

# WEEKLY INTERNSHIP ASSIGNMENT I

## Introduction about yourself

As a student of engineering, I enjoy learning how things operate from both a technical and user perspective. I like studying independently, experimenting with tools, and analysing concepts until they make sense. I value depth over superficial art and clarity over chaos.

I normally learn by doing, experimenting, making mistakes, and then getting better. This method has helped me in maintaining consistency, curiosity, and discipline in my work and learning throughout time.

## Why have you chosen Edutainer for the internship?

I was primarily looking for a remote internship that aligned with my areas of interest, as this would allow me to manage my time better while focusing on skills I genuinely wanted to develop. I applied to several internships according to my areas of interest while looking for such possibilities.

Edutainer was the first organization to respond, and the internship role aligned well with what I was looking to learn. Based on this, I decided to move forward with the opportunity, as it felt like a practical and relevant choice for my current learning goals.

## Why did you choose UI/UX & Game design as a domain for your internship?

I selected UI/UX as my domain because it was already one of my interests. The strong connection between UI/UX and how users think, feel, and act when interacting with a product is what drew me in. The psychological component that most intrigued me was learning about flow, clarity, and how intelligent design choices can influence user experience.

As my internship progressed, I became aware that the work was less about UI/UX design and more about the foundations of computer science. It was less design-focused than I had anticipated, even if it is still connected to UI/UX in a larger way. My understanding of my own interests and how several domains frequently overlap

in practical initiatives has improved as a result of this encounter.

## What are your future goals?

My primary objective is to continue experimenting and gaining knowledge via experience. At this point, I appreciate exploring since it helps me figure out what I actually enjoy doing and what will work best for me in the long run.

Rather than being my main long-term career path, I envision myself pursuing frontend programming and UI/UX as personal interests or part-time pursuits in my spare time. I want to continue developing my abilities in a variety of fields while remaining open-minded about my eventual area of expertise.

## Conclusion

This internship has been a useful learning experience that gave me clarity about my interests and expectations. It helped me understand how UI/UX connects with other technical areas and how roles can differ from initial assumptions.

Overall, the experience allowed me to learn, reflect, and refine my direction. I see it as a step in my ongoing process of exploring, understanding, and growing through practical exposure.

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## Problem Description

A login system verifies whether a user can access an application by checking the entered username and password against stored credentials.

## Algorithm: Login System

### Step-by-Step Algorithm

1. Start
2. Display message: "Enter Username"
3. Read username
4. Display message: "Enter Password"
5. Read password
6. Compare entered username and password with stored credentials
7. If both username and password match

- Display “Login Successful”
- 8.Else
  - Display “Invalid Username or Password”
- 9.End

## **Pseudocode: Login System**

BEGIN

SET storedUsername ← "admin"

SET storedPassword ← "12345"

DISPLAY "Enter Username:"

INPUT username

DISPLAY "Enter Password:"

INPUT password

IF username = storedUsername AND password = storedPassword THEN

    DISPLAY "Login Successful"

ELSE

    DISPLAY "Invalid Username or Password"

END IF

END