Online Toy Joy Shelling

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SUBMITTED TO

Kamani Science & Prataparai Arts College

Saurashtra University Rajkot

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Guidance By

Prof. Prakash Gajera

Developed By

Mehta Mansi
Rathod Harshita

preface

The main objective of any computer science student is to get practical knowledge as possible. Being able to have a practical knowledge by developing a project is a lifetime experience. As practical knowledge is important as theoretical knowledge we are thankful of having a project.

Through the development of the project we had a great experience of various strategies that can be applied in development of the project. This project is the stepping stone for our career.

We are pleased to present this project report. Proper case has been taken while organizing the report so that it is easy to comprehend. Also, various software engineering concepts have been implemented.

acknowledgement

It is my great pleasure to present my project report on "online toyjoy shelling".

We are student of BCA sem-6 Studying in the kamani Science and Prataparai Art College

We Thanks to the entire person who has given their support in shaping of the System. We thanks proffers. Prakash Gajera forgiving us guidance and Co-operation in understanding the system. We also thanks them for their unconditional help in making of this project.

We have great deal of gratitude towards our head of department who encourage us in taking up this activity. We thank all faculties and administrative staffs of the institute.

Thanks to all

Yours Faithfully,

Mehta Mansi

Rathod Harshita

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