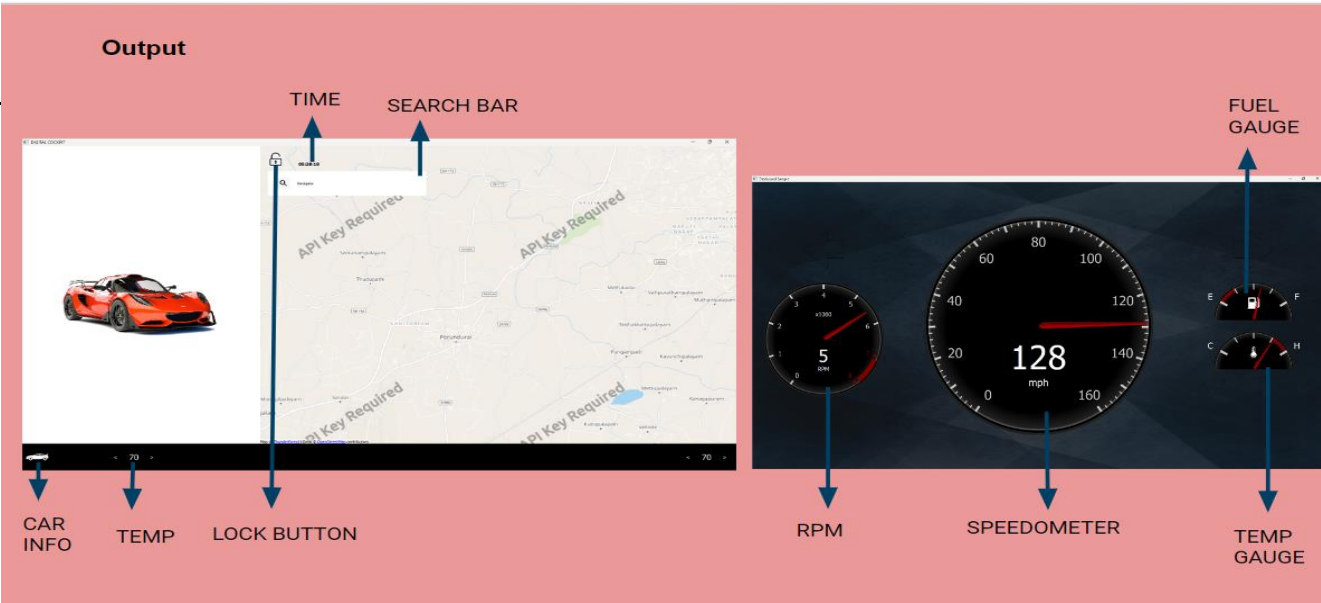


AI PRODUCT DEVELOPMENT LAB PROJECT: DESIGNING OF CAR DASHBOARD AND INSTRUMENTAL CLUSTER USING QT FRAMEWORK										
Place:AS Block, Ground Floor								Date:01.12.2023 - 25.12.2023		
1)STUDENT DETAILS		FACULTY INCHARGE				5) ABSTRACT				
NAME	DEPARTMENT	Mrs.HARI PRIYA (CT)								
RITHICK M K ANUSHYA VARSHINI K GOKULNATH G	ARTIFICIAL INTELLEGEANCE AND DATA SCIENCE									
2) PROJECT Schedule:						<p>Designing a car's infotainment system and instrument cluster within the Qt framework is a multifaceted undertaking that necessitates meticulous planning and execution. This process commences with a rigorous assessment of user requirements and regulatory standards, setting the foundation for subsequent development phases. Qt, renowned for its versatility and cross-platform capabilities, becomes the framework of choice for creating intuitive and visually appealing user interfaces while seamlessly integrating with the vehicle's hardware components. Application development, hardware integration, and connectivity implementation are core elements, with Qt offering robust tools and libraries to streamline these tasks.</p> <p>Engine show idea vehicles stand out enough to be noticed through ridiculous body styling, yet the present high level demonstrators put in some measure as much accentuation on super advanced gadgetry inside. Ongoing appearances by driving vehicle brands have intrigued crowds with huge touch screens that concentrate admittance to everything from cell phone contacts, interactive media content what's more, online entertainment to route, leaving help and graphical vehicle diagnostics.</p> <p>A considerable lot of the most recent mid-range vehicles have now been sent off with a graphical mid control area for route, correspondence and diagnostics, while top of the line brands are starting to offer associated vehicle applications conveying Web access and worth added administrations to their clients. Requests for such advancements are coming from a few bearings, as vehicle purchasers expect to get to the next level client encounters, officials order frameworks pointed toward further developing street security, and vehicle producers look to interface all the more intently with clients through electronic worth added administrations</p>				
Timing	WEEK1	WEEK2	WEEK3	WEEK4	WEEK5					
8:30 AM	Planning	Planning	Planning	Planning	Testing locally					
9:30 AM	Learning the software	Learning the software	Learning the software	Corrections	Testing					
10:30AM										
10:45AM	Tea Break	Tea Break	Tea Break	Tea Break	Tea Break					
11:45AM	Coding	Coding	Working in backend	Connecting front and back end	Deployment					
12:30PM			Working in front-end	Checking						
1:30PM	Lunch	Lunch	Lunch	Lunch	Lunch					
2:30PM	Coding	Coding	Connecting frontend and backend	Modification	Testing					
3:15PM				Checking						
3:30PM	Tea Break	Tea Break	Tea Break	Tea Break	Tea Break					
4:10PM	Testing the output	Testing the code	Checking	modification	Concluding the task done					
4:15PM			Concluding the task done	Concluding the task done						
3)DAYWISECONTENT:										
PROJECT SCHEDULE										
DESCRIPTION	WEEK1	WEEK2	WEEK3	WEEK4	WEEK5					CONTRIBUTION
Learning the contents required for software										80%
Designing the frontend						70%				
Designing the backend						70%				
Connecting backend and frontend						100%				
Testing and deploying						100%				
4)PROJECTCONTENT:						S.No	PROJECT PRESENTATION	PATENT	PAPER PRESENTATION	
Modules i) Learning the software ii) Designing the front-end iii) Designing the back-end v)Testing vi)Deployment						1	NIL	NIL	NIL	



AI PRODUCT DEVELOPMENT LAB PROJECT: DESIGNING OF CAR DASHBOARD AND INSTRUMENTAL CLUSTER USING QT FRAMEWORK

Place: AS Block, Ground Floor

Date: 01.12.2023 - 25.12.2023

1) STUDENT DETAILS

NAME: RITHICK M K
ANUSHYA VARSHINI K
GOKULNATH G

DEPARTMENT:
ARTIFICIAL INTELLIGENCE AND
DATA SCIENCE

FACULTY INCHARGE

Mrs. HARI PRIYA (CT)

5) ABSTRACT

Designing a car's infotainment system and instrument cluster within the Qt framework is a multifaceted undertaking that necessitates meticulous planning and execution. This process commences with a rigorous assessment of user requirements and regulatory standards, setting the foundation for subsequent development phases. Qt, renowned for its versatility and cross-platform capabilities, becomes the framework of choice for creating intuitive and visually appealing user interfaces while seamlessly integrating with the vehicle's hardware components. Application development, hardware integration, and connectivity implementation are core elements, with Qt offering robust tools and libraries to streamline these tasks.

Engine show idea vehicles stand out enough to be noticed through ridiculous body styling, yet the present high level demonstrators put in some measure as much accentuation on super advanced gadgetry inside. Ongoing appearances by driving vehicle brands have intrigued crowds with huge touch screens that concentrate admittance to everything from cell phone contacts, interactive media content what's more, online entertainment to route, leaving help and graphical vehicle diagnostics.

A considerable lot of the most recent mid-range vehicles have now been sent off with a graphical mid control area for route, correspondence and diagnostics, while top of the line brands are starting to offer associated vehicle applications conveying Web access and worth added administrations to their clients. Requests for such advancements are coming from a few bearings, as vehicle purchasers expect to get to the next level client encounters, officials order frameworks pointed toward further developing street security, and vehicle producers look to interface all the more intently with clients through electronic worth added administrations

2) PROJECT Schedule:

Timing	WEEK1	WEEK2	WEEK3	WEEK4	WEEK5
8:30 AM	Planning	Planning	Planning	Planning	Testing locally
9:30 AM	Learning the software	Learning the software	Learning the software	Corrections	Testing
10:30 AM					
10:45 AM	Tea Break	Tea Break	Tea Break	Tea Break	Tea Break
11:45 AM	Coding	Coding	Working in backend	Connecting front and back end	Deployment
12:30 PM			Working in front-end	Checking	
1:30 PM	Lunch	Lunch	Lunch	Lunch	Lunch
2:30 PM	Coding	Coding	Connecting frontend and backend	Modification	Testing
3:15 PM			Checking	Checking	
3:30 PM	Tea Break	Tea Break	Tea Break	Tea Break	Tea Break
4:10 PM	Testing the output	Testing the code	Checking	modification	Concluding the task done
4:15 PM			Concluding the task done	Concluding the task done	

3) DAYWISE CONTENT:

PROJECT SCHEDULE

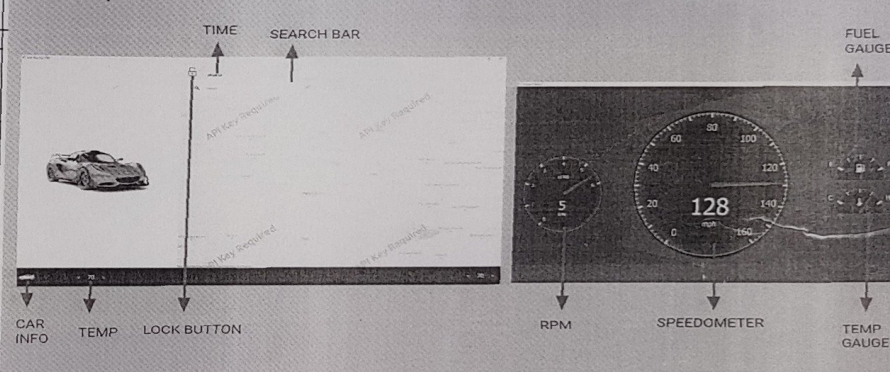
DESCRIPTION	WEEK1	WEEK2	WEEK3	WEEK4	WEEK5	CONTRIBUTION
Learning the contents required for software						80%
Designing the frontend						70%
Designing the backend						70%
Connecting backend and frontend						100%
Testing and deploying						100%

4) PROJECT CONTENT:

Modules

- Learning the software
- Designing the front-end
- Designing the back-end
- Testing
- Deployment

Output



S.No	PROJECT PRESENTATION	PATENT	PAPER PRESENTATION
1	NIL	NIL	NIL

SPECIAL LAB (Code & Name): SLB003 & AI Product development
STUDENT NAME: RITHICK M.K
ROLL No.: 7376222AD185

COMPETITION / PROJECT / PAPER

WINNER / RUNNER / PARTICIPATED

LEVEL: 1 / 1

Signature of Lab Incharge (with Name):

Rithick M.K
HARIPRIYA K