

MINI PROJECT PRESENTATION

Presented by: Tech Titans



About Me

Project: DevHabit

• Envisioning a world where learning is personalized, engaging, and empowering, building the Devhabit web-based platform. Through this, we're set to revolutionize skill development and personal growth, tailoring experiences to individual learners.

What is devhabit?

- Ever wondered, "What if I had a day-by-day skill-learning guide?" Someone to mentor and support you every day. Now, picture this: getting a step-by-step roadmap every day, tailored just for you. Plus, you can pick how many days it takes your choice. That's what makes us different.
- And at the end of each day you will share your learning to the personal AI mentor for verification and it will provide you a feedback and suggestion according to your learning, yes you read it right.



Domain:			
java			
Number of Days:			
16			
GENERATE ROADMAP			

Roadmap

Day	Description	Tasks
Day 1	Learn the basics of Java.	Install the Java Development Kit (JDK) Learn the basic syntax of Java Learn the basic data types in Java
Day 2	Learn about control flow in Java.	Learn about if-else statements Learn about switch statements Learn about for and while loops
Day 3	Learn about classes and objects in Java.	Learn about classes and objects Learn about constructors Learn about access modifiers

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mber of I	Days:				
.6					
oadmap	Task Verification : Learn the basic syntax of Java				
	Your Learning:				
Day 1	Java's basic syntax involves using classes and methods, declaring variables, using control structures like loops and conditionals, and adhering to strict case sensitivity. Semicolons end statements, curly braces define code blocks, and the "public static void main(String[] args)" method is the entry point for Java				
Day 2	Feedback: Your response covers the basic syntax of Java quite well. A few more examples of control structures and variable declarations would be helpful.				
	Description:				
Day 3	In this task, you are asked to provide feedback on a response to the question: Java's basic syntax involves using classes and methods, declaring variables, using control structures like loops and conditionals, and adhering to strict case sensitivity. Semicolons end statements, curly braces define code blocks, and the "public static void main(String[] args)" method is the entry point for Java programs.				
Day 4	Rating: 8 Learn about abstract classes and interfaces				
Day 5	Learn about packages Learn about packages and exceptions in Java. Learn about exceptions Learn about try-catch blocks				
Day 6	Learn about the List interface Learn about collections in Java. Learn about the Set interface				

Apps That Miss the Mark

Existing apps like Codecademy and SoloLearn offer valuable learning resources, they fall short in providing structured daily guidance, estimated timeframes, streak-based motivation, and a robust community platform.

Limitations

- Lack of Time Estimation
- Limited Daily Guidance
- Limited Progress Tracking

Solution's Advantage

- Detailed Roadmaps
- Daily Task System
- Streaks for Motivation

Tech Stack

Web App





THANK YOU

for your time and attention.