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Annexure I

Micro Project Proposal

DEVELOP A CODE EDITOR APPLICATON USING VB.NET FRAMEWORK

1. Aims/Benefits of the Micro-Project:

- Creating a useful and functional media player application that you can use yourself or share with others.
- Improving your knowledge of Panel, Tab Index and Dock techniques.
- Enhancing your programming skills in VB.NET and gaining experience in developing a desktop application.

2. Course Outcome Addressed:

- CO1 Use Visual Studio IDE to design application.
- CO2 Develop GUI Application using Form Controls and its events.
- CO3 Apply Object Oriented concepts in GUI Application.
- CO4 Use Data access controls to store data in Database and retrieve it.
- CO5 Use Data Binding in GUI Application.

3.Proposed Methodology:

We are able to make a code editor application we edits the HTML code and show its output in the web browser. It becomes very easy to write the code with the code editor Soft code editor is used to convert the html code in such way that its shows the output on the website without copy pasting the address bar and opening the live server.

It is very relevant to write the code and do operations on the code.

4. Action Plan:

Sr.	Details of Activity	Planned	Planned	Name of Responsible	
No.	,	Start date	Finish date	Team Members	
1	Search the topic	10/02/2023 3:30pm-4:30pm	11/02/2023 3:30pm-4:30pm	Akshay Dashrath Gitte	
2	Search the information	17/02/2023 3:30pm-4:30pm	3/03/2023 3:30pm-4:30pm		
3	Algorithm developing	4/03/2023 3:30pm-4:30pm	10/03/2023 3:30pm-4:30pm		
4	Flowchart developing *(This project not consists!)	11/3/2023 3:30pm-4:30pm	17/03/2023 3:30pm-4:30pm	Harsh Moreshwar	
5	Function making	18/3/2023 3:30pm-4:30pm	25/03/2023 3:30pm-4:30pm	Kale	
6	Coding developing	31/3/2023 3:30pm-4:30pm	01/4/2023 3:30pm-4:30pm		
7	Debugging	07/4/2023 3:30pm-4:30pm	08/4/2023 3:30pm-4:30pm	Kunal Nitin Nalwade	
8	Finalizing Project with its report	15/4/2023 3:30pm-4:30pm	21/4/2023 3:30pm-4:30pm		

5. Resources Required:

Sr. No	Name of resource / material	Specification	Quantity	Remarks
1	Computer	WINDOWS 11,8GB RAM	1	
2	Operating System	WINDOWS 11	1	
3	Software	Visual Studio 2021	1	

4	Browser	Google Chrome	1	

6. Names of Team Members with Roll No.'s:

Sr.	Enrollment No.	Name of Team Member	Roll No.
No.			
1	2110950049	Akshay Dashrath Gitte	01
2	2110950051	Harsh Moreshwar Kale	03
3	2210950151	Kunal Nitin Nalwade	60

Mr. Chavan A. Y.

Name and Signature of the Teacher

Micro-Project Report

DEVELOP A CODE EDITOR APPLICATON USING VB.NET FRAMEWORK

1. Rationale:

Enhance Programming Skills: Developing a media player application requires a good understanding of programming concepts such as file handling, user interface design, event handling, and multimedia programming. Practical Application: Media player applications are widely used on various platforms such as desktop, mobile, and web.

Flexibility: The VB.NET framework provides a lot of flexibility for developing multimedia applications.

2. Aims/Benefits of the Micro-Project:

- Enhancing your programming skills in VB.NET and gaining experience in developing a desktop application.
- Improving your knowledge of Panel, Tab Index and Dock techniques.
- Creating a useful and functional media player application that you can use yourself or share with others.

3. Course Outcomes Achieved:

- 1. CO1 Use Visual Studio IDE to design application.
- 2. CO2 Develop GUI Application using Form Controls and its events.
- 3. CO3 Apply Object Oriented concepts in GUI Application.
- 4. CO4 Use Data access controls to store data in Database and retrieve it.
- 5. CO5 Use Data Binding in GUI Application.

4. Literature Review:

Visual Studio is a very user friendly tool. But there is enough stuff to confuse any one new to Visual Studio family. The purpose of this is to make me familiar with different options in Visual Studio.NET (VS.NET). You will not cover the entire visual studio guide. You just explaining the most commonly used features of VS.NET.

We are able to make a code editor application we edits the HTML code and show its output in the web browser.

5.1. Actual Methodology followed

- ✓ Identify the project requirements and define the scope and objectives of the project.
- ✓ Plan the project by breaking it down into smaller tasks and setting realistic timelines and milestones.
- ✓ Design the user interface by creating a wireframe or prototype of the application layout and controls.
- ✓ Determine the architecture of the application by deciding on the data model and how the application will handle HTML files, converting it into docttype, and user interactions.
- ✓ Implement the design by writing the code in VB.NET and using the built-in classes and methods to create the Code editor application.
- ✓ Test the application to identify and fix any issues and ensure it functions correctly.
- ✓ Document the project by creating user manuals, technical specifications, and other relevant documentation.
- ✓ Deploy the application by making it available for users to download and use.
- ✓ Maintain the application by fixing bugs, adding new features, and keeping it up to date with changes in html file formats and converting techniques.
- ✓ It's important to keep in mind that the methodology you follow may vary depending on the project requirements and your development approach. It's recommended to follow a structured and organized approach to ensure the project is completed on time and meets the required quality standards.

5.2. Source code

```
'Soft Code Editor Application
'Team Members
'Manager = Akshay Dashrath Gitte
'Developer = Harsh Moreshwar Kale
'Tester = Kunal Nitin Nalwade
Public Class Form1
   Private Sub load_editor()
       Dim Editor As New Editor
       With Editor
            .Dock = DockStyle.Fill
       End With
       Dim t As New TabPage
       With t
            .Text = "New Document"
            .Name = "New Editor"
       End With
        t.Controls.Add(Editor)
        Me.TabControl1.Controls.Add(t)
    Private Sub Form1_Load(sender As Object, e As EventArgs) Handles Me.Load
       load_editor()
   End Sub
   Private Sub PictureBox3_Click(sender As Object, e As EventArgs) Handles
PictureBox3.Click
        Application.Exit()
   Private Sub PictureBox2_Click(sender As Object, e As EventArgs) Handles
PictureBox2.Click
        If Me.WindowState = FormWindowState.Normal Then
            Me.WindowState = FormWindowState.Maximized
            Me.WindowState = FormWindowState.Normal
        End If
```

```
End Sub
   Private Sub PictureBox1_Click(sender As Object, e As EventArgs) Handles
PictureBox1.Click
        Me.WindowState = FormWindowState.Minimized
    End Sub
   Private Sub PictureBox6_Click(sender As Object, e As EventArgs) Handles
PictureBox6.Click
        load_editor()
   End Sub
   Private Sub PictureBox5_Click(sender As Object, e As EventArgs) Handles
PictureBox5.Click
        TabControl1.TabPages.Remove(TabControl1.SelectedTab)
    End Sub
End Class
'Soft Code Editor Application
'Team Members
'Manager = Akshay Dashrath Gitte
'Developer = Harsh Moreshwar Kale
'Tester = Kunal Nitin Nalwade
Public Class Editor
   Private Sub FastColoredTextBox1_Load(sender As Object, e As EventArgs)
   End Sub
   Private Sub FastColoredTextBox1_Load_1(sender As Object, e As EventArgs)
   End Sub
    Private Sub PictureBox12_Click(sender As Object, e As EventArgs)
        'WebBrowser1.DocumentText = FastColoredTextBox1.Text
        If FastColoredTextBox1.Visible = True Then
            FastColoredTextBox1.Visible = False
            WebBrowser1.DocumentText = FastColoredTextBox1.Text
            WebBrowser1.Visible = True
        Else
            FastColoredTextBox1.Visible = True
            WebBrowser1.Visible = False
        End If
   End Sub
    Private Sub PictureBox10_Click(sender As Object, e As EventArgs)
        FastColoredTextBox1.Copy()
   End Sub
    Private Sub PictureBox11_Click(sender As Object, e As EventArgs)
        FastColoredTextBox1.Paste()
    End Sub
    Private Sub PictureBox8_Click(sender As Object, e As EventArgs)
        FastColoredTextBox1.Undo()
   End Sub
    Private Sub PictureBox9_Click(sender As Object, e As EventArgs)
        FastColoredTextBox1.Redo()
    End Sub
```

```
Private Sub PictureBox1_Click(sender As Object, e As EventArgs)
        FastColoredTextBox1.Clear()
    End Sub
    Private Sub WebBrowser1_DocumentCompleted(sender As Object, e As
WebBrowserDocumentCompletedEventArgs) Handles WebBrowser1.DocumentCompleted
    End Sub
    Private Sub FastColoredTextBox1_Load_2(sender As Object, e As EventArgs) Handles
FastColoredTextBox1.Load
    End Sub
    Private Sub PictureBox11_Click_1(sender As Object, e As EventArgs) Handles
PictureBox11.Click
        FastColoredTextBox1.Paste()
    End Sub
    Private Sub PictureBox10_Click_1(sender As Object, e As EventArgs) Handles
PictureBox10.Click
        FastColoredTextBox1.Copy()
    End Sub
    Private Sub PictureBox9_Click_1(sender As Object, e As EventArgs) Handles
PictureBox9.Click
        FastColoredTextBox1.Undo()
    End Sub
    Private Sub PictureBox8_Click_1(sender As Object, e As EventArgs) Handles
PictureBox8.Click
        FastColoredTextBox1.Redo()
    End Sub
    Private Sub PictureBox1_Click_1(sender As Object, e As EventArgs) Handles
PictureBox1.Click
        FastColoredTextBox1.Clear()
    End Sub
    Private Sub PictureBox12_Click_1(sender As Object, e As EventArgs) Handles
PictureBox12.Click
        If FastColoredTextBox1.Visible = True Then
            FastColoredTextBox1.Visible = False
            WebBrowser1.DocumentText = FastColoredTextBox1.Text
            WebBrowser1.Visible = True
        Else
            FastColoredTextBox1.Visible = True
            WebBrowser1.Visible = False
        End If
    End Sub
End Class
```

6. Actual Resources Used:

Sr. No.	Name of resource / material	Specification	Quantity	Remarks
1	Computer	WINDOWS 11,8 GB	1	
		RAM		
2	Operating System	WINDOWS 11	1	
3	Software	Visual Studio 2021	1	
4	Browser	Google Chrome	1	

7. Outputs of Micro-Projects:



8.Skill developed / Learning out of this Micro-Project:

There are so many thing that we learn from this project of

- 1. VB.NET programming skills.
- 2. User interface design
- 3 .WEB file formats and Docking, Anchoring techniques
- 4. Object-oriented programming principle.
- 5. Debugging and problem-solving skills
- 6. Project management skills
- 7. Documentation skills
- 8. Confidence and motivation

9. Applications of this Micro-Project:

By using a trigger you can keep track of the changes on a given table by writing alog record with information about the user that made the change and what was changed.

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