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** NAME DEPARTMENT Mrs.HARI PRIYA (CT) 5) ABSTRACT RITHICK M K ARTIFICIAL INTELLEGENCE AND DATA SCIENCE ANUSHYA VARSHINI K Designing a car's infotainment system and instrument cluster within the Qt framework is a multifaceted undertaking that necessitates meticulous GOKULNATH G planning and execution. This process commences with a rigorous assessment of user requirements and regulatory standards, setting the oundation for subsequent development phases. Qt, renowned for its versatility and cross-platform capabilities, becomes the framework of choice 2) PROJECT Schedule: for creating intuitive and visually appealing user interfaces while seamlessly integrating with the vehicle's hardware components. Application WEEK1 WEEK5 development, hardware integration, and connectivity implementation are core elements, with Qt offering robust tools and libraries to streamline WEEK2 WEEK3 WEEK4 8:30 AM Planning Planning Testing locally 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. 9:30 AM earning the software Learning the 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 Learning the software oftware Corrections Testing 10:30AM diagnostics, while top of the line brands are starting to offer associated vehicle applications conveying Web access and worth added 10:45AM Tea Break Tea Break Tea Break Tea Break ea Break 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 11:45AM Working in onnecting front the more intently with clients through electronic worth added administrations ackend and back end Coding Coding Deployment 12:30PM Working in front-Checking 1:30PM Lunch Lunch Lunch Lunch Lunch 2:30PM Modification Output 3:15PM frontend and Coding Coding Checking Testing backend TIME SEARCH BAR FUEL 3:30PM Tea Break Tea Break Геа Break Tea Break Tea Break GAUGE 4:10PM nodification Testing the output esting the code Checking Concluding the oncluding the task task done Concluding the task done 3)DAYWISECONTENT: PROJECT SCHEDULE DESCRIPTION WEEK1 WEEK4 WEEK5 CONTIBUTION WEEK2 WEEK3 Learning the contents required for 80% 70% Designing the frontend Designing the backend CAR Connecting backend and frontend 100% SPEEDOMETER RPM LOCK BUTTON TEMP Testing and deploying 100% PROJECT PRESENTATION PATENT PAPER PRESENTATION 4)PROJECTCONTENT: S.No **Modules** NIL i) Learning the software i) Designing the front-end iii) Designing the back-end v)Testing vi)Deployment

AI PRODU	CT DEVE	LOPMENT	LAB PRO	JECT: DE	SIGNING	OF CAR	DASHBOARD	ND INSTRUMEN	TAL CLUSTER	USING QT FF	RAMEWOR	RK	
							ck, Ground Floor						
										Date:01.12.202	23 - 25.12.2023		
1)STUDENT		FACULTY INCHARGE											
RITHICK M K ANUSHYA VARSHINI K GOKULNATH G	CHICK M K ARTIFICIAL INTELLEGENCE AND DATA SCIENCE DATA SCIENCE		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 meticulou planning and execution. This process commences with a rigorous assessment of user requirements and regulatory standards, setting the					
2) PRO	JECT Sched	ule:						ioundation for subsequent de	velonment phases Ot reno	whed for its versatility a	nd cross-platform	canabilities becomes the fra	mework of choic
Timing			WEEK2	WEEK2 WEEK3		WEEK5		for creating intuitive and vi	sually appealing user interf	aces while seamlessly in	tegrating with the	vehicle's hardware component offering robust tools and library	nts. Application
8:30 AM	8:30 AM Planning		Planning	Planning	Planning	Testing locally		Engine show idea vehicles s measure as much accentuati	stand out enough to be notice on on super advanced gadg	these tasks. red through ridiculous bo etry inside. Ongoing app	ody styling, yet the	present high level demonstrating vehicle brands have intriguative media content what's m	ators put in some
9:30 AM 10:30AM	Learning the software		Learning the softwar	Learning the software Corrections		Testing		A considerable lot of the mos	entertainment to ro	ute, leaving help and gra have now been sent off	phical vehicle dia with a graphical r	gnostics. nid control area for route, corn	respondence and
10:45AM	Tea Break		Tea Break	Tea Break	Tea Break	Tea Break		administrations to their clien	of the line brands are starting	ig to offer associated veh	nicle applications	conveying Web access and we as vehicle purchasers expect to	orth added
11:45AM				Working in backend	Connecting front and back end	Deployment		level client encounters, offic	ials order frameworks point the more intently with o	ed toward further develo	oping street securit	ty, and vehicle producers look	to interface all
12:30PM	12:30PM Coding		Coding	Working in front- end	Checking								
1:30PM	Lunch		Lunch	Lunch	Lunch	Lunch							
2:30PM 3:15PM	Coding		Coding	Connecting frontend and backend	Modification Checking	Testing		Output	TIME SEADON BAD				
3:30PM	Tea Break		Tea Break	Tea Break	Tea Break	Tea Break			TIME SEARCH BAR				FUEL -
4:10PM 4:15PM	Testing the output		Testing the code	Concluding the task done	modification Concluding the task done	Conclu	ding the task done		I T	Tank direction			A
		3)DAYWISECON						VELEN.			£ 60 W 100 X	
PROJECT SCHEDULE DESCRIPTION WEEK1 WEEK2 WEEK3 WEEK4							CONTIBUTION	and the same			(大主)	40 120 4	B a
DESCRIPTION		WEEKI	WEEKZ	WEEKS	WEEK	WEEK5	80%				5	20 128 140	e - 1/e"
Learning the contents required for software							70%	1		Tel tradition		0 160	-
Designing the frontend								- n	1. 在 数据 图 图 图 图 图 图 图 图 图 图 图 图 图 图 图 图 图 图	7			
Designing the backend							70%	CAR			₩	SPEEDOMETER	+
Connecting backend and frontend						100%		INFO TEMP LOCK B	UTTON		REIVI	or eesome ren	TEMP GAUGE
Testing and deploying							10076	S.No PROJECT PR	ESENTATION	PATENT		PAPER PRESENTATION	
odules carning the software	TENT:		1 NIL	ESENTATION	NIL	NIL							
Designing the front-end Designing the back-end v)Testing vi)Deployment												

SPECIAL LAB (Code & Marrier & SLBOO3 & Ar Product
STUDENT NAME: RITHICK. M. R development ROLL No.: 7376222 AD185 COMPETITION / PROJECT / PAPER WINNER / RUNNER / PARTICIPATED

Signature of Lab Incharge (with Name) (1) or love (2)