



**TRIBHUVAN UNIVERSITY
INSTITUTE OF ENGINEERING
PURWANCHAL CAMPUS**

A MINOR PROJECT PROPOSAL ON PROJECT TITLE

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Sincerely,

Sangyoung Puri

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TABLE OF CONTENTS

ACKNOWLEDGEMENT	i
LIST OF FIGURES	vii
LIST OF ABBREVIATIONS	viii
1 INTRODUCTION	1
1.1 Background	1
1.2 Gap Identification	1
1.3 Motivation	1
1.4 Objectives	2
1.5 Scope	2
1.5.1 Academic Study/Research	2
1.5.2 Comparison of Scope with Existing Systems	2
2 RELATED THEORY	4
2.1 Monolithic Architecture	4
2.2 MVVM Architecture	4
2.3 REST API	5
2.3.1 GET	5
2.3.2 POST	6
2.3.3 PUT	6
2.3.4 PATCH	6
2.3.5 DELETE	6
3 LITERATURE REVIEW	7

3.1	Related Work	7
4	METHODOLOGY	8
4.1	Overview	8
4.2	Requirement Analysis	8
4.3	System Architecture	9
4.3.1	Architecture Components	9
4.4	Development Methodology	9
4.4.1	Sprint Breakdown Example	9
4.5	Implementation Strategy	10
4.5.1	Front-End Development	10
4.5.2	Back-End Development	10
4.5.3	Database Management	10
4.6	Testing and Validation	10
4.7	Deployment and Maintenance	11
5	SYSTEM DESIGN	12
5.1	Overview	12
5.2	Use Case Diagram	12
5.3	Class Diagram	14
5.4	Sequence Diagrams	14
5.4.1	Scenario 1: User Authentication	15
5.4.2	Scenario 2: Attendance Management	16
5.4.3	Scenario 3: Viewing Marks and Notices	17
5.5	Activity Diagrams	17

5.5.1	Scenario 1: User Login Process	18
5.5.2	Scenario 2: Data Entry by Teachers	19
5.5.3	Scenario 3: Students Viewing Results	20
5.6	Component Diagram	20
6	TECHNOLOGY USED	22
6.1	Front-End	22
6.1.1	React	22
6.1.2	TypeScript	22
6.1.3	JavaScript	22
6.1.4	Kotlin	23
6.2	Back-End	23
6.2.1	Node.js	23
6.2.2	PostgreSQL	23
7	OUTPUT	24
7.1	Introduction	24
7.1.1	Attendance Tab	24
7.1.2	Internal Marks Submission Tab	24
7.1.3	Result Section	24
7.1.4	Notice Page	24
7.1.5	Notes Page	25
7.2	Application Screenshots	26
7.2.1	Login Interface	26
7.2.2	Teacher Application	27

7.2.3 Student Application	36
7.3 Summary	41
8 CONCLUSION	42
REFERENCES	43

LIST OF FIGURES

Figure 2.1: MVVM Architecture	5
Figure 5.1: Use Case Diagram	13
Figure 5.2: Class Diagram	14
Figure 5.3: Sequence Diagram for User Authentication	15
Figure 5.4: Sequence Diagram for Attendance Management	16
Figure 5.5: Sequence Diagram for Viewing Marks and Notices	17
Figure 5.6: Activity Diagram for Login Process	18
Figure 5.7: Activity Diagram for Attendance Entry	19
Figure 5.8: Activity Diagram for Viewing Results	20
Figure 5.9: Component Diagram	21
Figure 7.1: Login Page for Campus Connect	26
Figure 7.2: Teacher Dashboard	27
Figure 7.3: Subjects Added by Teacher	28
Figure 7.4: Teacher Adding New Subject	29
Figure 7.5: Teacher Taking Attendance	30
Figure 7.6: Teacher Viewing Attendance Records	31
Figure 7.7: Teacher Adding Internal Marks	32
Figure 7.8: Teacher Viewing Internal Marks	33
Figure 7.9: Teacher Adding Notice	34
Figure 7.10: Teacher Adding Notes	35

Figure 7.11:Student Dashboard	36
Figure 7.12:Student Viewing Attendance	37
Figure 7.13:Student Viewing Internal Marks	38
Figure 7.14:Student Viewing Notices	39
Figure 7.15:Student Accessing Notes	40
Figure 7.16:Student Viewing Teacher Information	41

LIST OF ABBREVIATIONS

API	: Application Programming Interface
Colab	: Colaboratory
REST	: Representational State Transfer
IOE	: Institute Of Engineering
IOEPC	: Institute Of Engineering Purwanchal Campus
MVVM	: Model-View-ViewModel

CHAPTER 1

INTRODUCTION

1.1 Background

The Institute of Engineering Purwanchal Campus (IOEPC) is an education institution in Nepal, offering a range of undergraduate and graduate programs in various engineering disciplines. Despite advancements in technology, many administrative and academic processes at campus remain manual and offline, leading to inefficiencies and delays. Technical processes are still being handled through paper-based methods, which are prone to errors and time-consuming. There is no direct connection between teachers and students, leading to delayed communication due to the dependency on class representatives. To address these issues, we propose the development of a mobile application that integrates all IOE services, providing a centralized and efficient platform for users. This application aims to streamline processes such as attendance management and assessment marks, making it easier for teachers to conduct daily activities and ensuring easy integration of existing offline systems and flexibility for future enhancements.

1.2 Gap Identification

Despite the availability of various educational management systems, there is a lack of tailored solutions that cater specifically to the needs of our college. Our applications address this gap by providing customized functionalities that align with the requirements of students, teachers, and administrators.

1.3 Motivation

The motivation behind this project is to simplify and automate the routine tasks of students, teachers, and administrators. By leveraging technology, we aim to reduce manual efforts, minimize errors, and improve the overall user experience. Our team, comprising students of IOEPC, saw an opportunity to contribute to the institution by developing a solution that benefits both students and the institute.

1.4 Objectives

- Develop a user-friendly application for teachers to manage attendance, internal marks, notes, and notices.
- Create a student application that allows students to view their attendance, internal marks, notes, and notices.
- Implement an admin interface to manage user accounts for students and teachers.
- Improve online access to the educational system by using a monolithic architecture.

1.5 Scope

The proposed applications can be adopted by educational institutions to streamline their academic and administrative processes. The teacher application allows teachers to manage attendance, internal marks, notes, and notices efficiently. The student application provides students with easy access to their academic information. The admin interface enables administrators to manage user accounts for students and teachers, ensuring a smooth and secure user experience. The application will serve as an external interface, facilitating activities such as result publication and online attendance, and integrating existing systems to better serve stakeholders.

1.5.1 Academic Study/Research

Academic research is a crucial scope of our project. By sharing our application implementation with other researchers, they can benefit from the study of educational management systems, optimization techniques, and user experience improvements. Our customizable applications with an easy-to-use interface have an important scope in academia.

1.5.2 Comparison of Scope with Existing Systems

There are various educational management systems available, but there are several key differences between these technologies and our applications. Existing systems may

not be tailored to the specific needs of our college, whereas our applications provide customized functionalities that align with the requirements of students, teachers, and administrators. Our applications support real-time data access and management.

CHAPTER 2

RELATED THEORY

2.1 Monolithic Architecture

A monolithic architecture is a software design pattern where all components of an application are integrated into a single code base. This approach simplifies deployment and management, as all functionalities are contained within a single codebase. It can be faster in handling requests when the number of requests is fixed and the load is less [1].

2.2 MVVM Architecture

Model-View-ViewModel (MVVM) is a software architectural pattern that facilitates the separation of the development of the graphical user interface (the view) from the development of the business logic or back-end logic (the model). The view model of MVVM is a value converter, meaning the view model is responsible for exposing (converting) the data objects from the model in such a way that objects are easily managed and presented. This pattern is particularly useful in mobile application development for maintaining a clean separation of concerns and enhancing testability [2].

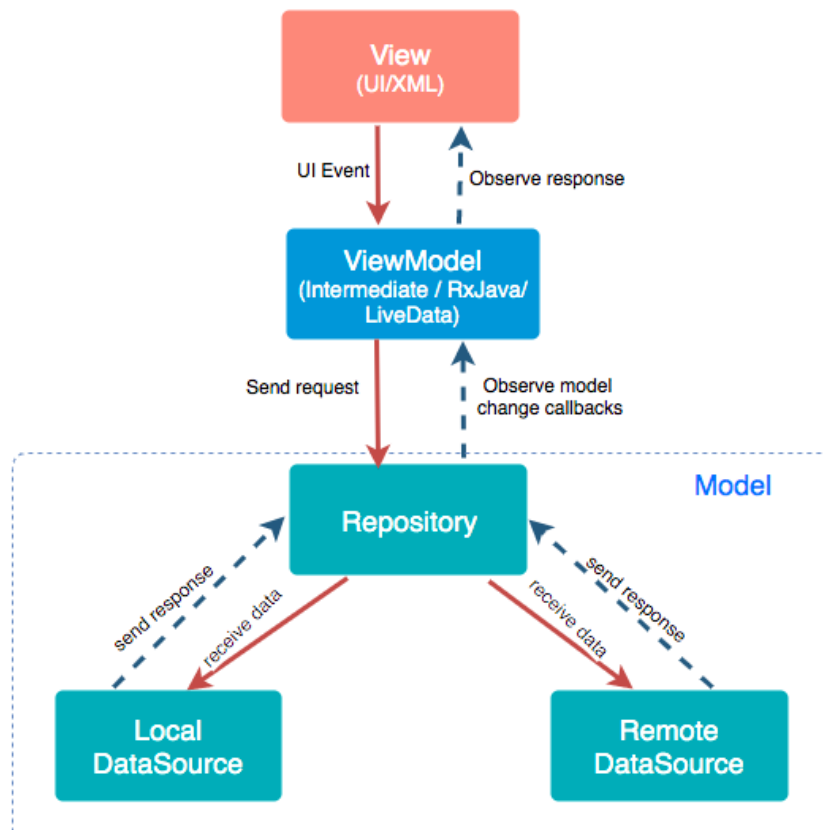


Figure 2.1: MVVM Architecture

2.3 REST API

REST (Representational State Transfer) is an architectural approach for developing web services. A RESTful API (Application Programming Interface) is built using REST concepts. RESTful APIs transfer a representational state of the resource to the endpoint or requester. The information can be of any format like JSON, HTML, PHP, XML, etc.

REST APIs are used for data exchange between client and server. They communicate with the server via HTTP (Hypertext Transfer Protocol) techniques. The most often used HTTP methods in RESTful APIs are GET, POST, PUT, PATCH, and DELETE.

2.3.1 GET

The GET method is used when data is needed to retrieve from the server. It reads the data from the server. It is used to retrieve data like user profiles, product information, or other resources.

2.3.2 POST

The POST method is used to send data to the server. It is useful for creating new resources to be retrieved later on the server.

2.3.3 PUT

The PUT method is used to update an existing resource on the server. It replaces the existing resource with the new one that is sent in the request.

2.3.4 PATCH

The PATCH method is similar to the PUT method, but it only updates the specified fields of an existing resource. It is used when only a portion of a resource needs to be updated, rather than replacing the entire resource.

2.3.5 DELETE

The DELETE method is used to delete a resource from the server. It removes the resource from the server and makes it unavailable for further use.

CHAPTER 3

LITERATURE REVIEW

In 2010, JetBrains created Kotlin to enhance the Java Virtual Machine experience for the user. It supports both object-oriented and functional programming paradigms. With the support of non-nullable types, the applications are immune to null pointer exceptions. Furthermore, Kotlin appeared as the most loved language in the Stack Overflow developer survey for the year 2018 and 2019 [3].

The monolithic architecture has every service of the application interconnected and has a very modular architecture and good decoupling between their internal components. In terms of Node.js, all the services are part of the same code base and run in a single process [4].

3.1 Related Work

An Android App for Kathmandu University displays information about the university, university calendar, course registration, applying for transcripts, news, notices, and student activities. It provides information about student welfare, the central library, publication, and research of the university. This app brings all the major components of their website into a single dashboard with added benefits of personalization [5].

An application for The British College (Student Portal) displays the courses' schedule and exams schedule for students from anywhere and anytime, also notifying the students of student lectures' schedule and exams automatically, viewing the academic information and grades report (marks transcript) for the students. This system depends on the university website directly.

CHAPTER 4

METHODOLOGY

4.1 Overview

The development of this project follows an Agile Development Model, ensuring continuous feedback and iterative improvements. The system is built using a Monolithic Architecture, integrating all components into a single unified application. This structure allows seamless communication between different system modules, improving efficiency and maintainability.

The project is developed using:

- **Front-end:** React (for web) and Kotlin (for mobile).
- **Back-end:** Node.js with PostgreSQL as the database.
- **Version Control:** GitHub and Git tools were used for tracking changes and collaboration.
- **Deployment:** The system is hosted on Azure and Vercel to ensure scalability and high availability.

4.2 Requirement Analysis

To ensure the system meets the needs of students, teachers, and administrators, a requirement analysis phase was conducted. This involved:

- **User Interviews:** Discussions with students and faculty members to identify key functionalities.
- **Comparative Analysis:** Reviewing existing educational management systems to understand their strengths and weaknesses.

Key requirements derived from this phase include:

- A student dashboard for accessing attendance, marks, and notices.
- A teacher dashboard for managing attendance and internal assessments.

- An admin panel for user account management.

4.3 System Architecture

The system is developed using a Monolithic Architecture, where all functionalities are integrated into a single codebase. This approach simplifies development, deployment, and maintenance.

4.3.1 Architecture Components

- **Front-end (React & Kotlin)**
 - React is used for the web interface.
 - Kotlin is used for Android-based mobile applications.
- **Back-end (Node.js & PostgreSQL)**
 - Node.js handles API requests and server-side processing.
 - PostgreSQL is used as the database to store structured data.
- **Deployment**
 - Azure for cloud hosting.
 - Vercel for front-end deployment.

4.4 Development Methodology

The project follows an Agile Development Model, explicitly incorporating:

- **Sprint-Based Development:** The development cycle is divided into multiple sprints, each lasting two weeks.
- **Daily Stand-up Meetings:** To discuss progress, challenges, and next steps.
- **Iterative Feedback:** Testing and improvements after each sprint cycle.

4.4.1 Sprint Breakdown Example

- **Sprint 1:** Set up project repository, database schema, and authentication module.

- **Sprint 2:** Develop student dashboard and implement attendance tracking.
- **Sprint 3:** Complete teacher and admin functionalities.
- **Sprint 4:** Testing, debugging, and final deployment.

4.5 Implementation Strategy

The system is implemented in three key phases:

4.5.1 Front-End Development

- React is used to build reusable UI components for web applications.
- Kotlin is used for mobile development to ensure a smooth user experience.
- State Management is handled using Redux for React applications.

4.5.2 Back-End Development

- Node.js with Express manages API requests and business logic.
- REST API Architecture is used for communication between the front-end and back-end.

4.5.3 Database Management

- PostgreSQL stores user data, academic records, and attendance.

4.6 Testing and Validation

Testing was conducted to identify usability issues and ensure system reliability. The testing approach included:

- **Unit Testing:** Each component was individually tested using Jest (for Node.js).
- **Integration Testing:** API endpoints were tested using Postman to ensure smooth communication.
- **User Acceptance Testing (UAT):** A group of students and teachers used the sys-

tem and provided feedback.

4.7 Deployment and Maintenance

- **Hosting Platforms:**

- Azure is used for cloud hosting of the back-end.
- Vercel is used for front-end deployment.

- **Version Control & CI/CD:**

- GitHub & Git tools are used for source code management.
- Continuous Integration (CI) is implemented to automate testing and deployment.

- **Future Maintenance:**

- Regular updates based on user feedback.
- Bug fixes and feature enhancements will be tracked using GitHub Issues.

CHAPTER 5

SYSTEM DESIGN

5.1 Overview

The system design represents the structural and functional aspects of the proposed system, illustrating how different components interact. This section covers various Unified Modeling Language (UML) diagrams, which define the system's architecture and workflow.

5.2 Use Case Diagram

The use case diagram provides an overview of system interactions, depicting different user roles and their associated functionalities.

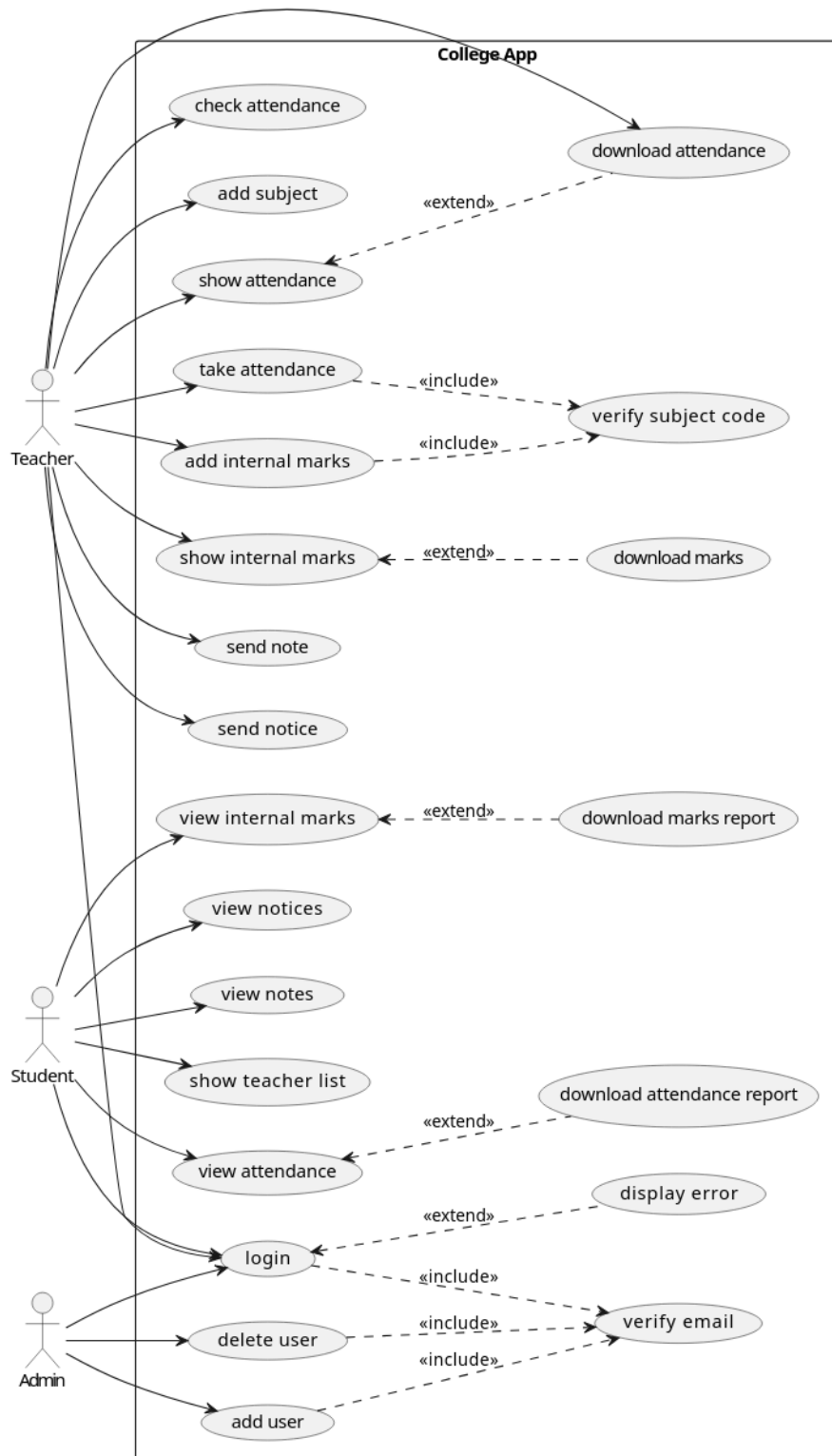


Figure 5.1: Use Case Diagram

5.3 Class Diagram

The class diagram represents the object-oriented structure of the system, defining various classes, attributes, methods, and relationships between them.

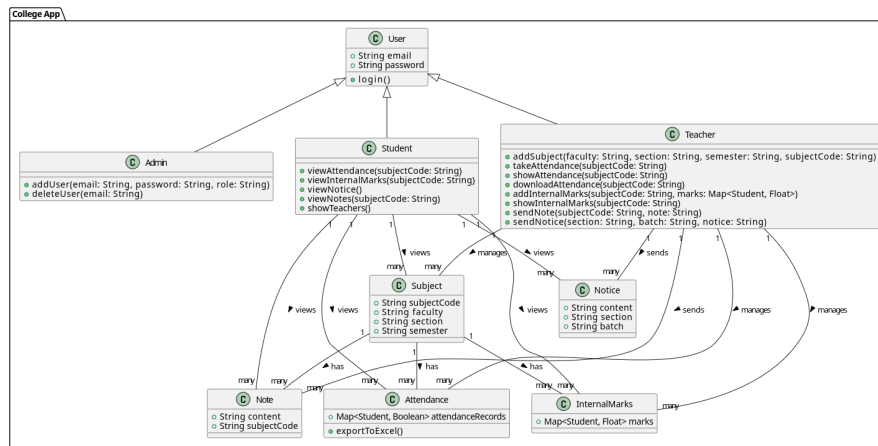


Figure 5.2: Class Diagram

5.4 Sequence Diagrams

Sequence diagrams illustrate the interaction between objects over time for different scenarios. Below are three key scenarios:

5.4.1 Scenario 1: User Authentication

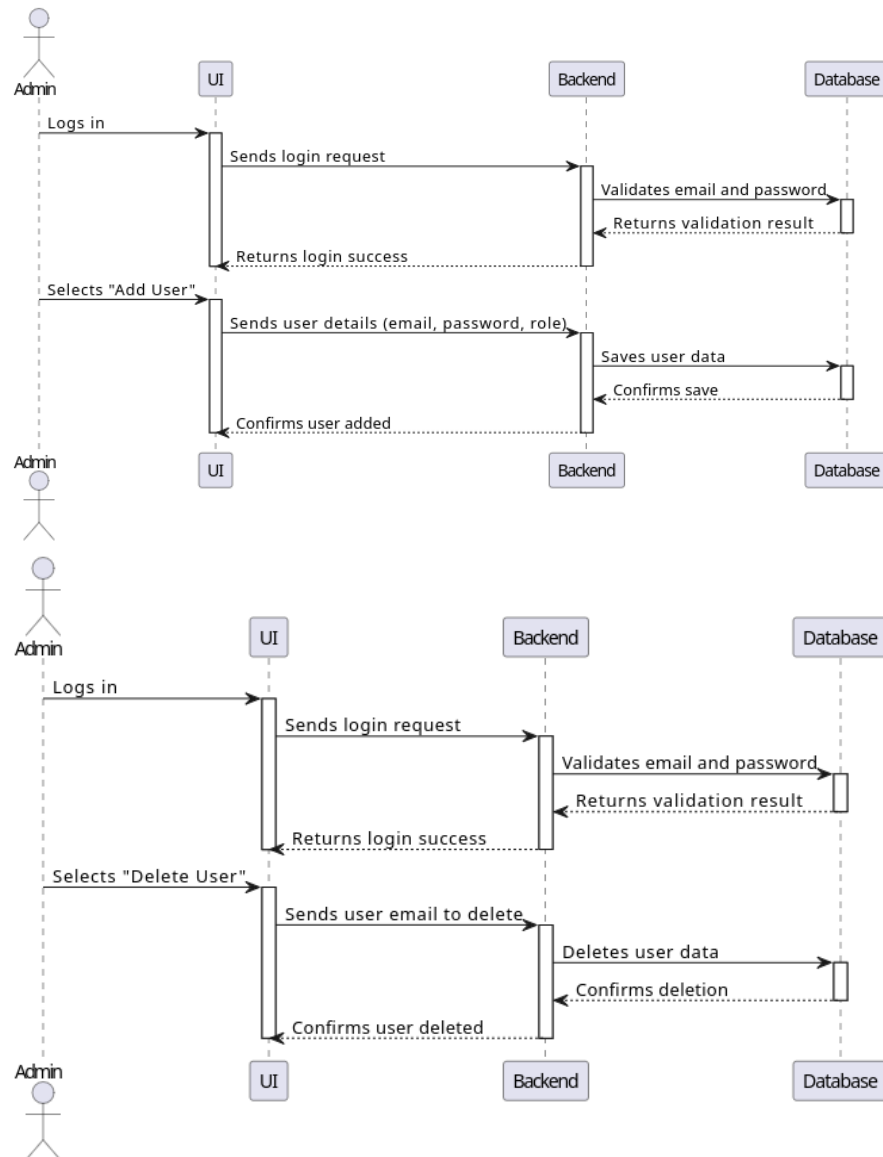


Figure 5.3: Sequence Diagram for User Authentication

5.4.2 Scenario 2: Attendance Management

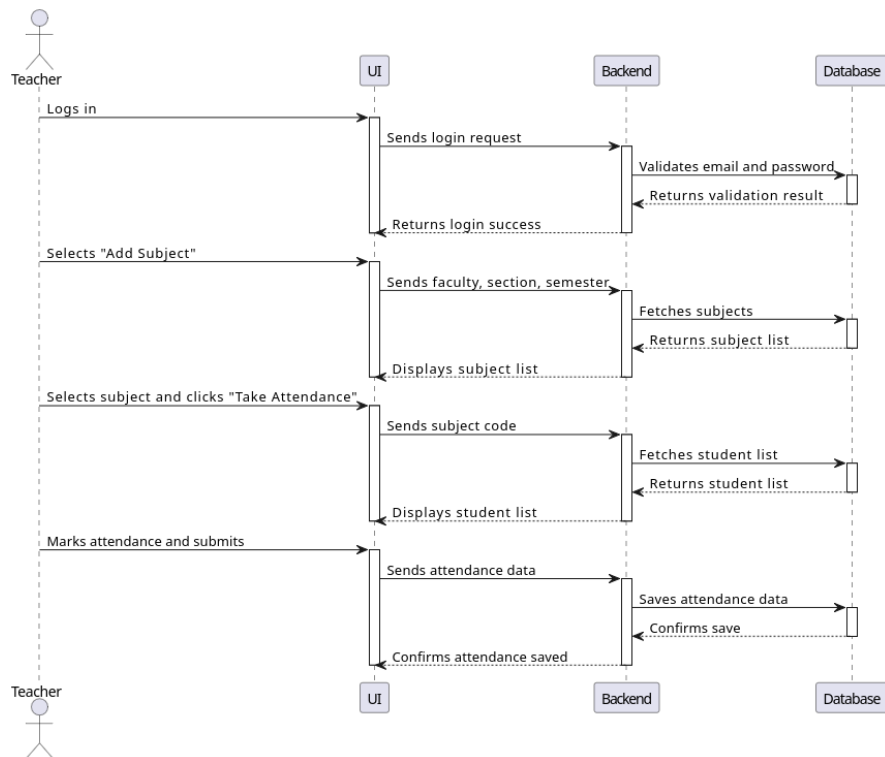


Figure 5.4: Sequence Diagram for Attendance Management

5.4.3 Scenario 3: Viewing Marks and Notices

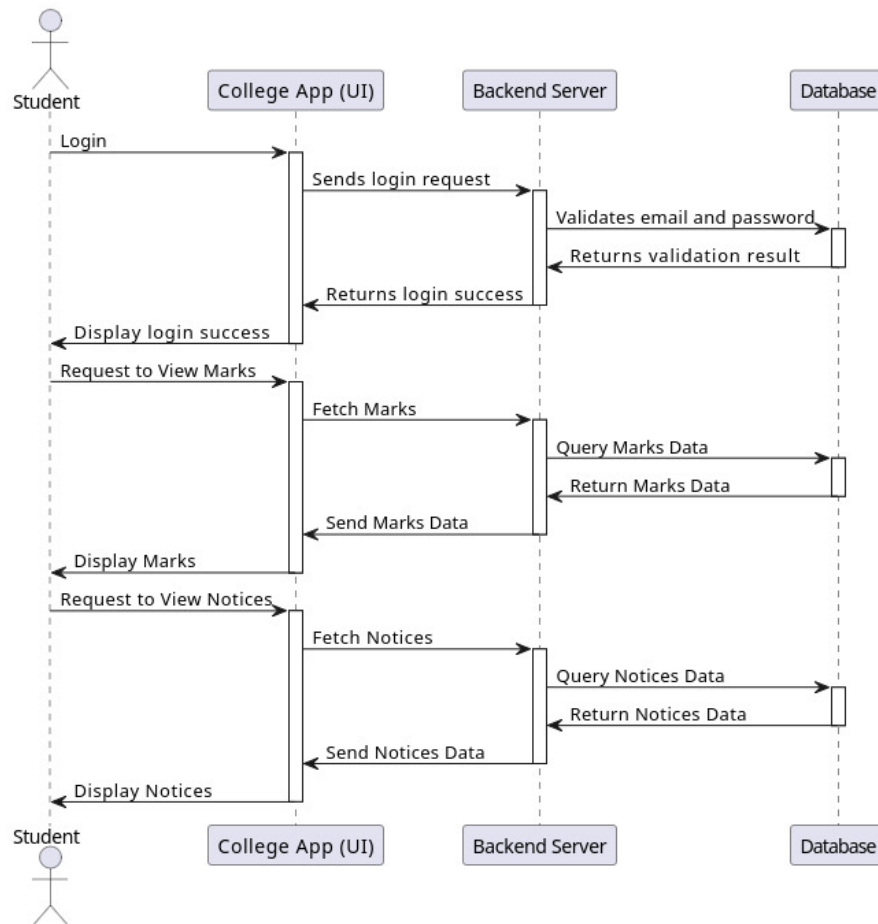


Figure 5.5: Sequence Diagram for Viewing Marks and Notices

5.5 Activity Diagrams

Activity diagrams model the workflows for different functionalities, showing the sequence of operations. Below are three key workflows:

5.5.1 Scenario 1: User Login Process

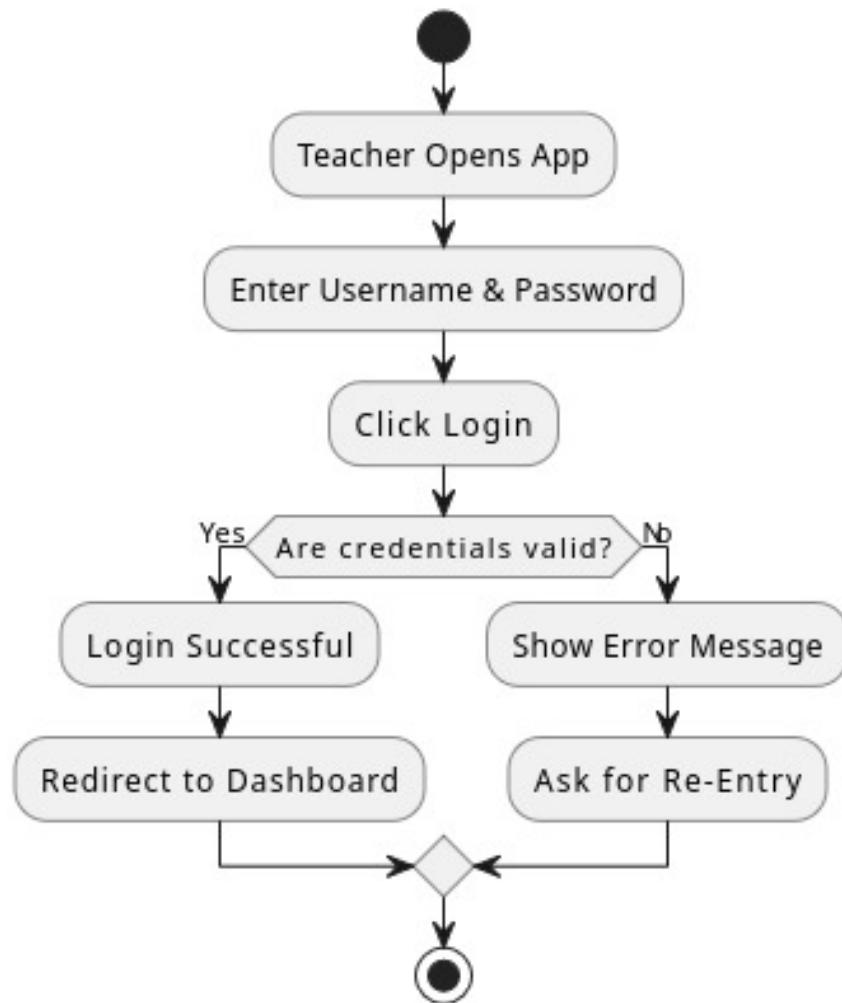


Figure 5.6: Activity Diagram for Login Process

5.5.2 Scenario 2: Data Entry by Teachers

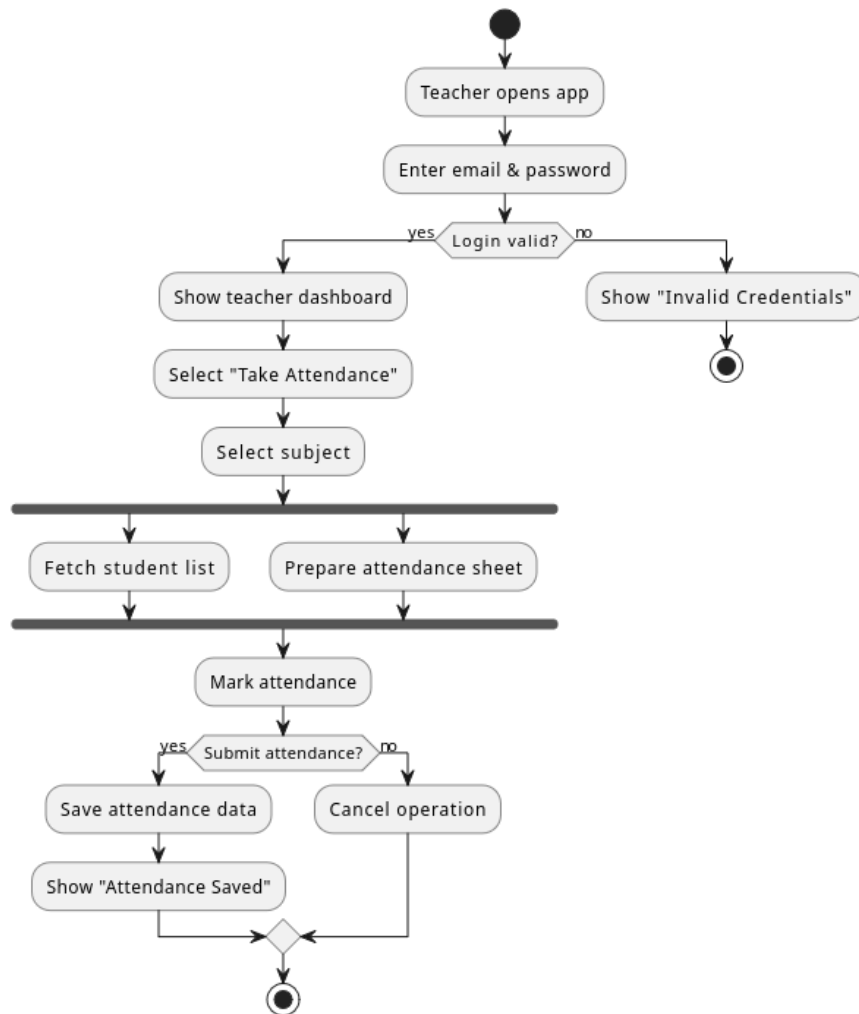


Figure 5.7: Activity Diagram for Attendance Entry

5.5.3 Scenario 3: Students Viewing Results

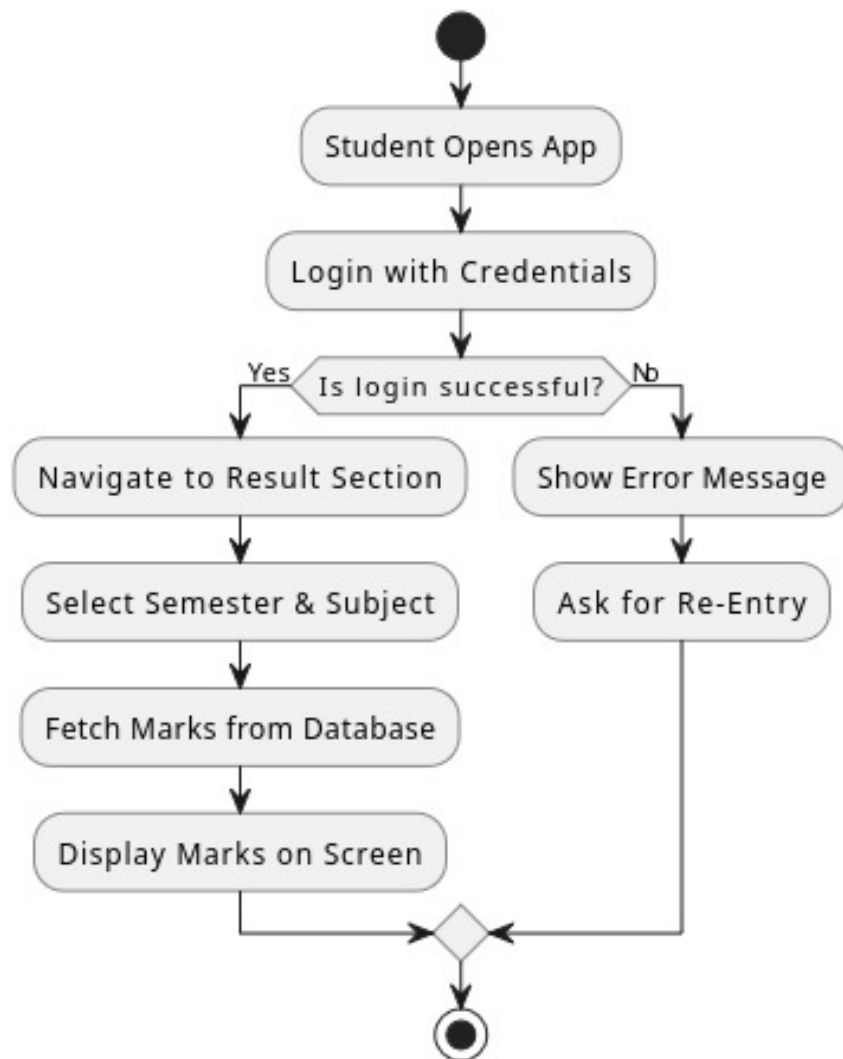


Figure 5.8: Activity Diagram for Viewing Results

5.6 Component Diagram

The component diagram outlines the system's physical structure, illustrating dependencies between different components such as the front-end, back-end, database, and external APIs.

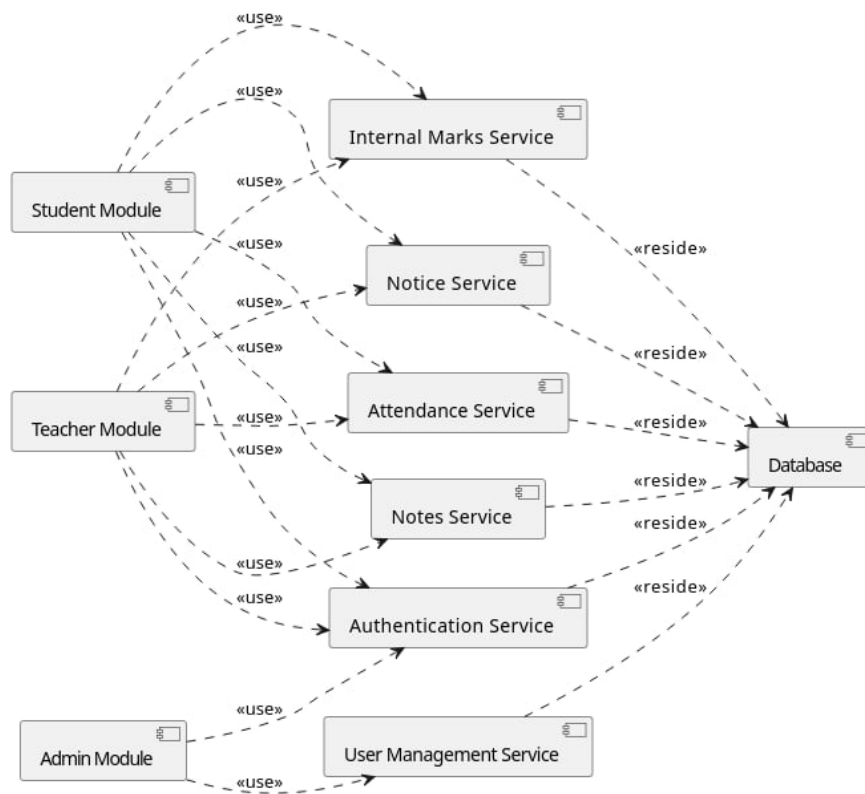


Figure 5.9: Component Diagram

CHAPTER 6

TECHNOLOGY USED

6.1 Front-End

6.1.1 React

React, an open-source project developed by Meta, is a JavaScript library that permits developers to create an interactive user interface for web applications. It helps in simplifying the building of complex user interfaces. The major work of React involves breaking down the UI into reusable components that are then utilized to construct the more complex UI elements. It supports code reusability and makes the use of state changes easier within the application. In React, there is the virtual DOM whose implementation helps to improve the time and performance for rendering the content in DOM [6].

6.1.2 TypeScript

To add the optional static typing to the language, a superset of JavaScript is used which is known as TypeScript. It is better known to improve code quality and maintainability by catching the bugs at the time of compiling. It comprises several features like auto-completion, code navigation, and helping to prevent common errors during programming. With the help of TypeScript, the developers write more maintainable and scalable code creating a better user experience for their applications [7].

6.1.3 JavaScript

JavaScript is a powerful and widely-used programming language that enables developers to create interactive and dynamic web applications. It is primarily used for client-side scripting, allowing web pages to respond to user actions without requiring a page reload. JavaScript can manipulate HTML and CSS to update content, control multimedia, animate images, and much more. Its versatility and ease of integration with other web technologies make it an essential tool for modern web development. Additionally,

JavaScript supports asynchronous programming, which enhances the performance and responsiveness of web applications by allowing tasks to run in the background [8].

6.1.4 Kotlin

Kotlin, developed by JetBrains, is a statically typed programming language that is fully interoperable with Java. It features a concise syntax, reducing boilerplate code, and introduces null safety to prevent common null pointer exceptions. With smart casts, extension functions, and built-in support for asynchronous programming via coroutines, Kotlin provides a modern and efficient coding experience. It is widely adopted for Android development due to its compatibility with Java and its advanced features [9].

6.2 Back-End

6.2.1 Node.js

Node.js is a popular and powerful backend framework that enables developers to build fast, scalable, and event-driven applications using JavaScript. It's known for its efficient I/O operations, non-blocking I/O model, and a vast library of modules and packages via its package manager, npm. Node.js is also flexible and easy to learn, thanks to its JavaScript syntax and supportive community. With Node.js, developers can build robust and high-performance backend systems for web and mobile applications alike [4].

6.2.2 PostgreSQL

PostgreSQL is widely used by organizations of all sizes for storing and managing their data. It is a powerful, free, and open-source database management system known for its ability to handle complex transactions and robust security features. Developers can extend and customize PostgreSQL to match their specific needs. It is a reliable database solution that is beneficial for any organization intending to store and manage their data efficiently.

CHAPTER 7

OUTPUT

7.1 Introduction

A short description of each of the tabs and pages in the mobile application is provided below.

7.1.1 Attendance Tab

The attendance service is a crucial feature of the app that allows students to view their attendance records and teachers to take attendance for their classes. The app enables teachers to take attendance through their mobile devices, and students to view their attendance records in real-time.

7.1.2 Internal Marks Submission Tab

The internal mark submission feature allows students to submit their marks for internal assessment, and teachers to access and manage the marks of their students. The app has a user-friendly interface that allows students and teachers to upload and view the marks easily.

7.1.3 Result Section

The result section of the app allows students to view their examination results. The app retrieves the result data from the database and displays it in an organized way, such as using a table or graph, and provides options for students to filter and search their results based on their courses, semesters, and other relevant criteria.

7.1.4 Notice Page

The notice page displays important notices published by the teacher, such as daily routine, class cancellation, notes update, and other relevant information. The app allows users to view the notices in a list or grid format and provides options to filter and search

the notices based on their categories and tags.

7.1.5 Notes Page

Teachers can post their notes into the application, and students can view and download the notes through the mobile app. Students can either type down the notes or upload them. The notes will be visible to students for only one semester.

7.2 Application Screenshots

7.2.1 Login Interface

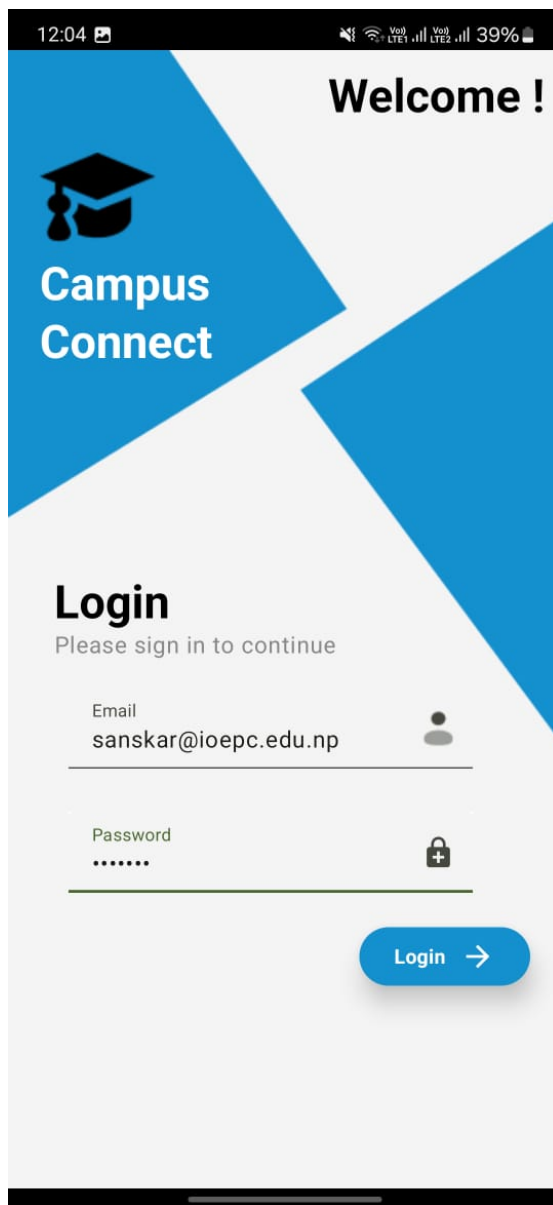


Figure 7.1: Login Page for Campus Connect

7.2.2 Teacher Application

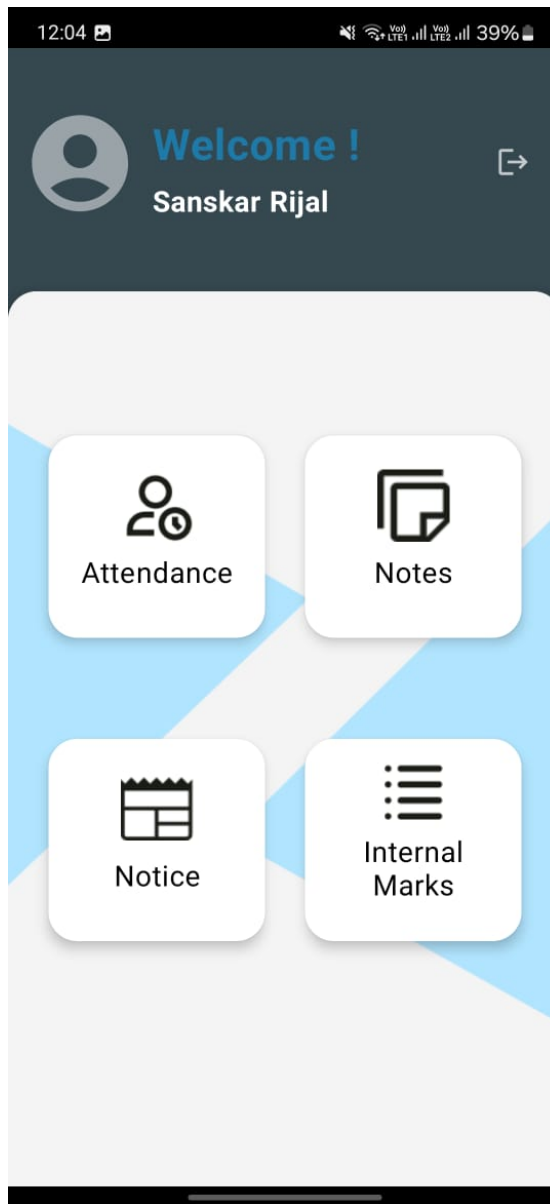


Figure 7.2: Teacher Dashboard

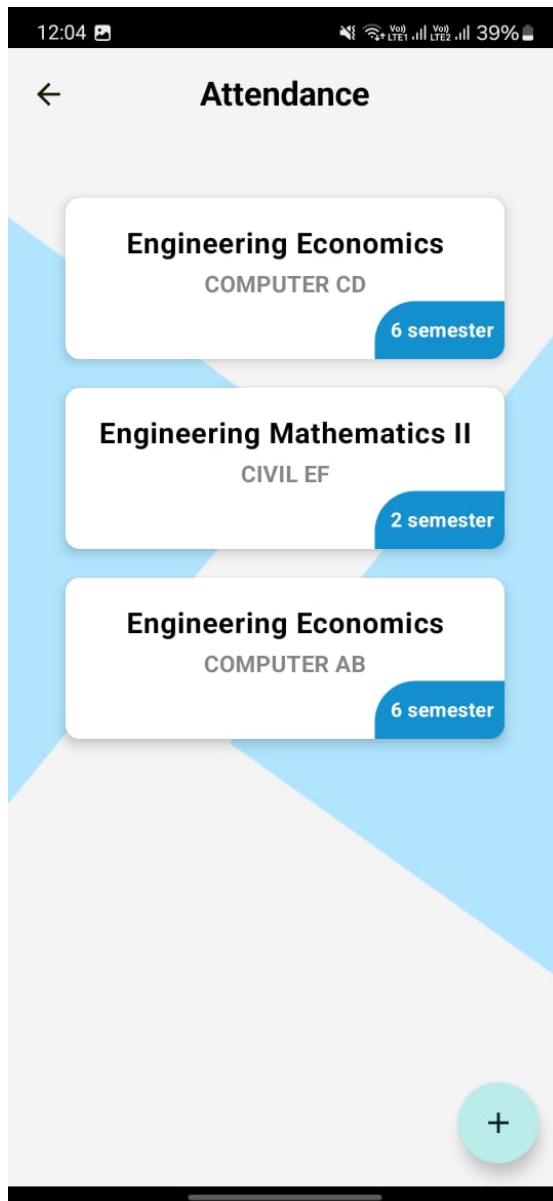


Figure 7.3: Subjects Added by Teacher

The screenshot shows a mobile application interface with a status bar at the top displaying the time 12:04, signal strength, and 39% battery. The app's header features a back arrow and the title "Add Attendance". Below the header are four stacked dropdown menus with the labels "Select faculty", "Select Semester", "Select your Section", and "Select your Subject". Each dropdown has a downward-pointing arrow on its right side. At the bottom of the form is a blue button with the text "Create" and a right-pointing arrow. The background of the app has a light blue and white geometric pattern.

Figure 7.4: Teacher Adding New Subject

12:04 39%

Take Attendance

PUR078BCT058 Rajat Pradhan	<input checked="" type="checkbox"/>
PUR078BCT060 Rajeesh Pandey	<input checked="" type="checkbox"/>
PUR078BCT061 Ram Chandra Ghimire	<input checked="" type="checkbox"/>
PUR078BCT062 Ranjit Adhikari	<input type="checkbox"/>
PUR078BCT063 Ravi Pandit	<input checked="" type="checkbox"/>
PUR078BCT064 Sagar Katuwal	<input type="checkbox"/>
PUR078BCT065 Samir Bidari	<input checked="" type="checkbox"/>

Save →

Figure 7.5: Teacher Taking Attendance

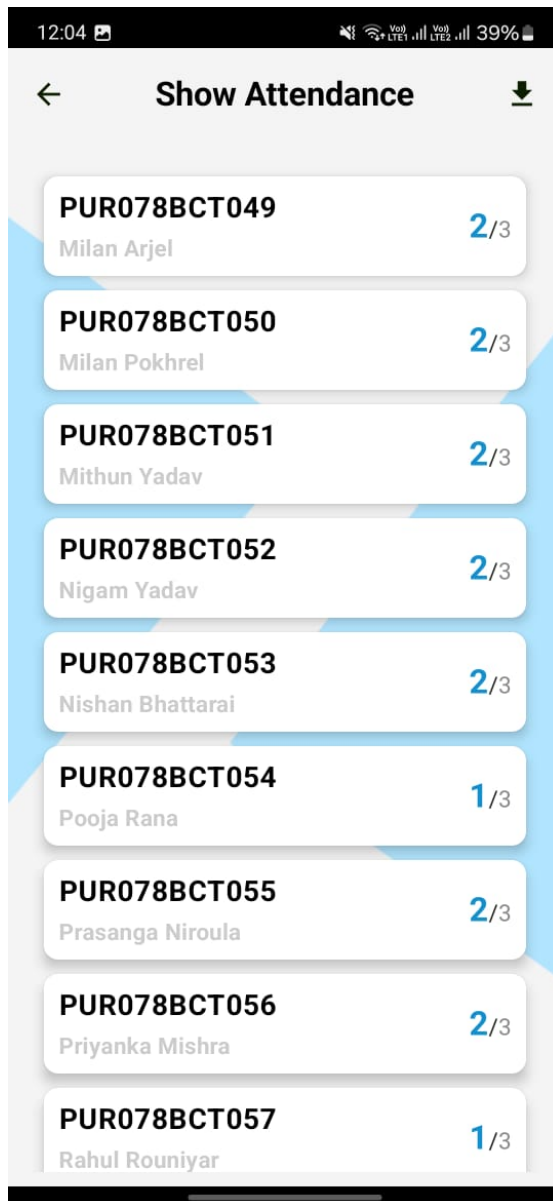


Figure 7.6: Teacher Viewing Attendance Records

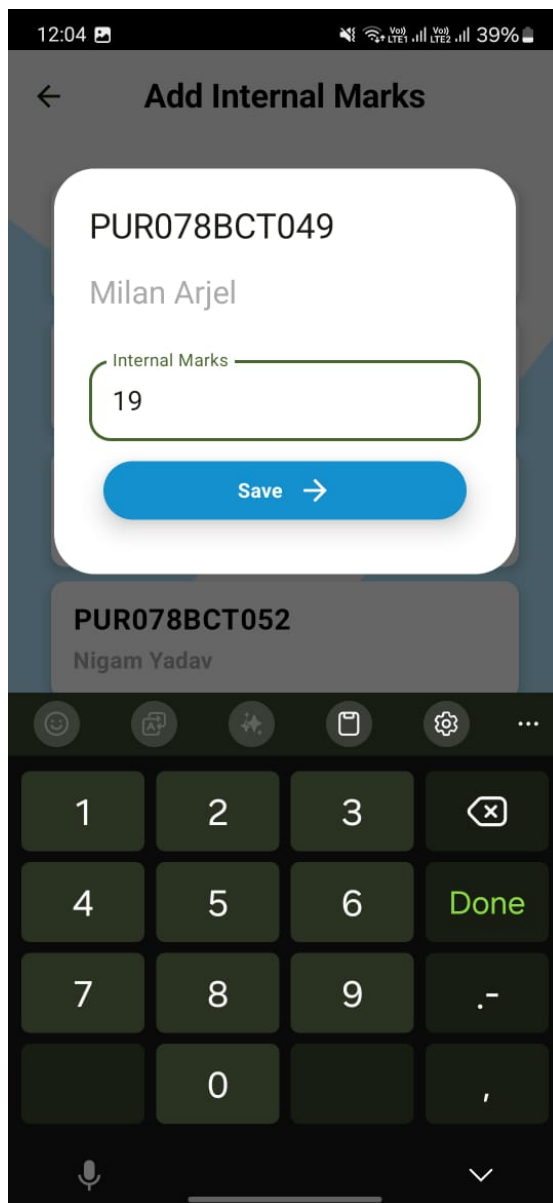


Figure 7.7: Teacher Adding Internal Marks

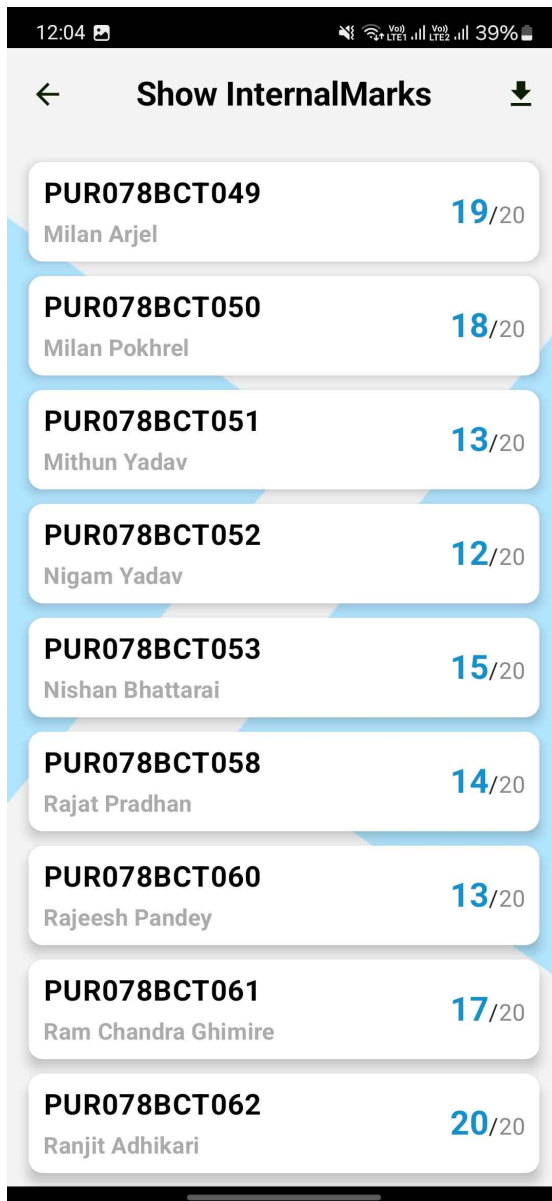


Figure 7.8: Teacher Viewing Internal Marks

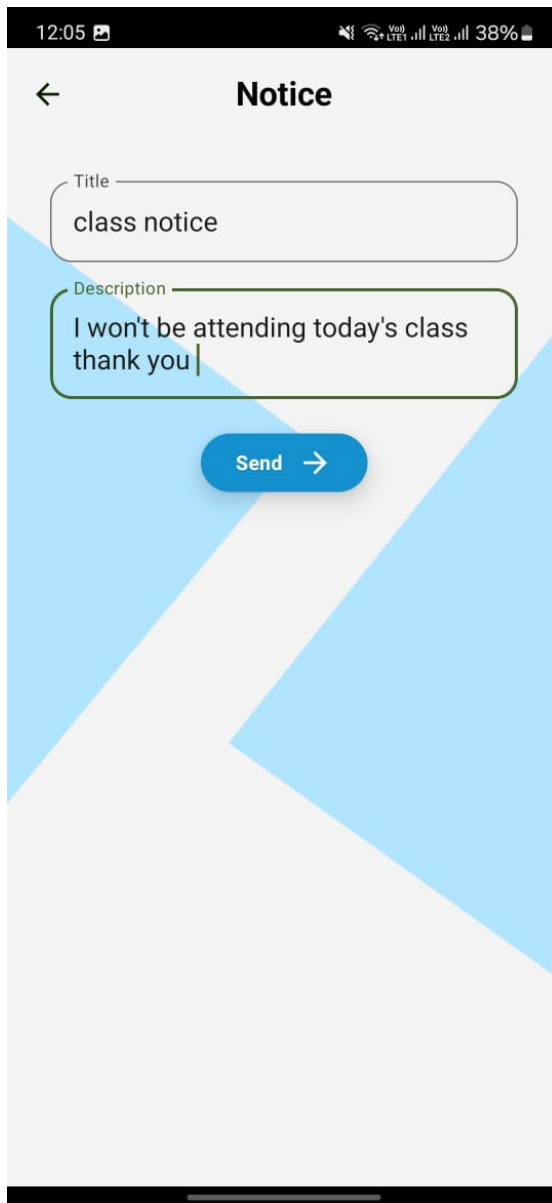


Figure 7.9: Teacher Adding Notice

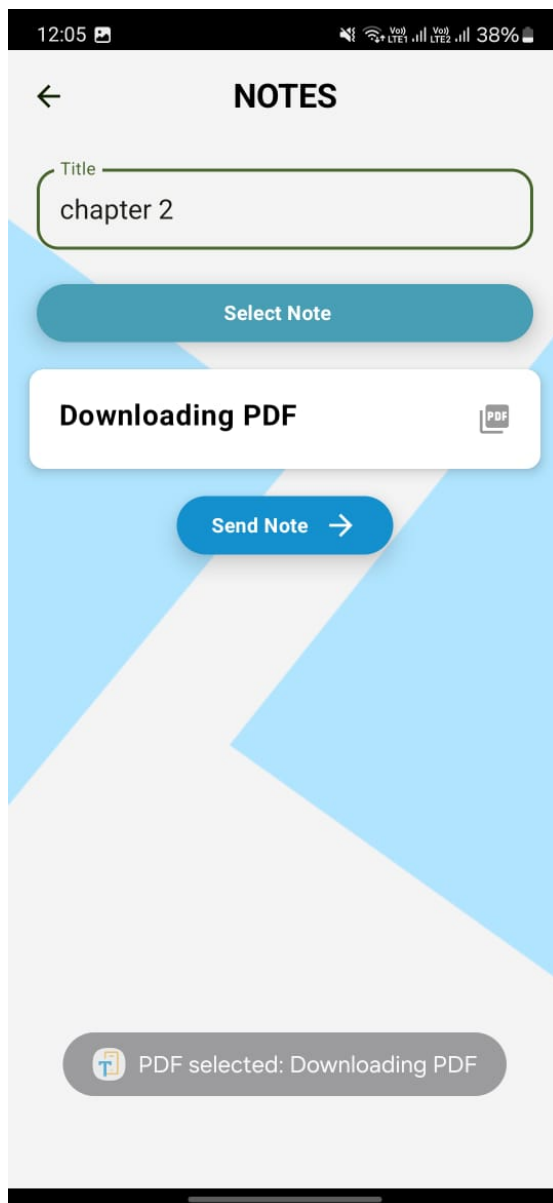


Figure 7.10: Teacher Adding Notes

7.2.3 Student Application

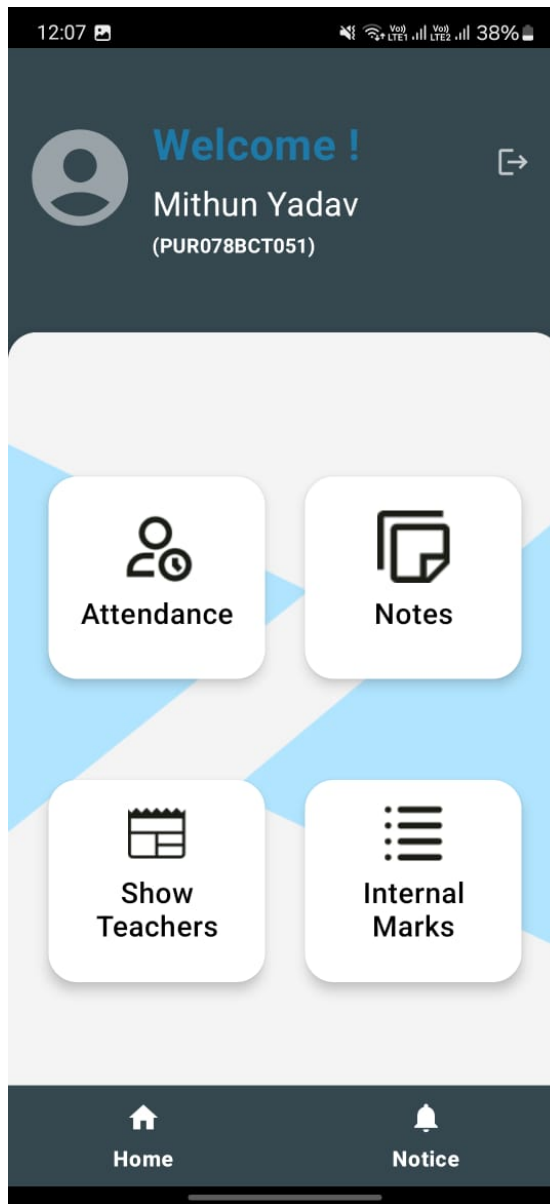


Figure 7.11: Student Dashboard

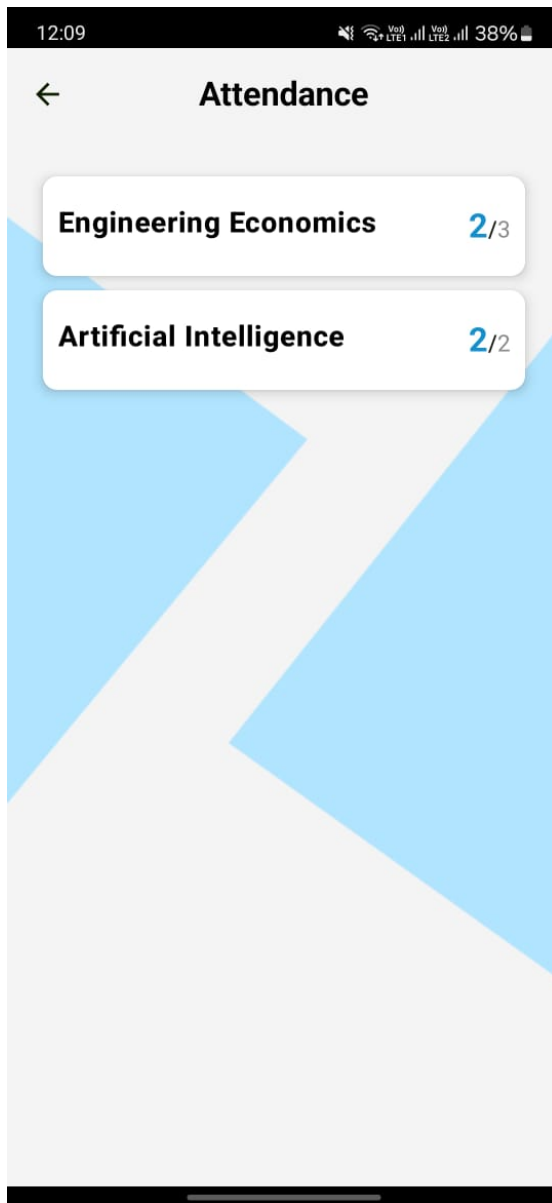


Figure 7.12: Student Viewing Attendance

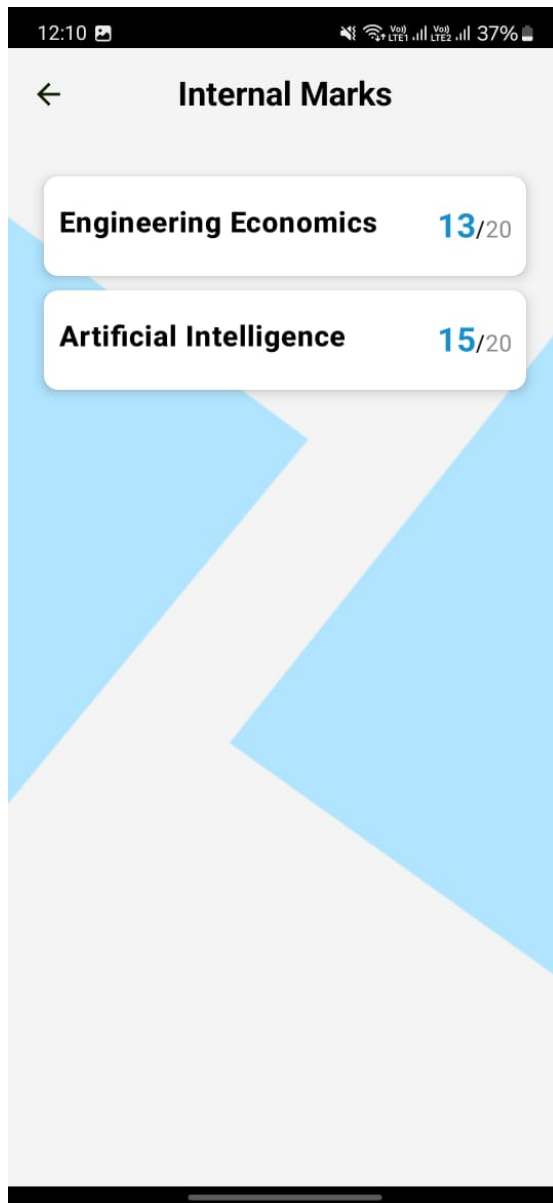


Figure 7.13: Student Viewing Internal Marks

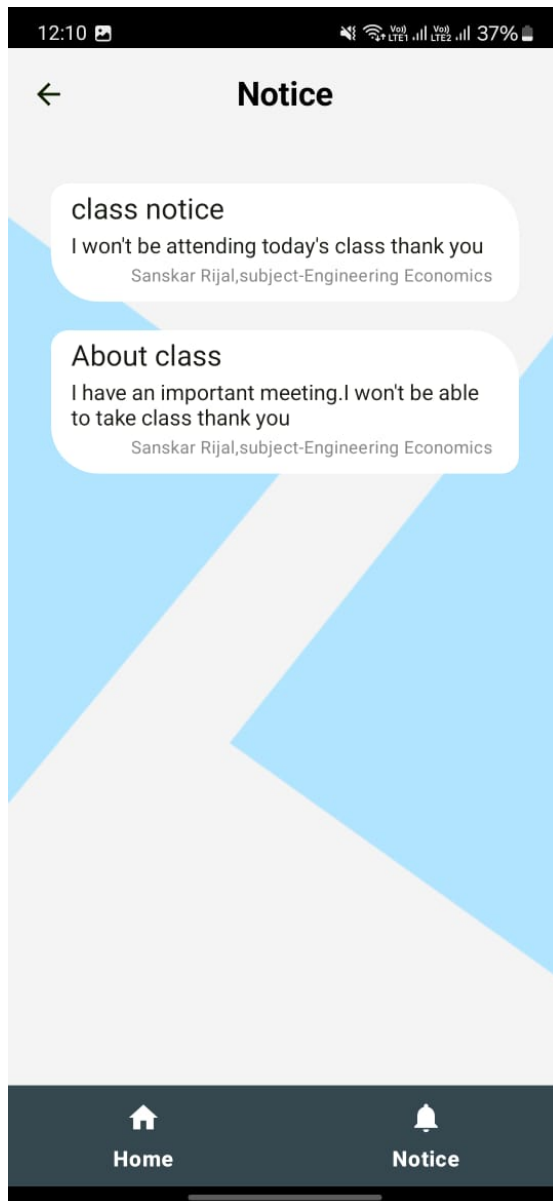


Figure 7.14: Student Viewing Notices

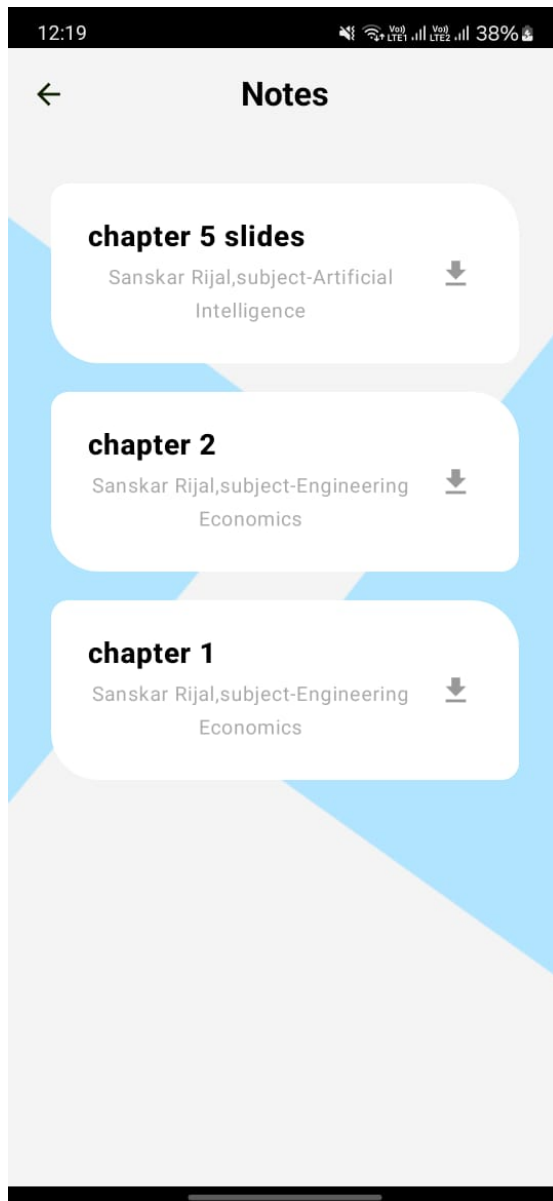


Figure 7.15: Student Accessing Notes

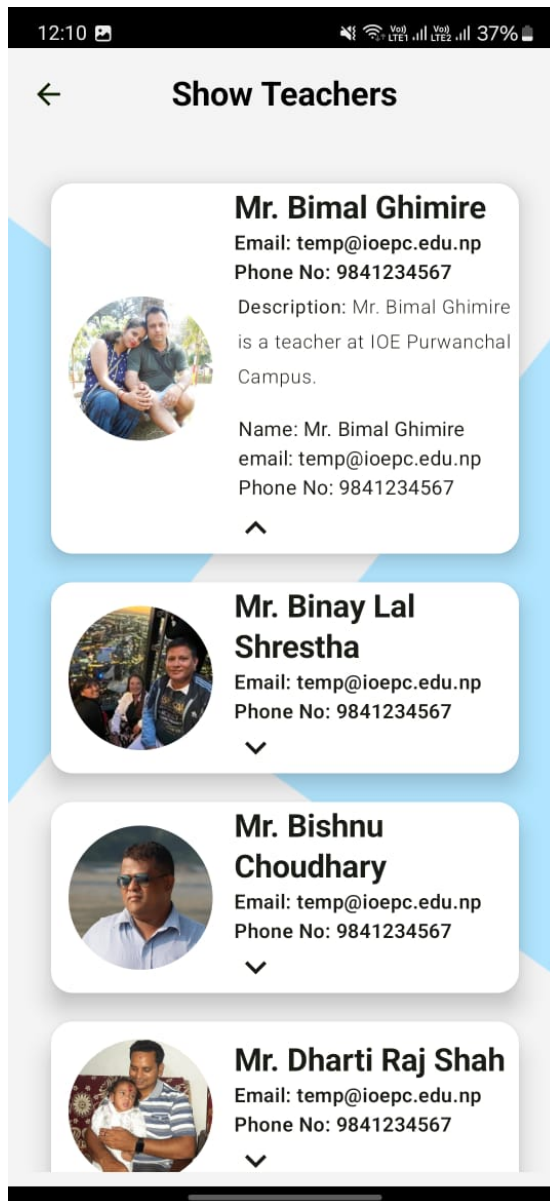


Figure 7.16: Student Viewing Teacher Information

7.3 Summary

The screenshots above demonstrate the key features of the Campus Connect application, providing an efficient way for students to access academic information and for teachers to manage course content, attendance, and assessments.

CHAPTER 8

CONCLUSION

In conclusion, the Campus Connect project has been developed and implemented to provide the Institute of Engineering with an integrated application through which all the activities of the campus can be tracked. It helps students to get easy access to academic information and resources. The app has a user-friendly interface, which allows students to quickly find important information, such as schedules, exam results, course materials, and announcements.

Moreover, the app can reduce the workload of the administrative staff by automating routine tasks. Moving forward, the project team can enhance the app by incorporating additional features based on user feedback and emerging technology trends.

The Campus Connect project is a valuable contribution to the IOE community, and it has the potential to significantly improve the experience of stakeholders of IOE by providing them with easy access to essential information.

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