

A Internship Report On

“ Java Development “

In Partial Fullfillment of The Requirement For The
Award of The Degree of
Bachelor Of Engineering
In

Computer Engineering

Submitted by:

Om Chouhan (T190494217)

Under the supervision of

Prof. Rupali Wagh



DEPARTMENT OF COMPUTER ENGINEERING

**Parvatibai Genba Moze College of Engineering
Wagholi, Pune**

CERTIFICATE



This is to certify that **Mr.Om Chouhan ,Third Year (Computer Engineering)** student of Parvatibai Genba Moze College of Engineering , has done his Internship Work titled “ **Java Development** ” in our Computer Department from 1/02/2023 to 10/03/2023 as part of curriculum.

We have notice that, during the period, he has shown keen interest in his assignment and was also regular in attendance.

Prof. Rupali Wagh

Prof.Shrikant Dhamdhere

(Head of Computer Department)

Date:

Place:

Abstract:

Digital media marketing refers to the use of various digital channels and platforms to promote and advertise products or services. This includes social media marketing, search engine optimization, email marketing, influencer marketing, and many other tactics. In the modern age of technology, digital media marketing has become an increasingly important tool for businesses to connect with customers and drive sales. An effective digital media marketing strategy requires a deep understanding of the target audience, careful planning, and consistent execution. By leveraging the power of digital media, businesses can reach a wider audience, increase brand awareness, and ultimately boost their bottom line.

Acknowledgements:

With deep sense of gratitude we would like to thank all the people who have lit our path with their kind guidance. We are very grateful to these intellectuals who did their best to help during our project work. It is our proud privilege to express a deep sense of gratitude to **Prof. Dr. M . G. Jadhav**, Principal of Parvatibai Genba Moze College Of Engineering, Wagholi, Pune for his comments and kind permission to complete this project. We remain indebted to **Prof. Shrikant Dhamdhare**, H.O.D. Computer Engineering Department for his timely suggestion and valuable guidance. The special gratitude goes to **Prof. Rupali Wagh** excellent and precious guidance in completion of this work .We thanks to all the colleagues for their appreciable help for our working project. With various industry owners or lab technicians to help, it has been our endeavor throughout our work to cover the entire project work. We are also thankful to our parents who provided their wishful support for our project completion successfully .And lastly we thank our all friends and the people who are directly or indirectly related to our project work.

- Mr.Om Chouhan

PRN NO. 72151636L

INTERNSHIP REPORT

Introduction

I had the opportunity to complete an internship at Oasis Infobyte Company, where I focused on Java programming. This report aims to provide an overview of my experience during the internship, including the projects I worked on, the skills I acquired, and the value I gained from this valuable learning opportunity

During a Java Development internship, interns will learn how to create and execute programming strategies that drive backend development, increase coding skills, and generate leads and conversions. They will also gain experience in analyzing data and metrics to evaluate the success of campaigns and make data-driven decisions for optimization.

Additionally, interns will have the opportunity to work with a team of professionals in the industry, including marketing managers, content creators, and graphic designers. They will also be exposed to a variety of digital marketing tools and technologies, such as marketing automation platforms, social media management tools, and analytics software.

Internship Duration

The internship spanned a period of one month, during which I was immersed in the world of Java coding and gained first hand experience in a professional Business.

Project Highlights

Throughout my internship, I had the privilege of working on several significant projects that not only challenged my technical abilities but also exposed me to various aspects of Java programming. Here are some project highlights:

At Oasis Infobyte Company I completed two tasks :

- ATM Machine
- Guessing Number Game

1) ATM Machine

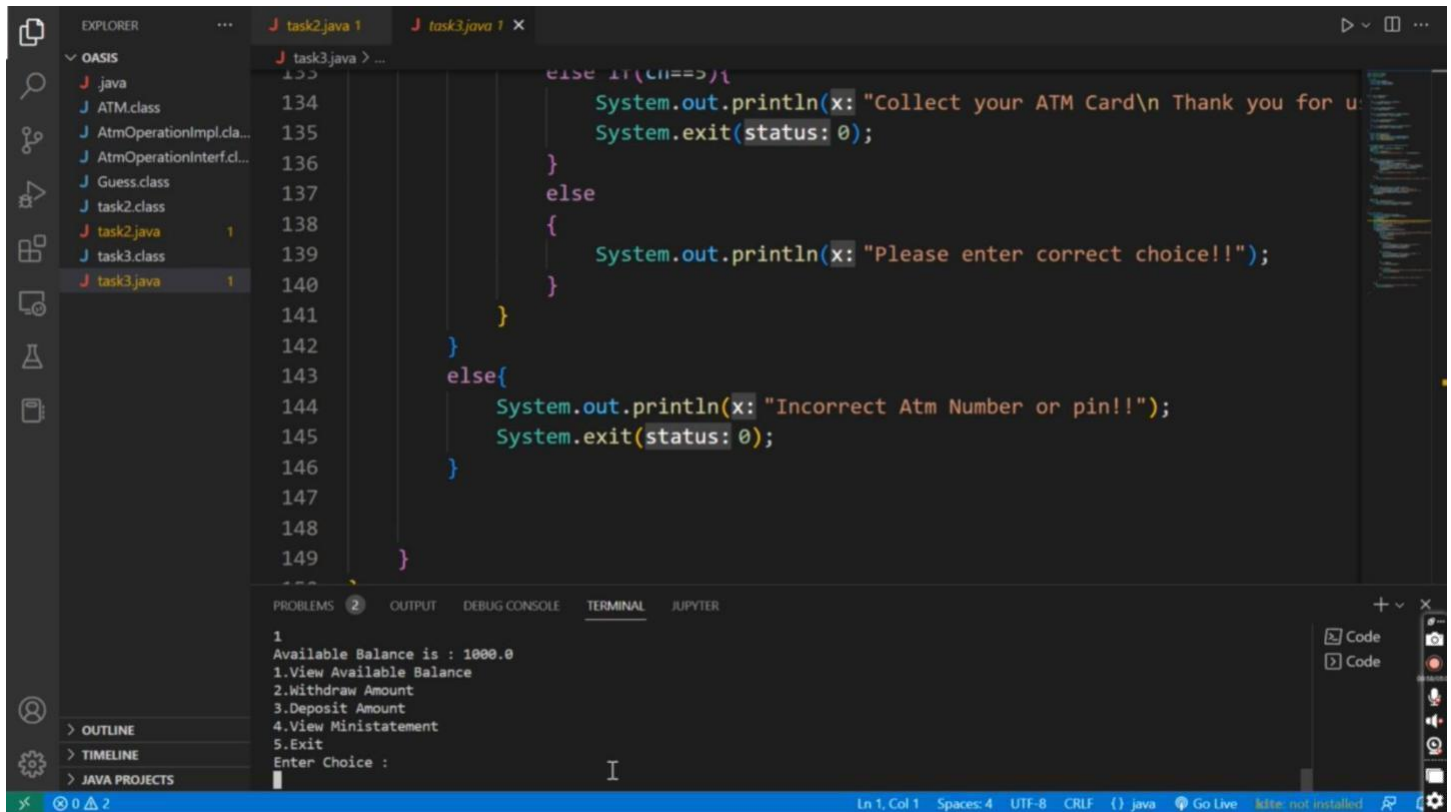
The Java ATM program is a simulation of an automated teller machine (ATM) system that allows users to perform various banking transactions. It is designed to mimic the functionality of a real ATM, providing users with options such as withdrawing money, depositing funds, checking account balances, and transferring funds between accounts.

The program is typically implemented using object-oriented programming principles in Java. It consists of several classes representing different components of the ATM system, such as the ATM itself, bank accounts, and transaction handlers.

To start the program, the user is prompted to enter their account number and PIN to authenticate themselves. Upon successful authentication, they are presented with a menu of available transactions. The user can choose an option by entering a corresponding number.

Overall, the Java ATM program provides a user-friendly interface for performing banking transactions, offering convenience and flexibility similar to a real ATM while emphasizing security and accuracy in transaction handling.

Output



The screenshot displays an IDE with a project named 'OASIS'. The Explorer panel on the left lists files including .java, ATM.class, AtmOperationImpl.cla..., AtmOperationInterf.d..., Guess.class, task2.class, task2.java, task3.class, and task3.java. The main editor shows the code for task3.java, which includes a menu-driven ATM interface. The code prompts the user to enter a choice (1-5) and handles different actions like viewing balance, withdrawing, depositing, and exiting. It also includes error handling for incorrect PINs and choices. The output window at the bottom shows the execution results, including the available balance and the menu options.

```
134         System.out.println(x: "Collect your ATM Card\n Thank you for u");
135         System.exit(status: 0);
136     }
137     else
138     {
139         System.out.println(x: "Please enter correct choice!!");
140     }
141 }
142 }
143 else{
144     System.out.println(x: "Incorrect Atm Number or pin!!");
145     System.exit(status: 0);
146 }
147 }
148 }
149 }
```

1
Available Balance is : 1000.0
1.View Available Balance
2.Withdraw Amount
3.Deposit Amount
4.View Ministatement
5.Exit
Enter Choice :

Conclusion

In conclusion, the development of an ATM program using Java presents an exciting opportunity to explore the world of automated banking systems. By leveraging Java's versatile features, object-oriented paradigm, and extensive libraries, we can create a robust and efficient ATM application.

2) Guessing Number Game

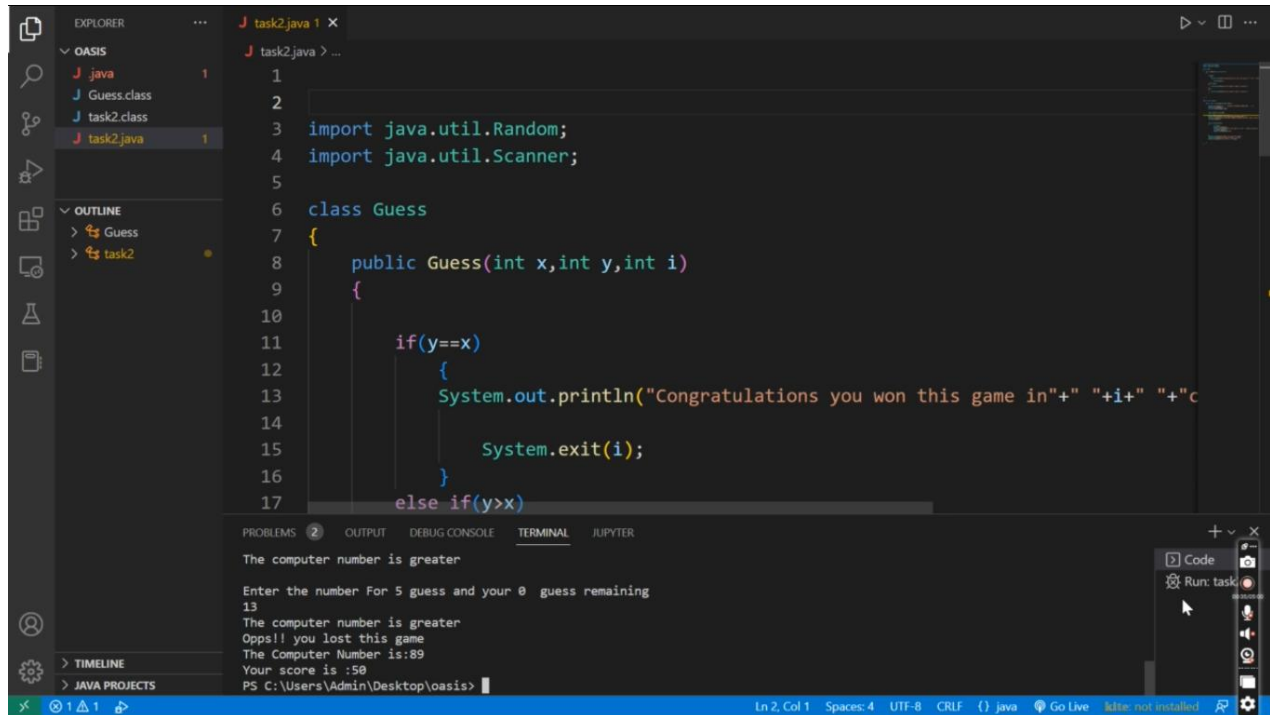
The concept is straightforward: you have to guess a secret number within a given range. As you make guesses, the game will provide you with hints to help you narrow down your options. With each guess, you inch closer to unraveling the mystery and discovering the hidden number.

The guessing number game offers a fantastic opportunity to challenge your logical thinking and strategic approach. It requires you to analyze the hints carefully, draw logical conclusions, and make educated guesses based on the information provided. It's a thrilling mental exercise that keeps you engaged and entertained.

One of the fascinating aspects of this game is its versatility. It can be played in various settings, from casual family gatherings to competitive online platforms. Whether you're playing against friends, challenging yourself, or competing against artificial intelligence, the guessing number game never fails to deliver an exhilarating experience.

Furthermore, the guessing number game promotes critical thinking skills and improves numerical literacy. It enhances your ability to estimate and make informed decisions based on limited information—a valuable asset in many real-life scenarios

Output



The screenshot displays an IDE with a Java project named 'OASIS'. The Explorer panel on the left shows files: 'java', 'Guess.class', 'task2.class', and 'task2.java'. The Outline panel shows 'Guess' and 'task2'. The main editor shows the code for 'task2.java' (lines 1-17):

```
1
2
3 import java.util.Random;
4 import java.util.Scanner;
5
6 class Guess
7 {
8     public Guess(int x,int y,int i)
9     {
10
11         if(y==x)
12         {
13             System.out.println("Congratulations you won this game in"+" "+i+" "+"c
14
15             System.exit(i);
16         }
17         else if(y>x)
```

The Terminal panel at the bottom shows the program's execution output:

```
The computer number is greater
Enter the number For 5 guess and your 0 guess remaining
13
The computer number is greater
Opps!! you lost this game
The Computer Number is:89
Your score is :50
PS C:\Users\Admin\Desktop\oasis>
```

Conclusion

In conclusion, the guessing number game offers a timeless and enjoyable experience for players of all ages. It tests your logical thinking, strategic skills, and numerical literacy, providing a mental challenge that keeps you engaged and entertained. Whether you play it casually with friends or compete in online platforms, the game never fails to deliver excitement and a sense of accomplishment. So, embrace the mystery, trust your instincts, and let the thrill of the guessing number game guide you to victory