Model Program Book

INTERNSHIP REPORT ON

TEAM SPRINTS

Designed & Developed by

APSCHE
ANDHRA PRADESH STATE COUNCIL OF HIGHER EDUCATION

PROGRAM BOOK FOR

SHORT-TERM INTERNSHIP

(Onsite / Virtual)

NAME OF THE STUDENT: SNIGDHA OLIVA DOPPALAPUDI

NAME OF THE COLLEGE: **KKR & KSR INSTITUTE OF TECHNOLOGY AND SCIENCES**

REGISTRATION NUMBER: 20JR1A0524

PERIOD OF INTERNSHIP: FROM: 8TH AUG 2022 TO: 22ND OCT 2022

NAME & ADDRESS OF THE INTERN ORGANISATION:

2022

An Internship Report on

TEAM SPRINTS

Submitted in accordance with the requirement for the degree of

BACHELOR OF TECHNOLOGY

Under the Faculty Guideship of

Mr. Madhu Paravathaneni,

CEO

Mad blocks pvt.Ltd,Hyderabad.

Department of

COMPUTER SCIENCE AND ENGINEERING

Submitted by:SNIGDHA OLIVA DOPPALAPUDI(20JR1A0524)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

KKR & KSR INSTITUTE OF TECHNOLOGY AND SCIENCES

(AUTONOMOUS)

(APPROVED BY AICTERAND PERMANENTELY AFFILIATED TO JNTUK)
Accredited by NBA and NAAC with'A' Grade
Vinjamanpadu (V), Vaticherkuru (M), GUNTUR
522017

Student's Declaration

I SNIGDHA OLIVA DOPPALAPUDI **student of INTERNSHIP Program, Reg.No.**20JR1A0524 **of the Department of COMPUTER SCIENCE AND ENGINEERING to Jawaharlal Nehru Technological University Kakinada College do hereby declare that I have completed the mandatory internship from 8TH AUG 2022 TO 22ND OCT 2022 in Madblocks Technologies pvt.Ltd, Hyderabad. under the Faculty Guideship of Mr. Madhu Parvathaneni,Department of COMPUTER SCIENCE AND ENGINEERING, KKR & KSR INSTITUTE OF TECHNOLOGY AND SCIENCES**

(Signature and Date)

OFFICIAL CERTIFICATE

This is to certify that SNIGDHA OLIVA DOPPALAPUDI reg.no.20JR1A0524 has completed her internship in MAD BLOCKS on TEAM SPRINTS under my super vision as a part of partial fulfillment of the requirements for the degree of BACHELOR OF COMPUTERS in the department of COMPUTER SCIENCE AND ENGINEERING, KKR AND KSR INSTITUTE OF TECHNOLOGY AND SCIENCES

(Signatory with Date and Seal)

Endorsements

Faculty Guide

Head of the Department

Principal

Be an Innovator ! Be a Doer! Be an Engineer!

madBlocks
Technology:Innovation:Business

Certificate of Internship

This is to certify that Ms.Snigdha Oliva Doppalapudi Bearing Roll No: **20JR1A0524** from Department of Computer Science and Engineering, KKR & KSR Institute of Technology and Sciences, Guntur had completed the internship with us as a Full-Stack Development intern and successfully completed the project Proof-Of-Concept (POC) with satisfactory results during the dates of **8th August to 22nd October 2022**.

MADHU PARVATHANENI
DIRECTOR & CEO
MADBLOCKS TECHNOLOGIES PVT LTD

#20, RAINTREE PARK,
HITECH CITY ROAD,
KPHB, HYDERABAD - 500072

Organization Information:

MADBLOCKS is a leading student startup consulting in Telangana and Andhra Pradesh and incubating the startups based on Virtual Reality, Augmented Reality, Robotics, IoT , cloud, Machine Learning, and Artificial Intelligence. MADBLOCKS have 10+ years of experience and we always thrive for better growth and success of incubating's. MadBlocks Technologies Private Limited mission is to build a community which recreates the innovation in campus and these innovations leads to great potential startups in campus. MADBLOCKS is on a commitment to deliver our strengths which helps their clients to empower their stakeholders to reach greater heights which leads to better society and better living.

Programs and opportunities:

This ground up approach helps us deliver not only the solution to our clients but also add value to at the core. MADBLOCKS operates on various domains namely Virtual Reality, Augmented Reality, Robotics, IoT , cloud, Machine Learning, and Artificial Intelligence..

Methodologies:

We follow a structured methodology for our projects which starts from designing the solution to the implementation phase. Well planned Project reduces the time to deliver the project and any additional ad-hoc costs to our clients, hence we dedicate majority of our time understanding our clients business and gather requirements. This ground up approach helps us deliver not only the solution to our clients but also add value to your investments.

Key parts of the report:

Under each division we further provide specific industry solutions on focused domains with cutting edgetechnologies.

Benefits of the Company/Institution through our report:

Under each division we further provide specific industry solution on focused domains with cutting edge technologies. We emphasize on building relationships with our clients by delivering projects on time and within budget.

ABSTRACT

In the daily life activities what ever we do and what ever we study is of many tasks and each task is to be executed particulary and completely with proper time allocated

It is the managing of the tasks through its life cycle it involves planning,testing and reporting task sprints is like task management can help either individual achieve goals or groups for the accomplishment of collective goals it can be a part of the process management system and can serve the foundation for efficient workflow in an organization or system

The capacity to create and understand the meaning of tasks is considered to be an essential and defining feature of human beings.

Directly or indirectly leading the life depends on different tasks and making them into implementation.

If the user can have different tasks he might be able to view all the tasks at a time

And if he don't know the process and how much the task has been completed he can be able to view directly

And the motive of the task manager is to assign different tasks to the user and view the progress of the user and many tasks so that the Admin can view the tasks assigned to users and he can update the tasks which are assigned and Users can complete task which are assigned and their status can be updated based on the task and how much whether they completed or not and profile updates can be viewed and changed by the admin based on the progress of the task

Once the task has been assigned to the user then the admin can have the permission to delete or update the task

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Internship Objectives

- Internships are generally thought of to be reserved for college students looking to gain experience in a particular field. However, a wide array of people can benefit from Training Internships in order to receive real world experience and develop their skills.

- An objective for this position should emphasize the skills you already possess in the area andyour interest in learning more

- Internships are utilized in a number of different career fields, including architecture, engineering,healthcare, economics, advertising and many more.

- Some internship is used to allow individuals to perform scientific research while others are specifically designed to allow people to gain first-hand experience working.

- Utilizing internships is a great way to build your resume and develop skills that can be emphasized in your resume for future jobs. When you are applying for a Training Internship, make sure to highlight any special skills or talents that can make you stand apart from the rest of the applicants so that you have an improved chance of landing the position.

WEEKLY OVERVIEW OF INTERNSHIP ACTIVITIES

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
1st WEEK	08/08/22	Monday	Create a registration page using html
	09/08/22	Tuesday	Create a nav bar using html
	10/08/22	Wednesday	Create portfolio using html
	11/08/22	Thursday	Create a html page using frames
	12/08/22	Friday	Create interactive web page using javascript
	13/08/22	Saturday	Using all mouse events in javascript

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
2nd WEEK	15/08/22	Monday	Create forms using bootstrap
	16/08/22	Tuesday	Create various buttons using bootstrap
	17/08/22	Wednesday	Create courousels using bootstrap
	18/08/22	Thursday	Create cards using bootstrap
	19/08/22	Friday	Installation and setup of mysql
	20/08/22	Saturday	Creation of sql database

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
3rd WEEK	22/08/22	Monday	Perform various sql queries
	23/08/22	Tuesday	Working on Insert and Select commands
	24/08/22	Wednesday	Installation and setup of mongodb
	25/08/22	Thursday	Creation of cluster,database and collections
	26/08/22	Friday	Inserting records into collections
	27/08/22	Saturday	Performing various operations on data inserted

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
4th WEEK	29/08/22	Monday	Create Html With College And Your Name.
	30/08/22	Tuesday	Create Python Script To Host Web Server And Give Response As Your Name.
	31/08/22	Wednesday	Create Python Script To Host Web Server And Render Html Template.
	01/09/22	Thursday	Create Python Script To Host Web Server And Render Two Html Templates.
	02/09/22	Friday	Sent Some Data To Html On A Button Click.
	03/09/22	Saturday	Html Form, Name, Roll No, Button.

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
5th WEEK	05/09/22	Monday	Create MYSQL Database and Create Table with name, rollno as column names with varchar(255) and insert a sample value.
	06/09/22	Tuesday	Create python script to read the data from table.
	07/09/22	Wednesday	Publish the form data intodDatabase table.
	08/09/22	Thursday	Publish the form data into database table.
	09/09/22	Friday	Create api to read data from table using get method.
	10/09/22	Saturday	Create api to push data to table using get method.

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
6th WEEK	19/09/22	Monday	Use session storage and display the vaiues in the second html.
	20/09/22	Tuesday	Create register.html with attributes name, rollno as username and password and store them in the database(If Record Was Not Found).
	21/09/22	Wednesday	Create login.ttml and check rollno as username and password and display all records in success.html.
	22/09/22	Thursday	Create Mongodb database and create table with name,roll no & insert a simple value.
	23/09/22	Friday	Create python script to read data from table
	24/09/22	Saturday	Publish the form data into database table

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
7th WEEK	26/09/22	Monday	Create API To Read Data From Table
	27/09/22	Tuesday	Create Registration Page And Store Records If Does Not Exist
	28/09/22	Wednesday	Create Login Page And Display Records If Login Is Valid
	29/09/22	Thursday	Create A Web Server Using Node And Express Js And Return Your Name
	30/09/22	Friday	Render Html Page Using Flask Into The Server
	01/10/22	Saturday	Render Two Html Pages Using Flask Into Multiple Handlers

8th WEEK	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
	03/10/22	Monday	Create An Api To Collect Data From Html Using Node
	04/10/22	Tuesday	Create An Api To Insert Data Into Sql Database Using Express
	05/10/22	Wednesday	Create A Connection Sql And A Registration Form
	06/10/22	Thursday	Create An Api To Insert Data Into Mongodb Using Postman
	07/10/22	Friday	Create An Api To Read Data From Sql Using Postman
	08/10/22	Saturday	Create An Api To Insert Data Into Sql Using Postman

9th WEEK	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
	10/10/22	Monday	Design phase
	11/10/22	Tuesday	Development Phase
	12/10/22	Wednesday	Front-end development
	13/10/22	Thursday	Back-end development
	14/10/22	Friday	Database connection
	15/10/22	Saturday	API

10th WEEK	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
	17/10/22	Monday	Integration
	18/10/22	Tuesday	Integration
	19/10/22	Wednesday	Testing
	20/10/22	Thursday	Testing
	21/10/22	Friday	Presentation
	22/10/22	Saturday	Presentation

INTRODUCTION

1.1 Introduction of Project:

This is a web application by which any organization can manage tasks among its employees. This project has various small parts like commenting on task, upload and download files, task forwarding, editing existing and creating new project, task, employee, user and clients etc and crystal reports.

This is a full project. In this project I use C#, SQL Server and various components of ASP.NET. Reader of this article may find this article helpful while using this components.I would like share this whole project with every body with code and descriptions.

1.2 Existing System

In a Google search, you will find thousands of tools that promise to help you improve your productivity and a huge list of methods to track tasks. Some of these methods are so complicated that they require reading books and take a long time to master. Within a team, task management becomes even more complicated - not to mention extensive task management within large projects.

1.3 Problems of existing system

Every day we face a huge list of tasks to complete and tasks to remember.

It is difficult for us to maintain all the types of task details .

Our Task Management explains the basics of professional task management.

1.4 Proposed System:

Let’s define a task as a unit of work necessary to be accomplished to achieve a goal - within a project for example.
Tasks not only describe the content of the work but also carry information about the owner of the task, the due date, priority, completion stage.
Depending on the scope of the project or the common processes, you may need to define additional parameters: start dates, dependencies on other tasks, milestones, etc.
Note, however, that the more detailed the structure of a task is, the more complex the process of adding new tasks becomes.

1.5 Why is task management important?

Why it requires a well thought-out task management system for a large number of tasks - at the latest in the course of project management - is only too obvious: without solutions for task management, work would be less efficient and much more chaotic. The team would not be able to complete all tasks in the given time and keep its own workload in balance.

By the way: Speaking of "task management systems", this includes both your own "system" to organize tasks and professional task management software - as provided by Stackfield with task lists, Kanban Boards and timelines.

1.6 Benefits of task management:

- All your work is available in one place.
- All relevant information is centrally accessible.
- It is easier for you to follow a workflow for more efficiency.
- With set deadlines, you know how much time you have to complete tasks.
- You can see at a glance whether there are task dependencies you need to be aware of.
- You know your priorities.

2. SYSTEM ANALYSIS

2.1. Requirement Analysis

Requirements analysis, also called requirements engineering. It is the process of Identifying the user expectations for a new or modified product. These features called requirements must be quantifiable, relevant and detailed. In software engineering, such requirements are often called functional specifications requirements analysis is an important aspect of project management.

Requirements analysis involves frequent communication with system users to determine specific feature expectations, resolution of conflict or ambiguity in requirements as demanded by the various users or groups, avoidance of feature creep and documentation of all aspects of the project development process from start to finish.

It is a team effort that demands a combination of hardware, software and human factors engineering expertise as well as skills in dealing with people.

2.1.1. Functional Requirements Analysis

It is a useful document which describes functions, appearance, purpose and requested outputs of the software.

It allows you to structure all the information regarding an application.

2.1.2. Users Requirements

Generally, the user thinks about the security whenever he thinks about using any application. So, thesecurity is provided through the scanning of QR code.

Fault identification for the service providers is made easier whenever the provider entered the uniqueidentification number.

Predictive maintenance needs to be provided for the user in order to detect the faults which will occur infuture in prior.

Internal Users:

- Admin’s are the internal users who assign tasks to users

External Users:

- People who are needed to take a task to complete their works
- People who are indeed of tasks to make their projects.

2.1.3. Non-Functional Requirements:

Security:

The data will not be shared to other contacts except the contacts or numbers that we feed in the device.

Availability:

It is an open-source website which can be accessed by any registered user.

Usability:

It is very easy to use as everyone is familiar with reading and using many more websites regularly.

Performance:

The performance is good as all the requirements of users are embedded in our website.

Reliability:

Our website has ability to perform its intended functions and operations in a system without any failure.

2.1.4. System Requirements

Software Requirements

- Html
- CSS
- JavaScript
- Python flask (for backend)
- Mysql (database)
- Visual Studio Code

Hardware Requirements

- OS : Windows 10 / Linux
- Hard disk : 20GB
- RAM : 8GB

2.2 Modules Description:

We have divided our project into 2 modules. They are

- Accept tasks from the admin
- Checking of the task status by the admin

2.2.1. Accept tasks from admin:

- Admin can create a any types of users in their repository.
- Then admin can assign the various tasks to the different types of users
- Immediately this task is stored in the database and can be viewed only by the admins temporarily.

2.2.2 Checking of task status by the admin:

- Admin has a separate login portal where he can view all the submitted tasks by users.
- Users can send the status of their tasks whether they completed or working or pending states.
- Admin can also check the task status by the project names.

2.3. Feasibility Study

A feasibility study is a study usually done by engineers, which establishes weather conditions are right to implement a particular project. Feasibility studies can be done for many purposes, and are sometimes done in IT in order to look at feasibility for new hardware and software setups sometimes a feasibility study is done as part of a systems development life cycle, in order to drive precision for the implementation of technologies. Engineers might look at a five-point model called TELOS this includesthe following components:

- Technical
- Operational
- Behavioral
- Process model used
- Hardware requirements and Software requirements
- System requirement specification

2.3.1. Technical Feasibility

- It requires less training for the people for the usage of our website.
- It sends a direct message via mail to the users who has submitted their ideas whether the message isaccepted or denied.

2.3.2. Operational Feasibility

- Output of the project can be used known by any android and IOS user and it will be more communal.
- The end product of this device is the creation of user-friendly website where they can freely share their ideas.

2.3.3. Behavioral Feasibility

- It performs the intended functionalities and operations.

2.3.4. Economic Feasibility:

- Users have no charge using this website.

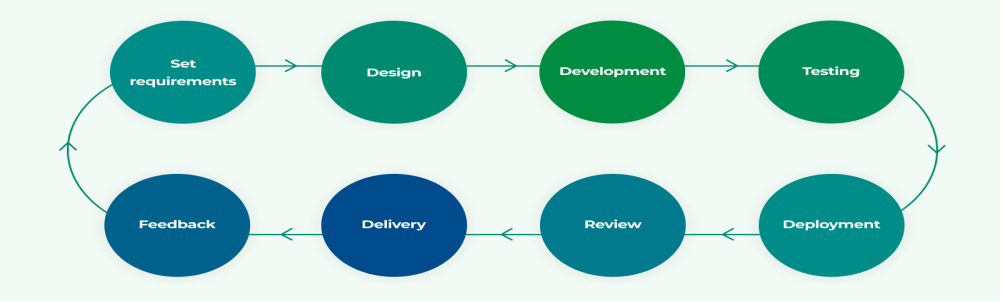
2.4. Process Model:

The prototype model is designed using structured modeling and is able to provide the desired results. It can be successfully implemented as a Real Time system with certain modifications. Science is discovering or creating major breakthrough in various fields, and hence technology keeps changing from time to time. Going further, most of the units can be fabricated on a single along with microcontroller thus making the system compact thereby making the existing system more effective. Tomake the system applicable for real time purposes components with greater range needs to be implemented.

Principles of structured modeling:

- Structured Modeling is an attempt to redress this imbalance. Structured Modeling aims to provide a formal mathematical framework and computer–based environment for conceiving, representing and manipulating a wide variety of models.
- To establish close contact with the customer during development and to gain a clear understanding of various requirements, each agile project usually includes a customer representative on the team. At the end of each iteration stakeholders and the customer representative review the progress made and re-evaluate the requirements.
- The structured model relies on working software deployment rather than comprehensive documentation.

- Frequent delivery of incremental versions of the software to the customer representative in intervalsof a few of a few weeks.
- It is recommended that the development team size should be kept small (5 to 9 people) to help the team members meaningfully engage in face-to-face communication and have a collaborative work environment.
- structured development processes usually deploy Pair Programming. In Pair programming, two programmers work together at one work-station. One does coding while the other reviews the code as it is typed in. The two programmers switch their roles every hour or so.



2.5. Software Requirements Specification:

- An SRS is basically an organization and understanding of a client and system requirements and dependencies at a particular point in time.
- The SRS document itself states in precise and explicit language those functions and capabilities a software system must provide, as well as states any required constraints by which the system must abide.
- Software requirements specification establishes the basis for an agreement between customers and developers or suppliers on how the software product should function Software requirements specification is a rigorous assessment of requirements before the more specific system design stages, and its goal is to reduce later redesign. It should also provide a realistic basis for estimating product costs, risks, and schedules. Used appropriately, software requirements specifications can help prevent software project failure. The software requirements specification document lists sufficient and necessary requirements for the project development. To derive the requirements, the developer needs to have clear and thorough understanding of the products under development. This is achieved through detailed and continuous communications with the project team and customer throughout the software development process here needs to change.

3. DESIGN PHASE

3.1. Design concepts

- **concepts for our project:**

Abstraction:

We only display the statistical data, hiding the raw data and background implementation of the storage of data.

Modularity:

Our total project is divided into various modules and Integrated later In order to make the Implementation easier.

3.2. Design Constraints:

These are limitations on a design; these include imposed limitations that you don't control and limitations that are self-imposed as a way to improve a design. The following are 9 common types of design constraints

- **Commercial Constraints:**
  Basic commercial constraints such as time and budget.
- **Requirements:**
  Functional requirements such as specifications of features for a website.
- **Non-Functional Requirements:**
  Requirements that specify intangible elements of a design for example, a non-functional requirement that a building be accessible.
- **Compliance:**
  Compliance to applicable laws, regulations and standards.
- **Sensory Design:**
  Beyond visual design, constraints may apply to taste, touch, and sound and smell for example, a brand identity that calls for products to smell fruity.
- **Usability:**
  Usability principles, frameworks and standards for example, the principle of least astonishment.

- **Style:**

  A style guide or multiple style guides related to an organization, brand, product, service, environment or project for example, a product development team may follow a style guide for a brand family that constrains the colors and layout of package designs.

- **Principles:**

  The design principles of an organization, team or individual For example, a designer who uses form follows function to constrain designs.

- **Integration:**

  A design that needs to work with other things such as products, services, systems, processes, controls, partners and information.

Design Constraints of our project:

Non - Functional requirements:

Non-functional requirements in our project include Security, Availability, and performance.

Commercial Constraint:

The budget required to develop this project is minimum and also the time required for completion is 2 months.

4. CODING & OUTPUT SCREENS

4.1. Html page for admin:

```
<!DOCTYPE html>
<html>
<head>
 <meta name="viewport" content="width=device-width, initial-scale=1">
 <style>
     body {
   margin: 0;
   font-family: Arial, Helvetica, sans-serif;
  }

  .header {
   position: sticky;
   overflow: hidden;
   background-color: #f1f1f1;
   padding: 20px 10px;

  }

  .header a.logo img{

   border-radius: 50%;
   width: 70px;
   height: 80px;

  }

  .header a.active {
   background-color: dodgerblue;
   color: white;
  }

  .header-right {
   float: right;
  }

    .header-left {
      float: none;
    }
    .header-center
    {
     text-align: center;
   }

   table {
    font-family: arial, sans-serif;
    border-collapse: collapse;

  }
```

```
    td {
      border: 5px solid  #dddddd;
      text-align: left;
      padding: 8px;
      background-color: #d6cece;
    }

    tr:nth-child(even) {
      background-color: red;
    }
    .button {
      border-radius: 8px;
      border: bold 17px Arial;
      text-decoration: none;
      background-color: #EEEEEE;
      color: #333333;
      padding: 2px 6px 2px 6px;
      border-top: 1px solid #CCCCCC;
      border-right: 2px solid #333333;
      border-bottom: 2px solid #333333;
      border-left: 1px solid #CCCCCC;
    }
    .button1 {
      border-radius: 8px;
      border: bold 17px Arial;
      text-decoration: none;
      background-color:#aae87c;
      color: #333333;
      padding: 2px 6px 2px 6px;
      border-top: 1px solid #CCCCCC;
      border-right: 2px solid #333333;
      border-bottom: 2px solid #333333;
      border-left: 1px solid #CCCCCC;
    }
  </style>
</head>
<body>
<div class="header">
  <ul style="display: inline-block;">
   <li><a href="AdminHome.php" class="logo"><img src="<?php echo "$imagePath";?>"
></a></li>
   <li><?php echo "ADMIN  ". $fname." ".$lname; ?></li>
  </ul>
 <div class="header-right" >
   <form>
    <a class="active" href="../Logout.php">Logout</a></form>
  </div>
</div>
<div class="header-center" >
</div>
```

```
<div style="padding-left:20px">
</div>
</body>
</html>
```

4.2 Html code for user:

```
<!DOCTYPE html>
<html>
<head>
  <meta name="viewport" content="width=device-width, initial-scale=1">
  </head>
<body>
  <div id="mySidenav" class="sidenav">

    <a href="AllMates.php" id="update">All Users</a>
    <a href="UserTaskSender.php" id="req">Sent Tasks</a>
    <a href="UpdateUserProfile.php" id="all">Update Profile</a>

  </div>
  <div style="margin-left:80px;">
  </div>
</body>
</html>
```

4.3 Html code for index page:

```
<!DOCTYPE html>
<html>
<head>
<title>Index</title>

<meta charset="utf-8">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="keywords" content="Slide Login Form template Responsive, Login
form web template, Flat Pricing tables, Flat Drop downs Sign up Web Templates, Flat
```

```
Web Templates, Login sign up Responsive web template, SmartPhone Compatible
web template, free webdesigns for Nokia, Samsung, LG, SonyEricsson, Motorola web
design" />

 <script>
      addEventListener("load", function () {
         setTimeout(hideURLbar, 0);
      }, false);

      function hideURLbar() {
         window.scrollTo(0, 1);
      }
   </script>

<!-- Custom Theme files -->
<link href="css/style.css" rel="stylesheet" type="text/css" media="all" />
<link href="css/font-awesome.min.css" rel="stylesheet" type="text/css" media="all" />
<!-- //Custom Theme files -->

<!-- web font -->
<link href="//fonts.googleapis.com/css?family=Hind:300,400,500,600,700"
rel="stylesheet">
<!-- //web font -->

</head>
<body>
<!-- main -->
<div class="w3layouts-main">
<div class="bg-layer">
      <h1 style="color: white;text-shadow: 1px 1px 8px black;">Login here..</h1>
      <div class="header-main">
            <div class="main-icon">
                  <span class="fa fa-eercast"></span>
            </div>
```

```
                <div class="header-left-bottom">
                        <form action="#" method="post">
                                <div class="icon1">
                                        <span class="fa fa-user"></span>
                                        <input type="email" placeholder="Email Address"
name="email"  required=""/>
                                </div>
                                <div class="icon1">
                                        <span class="fa fa-lock"></span>
                                        <input type="password" placeholder="Password"
name="password" required=""/>
                                </div>

                                <div class="bottom">
                                        <button class="btn" type="submit"
name="submit">Log In</button>
                                </div>
                                <div class="links">
                                        <p class="right"><a
href="admin/AdminLogin.php">Admin..? Login Here</a></p>
                                        <div class="clear"></div>
                                </div>
                        </form>
                </div>
        </div>
        </div>
</div>
</body>
</html>
```

4.4. OUTPUT SCREENS

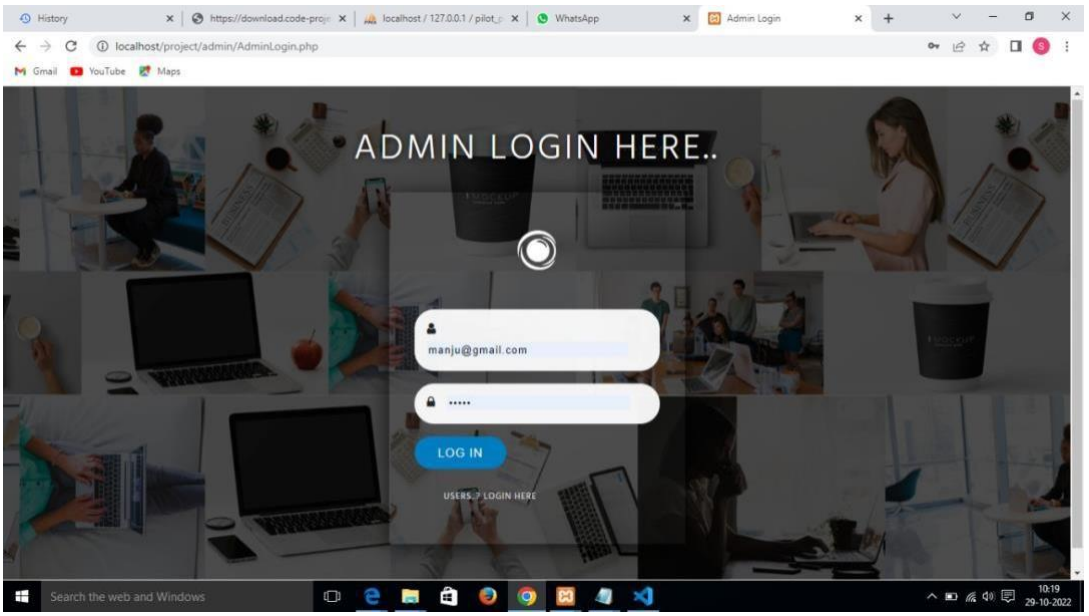


Fig-1:Screen showing main home page of website.

- To run this Project, we must have installed a virtual server i.e XAMPP on your Pc

Fig-2:Screen showing main home page of XAMPP

- Open XAMPP Then Start the Apache and MysQl Server

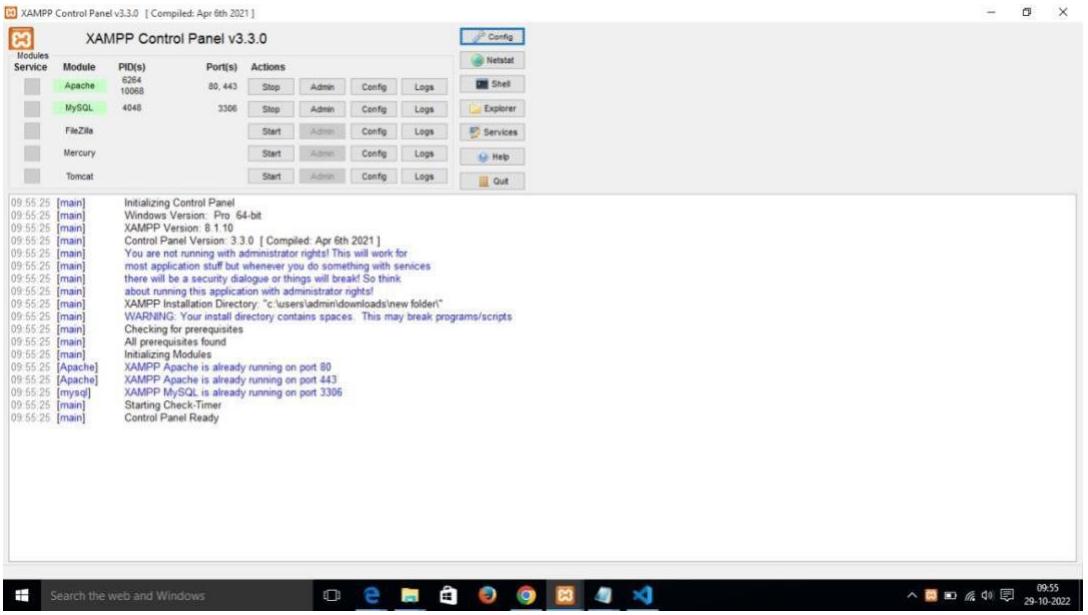


Fig-3:Screen showing XAMPP environment.

- Next Open the Admin Pages of Both servers

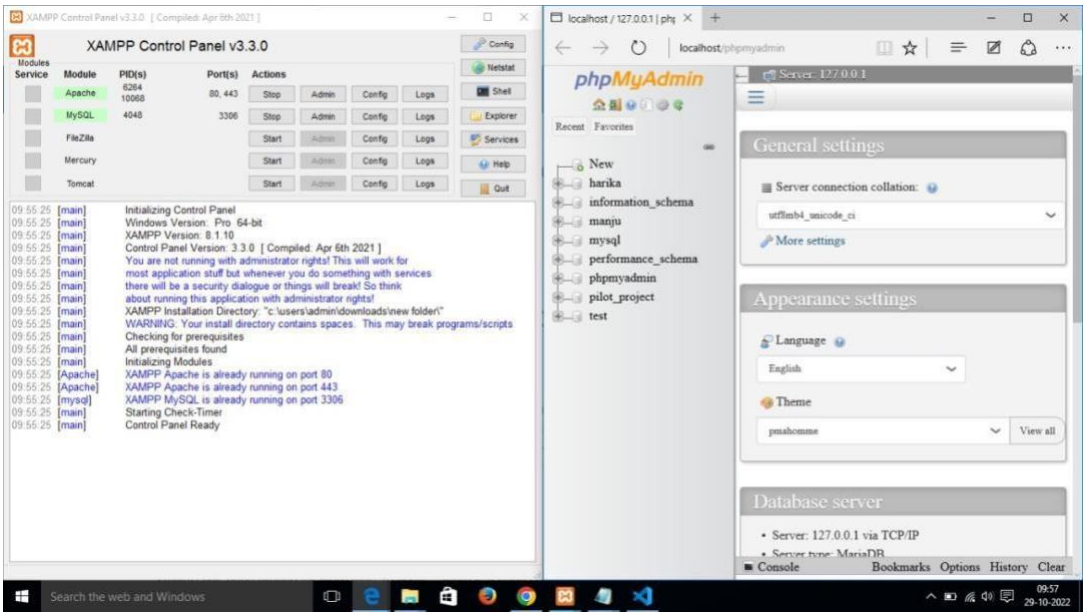


Fig-4:Screen showing main admin pages of MySQL server.

- Then we need to Create new Database called Pilot_Project in the phpmyadmin

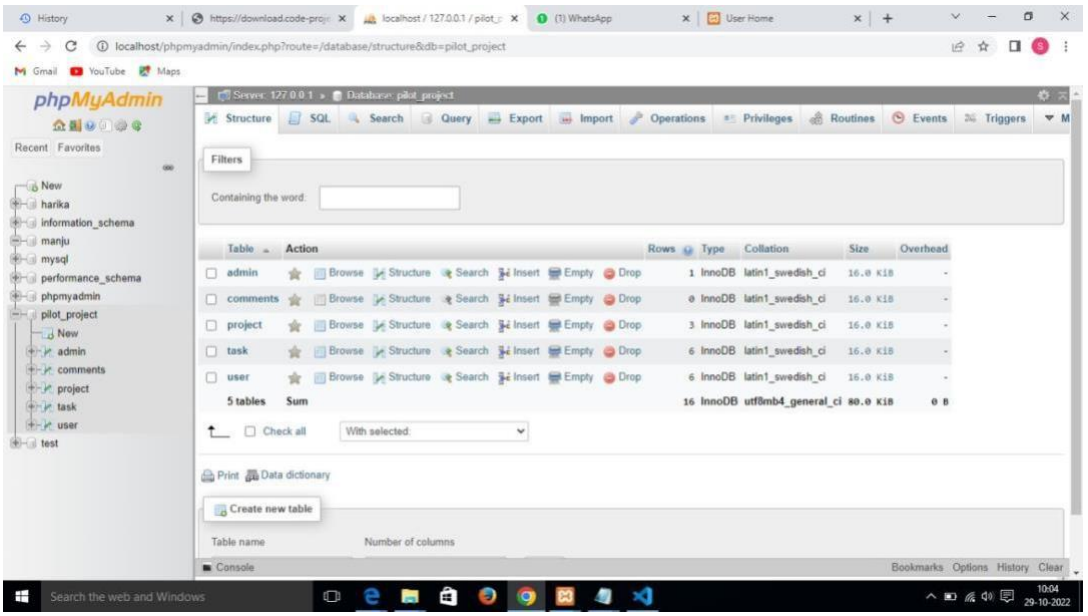


Fig-5:Screen showing the creation of database.

- Next we need to create some collections to store our data like admin,comments,project,Task,user
- For the admin page we will get the result as follows then we need to insert the data to create an admin

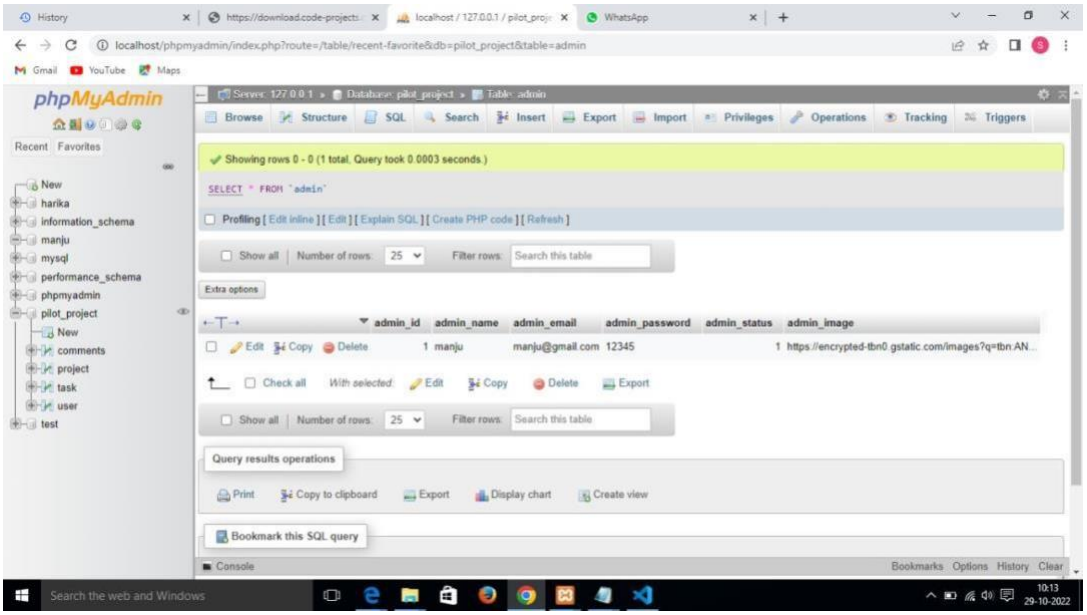


Fig-6:Screen showing the creation of admin.

- Now we need to create different types of users presents in our projects

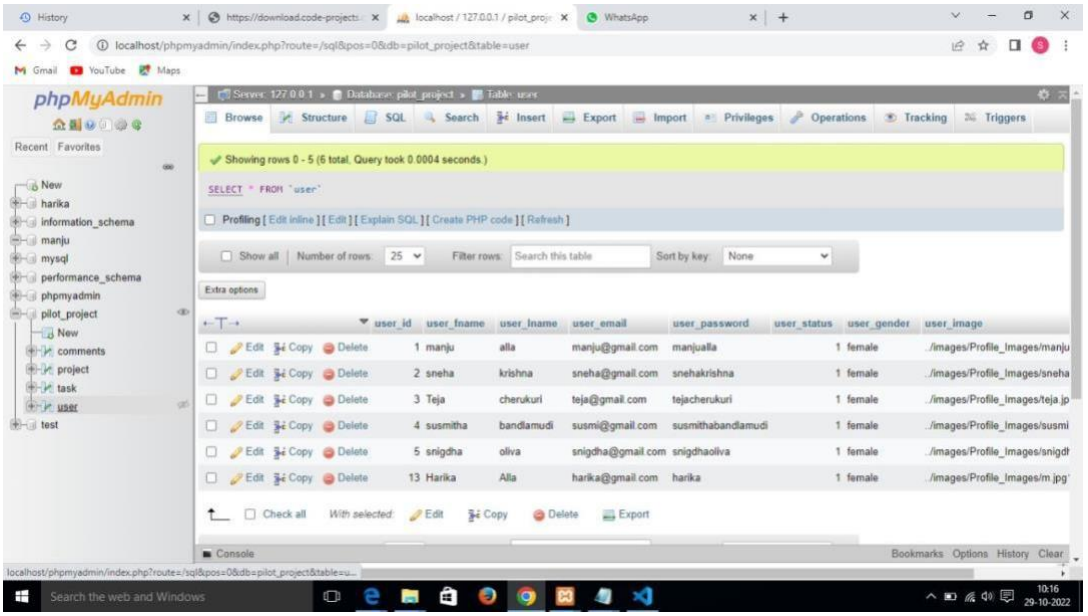


Fig-7:Screen showing different users .

- To run our project we need to search for the url
- Then it displays like as follows if you want to login as Admin then **http://localhost/project/index.php**

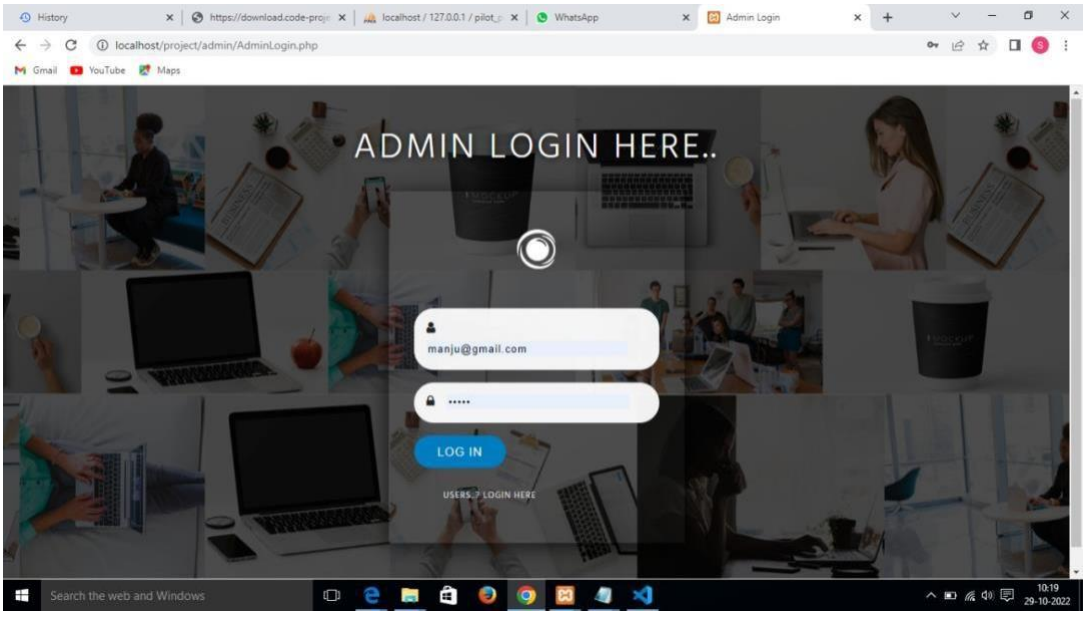


Fig-8:Screen showing admin login.

- After login as admin then it displays as follows

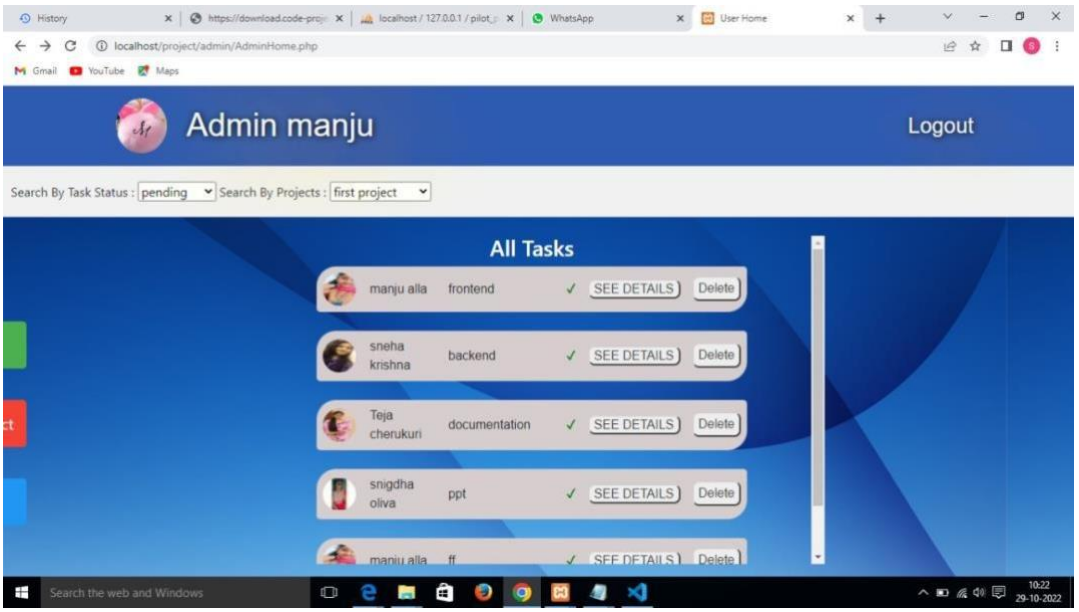


Fig-9:Screen showing admin dashboard.

- If you want to see all users in the admin then it shows all follows

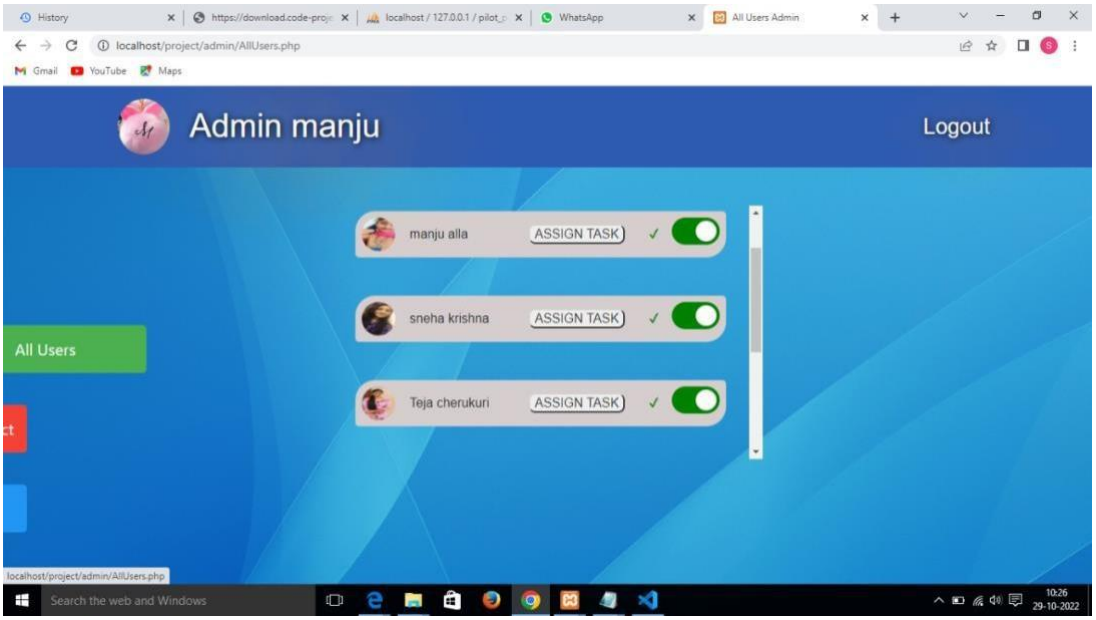


Fig-10:Screen showing all types of users in admin.

- If you want to assign a task to any particular user then click on ASSIGN TASK then it displays as follows

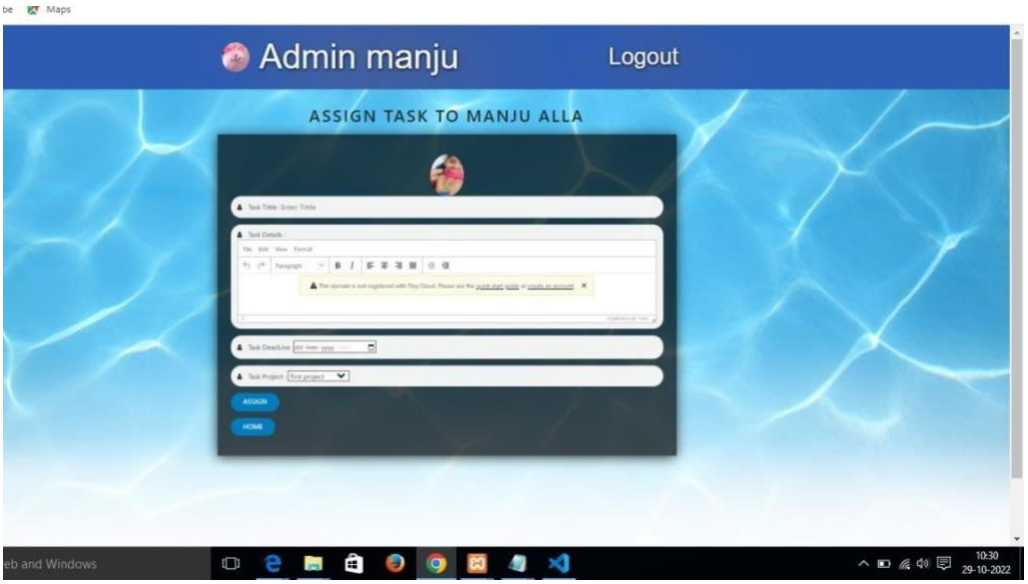


Fig-11:Screen showing assigning task to users by admin.

- Here we also can add new projects and also new users
- We can also search by task status and also search by projects
- If you want to login as users then login as follows

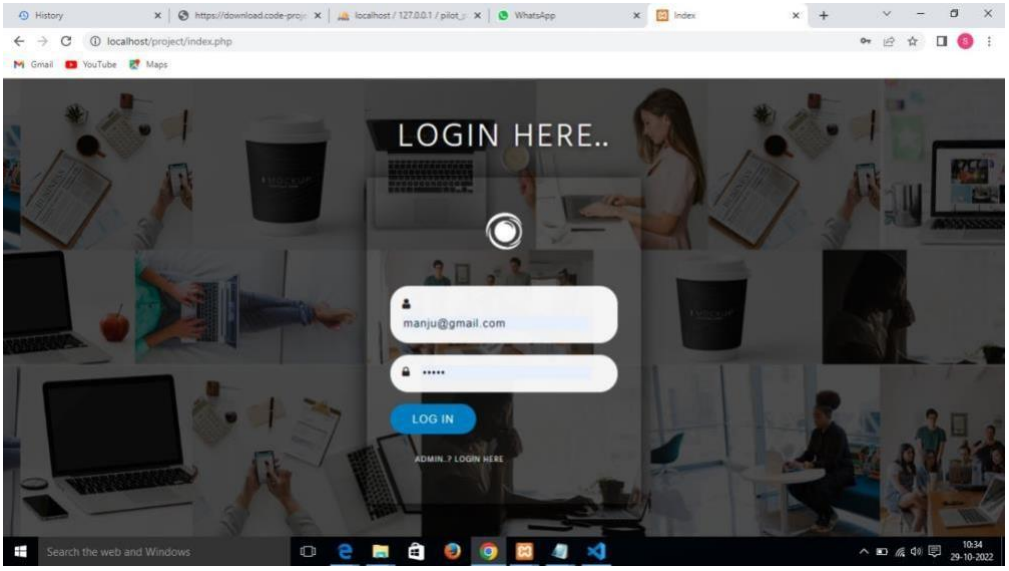


Fig-12:Screen showing user login page.

- Then our user dashboard looks as follows

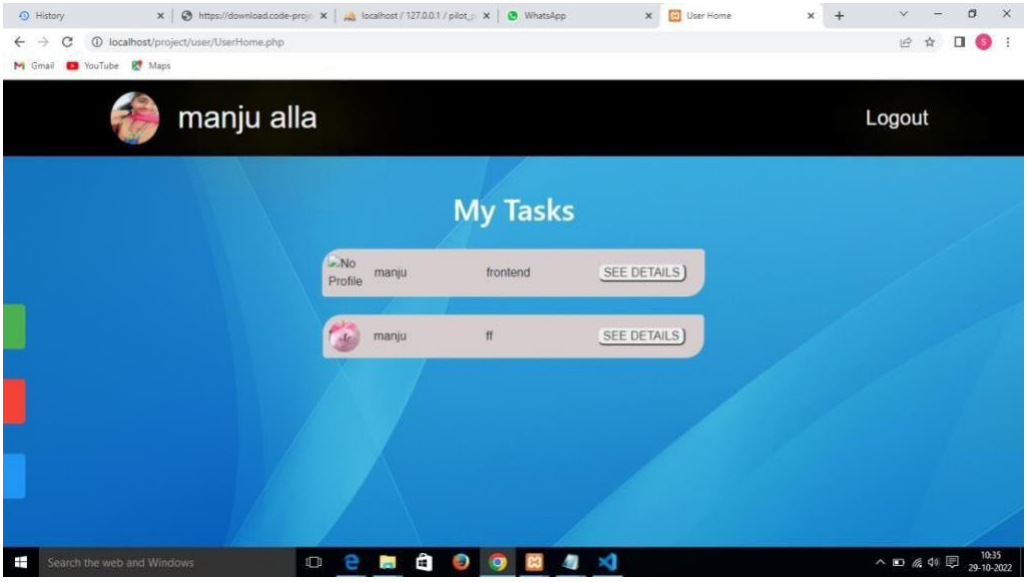


Fig-13:Screen showing users dashboard.

- We can also see all users like

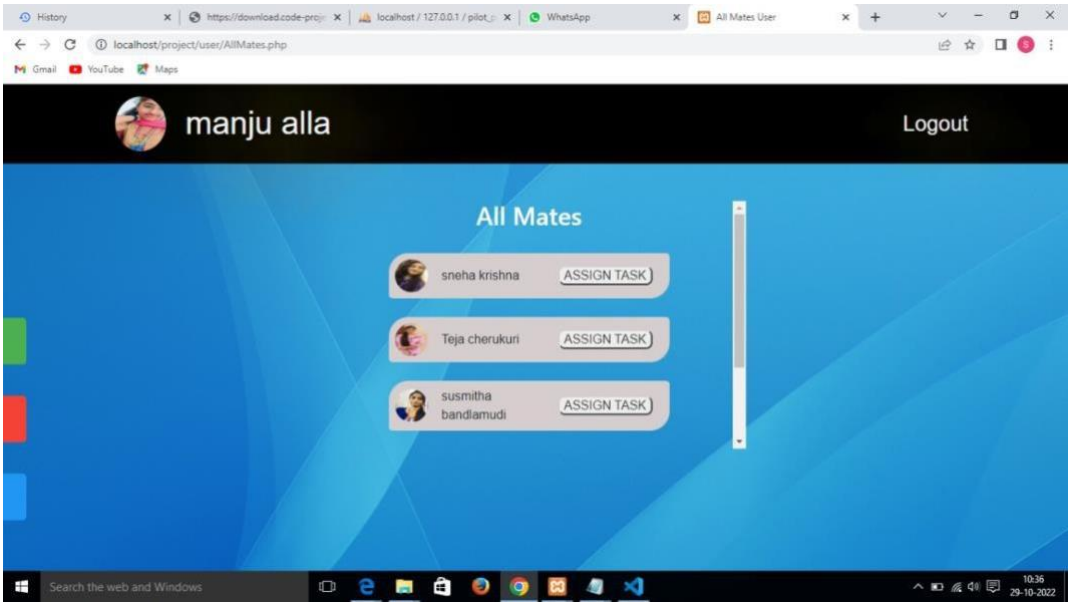


Fig-14:Screen showing main all other mates of users.

- Users cannot send the task ,only the admin can able to assign the task to all the users
- We can update the user details as follows

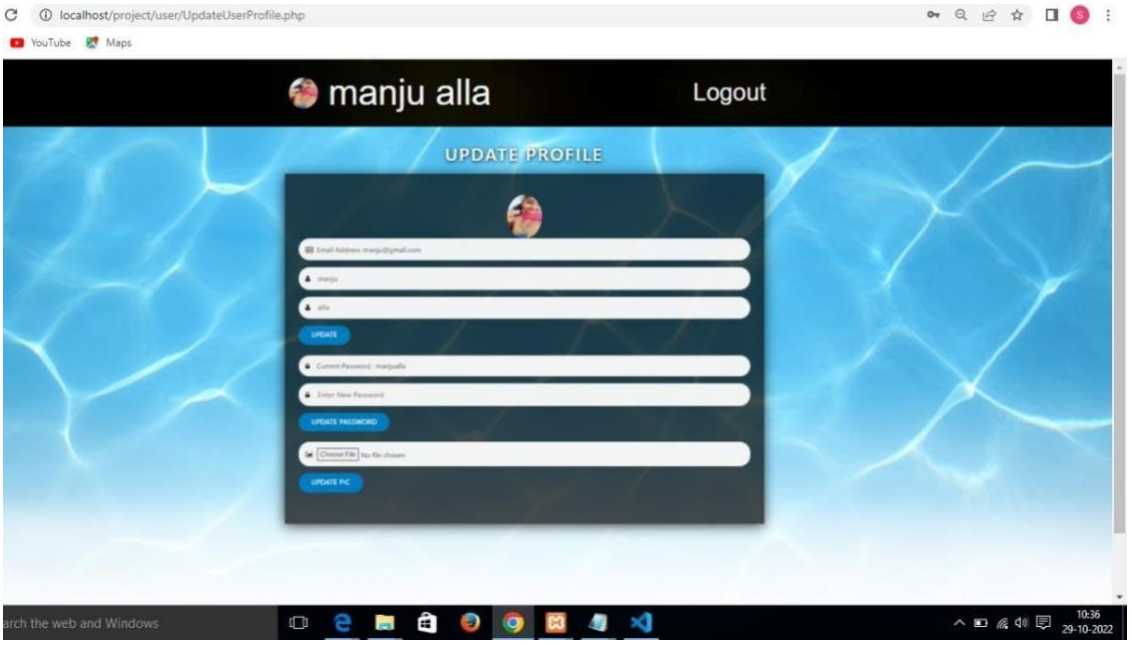


Fig-15:Screen showing main update profile of users.

5 TESTING :

5.1 Introduction :

Software testing is the process of evaluating and verifying that a software product or application does what it is supposed to do. The benefits of testing include preventing bugs, reducing development costsand improving performance.

- Meets the software and technical requirements that guided its design and development
- Works as expected
- Can be implemented with the same characteristics

5.2. Types of Testing

Acceptance Testing

Formal testing conducted to determine whether or not a system satisfies its acceptance criteria and to enable the customer to determine whether or not to accept the system It is usually performed by the customer.

Active Testing

Type of testing consisting of introducing test data and analyzing the execution results. It is usually conducted by the testing team

Agile Testing

Software testing practice that follows the principles of the agile manifesto, emphasizing testingfrom the perspective of customers who will utilize the system it is usually performed by the QA teamsRead More on Agile Testing

Ad-hoc Testing

Testing performed without planning and documentation - the tester tries to 'break' the system by randomly trying the system's functionality it is performed by the testing team.

Alpha Testing

Type of testing a software product or system conducted at the developer's site. Usually it is performedby the end users.

Unit Testing

It focuses on smallest unit of software design. In this we test an individual unit or group of interrelated units. It is often done by programmer by using sample input and observing its corresponding outputs.

Big Bang Integration Testing

Big Bang Integration Testing is an integration testing Strategy wherein all units are linked at once, resulting in a complete system. When this type of testing strategy is adopted, it is difficult to isolate any errors found, because attention is not paid to verifying the interfaces across individual units.

User Interface Testing

User interface testing, a testing technique used to identify the presence of defects is a product/software under test by Graphical User interface [GUI].

Integration Testing

The objective is to take unit tested components and build a program structure that has

been dictated by design. Integration testing is testing in which a group of components are combined to produce output. Integration testing are of two types: (i) Top down (ii) Bottom up.

Regression Testing

Every time new module is added leads to changes in program. This type of testing make sure that whole component works properly even after adding components to the complete program.

Smoke Testing

This test is done to make sure that software under testing is ready or stable for further testing. It is called smoke test as testing initial pass is done to check if it did not catch the fire or smoked in the initial switch on.

Beta Testing

The beta test is conducted at one or more customer sites by the end-user of the software. This version is released for the limited number of users for testing in real time environment.

System Testing

In this software is tested such that it works fine for different operating system. It is covered under the black box testing technique. In this we just focus on required input and output without focusing on internal working. In this we have security testing, recovery testing, stress testing and performance testing.

BackendTesting*Backend testing is defined as a type of testing that checks the server side or Database*

5.3. Test Cases and Reports

A TEST CASE is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly. The process of developing test cases can also help find problems in the requirements or design of an application.

How to write test cases for software:

- Use a Strong Title.
- Include a Strong Description.
- Include Assumptions and Preconditions.
- Keep the Test Steps Clear and Concise.

- Include the Expected result.
- Make it Reusable.

Purpose of test report:

Document that records data obtained from an experiment of Evaluation in an organized manner, describes the environmental or operating conditions, and Shows the comparison of test results with test objectives.

Who prepares test summary report?

Test summary report is a document which contains Summary of test activities and final test results. After the testing cycle it is very important that you communicate the test results and findings to the project stakeholders so that decisions can be made for the software release.

5.3.1 Test Cases and Reports

Test cases:

Test case no 1: To check the user registration successful	**Priority:** High
Test objective: Creating account to a user	
Test Description: Uploading required details in the registration portal	
Requirement Verified: Yes	
Test Environment: A pc with internet connection	
Test Setup: System must have an active internet connection	
Actions: Upload the details asked to upload by the user.	**Expected Result:** Showing Registration successful
Pass: Yes **Condition Pass:** Yes **Fail:** No	
Problems or issues: No	
Note: Executed Successfully	

Test case no 2: To check the user login	**Priority:** High

successful	
Test objective: Logging into user's account	
Test Description: Providing appropriate credentials in login portal	
Requirement Verified: Yes	
Test Environment: A pc with internet connection	
Test Setup: System must have an active internet connection	
Actions: Upload the details asked to upload by the user.	**Expected Result:** User is directed to user homepage
Pass: Yes **Condition Pass:** Yes **Fail:** No	
Problems or issues: Yes	
Note: Executed Successfully	

Test case no 3: To check the user task submission successful	**Priority:** High
Test objective: Verifying task submitted successfully	
Test Description: Uploading required information in task submit idea portal	
Requirement Verified: Yes	
Test Environment: A pc with internet connection	
Test Setup: System must have an active internet connection	
Actions: Upload the details asked to upload by the user.	**Expected Result:** Admin can able to see the updated tasks status
Pass: Yes **Condition Pass:** Yes **Fail:** No	
Problems or issues: Yes	
Note: Executed Successfully	

6. CONCLUSION AND FUTURE ENHANCEMENT

6.1. Conclusion

The prototype model is designed using structured modeling and is able to provide the desired results. It can be successfully implemented as a Real Time system with certain modifications. Science is discovering or creating major breakthrough in various fields, and hence technology keeps changing from time to time. Going further, most of the units can be fabricated on a single along with microcontrollerthus making the system compact thereby making the existing system more effective. To make the system applicable for real time purposes components with greater range needs to be implemented.

6.2. Future Enhancement

The website we designed consists of only few domains and options. In future we will add many more.

7. BIBILIOGRAPHY

The following books are referred during the analysis and execution phase of the project

7.1 Reference Books

1. Jeanine Meyer , "**The guide of html and javascript**"
2. Carolee Cameron **, "web design"**
3. **David Flangnan , "*<>*javascript"**
4. **Laurence Lars Skevis , "Javascript from Beginner to Professional"**
5. **Dan Bander , "Python tricks:A Buffet Of Awesome Python Features"**
6. **Laura Cassell , "Python Projects"**
7. **Taneja Sheetal , "Python Programming|A Modular Approach"**
8. **Laura Lemay , "Mastering Html/Css & Javascipt Web Publishing"**
9. **Miguel Grinberg , "Flask Web Development"**
10. **Michael Herman , "Authentication with Flask,React &Docker""**

7.2 Weblinks

1. https://www.javatpoint.com/html-tutorial
2. https://www.w3schools.com/html/
3. https://www.geeksforgeeks.org/html/
4. https://flask.palletsprojects.com/en/2.2.x/
5. https://www.python.org/

Student Self Evaluation of the Short-Term Internship

Student Name: **Registration No:**

Term of Internship: **From:** **To :**

Date of Evaluation:

Organization Name & Address:

Please rate your performance in the following areas:

Rating Scale: **Letter grade of CGPA calculation to be provided**

1	Oral communication	1	2	3	4	5
2	Written communication	1	2	3	4	5
3	Proactiveness	1	2	3	4	5
4	Interaction ability with community	1	2	3	4	5
5	Positive Attitude	1	2	3	4	5
6	Self-confidence	1	2	3	4	5
7	Ability to learn	1	2	3	4	5
8	Work Plan and organization	1	2	3	4	5
9	Professionalism	1	2	3	4	5
10	Creativity	1	2	3	4	5
11	Quality of work done	1	2	3	4	5
12	Time Management	1	2	3	4	5
13	Understanding the Community	1	2	3	4	5
14	Achievement of Desired Outcomes	1	2	3	4	5
15	**OVERALL PERFORMANCE**	**1**	**2**	**3**	**4**	**5**

Date: **Signature of the Student**

Evaluation by the Supervisor of the Intern Organization

Student Name: **Registration No:**

Term of Internship: **From:** **To :**

Date of Evaluation:

Please rate the student's performance in the following areas:

Please note that your evaluation shall be done independent of the Student's self-evaluation

Rating Scale: 1 is lowest and 5 is highest rank

1	Oral communication	1	2	3	4	5
2	Written communication	1	2	3	4	5
3	Proactiveness	1	2	3	4	5
4	Interaction ability with community	1	2	3	4	5
5	Positive Attitude	1	2	3	4	5
6	Self-confidence	1	2	3	4	5
7	Ability to learn	1	2	3	4	5
8	Work Plan and organization	1	2	3	4	5
9	Professionalism	1	2	3	4	5
10	Creativity	1	2	3	4	5
11	Quality of work done	1	2	3	4	5
12	Time Management	1	2	3	4	5
13	Understanding the Community	1	2	3	4	5
14	Achievement of Desired Outcomes	1	2	3	4	5
15	**OVERALL PERFORMANCE**	**1**	**2**	**3**	**4**	**5**

Date: **Signature of the Supervisor**

PHOTOS & VIDEO LINKS

EVALUATION

Internal Evaluation for Short Term Internship (On-site/Virtual)

Objectives:

- To integrate theory and practice.
- To learn to appreciate work and its function towards the future.
- To develop work habits and attitudes necessary for job success.
- To develop communication, interpersonal and other critical skills in thefuture job.
- To acquire additional skills required for the world of work.

Assessment Model:

- There shall only be internal evaluation.
- The Faculty Guide assigned is in-charge of the learning activities of the students and for the comprehensive and continuous assessment of the students.
- The assessment is to be conducted for 100 marks.
- The number of credits assigned is 4. Later the marks shall be converted into grades and grade points to include finally in the SGPA and CGPA.
- The weightings shall be:
    - Activity Log 25 marks
    - Internship Evaluation 50marks
    - Oral Presentation 25 marks
- Activity Log is the record of the day-to-day activities. The Activity Log is assessed on an individual basis, thus allowing for individual members withingroups to be assessed this way. The assessment will take into consideration the individual student's involvement in the assigned work.
- While evaluating the student's Activity Log, the following shall be considered –

  a. The individual student's effort and commitment.

  b. The originality and quality of the work produced by the individualstudent.

  c. The student's integration and co-operation with the work assigned.

  d. The completeness of the Activity Log.
- The Internship Evaluation shall include the following components and based on Weekly Reports and Outcomes Description

  a. Description of the Work Environment.

  b. Real Time Technical Skills acquired.

  c. Managerial Skills acquired.

  d. Improvement of Communication Skills.

  e. Team Dynamics

  f. Technological Developments recorded.

MARKS STATEMENT
(To be used by the Examiners)

NTERNAL ASSESSMENT STATEMENT

Name Of the Student:SNIGDHA OLIVA DOPPALAPUDI
Programme of Study:BTECH
Year of Study:3

Group:

Register No/H.T. No:20JR1A0524

Name of the College:KKR AND KSR INSTITUTE OF TECHNOLOGY AND SCIENCES

University:JNTUK

Sl.No	***Evaluation Criterion***	***Maximum Marks***	***Marks Awarded***
1.	Activity Log	25	
2.	Internship Evaluation	50	
3.	Oral Presentation	25	
	GRAND TOTAL	100	

Date: Signature of the Faculty Guide

Certified by

Date: Signature of the Head of the Department/Principal

Seal: