



Mohammed Sanih

Computer Science and Engineering

Immediate Joiner and I intend to be a part of an organization where i can constantly learn and develop my technical skills and make best use of it for the growth of the organization.

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EDUCATION

Bachelor of Engineering(CSE)

Bearys Institute of Technology

08/2019 - 06/2023,

CGPA : 7.20

Courses

- Computer Science and Engineering

Pre University Education

K. Pandyarajah Ballal PU College

05/2017 - 03/2019,

Percentage : 70%

Courses

- Science(PCMB)

SSLC

Hazrath Seyyid Madani English Medium High School

05/2016 - 04/2017,

Percentage: 80.5%

INTERNSHIP

Web Design and Development

Blueline Computers

08/2022 - 09/2022,

Mangalore

Website development company in Mangalore efficiently delivers creative,interactive web solution and digital marketing services

SKILLS

C

Basics of Python

HTML

CSS

Java

Front end Developer

SQL

PROJECTS

Fake Currency Detection Using Machine Learning Algorithm

- Final year Main Project

School Fee Management System

- DBMS Mini Project

Age Calculator

- MAD Mini Project

Rubik's Cube

- Computer Graphics Mini Project

Online Job Portal

- Internship Project

CERTIFICATES

RPA Developer Foundation

- Diploma of Completion

LANGUAGES

English

Full Professional Proficiency

Hindi

Professional Working Proficiency

Kannada

Professional Working Proficiency

Malayalam

Limited Working Proficiency

INTERESTS

Swimming

Footballer

Traveling

Declaration:

I do hereby declare that the above information is true to the best of my knowledge.

BufferedReader

How to Take Input from keyboard In BufferedReader :

To take input from the keyboard using BufferedReader in Java, we need to follow these steps:

1] Import the required classes:

First, we need to import the necessary classes from the Java I/O package:

```
import java.io.BufferedReader;  
import java.io.IOException;  
import java.io.InputStreamReader;
```

2] Create an instance of BufferedReader:

Next, we need to create an instance of the BufferedReader class to read input from the keyboard. The BufferedReader wraps the standard input stream (System.in):

```
BufferedReader reader = new BufferedReader(new InputStreamReader(System.in));
```

3] Read input from the user:

To read input from the user, we can use the readLine() method of the BufferedReader class. This method reads a line of text from the user and returns it as a string. Remember to handle any possible exceptions that may arise:

```
try {  
    System.out.println("Enter your input:");  
    String userInput = reader.readLine();  
    // Process the user input as needed  
    System.out.println("You entered: " + userInput);  
    } catch (IOException e) {  
        e.printStackTrace();  
    } finally {  
        // Remember to close the BufferedReader when you're done reading  
        try {  
            reader.close();  
        } catch (IOException e) {  
            e.printStackTrace();  
        } }
```