

# JAGYASINI RAUTRAY



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## SKILLS

C Python Data Structures

C++ HTML SQL

Java CSS Algorithms

ReactJs Snowflake

## PERSONAL DETAILS

Date of Birth : 01/01/2002

Gender : Female

Languages : English ,Hindi, Odia  
Known

## INTERESTS

Painting Travelling

Volunteering. Dance

## ADDITIONAL INFORMATION

Participated in NCC in National level rifle shooting

Vice Captain in school

Trained in odissi dance

## OBJECTIVE

To enhance my professional skills, capabilities and knowledge in an organization which recognizes the value of hard work and trusts me with responsibilities and challenges

## EDUCATION

**B.Tech (Computer science and engineering)** 07/2019-07/2023  
ITER(SOA University)  
7.89 CGPA

**12th (Senior secondary)** 04/2018-04/2019  
Buxi Jagabandhu English Medium school(CBSE)  
62.6 %

**10th (Secondary)** 04/2016-04/2017  
Buxi Jagabandhu English Medium school (CBSE)  
83.6%

## EXPERIENCE

**Analyst trainee intern** 01/06/2022 - 01/06/2023  
Highradius Technologies  
Working as a tester and debugger for the defects on Salesforce. Our work is to optimise, clean and make data processing faster for the clients using technologies like SQL and Snowflake.

## PROJECTS

### AI Enabled fintech B2B invoice Management Application

Full stack project which predicts the invoice date and automates the whole process. Technology used automates the whole process. Technology used python,java,react,html,css and javascript.

### Internet of Things (IOT) using Python - Diwali light Decoration

Created Iot enabled diwali lights whose color can be controlled over Wi-Fi wirelessly from anywhere using Raspberry pi pico

## ACHIEVEMENTS & AWARDS

Python Data Structures (University of Michigan) -Coursera

Crash course on Python (Google)-Coursera

Foundations:Data,Data, Everywhere (Google)-Coursera

HTML,CSS,and JavaScript for web developers(John Hopkins University)-Coursera

Bootcamp on JavaScript &Backend with node js by ShapeAI

Bootcamp on Python and Machine learning by ShapeAI

jagyasini rautray

## ASSIGNMENT-9

What is a labelled loop in Java?

A label is a valid variable name that denotes the name of the loop to where the control of execution should jump. To label a loop, place the label before the loop with a colon at the end. Therefore, a loop with the label is called a labelled loop. As there are types of labelled loops such as:

1. Labelled for loop
2. Labelled while loop
3. Labelled do-while loop

Here we'll know about Labelled do-while loop:

### **Code:**

```
import java. util. Scanner;

public class LabeledDoWhileLoopExample {

    public static void main (String [] args) {
        Scanner Sc = new Scanner (System.in);
        int choice;

        do {
            System.out.println("Menu:");
            System.out.println("1. Print Hello");
            System.out.println("2. Print World");
```

```
System.out.println("3. Exit");
```

```
System.out.print("Enter your choice: ");
```

```
choice = Sc. nextInt ();
```

```
switch (choice) {
```

```
    case 1:
```

```
        print Hello ();
```

```
        break;
```

```
    case 2:
```

```
        print World ();
```

```
        break;
```

```
    case 3:
```

```
        System.out.println("Exiting...");
```

```
        break;
```

```
    default:
```

```
        System.out.println("Invalid choice. Please select 1, 2, or 3.");
```

```
        break;
```

```
    }
```

```
} while (choice != 3);
```

```
Sc. Close ();
```

```
}
```

```
public static void print Hello () {
```

```
    System.out.println("Hello!");
```

```
}
```

```
public static void print World () {  
    System.out.println("World!");  
}  
}
```

Output:

```
Menu:1. Print Hello  
2. Print World  
3. Exit  
Enter your choice: 1  
Hello!  
Menu:1. Print Hello  
2. Print World  
3. Exit  
Enter your choice: 2  
World!  
Menu:  
1. Print Hello  
2. Print World  
3. Exit  
Enter your choice: 3  
Exiting...
```

- In this example, we have a labelled **do-while** loop that displays a menu of options to the user. The user can choose to print "Hello," print "World," or exit the program. The methods **print Hello ()** and **print World ()** are defined to encapsulate the printing of "Hello" and "World" messages. The loop continues until the user selects the option to exit.

Submitted by: Jagyasini Rautray

Submitted to: Punith Sir