

Programming Courses From Computer Science Tutoring Dec 4, 2023

We have over 24 Programming Courses taught interactively live on Skype or Zoom. Using share screen feature students start programming right away it is like having your own personnel instructor right beside you. Each course consists of a series of lessons you take one by one. In each lesson we present programming concepts, do in-class exercises, and give homework to do, that we take up next class. Each lesson costs \$15, each lesson about 1 hour. Each Course contains a Project to do. A Certificate is awarded at the completion of a Course. These Courses are extremely successful. Start anytime. For ages 12+.

Computer Science Tutoring 416-785-5115 students@cstutoring.com
No text messages please.

PROGRAMMING COURSES BY CATEGORY

Programming Languages

- Python Programming 15 Lessons
- Java Programming 16 Lesson
- C Programming 13 Lessons
- C++ Programming 15 Lesson
- Advanced C++ Programming
- C# Programming 18 Lessons

AI Machine Learning

- AI Machine Learning Core 18 Lessons
- AI Machine Learning Advanced 19 Lessons

Mathematics using Python

- Chapter 1 Basic Mathematics 19 Lessons
- Chapter 2 Matrices, Lines, Angles and Circles 19 Lessons
- Chapter 3 Derivatives, Tangents, Vectors and Gradients 20 Lessons
- Chapter 4 Digital Signal Processing

Programming Projects

Build your own Operating System with Desktop 13 Lessons

C# GUI Database Takeout Restaurant App

Sales and Inventory Management using Nodejs, React and MongoDB

Web Programming

JavaScript Core 14 Lessons

JavaScript Bookstore with Firebase Database 9 Lessons

Nodejs Bookstore with MongoDB Database 9 Lessons

React Bookstore with Firebase Database 9 Lessons

Mern Stack Bookstore with MongoDB Database 9 Lessons

Flask Python Bookstore 12 Lessons

Game Programming

Python Game Programming 8 Lessons

Java Game Programming 8 Lessons

JavaScript Game Programming 9 Lessons

Data Structures

Python Data Structures 21 Lessons

Java Data Structures 21 Lessons


C Data Structures 20 Lessons

C++ Data Structures 21 Lessons

C# Data Structures 21 Lessons

PROGRAMMING COURSE DETAILS:

PROGRAMMING LANGUAGES:

 The logo features the Python logo, which consists of two interlocking snakes, one blue and one yellow. Below the snakes, the word "python" is written in a lowercase, sans-serif font. Underneath "python", the word "Lessons" is written in a larger, bold, sans-serif font.	<p>Python Programming</p> <p>Ages 12+ Prepares for University, Grade 11 and 12</p> <p>15 Lessons including a Project:</p> <p>Lesson 1 Input and Output</p> <p>Lesson 2 Functions</p> <p>Lesson 3 Classes</p> <p>Lesson 4 Operators</p> <p>Lesson 5 Lists, Sets, Tuples and Dictionaries</p> <p>Lesson 6 Programming Statements</p> <p>Lesson 7 File I/O</p> <p>Lesson 8 List Comprehension, Iterators, Generators and Higher Order Functions</p> <p>Lesson 9 Overriding, Abstract classes and Polymorphism</p> <p>Lesson 10 Annotations, Typing and Generics</p> <p>Lesson 11 Recursion</p> <p>Lesson 12 Regular Expressions</p> <p>Lesson 13 SQL and SQLite Database</p> <p>Lesson 14 Python GUI</p> <p>Lesson 15 Python Project</p>
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Java Programming

16 Lessons including a Project:

Ages 12+ Prepares for University, Grade 11 and 12

Lesson 1 Input and Output

Lesson 2 Methods

Lesson 3 Classes and Inheritance

Lesson 4 Operators

Lesson 5 Programming Statements

Lesson 6 Arrays, ArrayList, Lists, Sets and Maps

Lesson 7 Overloading, Interfaces and Generics

Lesson 8 Enhanced Loops, Iterators, Comparators, Anonymous Functions and Inner Classes

Lesson 9 File Access

Lesson 10 Abstract Classes, Polymorphism and Java Objects, Enums and Lambda Expressions

Lesson 11 Recursion

Lesson 12 Regular Expressions

Lesson 13 XML and JSON

Lesson 14 Graphical User Interfaces

Lesson 15 Using JavaFX

Lesson 16 Java Project



C Programming

13 Lessons Ages 12 + Prepares for University

Lesson 1 Input, Output and Variables

Lesson 2 Functions

Lesson 3 Structures

Lesson 4 Operators

Lesson 5 Programming Statements

Lesson 6 Arrays

Lesson 7 Pointers

Lesson 8 Allocating Memory for Arrays and Structures

Lesson 9 Passing Values, Arrays and Structures to Functions

Lesson 10 Function Pointers

Lesson 11 File Access

Lesson 12 Recursion

Lesson 13 Project



C++ Programming

15 Lessons Prepares for University, Grade 11 and 12

- Lesson 1** **Input and Output**
- Lesson 2** **Functions**
- Lesson 3** **Classes and Inheritance**
- Lesson 4** **Operators**
- Lesson 5** **Branch Control Statements**
- Lesson 6** **Arrays**
- Lesson 7** **Copy Constructors and Assignment Operators**
- Lesson 8** **Move Constructors and Move Assignment Operators**
- Lesson 9** **STL Vectors, Lists, Sets and Maps**
- Lesson 10** **IO File Access**
- Lesson 11** **Virtual Methods, Abstract Classes and Polymorphism**
- Lesson 12** **Interfaces and Templates**
- Lesson 13** **Recursion**
- Lesson 14** **New Features in C++ Advanced Material**
- Lesson 15** **C++ Project**

ADVANCED



Programming

LESSON

Advanced C++ Programming
Compiling Advanced C++
Constant Expressions
Initialization of variables
Data Type Inference
Type Alignment
Static Assertions
Accessing enum values
Structures and Unions
Null Address Constant for pointers
noexcept() Operator
String conversions
External Linkage
Namespaces
Function Pointers
Overloading operators
Functors (Function objects)
Lambda Expressions
Exception Handling
Exiting Programs
String View class
Std Algorithms
Algorithm Function Templates
Smart Pointers
Processes And Threads
Multiple inheritance

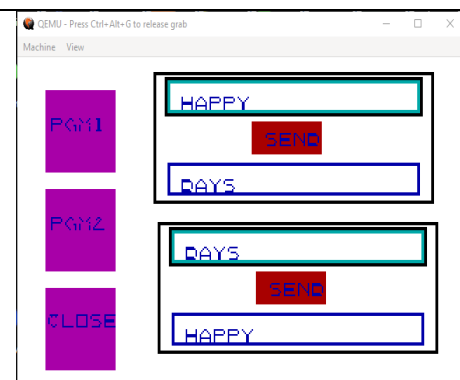


C# Programming

18 Lessons Prepares for University, Grade 11 and 12

- Lesson 1** Input and Output
- Lesson 2** Methods
- Lesson 3** Classes and Inheritance
- Lesson 4** Operators
- Lesson 5** Programming Statements
- Lesson 6** Arrays, Lists, HashSets and Dictionaries
- Lesson 7** Overloading, Overriding and Interfaces
- Lesson 8** Generic Interfaces and Classes
- Lesson 9** Overloaded Operator, Indexers and BuiltIn Classes
- Lesson 10** File Access
- Lesson 11** Abstract Classes and Polymorphism
- Lesson 12** Recursion
- Lesson 13** Delegates and Lambda Expressions
- Lesson 14** LINQ
- Lesson 15** Expressions and Expression Trees
- Lesson 16** Events, Asynchronous methods and Threading
- Lesson 17** Regular Expressions
- Lesson 18** Project

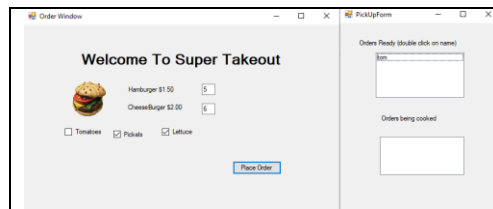
PROGRAMMING PROJECTS



Build your own Operating System in C with a real GUI and Desktop

13 Lessons Prerequisites C Programming

- Lesson1** Setup and Bootloaders
- Lesson2** Bios Input Output Functions
- Lesson3** Bios Reading Disk
- Lesson4** Running in 32 bit Protected mode
- Lesson5** Using C language
- Lesson6** Screen and Strings functions
- Lesson7** Interrupts, Keyboard and Timer
- Lesson8** File System
- Lesson9** Scheduling
- Lesson10** Mouse and Graphical Interface
- Lesson11** Working with Graphical Shapes and Objects
- Lesson12** Graphics Desktop
- Lesson13** Graphics App Project



C# GUI PROJECT

Prerequisites C# Programming

Build a Takeout Restaurant App

Introduction to Databases

Using SQL Server

Connection Strings

DataReaders, Datasets and DataAdapters

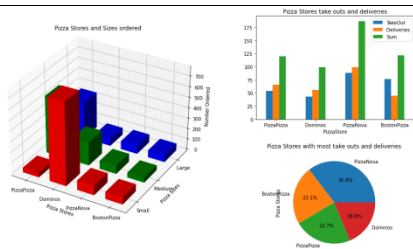
C# Database Access Classes

Using DataReaders

Using Datasets and DataAdapters

Using C# GUI Controls and Events

AI MACHINE LEARNING



AI Machine Learning Core

18 Lessons Prepares for University and College

Prerequisites Python Programming

Lesson1 Introduction to Machine Learning and AI

Lesson2 Using Numpy

Lesson3 Plotting with Matplot

Lesson4 Using Pandas Series

Lesson5 Pandas Data Frames

Lesson6 Plotting with Pandas

Lesson7 Plotting with Seaborn

Lesson8 Advanced Pandas Data Frames

Lesson9 Advanced Pandas Data Frames 2

Lesson10 Advanced Pandas Data Frames 3

Lesson11 Advanced Pandas Data Frames 4

Lesson12 Linear Regression

Lesson13 Confusion Matrix and ROC

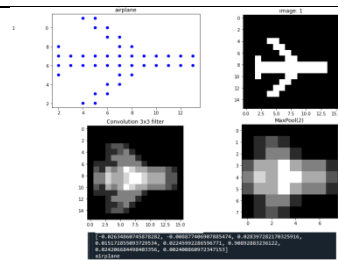
Lesson14 Logistic Regression

Lesson15 Classification

Lesson16 Correlation and Covariance

Lesson17 Curve Fitting

Lesson18 Machine Learning Project



AI Machine Learning Advanced

19 Lessons Prepares for University and College
Prerequisites Python Programming

Lesson19 Cross Validation

Lesson20 Time Series

Lesson21 Scaling and Encoding

Lesson22 Pipelining

Lesson23 Clustering

Lesson24 Segmentation

Lesson25 Feature Engineering

Lesson26 Introduction to Neural Networks

Lesson27 Neural Network Applications

Lesson28 Keras and TensorFlow

Lesson29 Image Classification

Lesson30 Image Classification2

Lesson31 AI Applications

Lesson32 Deep Learning Applications

Lesson33 Reinforcement Learning

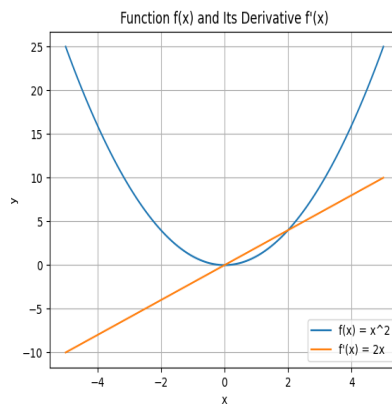
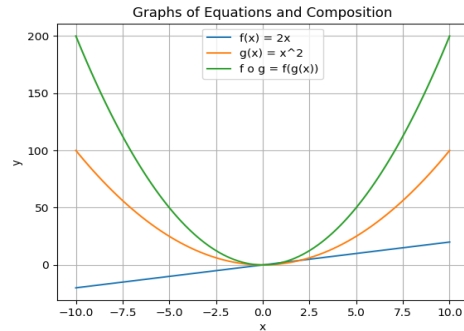
Lesson34 Natural Language Processing

Lesson35 Adversary Attacks

Lesson36 Transformers

Lesson37 Advanced Machine Learning AI Project

MATHEMATICS USING PYTHON COURSE



Chapter 1 Basic Mathematics

Learn Mathematics through Visualization

Ages 12 + Knowledge of Python

1.1 Operations

1.2 Variables

1.3 Expressions

1.4 Factors of a number

1.5 Prime numbers

1.6 Prime factors of a number

1.7 Equations

1.8 Solving Equations

1.9 Solving Equations using Factoring

1.10 Solving Equations Quadratic Formula

1.11 Linear Equations

1.12 Systems of Equations

1.13 Inequalities

1.14 Exponents

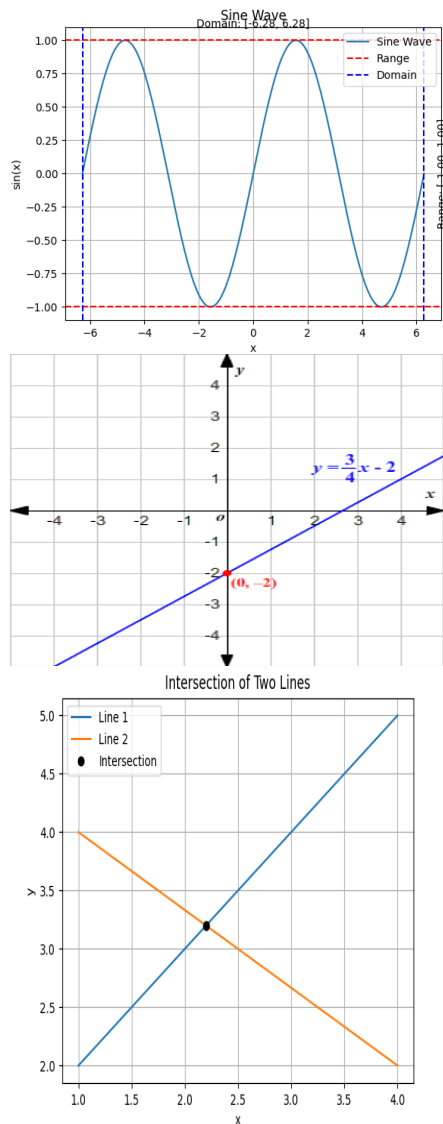
1.15 Radicals

1.16 Logarithms

1.17 Composite Functions

1.18 Derivatives

1.19 Integrals



Chapter 2

Advanced Mathematics

Matrices, Lines, Angles and Circles

Learn Mathematics through Visualization

Ages 12 + Knowledge of Python

2.1 Matrices

2.2 Determinants of Matrices

2.3 Adjoint of Matrices

2.4 Inverse of Matrices

2.5 Cross Product

2.6 Domain and Range

2.7 Equation of Lines

2.8 Intersection of 2 lines

2.9 Parallel Lines

2.10 Radians and Angles

2.11 Arc Length of a Circle

2.12 Trigonometric Functions

2.13 Drawing Circles

2.14 Drawing Ellipses

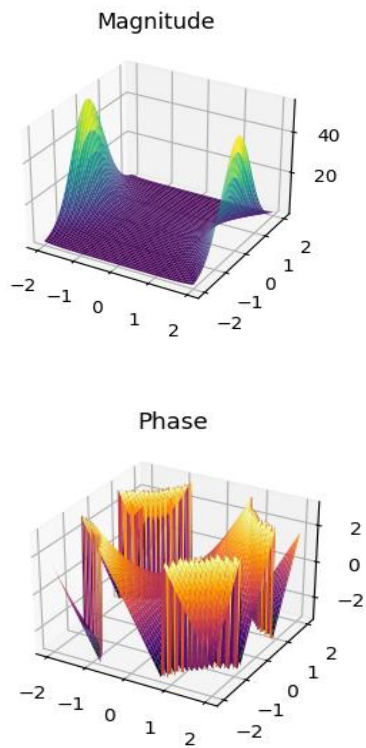
2.15 Area of Circles and Ellipses

2.16 Filling Circles and Ellipses

2.17 Moving Circles

2.18 Plotting Sinusoidal Waveforms

2.19 Fourier Series and Transforms



Chapter 3

Digital Signal Processing

Learn Mathematics through Visualization

Ages 12 + Knowledge of Python

3.1 Fourier Series and Transforms

3.2 Digital Filters

3.3 Convolution

3.4 Convolution Filters Using Sinc Taps

3.5 Convolution Filters Using Kernel

Coefficients

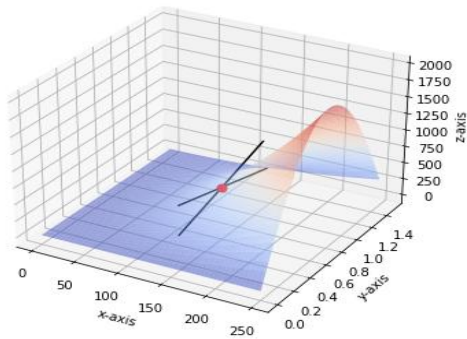
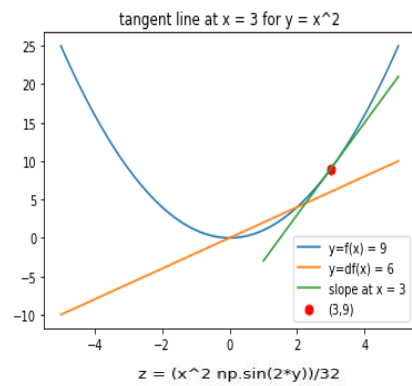
3.6 Digital Filters Using Fourier Transform

3.7 Comparing Fir and IIR Filters

3.8 Butterworth IIR Filter example

3.9 Laplace transform, s-plane and z-plane

3.10 Chebyshev IIR High Pass Filter example



Chapter 4

Derivatives Tangents Partial Derivatives and Gradients

Learn Mathematics through Visualization

Ages 12 + Knowledge of Python

4.1 Derivatives

4.2 Tangents

4.3 Partial Derivative

4.4 Trigonometric Functions

4.5 Vectors

4.6 Unit Vectors

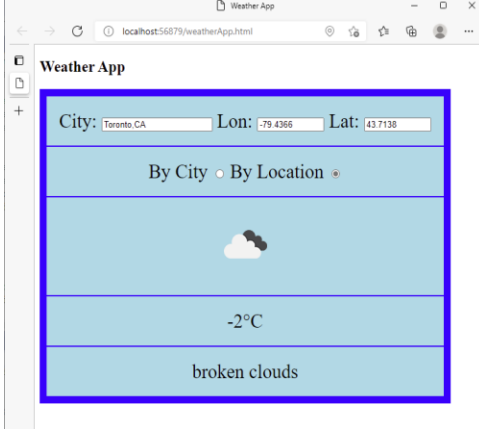

4.7 Cross Product

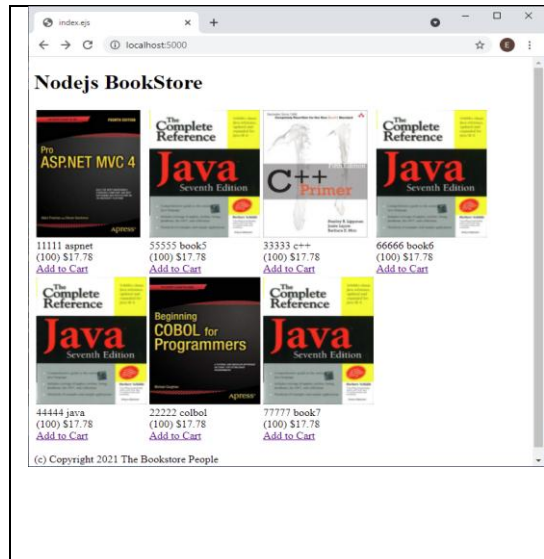
4.8 Direction Cosines

4.9 Gradients

4.10 Gradient Descent

WEB PROGRAMMING COURSES

	<h3>JavaScript Core</h3> <p>14 Lessons Prepares for University and College 12+</p> <ul style="list-style-type: none">Lesson 1 Variables and OperatorsLesson 2 Programming StatementsLesson 3 ArraysLesson 4 FunctionsLesson 5 ObjectsLesson 6 ClassesLesson 7 EventsLesson 8 FormsLesson 9 Reading and Storing JSON DataLesson 10 Reading a JSON file from a Web ServerLesson 11 Using JQueryLesson 12 JavaScript GraphicsLesson 13 Regular ExpressionsLesson 14 Weather App Project
	<h3>JavaScript Bookstore</h3> <p>9 lessons Prepares for University and College</p> <p>Prerequisites JavaScript Programming</p> <ul style="list-style-type: none">Lesson 1 Make a basic Web Page.Lesson 2 Display Books for SaleLesson 3 Add Shopping Cart, Checkout and Thank you WebPagesLesson 4 Ordering BooksLesson 5 Displaying the Shopping CartLesson 6 Customer Checkout and Saving OrdersLesson 7 Displaying Customer OrdersLesson 8 Using JQueryLesson 9 Using a Firebase Cloud Database



NodeJS Bookstore

9 Lessons Prepares for University and College

Prerequisites JavaScript Programming

Lesson 1 Bookstore Overview

Lesson 2 MongoDB Schema Models

Lesson 3 Populating the MongoDB Database

Lesson 4 Promises, Callbacks, Async and Await

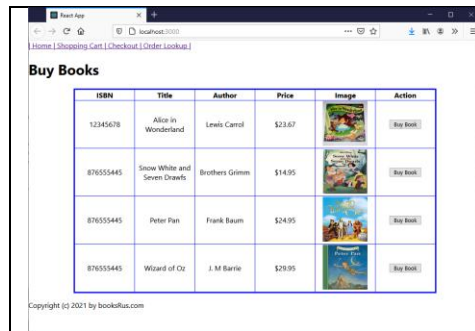
Lesson 5 DataBase Manager

Lesson 6 Views

Lesson 7 Shopping Cart

Lesson 8 Routes and Actions

Lesson 9 Customer Order Lookup Project



React Bookstore

9 Lessons Prepares for University and College

Prerequisites JavaScript Programming

Lesson 1 Introduction to React

Lesson 2 React Components

Lesson 3 Hooks

Lesson 4 Bookstore App Components

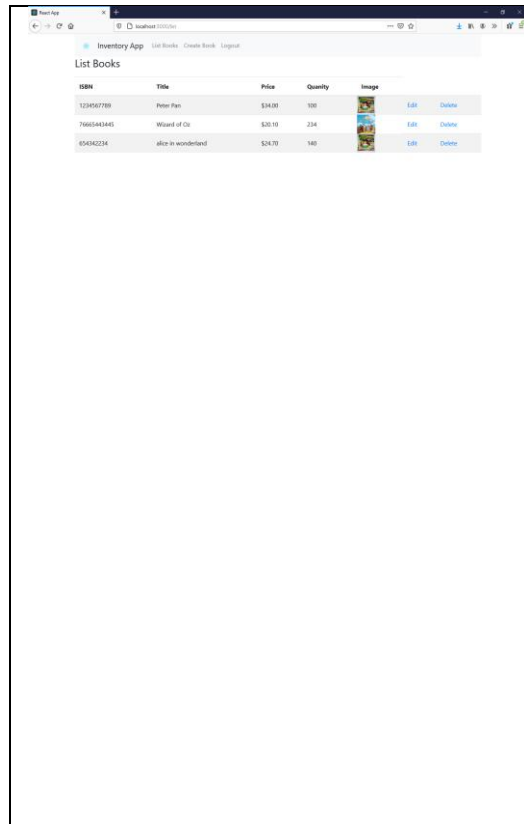
Lesson 5 Displaying Books for Sale

Lesson 6 Ordering Books and Shopping Cart

Lesson 7 Checkout Order

Lesson 8 Thank you Page and Storing Orders in a Firebase Database

Lesson 9 Lookup Orders in Firebase Database



Mern Stack Bookstore

Using MongoDB, Express, React and Nodejs

14 Lessons Prepares for University and College

Prerequisites JavaScript Programming

Lesson1 Introduction to Mern,NodeJS, MongoDB

Lesson2 Installing MongoDB Database

Lesson3 Adding MongoDB to our Node.js Server

Lesson4 Routing and Setting up NodeJS Router

Lesson5 Setting up Book Controller

Lesson6 Setting up User Controller

Lesson7 React Client and Installing React

Lesson8 Introduction to React Components

Lesson9 React Hooks

Lesson10 Login and Registration Page

Lesson11 Preventing Unauthorized Users and Logging Out

Lesson12 Create Books Component

Lesson13 List, Edit and Delete Book Components

Lesson14 Mern Mini Project

Cart (2)

Books for Sale

Isbn	Title	Author	Price	Image	Available	Action
a12345678	Alice in Wonderland	Lewis Carrol	\$19.95		4	Buy
a87655445	Wizard of Oz	L.Frank Baum	\$29.95		2	Buy

Flask Python Bookstore

Lesson 1 Python Web Server

Lesson 2 Making Login Page

Lesson 3 Adding a Registration page

Lesson 4 Making Headers and Footers

Lesson 5 Navigation

Lesson 6 Displaying Books for Sale

Lesson 7 Buying Books

Lesson 8 Displaying Shopping Cart


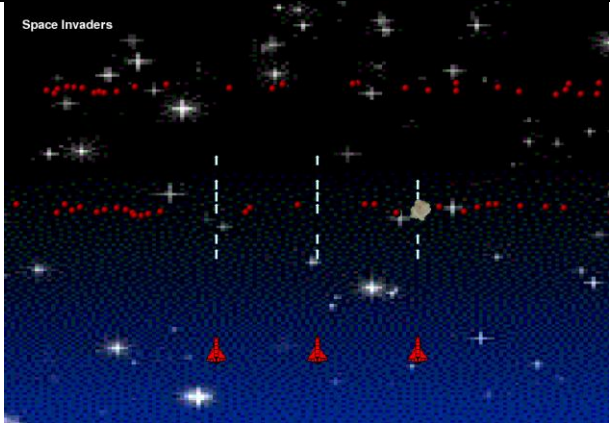
Lesson 9 Storing Customer Orders in DataBase

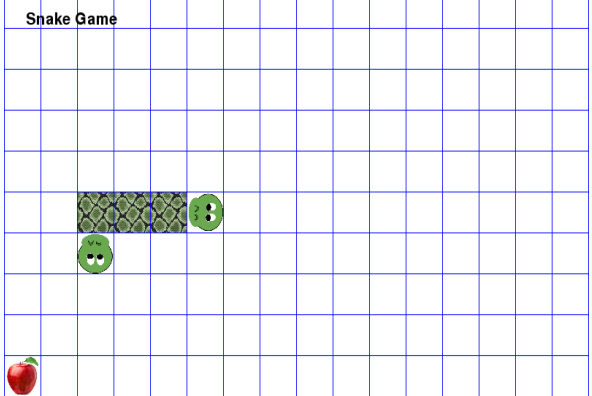
Lesson 10 Checkout

Lesson 11 Lookup Order Page

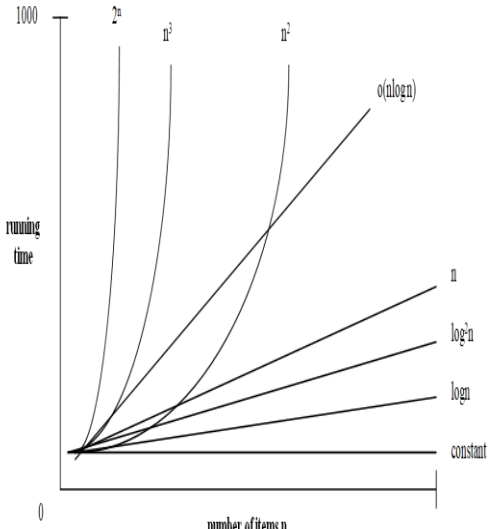
Lesson 12 Add Session Tracking

GAME PROGRAMMING COURSES

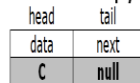
	Python Game Programming 8 Lessons Prerequisites Python Programming Lesson 1 SpacInvaders Lesson 2 Mario Game 1 Lesson 3 Mario Game 2 Lesson 4 Snake Game Lesson 5 Snake Game 2 Lesson 6 Battle Ship Lesson 7 Smart TicTacToe Lesson 8 AI TicTacToe Lesson 9 MineSweeper Lesson 10 Connect 4 Lesson 11 Python Game Project
	Java Game Programming 8 Lessons Prerequisites Java Programming Lesson 1 SpacInvaders Lesson 2 Mario Game 1 Lesson 3 Mario Game 2 Lesson 4 Snake Game Lesson 5 Snake Game 2 Lesson 6 Battle Ship Lesson 7 Smart TicTacToe Lesson 8 AI TicTacToe Lesson 9 Java Game Programming Lesson 10 Project

<p>Snake Game</p> 	<h2>JavaScript Game Programming</h2> <p>9 Lessons Prerequisites JavaScript Programming</p> <p>Lesson 1 SpaceInvaders</p> <p>Lesson 2 Mario Game 1</p> <p>Lesson 3 Mario Game 2</p> <p>Lesson 4 Snake Game</p> <p>Lesson 5 Snake Game 2</p> <p>Lesson 6 Battle Ship</p> <p>Lesson 7 Smart TicTacToe</p> <p>Lesson 8 AI TicTacToe</p> <p>Lesson 9 JavaScript Game Programming Project</p>
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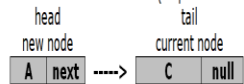
Data Structure Programming Courses

	<h2>Python Data Structures Programming</h2> <p>21 Lessons Prerequisites Python Programming</p> <p>lesson 1 Induction, timing and loop invariants</p> <p>lesson 2 Abstract data types using arrays</p> <p>lesson 3 Recursion</p> <p>lesson 4 Sorting arrays</p> <p>lesson 5 Single link lists</p> <p>lesson 6 Double link lists</p> <p>lesson 7 Abstract data types using link lists</p> <p>lesson 8 Sorting link lists</p> <p>lesson 9 Binary search , hash tables and heaps</p> <p>lesson 10 Binary search trees</p> <p>lesson 11 Java data stucture course project 1</p> <p>lesson 12 101 binary search tree recursion routines</p> <p>lesson 13 AVL trees</p> <p>lesson 14 B-trees</p> <p>lesson 15 Constructing graph's</p> <p>lesson 16 Graph class</p> <p>lesson 17 Graph algorithms i</p> <p>lesson 18 Graph algorithms ii</p> <p>lesson 19 Simulation techniques i</p> <p>lesson 20 Simulation techniques ii</p> <p>lesson 21 Java data stucture course project 2</p>
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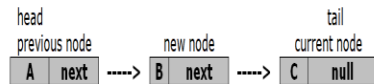
insert "C" into empty list



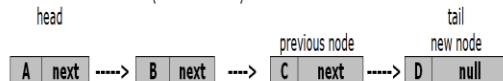
insert "A" at start of list (no previous node)



insert "B" into middle of list



insert "D" at end of list (no current node)

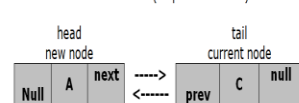


Java Data Structure Programming

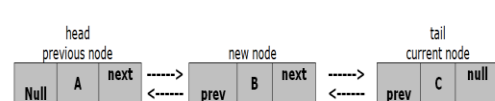
21 lessons Prerequisites Java Programming

Lesson 1	Induction, timing and loop invariants
Lesson 2	Abstract data types using arrays
Lesson 3	Recursion
Lesson 4	Sorting arrays
Lesson 5	Single link lists
Lesson 6	Double link lists
Lesson 7	Abstract data types using link lists
Lesson 8	Sorting link lists
Lesson 9	Binary search , hash tables and heaps
Lesson 10	Binary search trees
Lesson 11	Java data stucture course project 1
Lesson 12	101 binary search tree recursion routines
Lesson 13	AVL trees
Lesson 14	B-trees
Lesson 15	Constructing graph's
Lesson 16	Graph class
Lesson 17	Graph algorithms i
Lesson 18	Graph algorithms ii
Lesson 19	Simulation techniques i
Lesson 20	Simulation techniques ii
Lesson 21	Java data stucture course project 2

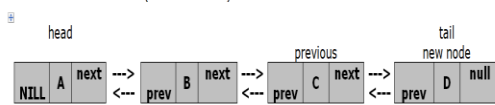
insert at "A" start of list (no previous node)



insert "B" in middle of list



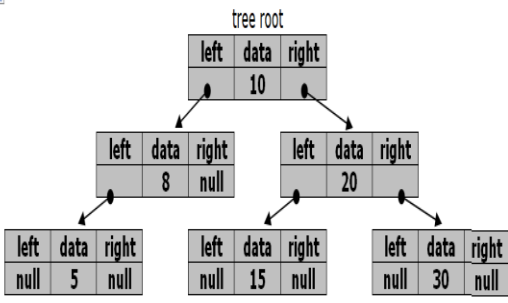
insert "D" at end of list (no current node)



C Data Structures Programming

20 Lessons Prerequisites C Programming

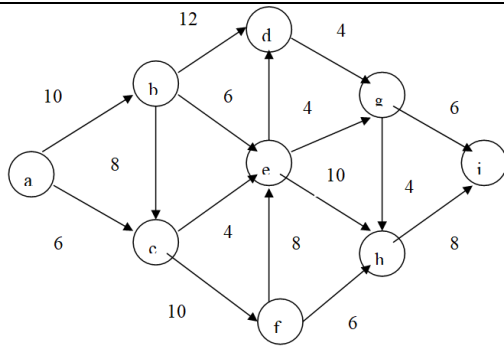
lesson 1	Induction, timing and loop invariants
Lesson 2	Abstract data types using arrays
Lesson 3	Recursion
Lesson 4	Sorting arrays
Lesson 5	Single link lists
Lesson 6	Double link lists
Lesson 7	Abstract data types using link lists
Lesson 8	Sorting link lists
Lesson 9	Binary search , hash tables and heaps
Lesson 10	Binary search trees
Lesson 11	C data stucture course project 1
Lesson 12	101 Binary Search Tree recursion
Lesson 13	AVL trees
Lesson 14	B-trees
Lesson 15	Constructing graph's
Lesson 16	Graph algorithms i
Lesson 17	Graph algorithms ii
Lesson 18	Simulation techniques i
Lesson 19	Simulation techniques ii
Lesson 20	C data stucture course project 2



C++ Data Structures Programming

21 lessons Prerequisites C++ Programming

lesson 1	Induction, timing and loop invariants
Lesson 2	Abstract data types using arrays
Lesson 3	Recursion
Lesson 4	Sorting arrays
Lesson 5	Single link lists
Lesson 6	Double link lists
Lesson 7	Abstract data types using link lists
Lesson 8	Sorting link lists
Lesson 9	Binary search , hash tables and heaps
Lesson 10	Binary search trees
Lesson 11	C++ data stucture course project 1
Lesson 12	101 binary search tree recursion
Lesson 13	AVL trees
Lesson 14	B-trees
Lesson 15	Constructing graph's
Lesson 16	Graph class
Lesson 17	Graph algorithms i
Lesson 18	Graph algorithms ii
Lesson 19	Simulation techniques i
Lesson 20	Simulation techniques ii
Lesson 21	C++ data structure course project 2



C# Data Structures Programming

21 lessons Prerequisites C# Programming

lesson 1	Induction, timing and loop invariants
Lesson 2	Abstract data types using arrays
Lesson 3	Recursion
Lesson 4	Sorting arrays
Lesson 5	Single link lists
Lesson 6	Double link lists
Lesson 7	Abstract data types using link lists
Lesson 8	Sorting link lists
Lesson 9	Binary search , hash tables and heaps
Lesson 10	Binary search trees
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Lesson 13	AVL trees
Lesson 14	B-trees
Lesson 15	Constructing graph's
Lesson 16	Graph class
Lesson 17	Graph algorithms i
Lesson 18	Graph algorithms ii
Lesson 19	Simulation techniques i
Lesson 20	Simulation techniques ii
Lesson 21	C++ data structure course project 2

END