

# Delphi

## Education:

- Learned Delphi programming language from Grade 10 to Grade 12.

## Experience Level:

- Intermediate

Projects: (I do not have code snippets or screenshots of my projects as I deleted them when I finished with school thinking I might not need it anymore)

### Grade 10: Hotel Booking System

- Developed a hotel booking system as a class project.
- Implemented features:
  - User authentication with login and registration, including OTP verification.
  - Utilized tab control for efficient navigation through different pages.
  - Booking functionality for various rooms with different prices.
  - Calculation of total price based on selected dates and nights.
  - Confirmation email sent to users with booking details.

### Grade 11: Rugby Scores Program

- Created a scores program for a rugby tournament.
- Key features:
  - User roles: coach, admin, and team captain with specific functionalities.
  - Dynamic addition and removal of teams from the database.
  - Recording scores after each game with date tracking.
  - Search functionality for teams and their scores.
  - Displayed winners of each round and final winners.

## **Grade 12: Green Products Store Program**

- Developed an eco-friendly store program for selling green products.
- Notable features:
  - Multi-role authentication: user, admin, and special admin access for navigation through tables.
  - Use of radiobox to display additional product information.
  - User reviews and confirmation through OTP for email validation.
  - Receipt generation for purchases, including a grand total.
  - Contribution system for users to 'send money' to support environmental causes.
  - Database management for client information and purchase history.

### **Technical Skills:**

- Proficient in:
  - Loops (if, nested if, while, nested while, for, nested for, repeat).
  - Object-Oriented Programming.
  - Arrays and 2D Arrays.
  - Middleware.// for adding an OTP test
  - ADO Tables.
  - Reading and writing to text files, Microsoft Access databases.
  - SQL.
  - UI development and coding.
  - Validation techniques for user input.
  - OTP implementation for email verification.
  - Page control and navigation through forms and tables.
  - Checkboxes