS, MST, Greedy, Heap, Balanced Trees, ☐ • Java and C++ programming and concepts ☐ • OOPS concepts, ☐ exception handling, ☐ • Abstract Classes and Interfaces • DBMS ☐ DDL, ☐ DML, ☐ DCL, ☐ • ER and Relational Models, ☐ • Normalization, ☐ Queries ☐ Operating System ☐ Deadlock, ☐ • Synchronization, ☐ • Process and Threads, ☐ • Scheduling, ☐ Memory Management

Modules for Electronics & Communication (40 hours)	
EC Specific VLSI & Embedded Systems	• Data Structures ☐ Arrays, ☐ • Strings, ☐ Queues, ☐ Linked List, ☐**ARM** • 1) Introduction to ARM • 2) ARM Architecture • 3) Programming model • 4) Pipelining and Interrupt s • **Embedded System** - • Keil • Introduction to Keil IDE

	• Basic Programming in Assembly and Embedded C. • Arduino • Introduction to Arduino • Programming in Embedded C. • **Microcontroller VLSI**

Modules for Mechanical Students (40 hours)	
Solid Works Specific modules	• Section A: Basics & Introduction • Graphic User Interface • System requirements • Parametric design • Basic part modelling • Feature based modelling File Management • Managing SolidWorks environment • Section B: Sketching with SolidWorks • 2D Sketching • Sketching entities and relations • Editing & its features • Dimensions • Sketch tool • Mirror, Convert entity • Move & Copy • Section C: Part Modeling • Part Modelling • Extrude and Cut extrude • Revolve and Sweep • View toolbar • Creating Reference geometries • Fillet and Chamfer • Hole wizard

	• Calculating weight/mass & other

Modules for Civil (40 hours)	
Civil Riveting Specific modules	Chapter 1: Introduction to BIM and Autodesk Revit - 1.1 BIM and Autodesk Revit - 1.2 Overview of the Interface - 1.3 Starting Projects - 1.4 Viewing Commands Chapter 2: Basic Drawing and Modify Tools - 2.1 Using General Drawing Tools - 2.2 Editing Elements - 2.3 Working with Basic Modify Tools - 2.4 Working with Additional Modify Tools Chapter 3: Setting Up Levels and Grids - 3.1 Setting Up Levels - 3.2 Creating Structural Grids - 3.3 Adding Columns - 3.4 Linking and Importing CAD Files Chapter 4: Modelling Walls - 4.1 Modelling Walls - 4.2 Modifying Walls Chapter 5: Working with Doors and Windows - 5.1 Inserting Doors and Windows - 5.2 Loading Door and Window Types from the Library - 5.3 Creating Additional Door and Window Sizes Chapter 6: Working with Curtain Walls

	- 6.1 Creating Curtain Walls - 6.2 Adding Curtain Grids - 6.3 Working with Curtain Wall Panels - 6.4 Attaching Mullions to Curtain Grids Chapter 7: Working with Views - 7.1 Setting the View Display - 7.2 Duplicating Views - 7.3 Adding Callout Views- 7.4 Elevations and Sections Chapter 8: Adding Components - 8.1 Adding Components - 8.2 Modifying Components Chapter 9: Modelling Floors - 9.1 Modelling Floors - 9.2 Creating Shaft Openings - 9.3 Creating Sloped Floors Chapter 10: Modelling Ceilings - 10.1 Modelling Ceilings - 10.2 Adding Ceiling Fixtures - 10.3 Creating Ceiling Soffits Chapter 11: Modelling Roofs - 11.1 Modelling Roofs - 11.2 Creating Roofs by Footprint - 11.3 Establishing Work Planes - 11.4 Creating Roofs by Extrusion

	- 11.5 Creating Dormers Chapter 12: Modelling Stairs, Railings, and Ramps - 12.1 Creating Component Stairs - 12.2 Modifying Component Stairs - 12.3 Working with Railings - 12.4 Sketching Custom Stairs - 12.5 Creating Ramps Chapter 13: Creating Construction Documents - 13.1 Setting Up Sheets - 13.2 Placing and Modifying Views on Sheets - 13.3 Printing Sheets Chapter 14: Annotating Construction Documents - 14.1 Working with Dimensions - 14.2 Working With Text - 14.3 Adding Detail Lines and Symbols- 14.4 Creating Legends Chapter 15: Adding Tags and Schedules - 15.1 Adding Tags

	- 15.2 Adding Rooms and Tags - 15.3 Working with Schedules Chapter 16: Creating Details - 16.1 Setting Up Detail Views - 16.2 Adding Detail Components - 16.3 Annotating Details 16.4 Keynoting and Keynote Legends

Training modules for 7th Semester 60 hours:

Python Training Modules for (30 hours out of 60)	

Python	• Conceptual introduction:
	  ○ Topics in computer science
	  ○ Algorithms
	  ○ Modern computer systems
	  ○ Hardware architecture
	  ○ Data representation in computers
	  ○ Software and operating system
	  ○ Installing Python
	  ○ Basic syntax
	  ○ Interactive shell, editing, saving, and running a script.
	• The concept of data types
	  ○ Variables
	  ○ Assignments
	  ○ Immutable variables
	  ○ Numerical types
	  ○ Arithmetic operators and expressions

	○ Comments in the program ○ Understanding error messages • Control statements ○ if-else ○ Loops (for, while) ○ Short-circuit (lazy) evaluation ○ Conditions ○ Boolean logic ○ Lgical operators ○ Ranges • Strings and text files ○ Manipulating files and directories ○ Os and sys modules ○ Text files: reading/writing text and numbers from/to a file ○ Creating and reading a formatted file (csv or tab-separated). ○ String manipulations ○ Subscript operator, indexing, slicing a string; ○ Strings and number system ○ Converting strings to numbers and vice versa ○ Binary, octal, hexadecimal numbers • Lists, tuples, and dictionaries ○ Basic list operators, replacing, inserting, removing an element ○ Searching and sorting lists ○ Dictionary literals, adding and removing keys, accessing and replacing values ○ Traversing dictionaries • Design with functions ○ Hiding redundancy ○ Complexity ○ Arguments and return values ○ Formal vs actual arguments, named arguments ○ Program structure and design

	○ Recursive functions ● Simple Graphics and Image Processing ○ "turtle" module ○ Simple 2d drawing - colors, shapes ○ Digital images ○ Image file formats ○ Image processing ○ Simple image manipulations with 'image' module (convert to bw, greyscale, blur, etc) ● Classes and OOP ○ Classes ○ Objects ○ Attributes and methods ○ Defining classes ○ Design with classes ○ Data modelling ○ Persistent storage of objects ○ Inheritance ○ Polymorphism ○ Operator overloading (_eq_, _str_, etc) ○ Abstract classes ○ Exception handling ○ Try block ● Graphical user interfaces ○ Event-driven programming paradigm ○ tkinter module ○ Creating simple GUI - buttons, labels, entry fields, dialogs ○ Widget attributes - sizes, fonts, colors layouts, nested frames ● Multithreading, Networks, and Client/Server Programming ○ Introduction to HTML ○ Interacting with remote HTML server ○ Running html-based queries ○ Downloading pages

	○ CGI programming ○ Programming a simple CGI form • Searching, Sorting, and Complexity Analysis
Execution & outcome	• Every day there will be a test conducted after the topic is done there will be a test to measure the improvement • Books with homework and will be provided • Important questions which appeared in various company based tests and also competitiveness exams will also be provided

Quantitative Aptitude Modules (15 hours out of 60 hours)	
Quantitative Aptitude	• Partnership • Number system • HCF & LCM • Pipes and cisterns • Probability • Mixture and allegations • Permutation and combination
Execution & outcome	• Every day there will be a test conducted after the topic is done there will be a test to measure the improvement • Books with homework and formulae will be provided • Important questions which appeared in various company based tests and also competitiveness exams will also be provided

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Logical Reasoning Training Modules (08 hours out of 60 hours)	
Logical Reasoning	• Seating arrangement • Making Judgement • Statement and Conclusion • Theme detection
Execution & outcome	• Every day there will be a test conducted after the topic is done there will be a test to measure the improvement • Books with homework and will be provided • Important questions which appeared in various company based tests and also competitiveness exams will also be provided

Verbal Reasoning Training Modules (07 hours out of 60 hours)	
Verbal Reasoning	• Reading comprehension + Change in voice and speech • Subject verb agreement • Verbal analogy • Paragraph formation
Execution & outcome	• Every day there will be a test conducted after the topic is done there will be a test to measure the improvement. • Books with homework and will be provided • Assessment tests record will be maintained so to see the improvement continuously. • Important questions which appeared in various company based tests and also competitiveness exams will also be provided