1. Intent

To list down following offerings

1. Type and Specifics of Courses conducted by V2 Technologies
2. Key Goals and the target audience for above

2. Type of Courses (Java based)

No	Course Name	Course Goals	Target audience	Course Duration
1	Expert Programmer	• Develop proficiency in Core Concepts, Data Structures, Web Concepts, Threading, Collections • Develop ability to understand and apply Design Patterns and importantly separate implementation from abstraction • Analyse abstract Requirements and model them into technical specifications • Translate technical specifications into minimal code and re-usable components • Respect Non-functional Requirements (Real life exercises) • Develop Sound Developer Ethic, Write 'good' test cases > 98% coverage, document well (for others to understand) and evolve ability for thinking on do-ability before committing on estimates	Experience Software Programmers (~1-3 years exp)	1 week Or 3 weeks(in case of Fresher's)
2	Smart Designer	• Understand OO Concepts/GRASP – With exercises on Polymorphism, Low Coupling, Indirection and GRASP patterns • Understand Design Principles and SOLID concepts with applicability in mind • Learn and apply Core/Enterprise Design Patterns – Understand differentiation of intent and participate in real life scenario exercises • **Domain Driven Design –** Understand the importance of putting focus on identifying core entities and relationship amongst them • Design for NFRs	Experience Software Programmers (~3-5 years exp)	1 week

		• Complete Design and Implementation of a Real life Scenario		
3.	Power Architect	• Identify responsibilities of the Architect in all the phases of SDLC • Pure Technology Architecture training on basic concepts– a. Data Modelling b. Web services – REST vs SOAP, Web Services Security c. Web and Application Security d. Design Patterns e. Basic UI Concepts f. Basic Algorithms g. Protocols h. Messaging i. Legacy Integration • Focus on advanced concepts – a. Key-Value Store b. Doc based Store c. Column based Store d. Graph based Store e. Document Management System f. Understanding NFR's g. SSO/oAuth Integration with third party providers h. OLAP vs OLTP i. Reporting Implementation j. Search Technologies k. Rule Engines, Integration and Orchestration Framework l. Awareness of Client Native Platforms m. Clustering n. Performance Tuning • Understand Layered/Event Driven/Micro Kernel/Micro Services/Space based Architecture Strategies • Develop Ability to translate critical business requirements into platform use cases • Develop ability to make sense of minimal input • Design for NFR's	Experienced Software Programmers (~ >5 years)	1 week
4	Comprehensive Product Engineer	• eXpert Programmer Goals • sMart Designer Goals • Real Life Project covering all aspects of SDLC till deployment	Experience Software Engineers (~2 to 4 years) (Best of lot)	3 weeks

5	Design Patterns	1.Understand - a. Core Design Patterns b. Creational c. Structural d. Behavioral e. Real Life Scenarios – Exercise 2.Understand OO Concepts/GRASP – With exercises on Polymorphism, Low Coupling, Indirection and GRASP patterns 3.Understand Design Principles and SOLID concepts with applicability in mind 4.Anti Patterns	Experienced Software Programmers (~2-4 years) Or Fresher's who are Java aware	1 week
6	Performance Training	• Understanding JVM Memory areas • Understanding Heap • Garbage Collection Strategies • Object Lifecycle • Monitoring Garbage Collection • Tools for Garbage Collection • Tools to find Latency • Threading and Concurrency • Thread Profiling • Memory Profiling • Thread and Heap Dump Analysis • Performance Benchmarking • Getting Big Gains First • Load, Stress and Endurance Testing	Experienced Programmers (~2-4 years) Or Fresher's who are Java aware	~2 days
7	Clean Code And Refactoring	• What is Clean Code • Clean Code Checklist • Too much Information • InObvious Connection • Prefer Unchecked Exceptions • Generics & Benefits • Refactoring Goals • How to Approach • Commonly Used Refactoring Techniques • Class Design Principles	Experienced Programmers (~1 - 3 years) Or Fresher's who are Java aware	4 hours
8	Enterprise Java	• Spring a. Spring Web b. Spring Data Access c. Spring Integration d. AOP e. DI & IOC f. Beans, Core, SpEL & Context g. Spring Testing • JPA • Hibernate a. Benefits	Experienced Software Programmers (~2-4 years) Or Fresher's who are Java aware	~4 days

		b. Architecture c. Collections & Association d. Version Support e. Queries, HQL & Criteria f. Set up Spring Hibernate Integration • Hibernate Search a. Using Luke b. Lucene Concepts • Transaction Management a. JtA & 2 phase Commits • SOLR • Maven • Jenkins • Exercise		

3. Extra Information

- Courses can be conducted at companies premises
- Courses can be conducted at our premises provides there is a sufficient batch size
- Flexible to accommodate changes to the course content
- Provide objective pre-assessment and Post-assessment metrics to measure the gains from the training