INTERNSHIP REPORT

A report submitted in partial fulfillment of the requirements for the Award of Degree of

BACHELOR OF ENGINEERING
in
COMPUTER ENGINEERING
by

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Bansilal
72292950B

Under Supervision of
Mr. Girish Pawar
(OASIS INFOBYTE)
(Duration: 1 Month)

DEPARTMENT OF COMPUTER ENGINEERING

Modern Education Society's College of Engineering ,Pune
Approved by AICTE,

Affiliated to SPPU, Pune

Maharashtra

DEPARTMENT OF COMPUTER ENGINEERING

MODERN EDUCATION SOCIETY'S COLLEGE

OF

ENGINEERING, PUNE

CERTIFICATE

This is to certify that the "**Internship report"** submitted by **Kale Tanuja Bansilal(72292950B)** is work done by her and submitted during 2022-23 academic year, in partial fulfillment of the requirements for the award of the degree of **BACHELOR OF ENGINEERING in COMPUTER ENGINEERING,** at OASIS INFOBYTE.

College Internship Coordinator

Department Internship Coordinator

.

Head of the Department

of Computer Engineering

COMPLETION CERTIFICATION

ACKNOWLEDGEMENT

I would like to express our sincere gratitude and acknowledgement to Oasis Infobyte for providing us with the opportunity to participate in the internship program. The experience gained during our time with Oasis Infobyte as java developer has been invaluable and has greatly contributed to our personal and professional growth.

I express my sincere and heart felt gratitude to, Mr. Bharat Kumar, also the Head of the Department, Prof.N.F.Shaikh and the Department Internship Coordinator, Prof.S.P.Deore for their unwavering support during my internship, as well as their guidance, encouragement, and extensive knowledge. Their gratitude benefitted me during my Internship.

I am incredibly grateful to my department members and friends who helped me in completing my internship successfully.

Kale Tanuja Bansilal
(72292950B)

ABSTRACT

The purpose of the Enote application is to provide users with a convenient and efficient way to create, organize, and manage their notes electronically. It aims to replace traditional paper-based note-taking methods and offer additional features to enhance productivity and accessibility.

Company Information:

OASIS INFOBYTE offers a variety of website design and development services, We specialize in developing interactive, scalable, brand-oriented, and business-ready custom web solutions. The aim of it is to build profitable digital products engineered to spark creativity and boost ROI.

Programs and opportunities:

The Institute is totally focused on providing the most affordable educational services to students. They providing students through various programs like Free trainings, Internships,Workshops and Events.They are focused on building India's largest upcoming engineering students community.

Methodologies:

This project is to provide users with a convenient and efficient way to create, organize, and manage their notes electronically

Key parts of the report:

- Create personal Note
- Permanent storage of the data / Information
- Dynamic web application.

Benefits of the Company/Institution through our report:

An innovative curriculum allows the student flexibility in selecting courses and projects. Courses and Project training is online so we can do it from anywhere. Institute provides Excellent bootcamp which will very helpful in future.

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- # GENERAL GUIDELINES AND INSTRUCTIONS:

1. Internships are educational and career development opportunities, providing practical experience in a field or discipline. Internships are far more important as the employers are looking for employees who are properly skilled and having awareness about industry environment, practices and culture. Internship is structured, short-term, supervised training often focused around particular tasks or projects with defined time scales.
2. Core objective is to expose technical students to the industrial environment, which cannot be simulated/experienced in the classroom and hence creating competent professionals in the industry and to understand the social, economic and administrative considerations that influence the working environment of industrial organizations.
3. Engineering internships are intended to provide students with an opportunity to apply conceptual knowledge from academics to the realities of the field work/training. The following guidelines are proposed to give academic credit for the internship undergone as a part of the Third Year Engineering curriculum.

- # Duration:

Internship is to be completed after semester 5 and before commencement of semester 6 of at least 4 to 6 weeks; and it is to be assessed and evaluated in semester 6.

- # Internship work Identification:

1. Student may choose to undergo Internship at Industry/Govt. Organizations/NGO/MSME/Rural Internship/ Innovation/IPR/Entrepreneurship.
2. Student may choose either to work on innovation or entrepreneurial activities resulting in start-up or undergo internship with industry/NGO's/Government organizations/Micro/Small/ Medium enterprises to make themselves ready for the industry[1].
3. Students must register at Internshala [2].

Reference:
[1] https://www.aicte-india.org/sites/default/files/AICTE%20Internship%20Policy.pdf
[2] https://internship.aicte-india.org/

Internship Course Objectives:

Internship provides an excellent opportunity to learner to see how the conceptual aspects learned in classes are integrated into the practical world. Industry/on project experience provides much more professional experience as value addition to classroom teaching.

- To encourage and provide opportunities for students to get professional/personal experience
- through internships.
- To learn and understand real life/industrial situations.
- To get familiar with various tools and technologies used in industries and their applications.
- To nurture professional and societal ethics.
- To create awareness of social, economic and administrative considerations in the working
- environment of industry organizations.
- To highlight the talents you already have in the field as well as your desire to learn more.

Course Outcomes:

On completion of the course, learners should be able to:

CO1: To demonstrate professional competence through industry internship.

CO2: To apply knowledge gained through internships to complete academic activities in a professional manner.

CO3: To choose appropriate technology and tools to solve given problem.

CO4: To demonstrate abilities of a responsible professional and use ethical practices in day to day life.

CO5:Creating network and social circle, and developing relationships with industry people.

CO6: To analyze various career opportunities and decide carrier goals

WEEKLY OVERVIEW OF INTERNSHIP ACTIVITIES

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
FIRST WEEK	15-3-2023	Monday	Overview of internship program
	16-3-2023	Tuesday	Project Assign
	17-3-2023	Wednesday	Learn about core java and JSP
	18-3-2023	Thursday	Learn about front end technologies HTML , CSS
	19-3-2023	Friday	Planning of application development
	20-3-2023	Saturday	Working on information and content

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
SECOND WEEK	21-3-2023	Monday	Setup the project structure and necessary files and folders
	22-3-2023	Tuesday	Configuration of hardware and software requirement
	23-3-2023	Wednesday	Design the basic layout of application using HTML and CSS
	24-3-2023	Thursday	Create menu section and write section content
	25-3-2023	Friday	Setup the initial Database schema in MySQL
	26-3-2023	Saturday	MySQL connectivity

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
THIRD WEEK	27-3-2023	Monday	Create the registration form using HTML , CSS
	28-3-2023	Tuesday	Add client side validation using JavaScript to ensure all required fields are filled
	29-3-2023	Wednesday	Implement the server-side logic in Java to handle user registration.
	30-3-2023	Thursday	Store the user information in the MySQL database.
	313-3-2023	Friday	Build the login form using HTML and CSS.
	01-4-2023	Saturday	Implement the client-side validation to ensure the login credentials are valid

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
FOUR WEEK	02-4-2023	Monday	Develop the server-side logic in Java to authenticate user login.
	03-4-2023	Tuesday	Design the main dashboard page with a list of notes using HTML and CSS.
	04-4-2023	Wednesday	Fetch the user's notes from the MySQL database using Java
	05-4-2023	Thursday	Display the notes dynamically on the dashboard using JSP
	06-4-2023	Friday	Implement the functionality to add a new note using HTML, CSS, and JavaScript
	07-4-2023	Saturday	Save the note data to the MySQL database through the server-side logic in Java.

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
LAST WEEK	08-4-2023	Monday	Update the dashboard dynamically to display the newly added note.
	09-4-2023	Tuesday	Implement a change password functionality.
	10-4-2023	Wednesday	Allow users to edit profile
	11-4-2023	Thursday	Fetch and display the profile
	12-4-2023	Friday	Conduct testing and debugging to ensure the application functions correctly.
	13-4-2023	Saturday	Collaborate with team members and gather feedback for further improvements.

1.INTRODUCTION

E-notes is a java web based application for creating and managing personal notes.A user can create his account using the registration form. Then he will be able to log in with it. The application will provide high notes management system. Notes have headers and bodies.

Generally, the notes are circulated on WhatsApp or any kind so it gets exceptionally troublesome to manage the important notes at the time of require. This framework will give a simple approach to share the documents for studying purpose. Different users can work simultaneously on the framework. It'll be simple for the instructors to circulate the notes to each and every student. The framework will be utilized by students and instructors in colleges and indeed it can be utilized by schools. There are numerous students who confront issue in studying at the exam time since either they don’t have the notes given by instructors or they must have not been within the college. This Framework will give a stage to easily access the notes.

The Objective of Notes management system is to provide better facility to the students and instructors to bring out the easy circulation of documents within healthy environment. It'll decrease the manual paperwork, reduced the sharing and distribution time.

2.PROBLEM STATEMENT AND OBJECTIVES

Problem Statement

Despoite of the popularly of technology in education, traditional note taking is still the main activity in learning environments.
Note still taken traditionally because there is little technology specifically aimed to make digital note taking more effective and efficient . In this research, we summarized the main challenges of digital note taking.

Objective

The purpose of this study is to contribute to current progress for transferring note taking into digital media by developing a framework and mediator techniques for effective digital note taking system. To achieve this aim, we identified the following research objectives.
Objective 1 : Study and access the information anytime anywhere

Objective 2 : Permanent Storing Data into a database

Objective 3 : Provide Attractive user interface to students .

Objective 4 : The main objective is to develop and to provide students a platform where they can write their own notes and share it among other students. Main aim in developing this web application is to provide an easy way not only to write all college notes, but also to provide easily sharing it with anyone.

3.MOTIVATION / SCOPE AND RATIONALE OF THE STUDY

3.1 Motivation:

The motivation behind the project:

- Digital Organization: One motivation could be to provide users with a convenient and efficient way to organize their notes digitally.

- Eco-Friendly and Sustainability: Promoting environmental sustainability can be a motivation behind developing an e-note application. By reducing the need for physical paper and minimizing waste, an e-note application can contribute to a more eco-friendly approach to note-taking and help in conserving natural resources.

- Personalization and Customization: An e-note application can provide users with options for personalization and customization, allowing them to adapt the application to their preferred note-taking style, organization methods, and visual aesthetics. This can enhance user satisfaction and engagement with the application.

3.2 Scope:

The Scope of E-Notes application for future expansion is very large. This application is very useful in e-learning concept.

Now a days learning to moving towards e-learning .The scope of this application in education sector is very large.

3.3 Rationale

- Meeting the demand for digital note-taking and organization in today's digital age.
- Improving productivity by offering quick note creation, editing, and synchronization.
- Allowing customization and personalization to create a tailored note-taking experience.
- Promoting environmental sustainability by reducing paper waste.
- Integrating with other productivity tools and platforms for seamless workflow connectivity.

4.SYSTEM ANALYSIS

Requirement Analysis

4.1 Existing System:

Taking notes is considered as one of the most important activities performed by learners. Experimental studies showed that note-takers who could write fast are able to record higher quality notes. Thus, writing speed or rate of writing words strongly affects the quality and quantity of produced notes, because note-taking demands a quick writing process. Handling and updating these records manually increase the chances of mistakes Overall users have to take care of note and need to keep it safe till the end of the year or sometime lifelong for reference Traditional paper-based note-taking can be cumbersome and disorganized.

To overcome this problem, we thought how can we solve this issue, but our e-note application can solve this by taking all notes at one place

4.2 Proposed System

The proposed system has a web services, a database server and the user as its components. The user can open the web application and can create notes. The development of the new system contains the following activities, which try to automate the entire process keeping in view of the database integration approach.

- An E-note application which is a web portal designed to easily insert, update and retrieve the Notes of students.
- Propose system overcome the drawback of existing system that is more time consuming paper work.
- The aim of proposed system is to reduce the workload and avoid the confusion of students and faculties

4.3 Gap Analysis

In the past decades, computers and technology have grown to become a general-purpose tool that is accessible to the public. This evolution occurs after the modern computer designed with high computation power and processing speed was introduced. Accordingly, computers are widely used with varying human application range, from developing basic or advance tools to performing a wide range of human tasks. Technologies are tools that humans created and used to accumulate and evolve across generations. In general, technologies are mainly used to accomplish the human traditional tasks by allowing the digital devices to mimic and perform tasks digitally. Recently, technology application in education is evolving, and pedagogy is beginning to change the way educators teach and students learn the subject matter. Substantial evidence indicated that current technologies are promising, introducing better ways to teach and acquire knowledge.

All evidence shows that technology integration in education will increase in the future (Livingston & Wirt, 2004). Most learning environments began to transform from traditional media into digital tools, such as by using projectors to replace blackboards; slides presenting from the computer instead of writing on the blackboard; using microphone, digital pen, laser pointer, and many other digital devices in the learning environment.

Although we are in the digital age, note-taking as an education tool still struggles to exist in a traditional way. The lack of support for note-taking in digital format would increase the gap between traditional and digital learning tools in the next decades because most information and knowledge are transformed into digital representations. Note-taking is considered as one of the tasks that remain traditional, although many studies have been conducted to transform this task into digital format.

5.SOFTWARE REQUIREMENTS SPECIFICATIONS

System configurations

System configurations The software requirement specification can produce at the culmination of the analysis task. The function and performance allocated to software as part of system engineering are refined by established a complete information description, a detailed functional description, a representation of system behavior, and indication of performance and design constrain, appropriate validate criteria, and other information pertinent to requirements.

5.1 Software Requirements:

- Front-End : HTML, CSS and JavaScript
- Back-End: Java, JSP and MySQL
- Code Editor : Eclipse IDE
- Package : XAMPP
- Database : MySQL

5.2 Hardware Requirement:

- Operating system: Windows 10
- System : Intel core i3
- Hard Disk : 1 TB
- Ram : 8 GB

6.METHODOLOGY

We investigated the traditional note taking activities, tasks, and behaviours to identify the learning and educations theories of note taking. We analysed different note taker activities to drive the essential of system requirements.

We explored the current tools of note taking with concerning about their effect on learning outcomes and relationships between the note taking components and development difficulties to understand the impact of technology on the learning process.
We investigated both traditional and digital note taking to identify functional, and non-functional requirements of note taking systems based on learning criteria and education theories.

We investigated the current tools of digital note taking to discover the critical issues that prevent the developments of effective note taking systems. We analysed the current issues of digital note taking tools together with the essential requirements of typical note application to propose our solution by initiating theoretical framework and mediator approaches.

Accordingly, we developed a prototype based on the framework and the mediator techniques for the note taking application. 6. Finally, we evaluated the proposed prototype and analysed the results of three experiments: observation, log event activities, and user feedbacks. The validation experiments were conducted to evaluate usability, efficiency, and effectiveness of the SmartInk prototype in achieving note taking tasks.

6.1 Technology

6.1.1 Java:

Java is a popular and versatile programming language known for its platform independence and object-oriented programming (OOP) paradigm. It was first released in 1995 and has since gained widespread adoption in various domains, including web development, mobile app development, enterprise software, and more.

Features:

- Object-Oriented Programming (OOP): Code organization around reusable objects.
- Platform Independence: Programs run on any platform with a Java Virtual Machine (JVM).
- Garbage Collection: Automatic memory management.
- Strong Standard Library: Pre-built classes and methods for common tasks.
- Exception Handling: Catching and handling errors or exceptional conditions.
- Multi-threading: Concurrent execution of multiple threads.
- Security: Built-in features to protect against unauthorized access and malicious code.
- Portability: Highly adaptable to different operating systems.
- Rich Ecosystem: Vast collection of libraries, frameworks, and tools.
- Community Support: Large and active developer community providing resources and assistance.

6.1.2 Java Server Page (JSP):

JSP (JavaServer Pages) is a technology used in Java web development to create dynamic web pages. It offers several advantages that make it a popular choice:

- Simplified Web Development: JSP allows developers to embed Java code directly into HTML pages, making it easier to combine static content with dynamic logic. This simplifies web development by reducing the need for complex scripting and enabling a clean separation of presentation and business logic.

- Easy Integration: JSP seamlessly integrates with Java Servlets and other Java technologies. It can access and utilize JavaBeans, Enterprise JavaBeans (EJBs), and other server-side components, providing a robust and flexible development environment.

- Reusability and Modularity: JSP supports the concept of reusable components through custom tags and tag libraries. Developers can create custom tags to encapsulate complex functionality, promoting code reuse and modularity across different pages and applications.

- Rapid Development: JSP offers a rapid development cycle. Changes to JSP pages can be made without recompiling the entire application, leading to shorter development cycles and quicker turnaround times for updates and enhancements.

- Integration with HTML/CSS/JavaScript: JSP seamlessly integrates with HTML, CSS, and JavaScript, allowing developers to leverage their existing front-end skills. This enables the creation of dynamic web pages with interactive features while leveraging the full power of the Java platform.

6.1.3 Servlet:

A Servlet is a Java programming interface that allows developers to dynamically process requests and respond to clients over the web. It is a server-side component that runs on a web server and handles HTTP requests and responses.

Servlets are used in web applications to perform various tasks, such as processing form data, retrieving data from databases, generating dynamic content, and interacting with other web resources. Here are some key reasons why Servlets are used:

- Dynamic Web Content: Servlets enable the generation of dynamic web content by allowing developers to write Java code to generate HTML, XML, JSON, or any other type of content based on the client's request.
- Platform Independence: Servlets are written in Java, which is platform-independent. This means that Servlets can run on any platform that supports a Java Virtual Machine (JVM), making them highly portable across different operating systems and web servers.
- Server-side Processing: Servlets are executed on the server-side, allowing them to perform complex processing tasks, such as database access, authentication, session management, and business logic implementation. This offloads the processing burden from the client-side and provides a secure and controlled environment for executing server-side operations.
- Web Application Frameworks: Servlets serve as the foundation for many Java-based web application frameworks, such as JavaServer Pages (JSP), JavaServer Faces (JSF), and Spring MVC. These frameworks provide additional abstractions and features built on top of Servlets, making web application development more productive and streamlined.
- Integration with Existing Java Ecosystem: Servlets seamlessly integrate with other Java technologies and libraries, such as Java Database Connectivity (JDBC) for database access, JavaMail for sending emails, and various security frameworks. This integration allows developers to leverage existing Java components and APIs within their Servlet-based applications.
- Standardization: Servlets are part of the Java Servlet API, which is a standard Java specification developed and maintained by the Java Community Process (JCP). This standardization ensures compatibility across different web servers and allows developers to write portable Servlet code that can run on any compliant web server.

6.1.4 **HTML:**

HTML stands for Hypertext Markup Language. It is the standard markup language used for creating and structuring the content of web pages. HTML uses tags to define the elements and structure of a webpage, such as headings, paragraphs, images, links, tables, forms, and more.

Here are some reasons why we use HTML:

- Structure: HTML provides a structured format for organizing and presenting content on the web. It defines the layout and arrangement of elements, allowing browsers to interpret and display the webpage correctly.
- Content Display: HTML allows you to display various types of content, including text, images, videos, audio, and interactive elements, within a web page.
- Cross-Platform Compatibility: HTML is a language that can be interpreted and rendered by different web browsers, making it platform-independent. This means that HTML-based web pages can be accessed and viewed on various devices, including desktops, laptops, tablets, and smartphones.
- Accessibility: HTML provides features and elements that help improve web accessibility, making content more usable and accessible to people with disabilities. These include semantic elements, alternative text for images, and support for assistive technologies.
- Search Engine Optimization (SEO): HTML allows you to structure your web page content in a way that search engines can understand and index. By using appropriate HTML tags and attributes, you can optimize your webpage for search engines, potentially improving its visibility in search results.
- Integration with Other Technologies: HTML can be combined with other web technologies like CSS (Cascading Style Sheets) for styling and JavaScript for interactivity. This trio (HTML, CSS, and JavaScript) forms the foundation for building dynamic and interactive web pages and web applications.

6.1.5 **CSS:**

The role of CSS (Cascading Style Sheets) is to define the presentation and visual style of a web page. Here are the key roles of CSS:

- Styling: CSS allows you to control the appearance of HTML elements on a web page. It provides properties and values to define attributes such as colors, fonts, sizes, margins, padding, borders, and backgrounds. With CSS, you can apply consistent and visually appealing styles to elements across multiple pages of a website.
- Layout and Positioning: CSS provides mechanisms for controlling the layout and positioning of elements on a web page. It offers properties like display, float, position, and flexbox/grid layouts, enabling you to create responsive and dynamic page layouts.

- Responsiveness: CSS helps create responsive web designs that adapt and adjust to different screen sizes and devices. Media queries in CSS allow you to define different styles for various screen resolutions, making your website mobile-friendly and improving the user experience.
- Maintainability and Reusability: CSS promotes the separation of presentation and content. By defining styles in a separate CSS file, you can keep your HTML code clean, improve code organization, and make it easier to maintain and update the visual aspects of your website. CSS also allows you to define reusable style rules that can be applied to multiple elements, reducing redundancy and improving code efficiency.
- Browser Compatibility: CSS normalizes the appearance of web pages across different browsers and platforms. It provides a standardized way to style elements, ensuring that your web page looks consistent and functions properly across various browsers and devices.
- Animation and Transitions: CSS includes features like transitions, animations, and keyframes that enable you to add dynamic and interactive elements to your web page. With CSS animations, you can create engaging visual effects and improve user engagement.

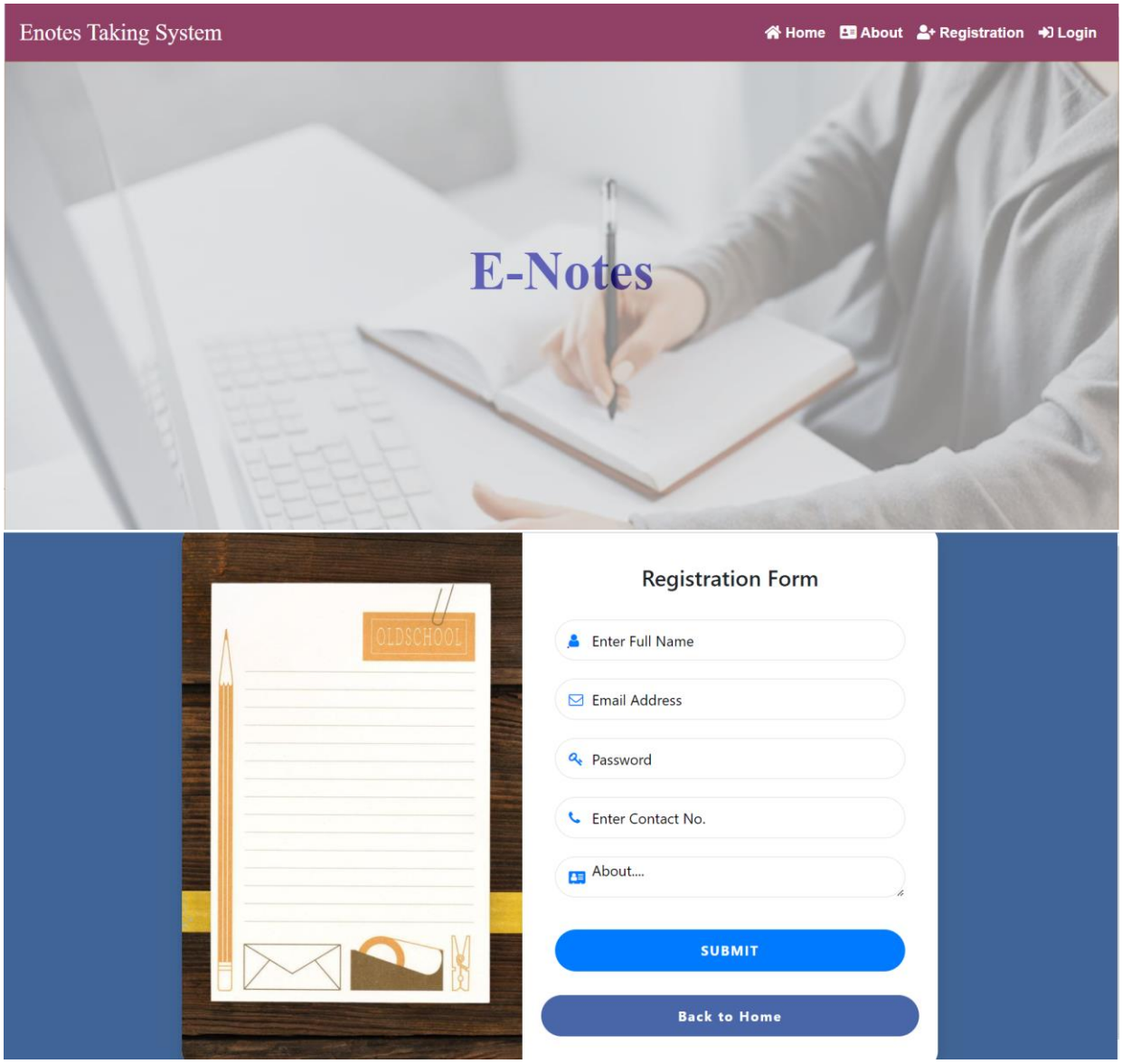
6.1.6. JavaScript:

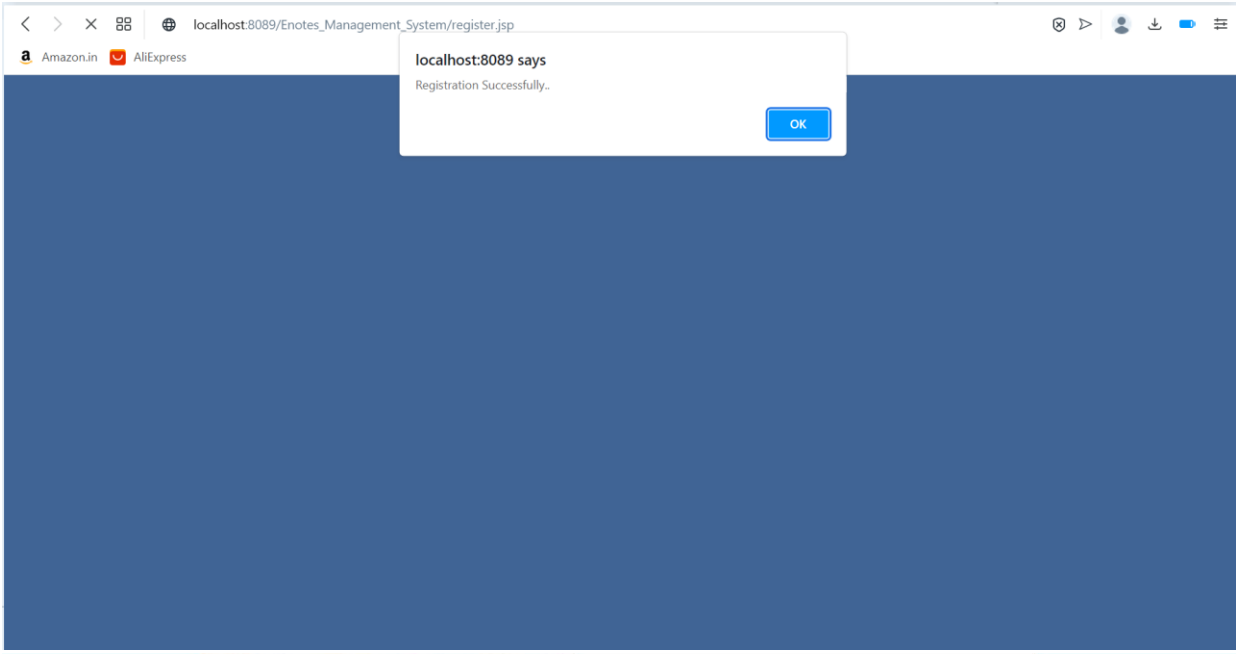
- JavaScript is a high-level, interpreted programming language that is primarily used to add interactivity and dynamic functionality to web pages.
- Client-side Interactivity: JavaScript allows for the creation of dynamic and interactive elements on web pages. It enables actions like form validation, pop-up alerts, image sliders, and interactive menus, enhancing user experience and interactivity.
- Manipulating Web Page Content: JavaScript can modify the content of a web page dynamically. It can add, remove, or update elements, change styles, and alter the structure of the page based on user actions or specific events.
- Handling User Events: JavaScript enables the handling of user events, such as clicks, mouse movements, key presses, and form submissions. It allows developers to respond to these events and trigger appropriate actions or behaviors in real-time.
- Data Validation and Processing: JavaScript can validate user input on web forms, ensuring that the data entered is correct and meets specific criteria. It can also process and manipulate data on the client-side before sending it to the server, reducing the need for round trips and improving performance.
- Asynchronous Communication: JavaScript enables asynchronous communication with servers, making it possible to retrieve data from APIs, update web page content without reloading the entire page (AJAX), and create responsive and dynamic web applications.

8.RESULTS.

➢ Results:

Task 01: E-Note Application

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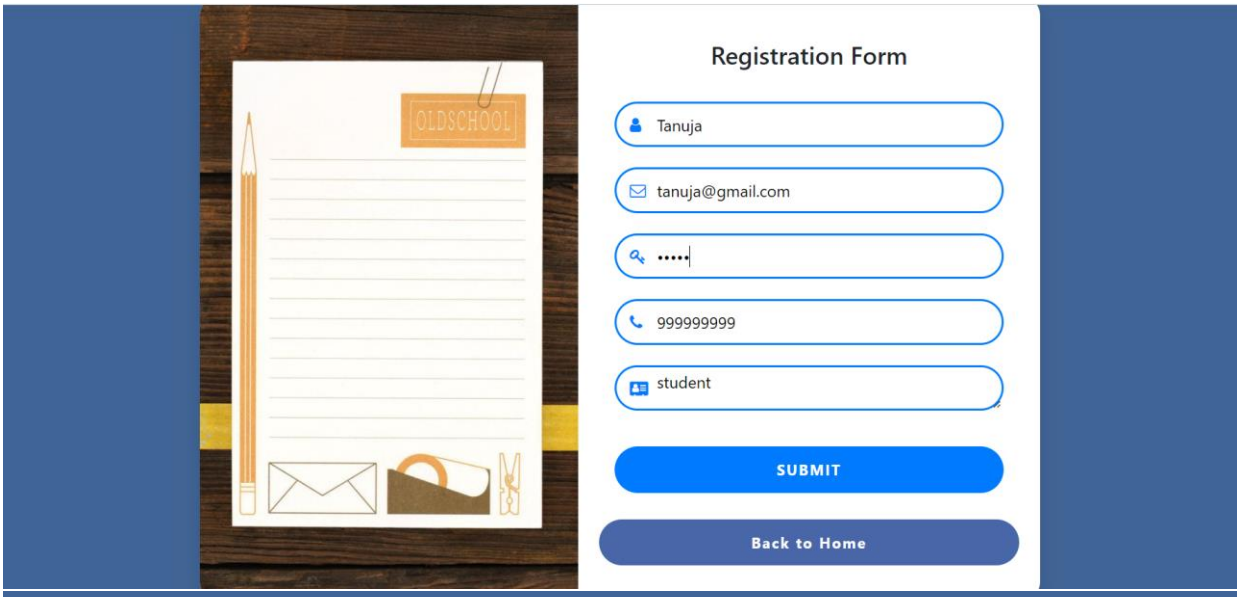
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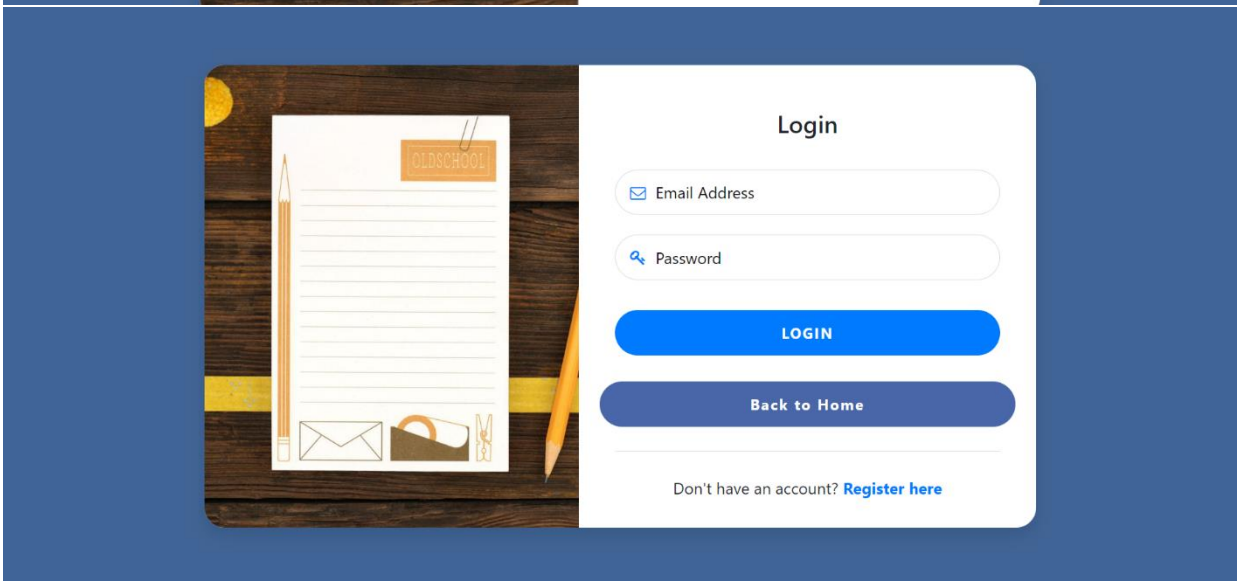
student
SUBMIT
Back to Home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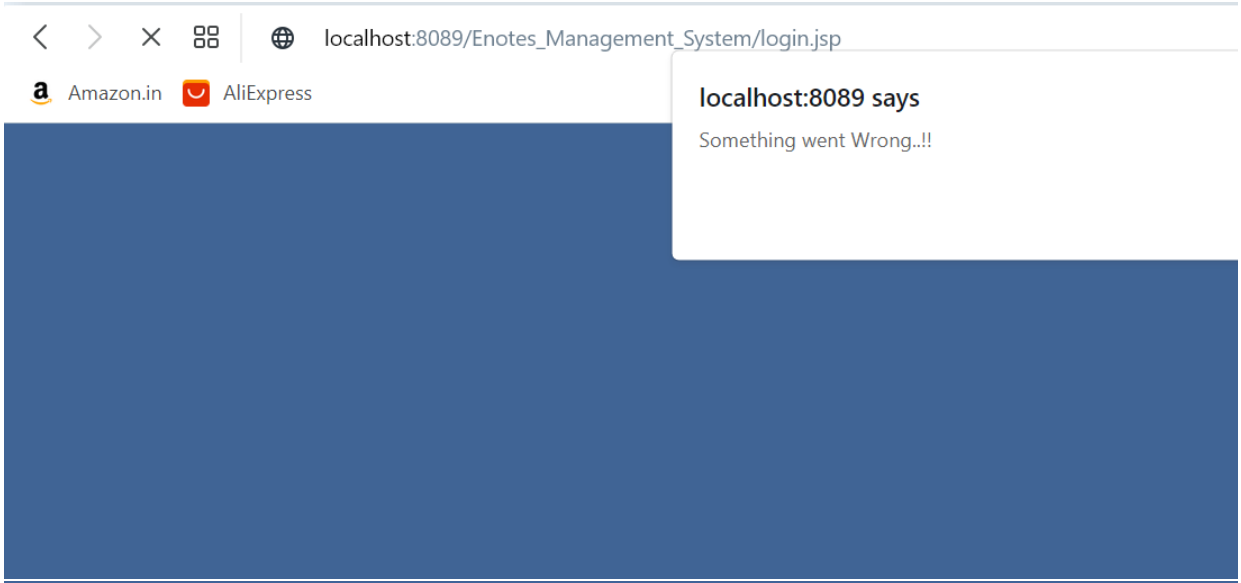
Email Address
Password
LOGIN
Back to Home
Don't have an account? Register here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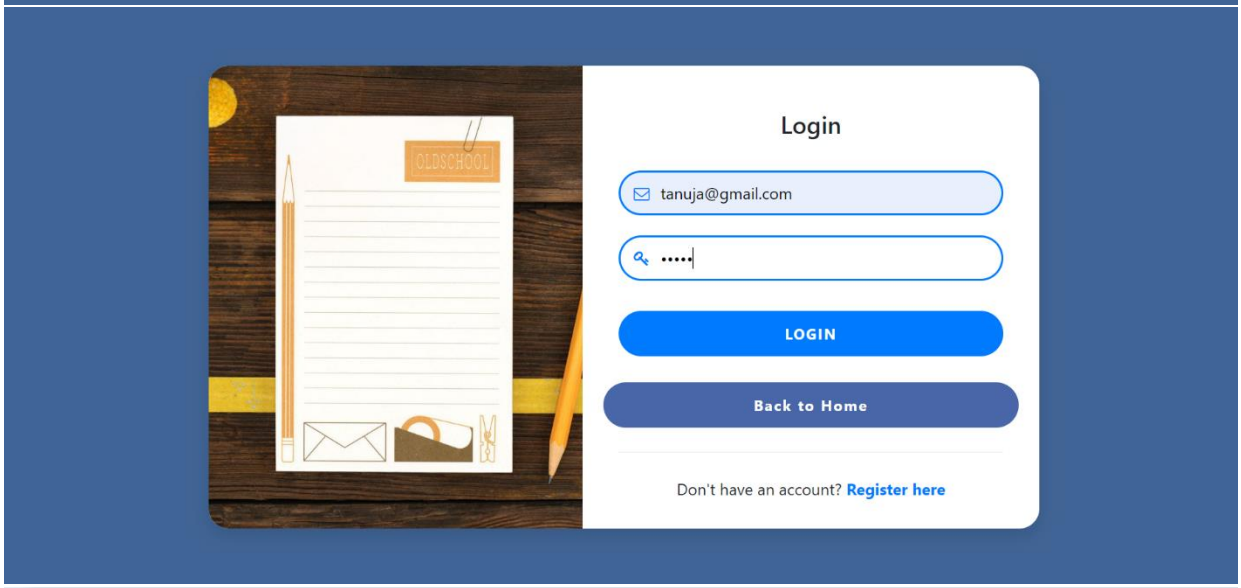
Login
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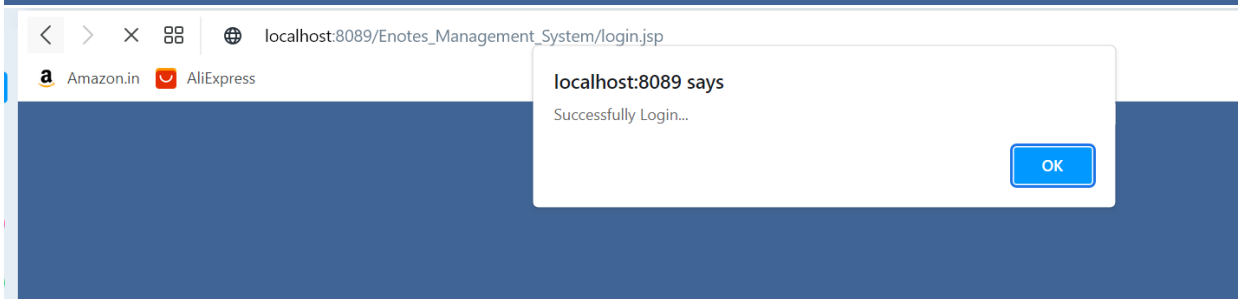
LOGIN
Back to Home
Don't have an account? Register here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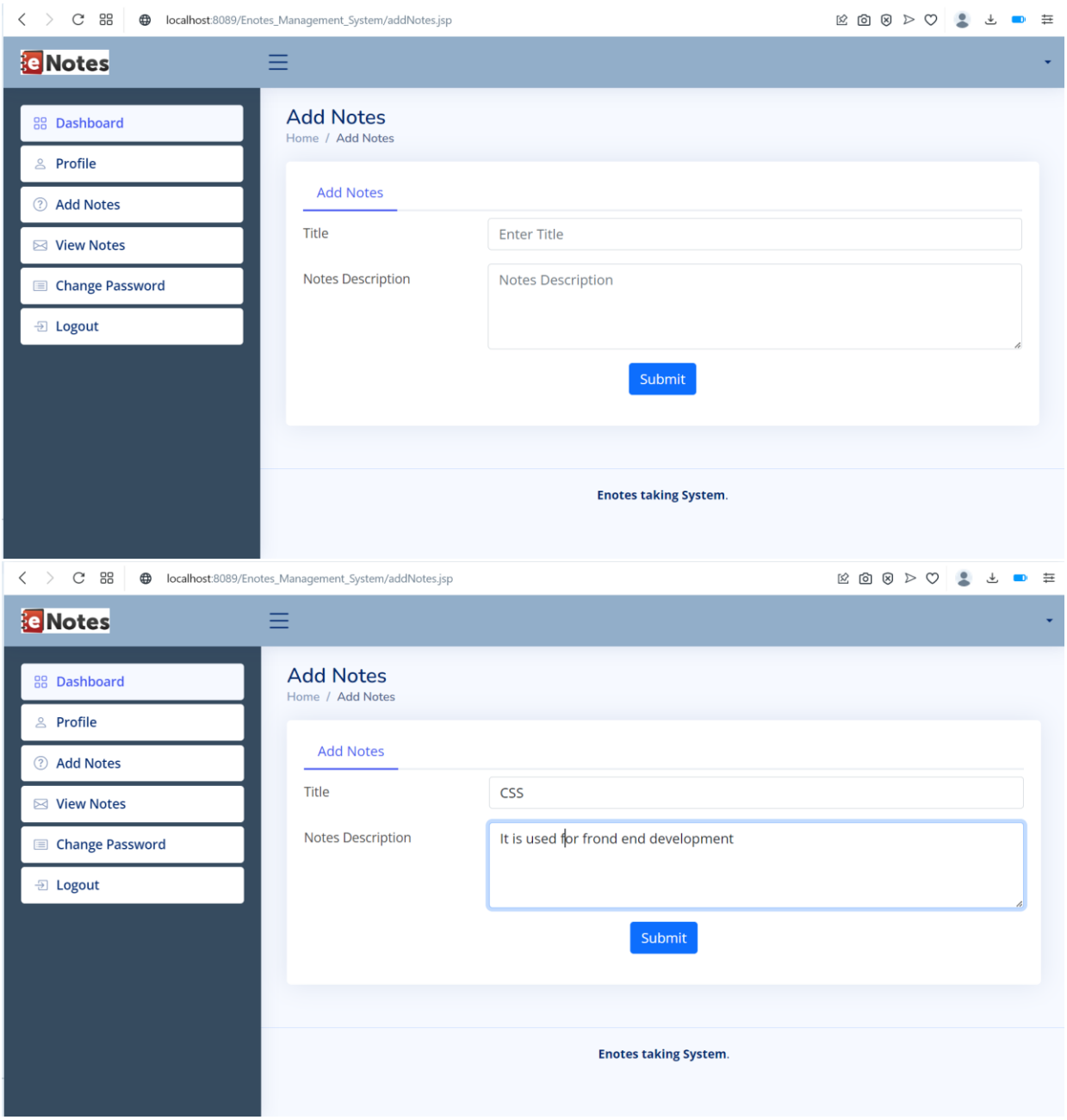
Successfully Login...
OK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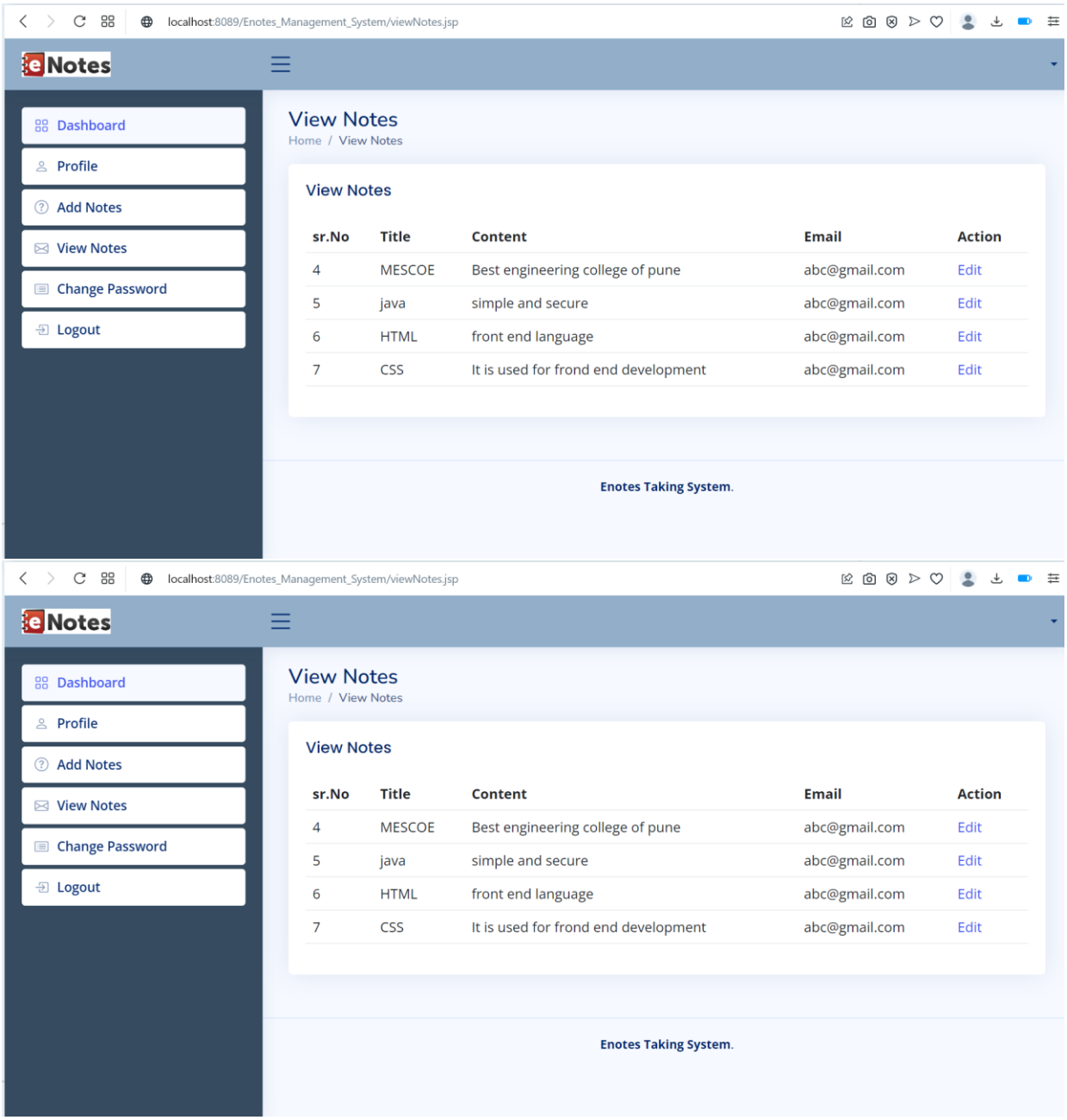
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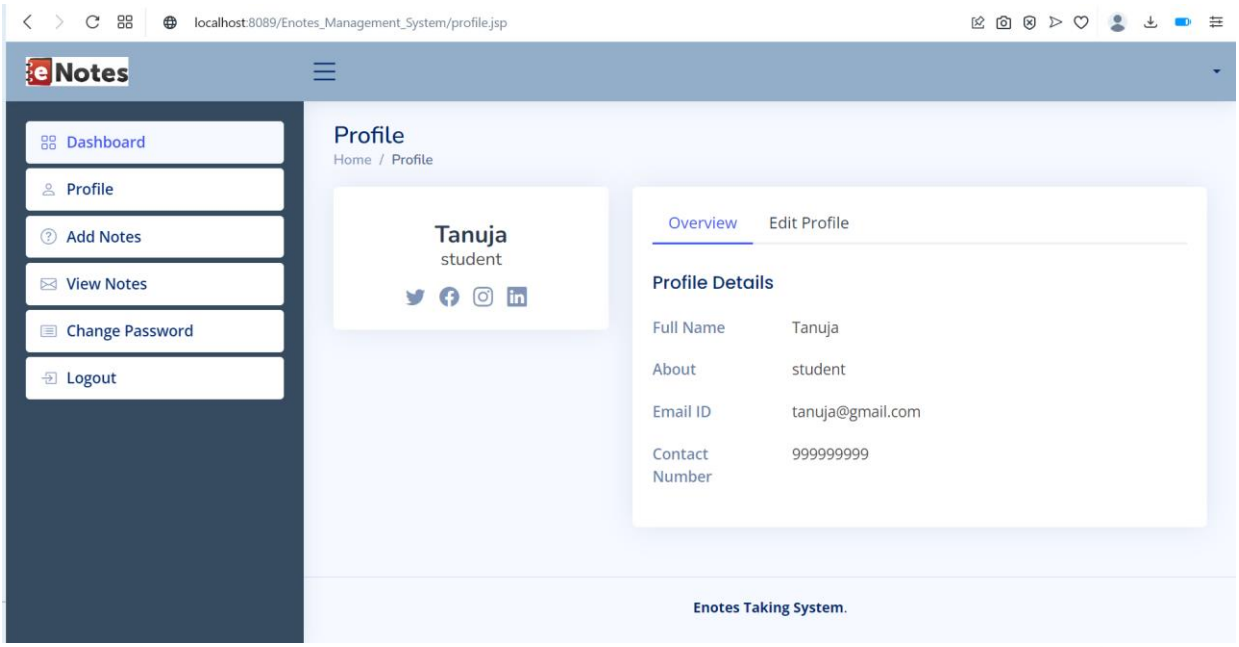
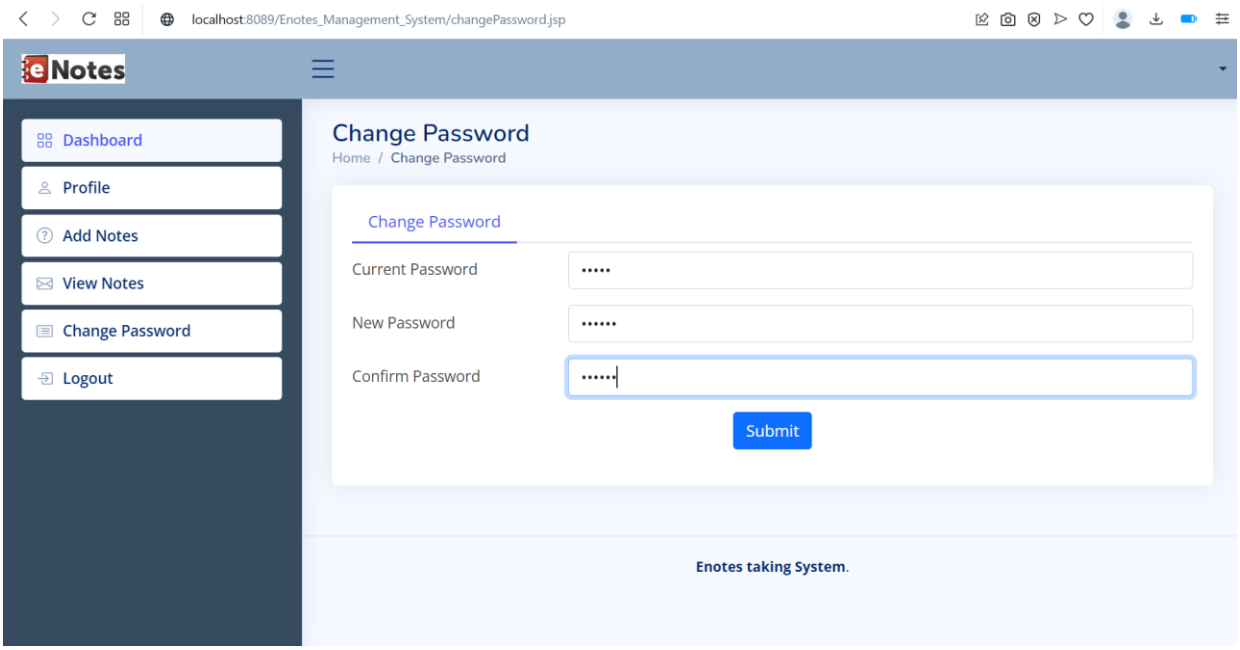
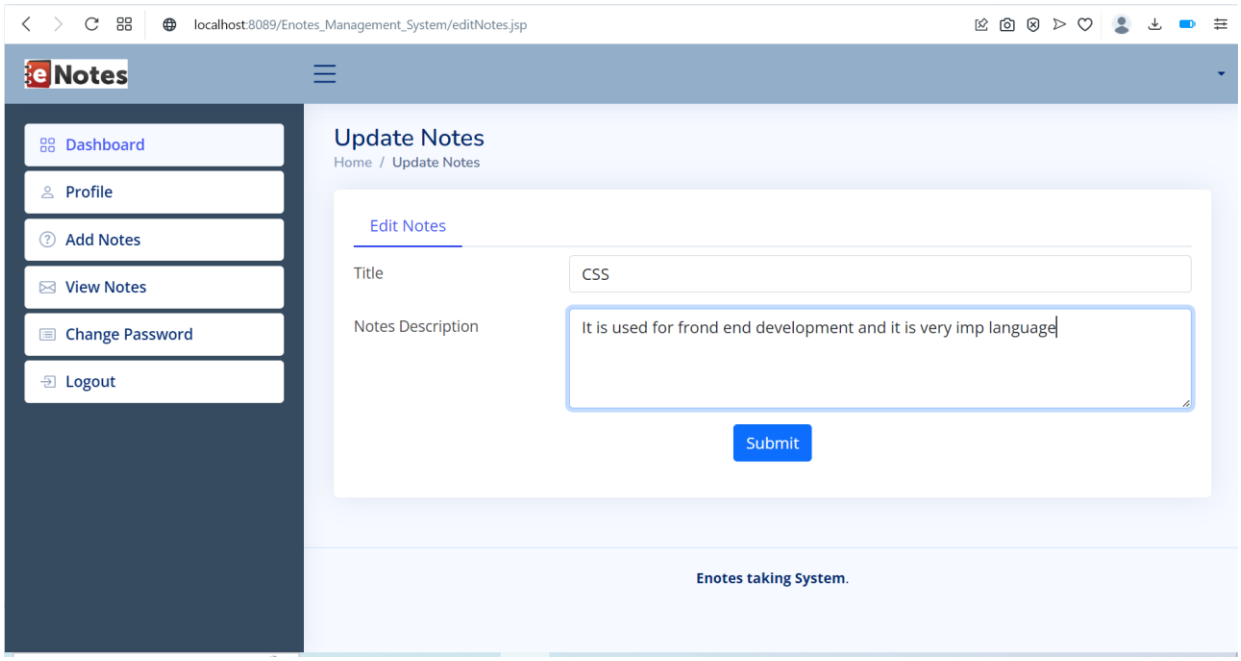
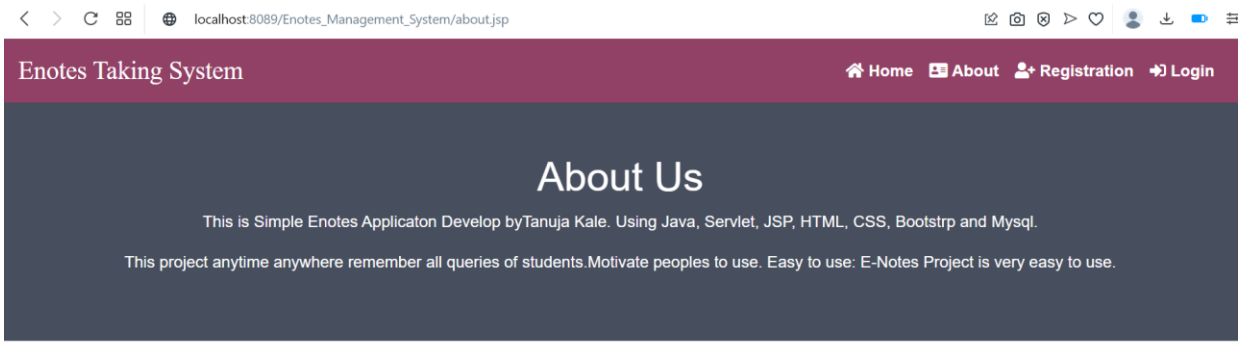
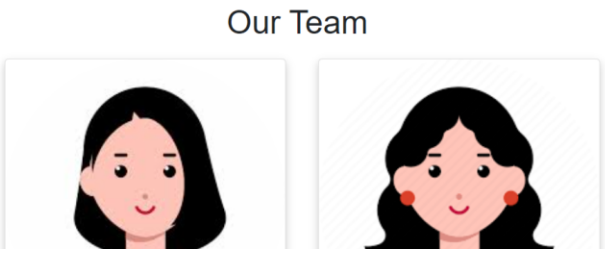
4 MESCOE Best engineering college of pune abc@gmail.com Edit
5 java simple and secure abc@gmail.com Edit
6 HTML front end language abc@gmail.com Edit
7 CSS It is used for frond end development abc@gmail.com Edit
Enotes Taking System.
localhost:8089/Enotes_Management_System/viewNotes.jsp
eNotes
Dashboard
Profile
Add Notes
View Notes
Change Password
Logout
View Notes
Home / View Notes
View Notes
sr.No Title Content Email Action
4 MESCOE Best engineering college of pune abc@gmail.com Edit
5 java simple and secure abc@gmail.com Edit
6 HTML front end language abc@gmail.com Edit
7 CSS It is used for frond end development abc@gmail.com Edit
Enotes Taking System.

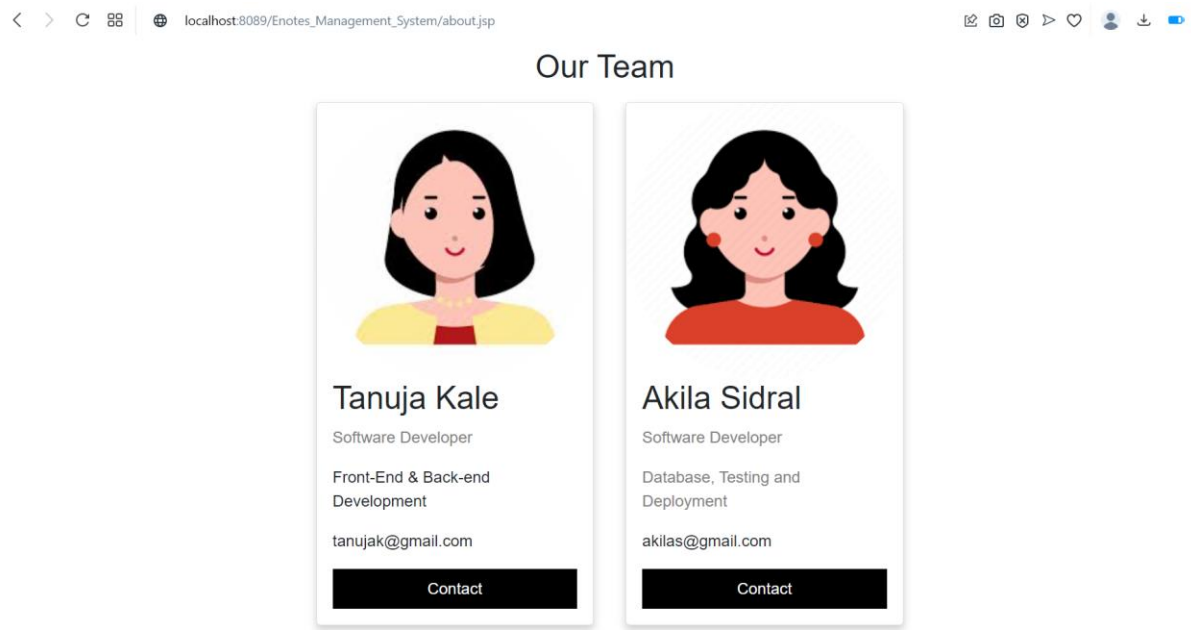

localhost:8089/Enotes_Management_System/profile.jsp
eNotes
Dashboard
Profile
Add Notes
View Notes
Change Password
Logout
Profile
Home / Profile
Tanuja
student
Overview
Edit Profile
Profile Details
Full Name
Tanuja
About
student
Email ID
tanuja@gmail.com
Contact Number
999999999
Enotes Taking System.


localhost:8089/Enotes_Management_System/changePassword.jsp
eNotes
Dashboard
Profile
Add Notes
View Notes
Change Password
Logout
Change Password
Home / Change Password
Change Password
Current Password
New Password
Confirm Password
Submit
Enotes taking System.


localhost:8089/Enotes_Management_System/editNotes.jsp
eNotes
Dashboard
Profile
Add Notes
View Notes
Change Password
Logout
Update Notes
Home / Update Notes
Edit Notes
Title
CSS
Notes Description
It is used for frond end development and it is very imp language
Submit
Enotes taking System.


localhost:8089/Enotes_Management_System/about.jsp
Enotes Taking System
Home
About
Registration
Login
About Us
This is Simple Enotes Applicaton Develop byTanuja Kale. Using Java, Servlet, JSP, HTML, CSS, Bootstrp and Mysql.
This project anytime anywhere remember all queries of students.Motivate peoples to use. Easy to use: E-Notes Project is very easy to use.


Our Team


localhost:8089/Enotes_Management_System/about.jsp
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Contact
Akila Sidral
Software Developer
Database, Testing and Deployment
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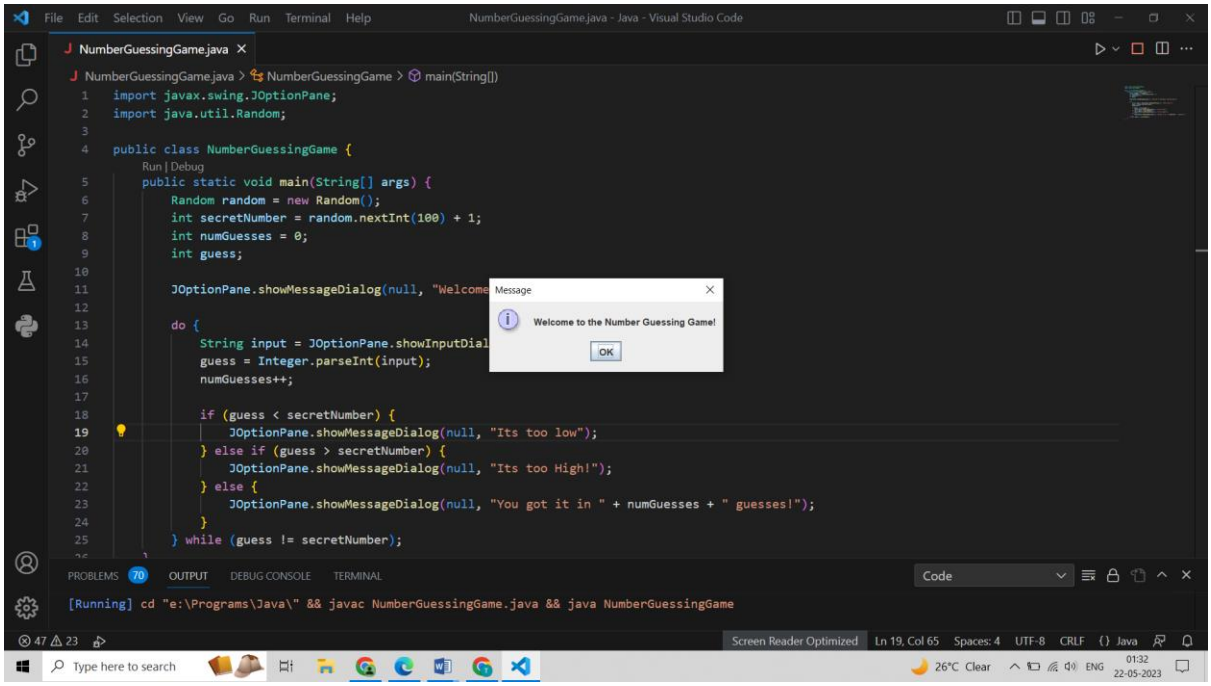
Contact

Task Two: Number Guessing Game




int numGuesses = 0;
int guess;
JOptionPane.showMessageDialog(null, "Welcome
do {
String input = JOptionPane.showInputDialo
guess = Integer.parseInt(input);
numGuesses++;
if (guess < secretNumber) {
JOptionPane.showMessageDialog(null, "Its too low");
} else if (guess > secretNumber) {
Input
Enter guess:
90
OK
Cancel


int numGuesses = 0;
int guess;
JOptionPane.showMessageDialog(null, "Welcome
do {
String input = JOptionPane.showInputDialog
guess = Integer.parseInt(input);
numGuesses++;
if (guess < secretNumber) {
JOptionPane.showMessageDialog(null, "Its too low");
} else if (guess > secretNumber) {
Message
Its too High!
OK


int numGuesses = 0;
int guess;
JOptionPane.showMessageDialog(null, "Welcome
do {
String input = JOptionPane.showInputDialog
guess = Integer.parseInt(input);
numGuesses++;
if (guess < secretNumber) {
JOptionPane.showMessageDialog(null, "Its too low");
} else if (guess > secretNumber) {
Message
You got it in 8 guesses!
OK

9.CONCLUSION

In conclusion, the "E-Note application" project in Java is a note-taking or electronic note management system developed using the Java programming language. The application provides users with a convenient and efficient way to create, organize, and manage their notes electronically. It aims to replace traditional paper-based note-taking methods and offers additional features to enhance productivity and accessibility.

It's important to note that the specific features and functionalities of the actual "E-Note application" project may vary depending on the design choices and requirements set by its developers. However, the overall goal remains to provide users with a comprehensive and user-friendly electronic note management system.

10.REFERENCES

- Oracle Java Documentation: Official documentation for the Java programming language, including language features, APIs, and tutorials.
- Java Tutorials: A collection of tutorials covering various aspects of Java programming.
- MySQL: MySQL Documentation: Official documentation for the MySQL database, including installation, configuration, and usage guides.
- MySQL Tutorial: A comprehensive tutorial covering MySQL concepts, SQL queries, and database management.
- HTML and CSS: Mozilla Developer Network (MDN): Provides detailed documentation, guides, and examples for HTML and CSS. https://developer.mozilla.org/en-US/docs/Web/CSS) W3Schools: Offers tutorials, references, and interactive examples for HTML and CSS.
- JSP (JavaServer Pages) and Servlets: Oracle Java EE Documentation: Official documentation for JavaServer Pages and Servlets, including usage guides, examples, and best practices.
- Core Servlets and JavaServer Pages: Provides comprehensive tutorials and examples for JSP and Servlet development.
- Java Web Development: JavaServer Pages, Servlets, and More: A comprehensive tutorial on Java web development, covering JSP, Servlets, and related technologies.
- Building Web Applications with Servlets and JSP: A practical guide to building web applications using Servlets and JSP.

11.s BIBLIOGRAPHY

10.1 Books:

Here are some reference books:

"Head First Java" by Kathy Sierra and Bert Bates: This book is highly recommended for beginners learning Java programming. It provides a fun and engaging approach to learning Java with a focus on practical examples and hands-on exercises.

"Java: A Beginner's Guide" by Herbert Schildt: This book offers a comprehensive introduction to Java programming, covering essential concepts, syntax, and core APIs. It is suitable for beginners and provides a solid foundation for Java development.

"MySQL Cookbook" by Paul DuBois: This book provides a collection of practical solutions, tips, and techniques for working with MySQL databases. It covers various topics such as data manipulation, querying, optimization, and administration.

"HTML and CSS: Design and Build Websites" by Jon Duckett: This visually appealing book is an excellent resource for learning HTML and CSS. It covers the fundamentals of web development, including HTML structure, CSS styling, layout, and responsive design.

"Murach's Java Servlets and JSP" by Joel Murach and Michael Urban: This book focuses on Servlet and JSP development, providing in-depth coverage of these technologies. It covers topics such as request handling, session management, database access, and building web applications using Java EE.

"JavaServer Faces: The Complete Reference" by Chris Schalk and Ed Burns: This comprehensive reference book covers JavaServer Faces (JSF), a technology for building user interfaces for web applications. It covers JSF concepts, component development, validation, and navigation.

10.2 Web Links:

https://docs.oracle.com/javase/

https://docs.oracle.com/javase/tutorial/

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https://www.mysqltutorial.org/

https://www.w3schools.com/css/

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https://www.oracle.com/technical-resources/articles/javase/servlet-jsp.html