A

# Mini Project Report

on

# HANDICRAFTS OF BHARAT

Submitted for partial fulfilment of the requirements for the award of the degree of

#### **BACHELOR OF ENGINEERING**

in

# INFORMATION TECHNOLOGY

by

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Under the guidance of

**Mr.D.Muninder** Assistant Professor Department of IT



# MATURI VENKATA SUBBA RAO (M.V.S.R) ENGINEERING COLLEGE (An Autonomous Institute)

Department of Information Technology (Affiliated to Osmania University & Recognized by AICTE) Nadergul, Saroor Nagar Mandal, Hyderabad– 501 510

AY: 2023-2024



#### **CERTIFICATE**

This is to certify that the mini project work entitled "Handicrafts of Bharat" is a bonafide work carried out by Ms.Gandu Lasya Sri (2451-22-737-081), Ms.Ch.Siri Chandana (2451-22-737-096), Ms.Ranga Akshitha (2451-22-737-126) in partial fulfilment of the requirements for the award of degree of Bachelor of Engineering in Information Technology from Maturi Venkata Subba Rao (M.V.S.R.) Engineering College, an Autonomous Institution, affiliated to Osmania University Hyderabad, during the Academic Year 2023-24 under our guidance and supervision.

The results embodied in this report have not been submitted to any other university or institute for the award of any degree or diploma.

Internal Guide Mr.D.Muninder Assistant Professor Department of IT MVSREC Project Co-ordinator Ch.Srujana Assistant Professor Department of IT MVSREC

HOD
Dr.K.Venugopala Rao
Dean–Academics, Professor & Head
Department of IT
MVSREC

**External Examiner** 

# **DECLARATION**

This is to certify that the work reported in the present miniproject work entitled "Handicrafts of Bharat" is a record of bonafide work done by us in the Department of Information Technology, Maturi Venkata Subba Rao (M.V.S.R.) Engineering College, an Autonomous Institution, affiliated to Osmania University. The reports are based on the project work done entirely by us and not copied from any other source. The results embodied in this project report have not been submitted to any other University or Institute for the award of any degree or diploma to the best of our knowledge and belief.

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Ranga Akshitha (2451-22-737-126)

# VISION & MISSION, PROGRAM EDUCATIONAL OUTCOMES

#### **Vision of the Department:**

To impart technical education producing competent and socially responsible engineering professionals in the field of Information Technology.

#### **Mission of the Department:**

- M1. To make teaching learning process effective and stimulating.
- M2.To provide adequate fundamental knowledge of sciences and Information Technology with positive attitude.
- M3.To create an environment that enhances skills and technologies required for industry.
- M4. To encourage creativity and innovation for solving real world problems.
- M5.To cultivate professional ethics in students and inculcate a sense of responsibility towards society

## **Program Educational Objectives:**

After 3 to 4 years of graduation, graduates of the Information Technology program will:

- I. Apply knowledge of mathematics and Information Technology to analyze, design and implement solutions for real world problems in core or in multidisciplinary areas.
- II. Communicate effectively, work in a team, practice professional ethics and apply knowledge of computing technologies for societal development.
- III. Engage in Professional development or postgraduate education to be a life-long learner.

#### PROGRAM OUTCOMES & PROGRAM SPECIFIC OUTCOMES

#### **PROGRAM OUTCOMES (POs)**

#### **Engineering Graduates will be able to:**

- 1. **Engineering knowledge**: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- 2. **Problem analysis**: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- 3. **Design/development of solutions**: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- 4. **Conduct investigations of complex problems**:Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- 5. **Modern tool usage**:Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- 6. **The engineer and society**: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- 7. **Environment and sustainability**: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
- 8. **Ethics**: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- 9. **Individual and team work**: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- 10. **Communication**: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
- 11. **Project management and finance**: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- 12. **Life-long learning**: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

# PROGRAM SPECIFIC OUTCOMES (PSOs):

PSO1: **Hardware design**: An ability to analyze, design, simulate and implement computer hardware / software and use basic analog/digital circuits, VLSI design for various computing and communication system applications.

PSO2:Software design: An ability to analyze a problem, design algorithm, identify and define the computing requirements appropriate to its solution and implement the same.

#### **COURSE OBJECTIVES & COURSE OUTCOMES**

#### **COURSE OBJECTIVES**

- > Enable students learning by doing.
- ➤ Develop capability to analyse and solve real time problems.
- > Inculcate innovative ideas.
- > Impart team building and management skills.
- ➤ Instil writing and presentation skills.

#### **COURSE OUTCOMES**

After completion of the course student will be able to:

- CO1-Interpret Literature with the purpose to formulate a problem statement.
- CO2 Plan, Analyze, Design and implement a project.
- CO3-Find the solution of identified problem with the help of modern tools & technology.
- CO4 Plan to work as a team to exhibit team skills to meet deadlines.
- CO5 Prepare and submit the Report and deliver presentation.

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#### **ABSTRACT**

This abstract provides an overview of the rich and diverse landscape of handicrafts in Bharat. It introduces a website to present the renowned handicrafts of Bharat in an engaging and informative manner. The website's main objective is to provide users with an immersive experience, allowing them to explore and appreciate the craftsmanship behind Bharat's famous handicrafts. The platform will showcase a curated collection of handwoven textiles, pottery, metalwork, woodcraft, painting, and other culturally significant handicrafts. Key features of the website include high-quality visuals, detailed descriptions, and historical context for each showcased handicraft. The main aim of our project is to create an online platform that serves as a virtual gallery, celebrating the diversity and cultural significance of traditional handicrafts from various regions across the country.

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# INTRODUCTION

Handicrafts are skillfully crafted objects made by hand, often using traditional techniques. Handicrafts play a significant role in preserving cultural traditions, supporting livelihoods, and promoting creativity. The handicraft industry generates employment opportunities and contributes to the economy by providing sustainable income sources for artisans and their communities.

#### 1.1 PROBLEM STATEMENT

Develop a user friendly website for showcasing state-wise famous handicrafts of Bharat, incorporating an interactive map. Address the challenge of limited accessibility to information by providing a platform that not only highlights the diverse crafts across states but also ensures an engaging and informative user experience, captivating making videos, appreciation, and support for artisans and their unique creations.

#### 1.2 EXISTING SYSTEM

As per the present existing system if any individual wants to know about the handicrafts of Bharat they have to undergo an extensive process like searching about all the handicrafts individually. It is generally an approach that requires a considerable amount of time and it is also difficult to find whether a particular handicraft is present in that particular region or not.

#### 1.3 PROPOSED SYSTEM

With a simple and user-friendly design, the platform aims to introduce visitors to the diverse world of handcrafted treasures found across the nation. With a click, the proposed system is built based on the web applications which showcases the famous handicratfs in various regions of India. Visitors can explore the beauty of these handmade treasures and gain a newfound appreciation for the artistry that defines Bharat's cultural identity. Each item is presented with easy-to-understand descriptions, making videos, allowing visitors to appreciate the craftsmanship and cultural significance behind these creations.

#### 1.4 SCOPE

This website can be a valuable asset for handicraft industry. The handicrafts is an important source of income for rural areas. Currently, handicrafts provide a significant contribution to exports and the generation of employment. And also this website helps the world to know about Bharath's rich culture and traditions. This helps the craftsmen to

# SYSTEM REQUIREMENT SPECIFICATIONS

# 2.1 SOFTWARE REQUIREMENTS

• Operating System - Windows

• Front End - HTML,CSS

• IDE - Visual Code Studio

# 2.2 HARDWARE REQUIREMENTS

• Processor - I7/Intel Processor

• RAM - 8GB

• Hard Disk - 160GB

# 2.3 SYSTEM ARCHITECTURE

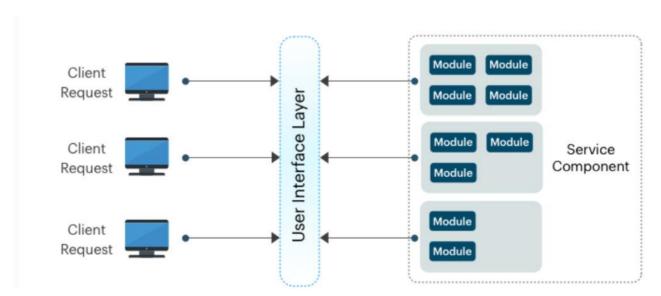


Fig-2.3.1 System Architecture

#### DESIGN AND IMPLEMENTATION

#### 3.1 FEATURES

- Interactive India Map: Incorporate an interactive map of India on the homepage, where users can click on individual states to access information about the handicrafts specific to that region.
- State Specific Pages: Create dedicated pages for each state, providing detailed information about the famous handicrafts, artisans, making videos, and the cultural significance of the crafts from that region.
- **High-Quality Imagery:** Include high quality images of the handicrafts, and incorporate multimedia elements like videos showcasing the craftsmanship process.
- Language Support: Provide multilingual support to cater to a diverse audience, including English and regional languages, to make the website accessible to a wider range of users.

#### 3.2 ENVIRONMENTAL SETUP

Installing An Editor: Visual Studio (VS) Code

- 1. Visit the official website of the Visual Studio Code using any web browser like Google Chrome, Microsoft Edge, etc.
- 2. Press the "**Download for Windows**" button on the website to start the download of the Visual Studio Code Application.

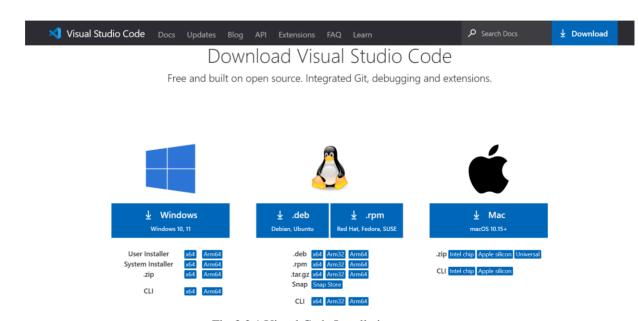


Fig-3.2.1 Visual Code Installation

3. When the download finishes, then the Visual Studio Code icon appears in the downloads folder.



Fig-3.2.2 Vs Code Icon

4. Click on the installer icon to start the installation process of the Visual Studio Code. After the Installer opens, it will ask you for accepting the terms and conditions of the Visual Studio Code. Click on **I accept the agreement** and then click the **Next** button.

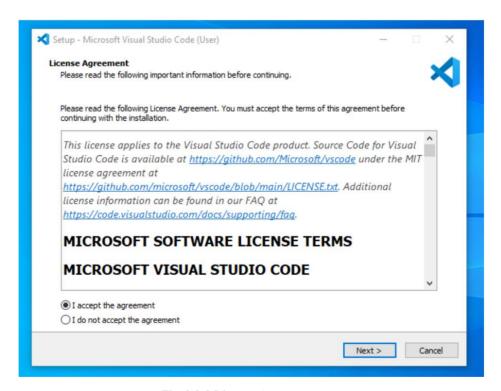


Fig-3.2.3 License Agreement

5. Choose the location data for running the Visual Studio Code. It will then ask you for browsing the location. Then click on **Next** button.

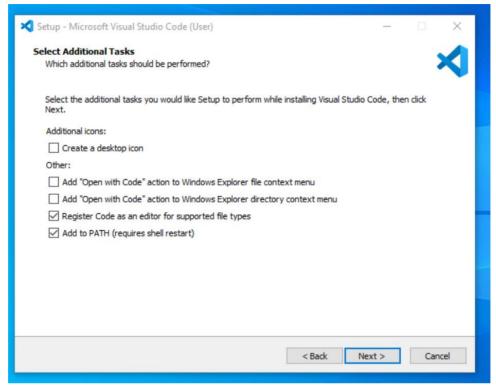


Fig-3.2.4 Adiitional Task

**6.** Then it will ask for beginning the installing setup. Click on the **Install** button.

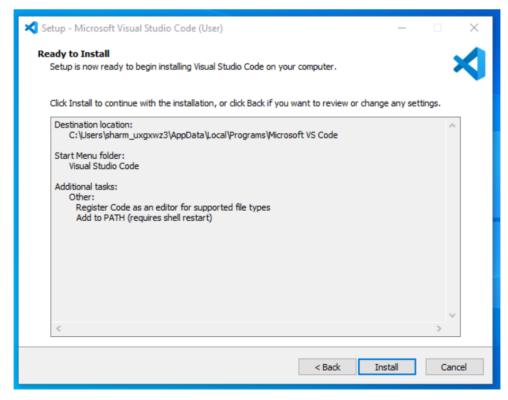


Fig-3.2.5 App Installation

**7.** After clicking on Install, it will take about 1 minute to install the Visual Studio Code on your device.

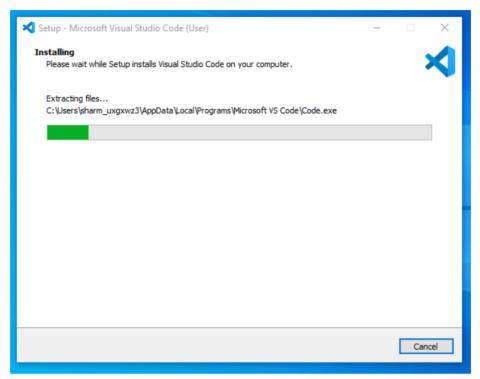


Fig-3.2.6 Vs Code Setup

**8.** After the Installation setup for Visual Studio Code is finished, it will show a window like this below. Tick the "Launch Visual Studio Code" checkbox and then click **Next.** 

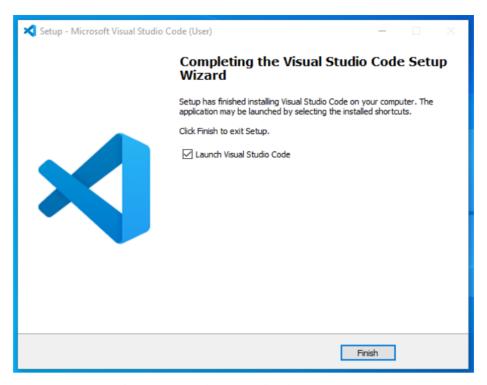


Fig-3.2.7 Vs Code Setup Wizard

9. After the previous step, the **Visual Studio Code window** opens successfully. Now you can create a new file in the Visual Studio Code window and choose a language of yours to begin your programming journey!

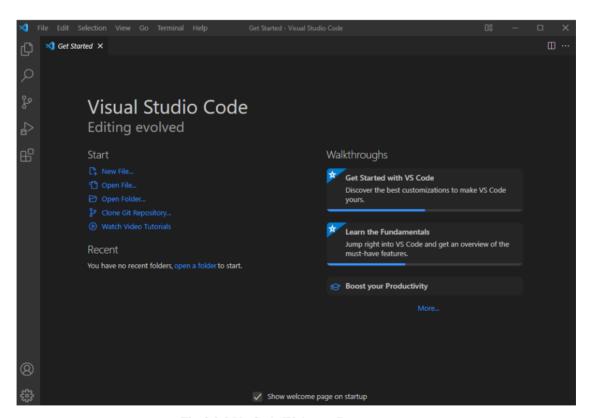


Fig-3.2.8 Vs Code Welcome Page

So this is how we successfully installed Visual Studio Code on our Windows system

# TEST CASES AND RESULTS

# **4.1 TEST CASES**

Test Case	Test Case	Test Case	Test Case	Test Case	Test Case
No.	Name	Description	Input	Output	Status
1	Home Page	Displays a home page with explore button which redirects to map page	Click on Explore button	Opens map page	Pass
2	Interactive map and states names	Displays India map and states name when we hover on it	Click or hover on state	Opens Information Page	Pass
3	Translator Box	Displays all the languages in the drop down list	Select a language from the drop down list	Tranlates the information into the selected language	Pass
4	Making Video	Displays a click me button which redirects to youtube video	Click on click me button	Plays the making video of handicraft	Pass

# 4.2 RESULTS

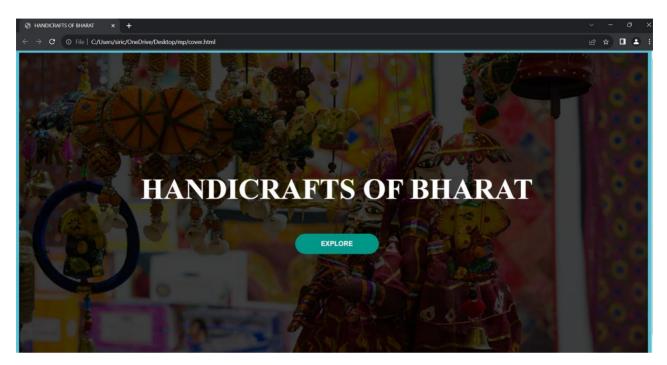


Fig-4.1 Home page

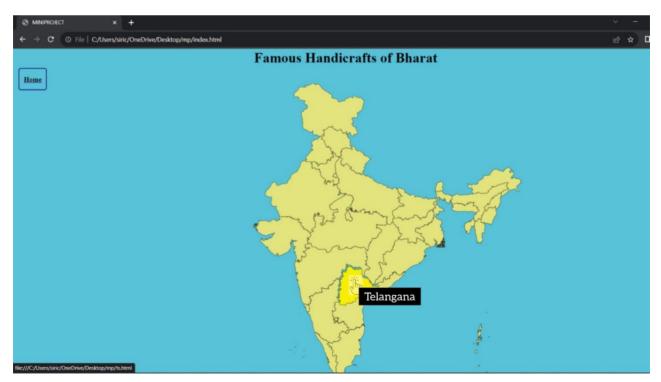


Fig-4.2 Exploring Map



Fig-4.3 Information Page

# CONCLUSION AND FUTURE ENHANCEMENTS

#### 5.1 CONCLUSION

Preserving and promoting handicrafts is crucial for maintaining cultural identity, supporting artisans, and fostering creativity. By this website let us support and appreciate the immense talent and hard work of handicraft artisans, ensuring the preservation of Bharat's rich artistic traditions. Visitors can explore the beauty of these handmade treasures and gain a newfound appreciation for the artistry that defines Bharat's cultural identity.

#### **5.2 FUTURE ENHANCEMENTS**

# 1. Query Page:

- Dedicated page for user queries.
- Fields: Name, Email, Query Type, Message.
- Facilitates contact for various purposes.

#### 2. Search Bar:

- Prominent location.
- Keyword search for specific content.
- Enhances navigation.

#### 3. Feedback Form:

- Allows users to share feedback.
- Fields: Name, Email, Feedback Type, Message.
- Captures suggestions or concerns.

# **REFERENCES**

- <a href="https://livingartlife.com/famous-indian-handicrafts-every-state/amp/#Famous\_Handicrafts\_of\_Andhra\_Pradesh">https://livingartlife.com/famous-indian-handicrafts-every-state/amp/#Famous\_Handicrafts\_of\_Andhra\_Pradesh</a>
- <a href="https://www.incredibleindia.org/content/incredible-india-v2/en/destinations/kanyakumari/art-and-crafts.html">https://www.incredibleindia.org/content/incredible-india-v2/en/destinations/kanyakumari/art-and-crafts.html</a>

## **APPENDIX**

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