

Far Western University

Central Department of Computer Science and Information Technology
Mahendranagar , Kanchanpur



Internship Report On “Frontend Developer”

“An Internship Report Submitted in partial fulfillment of the requirement for the Bachelor’s Degree in Computer Science and Information Technology”

**Under the supervision Of
Assistant Prof. Ramesh Prasad Bhatt**

**Submitted By:
Abhishek Chand (Symbol No.8081179)**

**Submitted To:
Central Department of Computer Science and Information Technology
Far Western University
Mahendranagar, Kanchanpur**

13th September, 2024

Student Declaration

I **Abhishek Chand** hereby declare that I have under done 3 months internship work at “**Tech Train (P) Ltd**” during a period from 15th April 2024 to 16th July 2024 in partial fulfillment for the award of bachelor of science and technology from **Far Western University**, Mahendranagar. The work which is being presented in the internship report submitted to department of computer science and technology from **Far Western University**, mahendranagar is an authentic record of training work.

This is an authentic piece of work and in case there is any query regarding the same, we shall be had responsible for answering any queries in this regard,

Sincerely,

Abhishek Chand Registration No: SC-2020-1-1-0337

Date: 13th September 2024

CERTIFICATES



टेक ट्रेन प्रा.लि.
TECH TRAIN (P.) LTD.
Lalitpur-10, Pulchowk

PAN No: 604367011
EMAIL:techtrainnepal@gmail.com
PHONE NUMBER: 01-5553019

INTERNSHIP CERTIFICATE

July 17, 2024

To whom it may concern,

This certification proves that **Abhishek Chand** has completed the internship program at TECH TRAIN (P) LTD as a **Frontend Developer**. **Abhishek Chand** started joining the program from **April 15, 2024** until **July 16, 2024**.

During his stay in the company as an Intern, he displays enthusiasm, leadership, self-discipline, and self-motivation.

We are lucky to have him as one of our interns before and we would like to wish him/her all the best.

Sincerely,



Aakash Prasad Uprety
Chief executive officer
TECH TRAIN (P.) LTD.

RECOMMENDATION

Letter of Supervisor's Recommendation

I hereby recommend that this internship report prepared under my supervision by **Abhishek Chand** entitled “**Frontend Developer**” be accepted as fulfilling in partial requirements for the degree of Bachelors of Science in Computer Science and Information Technology. In my best knowledge, this is an original work in computer science by him.

Assistant Prof. Ramesh Prasad Bhatt

Supervisor

Faculty of Science and Technology, Far western University
Kanchanpur, Nepal

EVALUATION

The undersigned certify that they have read and recommend to the Department of Computer Science for acceptance, an internship report titled "**Frontend Developer**", submitted by Abhishek Chand (**8081179**) in partial fulfillment for the degree of Bachelor of Computer Science and Information Technology.

Evaluation Committee

Supervisor
Ramesh Prasad Bhatt
Assistant Professor

Head of Department
Karn Dev Bhatt
Assistant Professor

External Evaluator

Internal Evaluator

Date: _____

ACKNOWLEDGEMENT

I owe a grateful appreciation to our professor who has given us chance and their valuable time. Thank you for your cooperation and guidance. I would like to express our gratitude to all those who gave us the possibility to complete this program. A huge thanks to 'Far Western University Faculty of Science and Technology' . For giving us chance to do this program . We are very much thankful to our project guide "Assistant Prof. Ramesh Prasad Bhatt". Thank you to all the staffs of Department of Science and Technology. For their advice and suggestion and for giving chance to get practical knowledge also.

I would also like to express my special gratitude to **Tech Train (P) Ltd** for providing opportunity to do internship at this reputed organization with full support and cooperation. I would also like to thank **Mr. Aakash Prasad Uperty** , CEO of **Tech Train (P) Ltd** for his mentorship.

And special thanks to our parents who inspires us in every up and down. We would like to express our gratitude to our kindhearted parents.

Sincerely,
Abhishek Chand

ABSTRACT

Website Development and learning HTML were the main objectives of this internship. To develop a web-based application there are several programming languages that are in use. Some of them are only used for the front-end and back-end design of the software. For example, HTML5, CSS, Bootstrap, JavaScript, ReactJs, NextJs, Tailwindcss etc.

There are also some other programming languages that are used to develop the dynamic functions of software or application. For example- PHP, Java etc. Nowadays there are also some frameworks that use vastly. Frameworks are basically structured programming by using Model, View and Controller. It is also called MVC. If we develop web-based application that is very useful for use because we can access it from anywhere in the world. It is very helpful for our daily life.

That is why I chose the subject of my report as “Frontend Development”. Training in Universal Informatics added huge experiences in my upcoming career. Solving real life problems was another key issue. This report takes us through all the details of WEBSITE development knowledge and experience gathered during this internship period.

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CHAPTER 1

INTRODUCTION

An internship program is a structured, short-term work experience offered by organizations to students or recent graduates, providing hands-on exposure to real-world job environments. It serves as a bridge between academic learning and professional work, allowing interns to apply theoretical knowledge in practical situations. Internship programs are designed to help individuals develop relevant skills, gain industry insights, build a professional network, and explore potential career paths.

Internships can be paid or unpaid and often vary in length, ranging from a few weeks to several months. Many organizations offer mentorship, feedback, and evaluation to interns, helping them grow personally and professionally while also potentially leading to full-time job opportunities post-internship.

1.1 BACKGROUND

The concept of internships has evolved significantly over time, originating from apprenticeship models in the medieval period, where young people would work under skilled artisans to learn trades. Over the centuries, this model transitioned into modern internships, especially in the 20th century, when formal education systems expanded, and the need for bridging academic knowledge with real-world application became apparent. Internships gained prominence in industries like medicine, law, and engineering, where practical experience is essential to developing competency. Today, they are a common part of career preparation in nearly every field, from business and technology to the arts and sciences. In the modern job market, internships have become a key strategy for students and recent graduates to gain relevant work experience, which has become increasingly important as employers often seek candidates with both educational qualifications and practical experience. With the rise of competitive industries and a globalized economy, internships provide a mutually beneficial opportunity: companies get access to fresh talent and new perspectives, while interns acquire valuable skills, experience, and sometimes a foot in the door for future employment. The growth of virtual and global internships in recent years has also expanded opportunities, allowing individuals to intern for companies across different locations without the need for physical presence, making internships more accessible and diverse.

1.2 PROBLEM STATEMENT

One of the primary challenges faced by recent graduates and young job seekers is the lack of practical work experience. While academic institutions provide theoretical knowledge, they often fall short in offering real-world, hands-on experience needed to thrive in professional settings. This creates a gap between what is taught in the classroom and the actual demands of the job market. As a result, many graduates struggle to secure jobs, as employers tend to prefer candidates with prior experience, even for entry-level roles.

Internship programs bridge this gap by offering structured, hands-on training in professional environments. Through internships, participants can: Gain Practical Experience, Develop Job-Ready Skills, Build Professional Networks, Boost Employability and many more

1.3 OBJECTIVES

The primary objective of the internship program is to provide participants with practical, real-world experience in their chosen field, enhancing their professional skills and industry knowledge. Specifically, the program aims to:

- **Bridge the Gap Between Theory and Practice:** Offer opportunities for interns to apply academic knowledge to real-life business scenarios, developing a deeper understanding of their field.
- **Develop Professional Competence:** Help interns acquire industry-specific skills, improve soft skills (communication, teamwork, problem-solving), and build confidence in professional settings.
- **Enhance Employability:** Equip participants with the experience and practical knowledge needed to stand out in the competitive job market, increasing their chances of securing full-time positions.
- **Foster Professional Networking:** Provide interns with opportunities to build connections with industry professionals, mentors, and peers, which can lead to future job prospects.

1.4 APPLICATION

- **Skill Building:** Interns can apply their academic knowledge in practical settings, learning industry-specific tools, techniques, and methodologies.
- **Hands-On Experience:** Through real-world projects and tasks, interns develop essential workplace skills such as communication, problem-solving, and teamwork.

- **Resume Enhancement:** Practical experience gained through internships strengthens the intern's resume, making them more competitive in the job market.
- **Pipeline for Future Employees:** Internships serve as a testing ground for potential full-time hires, allowing organizations to assess interns' performance and fit within the company culture.
- **Building Connections:** Internships offer valuable networking opportunities with industry professionals, colleagues, and mentors, which can lead to future job offers and career guidance..

1.5 Goals

- **Enhance Skill Development:** Enable interns to acquire and develop industry-specific technical skills and soft skills such as communication, leadership, teamwork, and problem-solving.
- **Enhance Skill Development:** Enable interns to acquire and develop industry-specific technical skills and soft skills such as communication, leadership, teamwork, and problem-solving.
- **Bridge Academic and Practical Knowledge:** Help interns apply their academic knowledge in real-world business environments, fostering a deeper understanding of how theoretical concepts are implemented in practice.
- **Build Professional Networks:** Offer opportunities for interns to establish connections with professionals, peers, and mentors, creating a network that can support their future career growth.
- **Boost Employability:** Increase the intern's chances of securing full-time employment by equipping them with relevant experience, improving their resume, and preparing them for job interviews.

1.6 TOOLS AND TECHNOLOGY USED

Various tools and technology were used during our internship training. Some of them are listed below:

1.6.1 HTML

HTML stands for Hyper Text Mark-up Language. It is used to design web pages using mark-up language. HTML is the combination of Hypertext and Mark-up language. Hypertext defines the link between the web pages. Mark up language is used to define the text document within tag which defines the structure of web pages. HTML5 is the fifth and current version of HTML. It has improved the mark-up available for documents and has introduced application programming interfaces (API) and Document Object Model (DOM).

Below example illustrate the HTML5 content:

```
<!DOCTYPE html>
```

```

<html>
  <head>
    <title>Page Title</title>
  </head>
  <body>
    <h1>This is a Heading</h1>
    <p> This is a paragraph. </p>
  </body>
</html>

```

This is a Heading

This is a paragraph.

Output of the above program

1.6.2 CSS

Cascading Style Sheets, fondly referred to as CSS, is a simply designed language intended to simplify the process of making web pages presentable, CSS allows you to apply styles to web pages. More importantly, CSS enables you to do this independent of the HTML that makes up each web page. There are three types of CSS which are given below:

- Inline CSS
- Internal or Embedded CSS
- External CSS

Below example illustrate the CSS3 content:

```

<!DOCTYPE html>
<html>
  <head>
    <title>HTML 5 Demo</title>
    .intern {
      <style>  color:green;
      font-size:10px; font-
      weight:bold;</style>
    }
    Body{ text-align:center }
  </head>
<body>

```

```
</style>
</head>
<body>
<div class="intern">Hello World!</div>
<aside>
<div>This is Abhishek Chand</div>
</aside>
</body>
</html>
```

Hello World!

This is Abhishek Chand

Output of the above program

1.6.3 JavaScript

JavaScript is a lightweight, cross-platform and interpreted scripting language. It is well-known for the development of web pages, many non-browser environments also use it. JavaScript can be used for Client-side developments as well as Server-side developments.

Features of JavaScript:

According to a recent survey conducted by Stack Overflow, JavaScript is the most popular language on earth. With advances in browser technology and JavaScript having moved into the server with Node.js and other frameworks, JavaScript is capable of so much more.

Functions in JS are objects. They may have properties and methods just like another object. They can be passed as arguments in other functions.

1.6.5. React

ReactJS is a popular JavaScript library used for building user interfaces, primarily for single-page applications. It was developed by Facebook and is maintained by both Facebook and a large community of developers. React allows developers to create large web applications that can update and render efficiently in response to data changes without reloading the entire page. Here's an overview of ReactJS:

1.6.6. Tailwindcss

Tailwind CSS is a utility-first CSS framework designed to enable developers to build custom user interfaces quickly and efficiently. Unlike traditional CSS frameworks like Bootstrap, which come with predefined components and styles, Tailwind CSS provides a collection of low-level utility classes that can be combined to create completely custom designs without having to write custom CSS from scratch.

1.6.7. Bootstrap

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains HTML, CSS and JavaScript-based design templates for typography, forms, buttons, navigation, and other interface components. Bootstrap is an HTML, CSS & JS Library that focuses on simplifying the development of informative web pages (as opposed to web apps).The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project.Bootstrap also comes with several JavaScript components which do not require other libraries like jQuery. They provide additional user interface elements such as dialog boxes, tooltips, progress bars, navigation drop-downs, and carousels. Each Bootstrap component consists of an HTML structure, CSS declarations, and in some cases accompanying JavaScript code. They also extend the functionality of some existing interface elements, including for example an auto-complete function for input fields.

CHAPTER 2

TRAINING WORK UNDERTAKEN

An internship program refers to the specific tasks, activities, and projects that an intern is assigned to perform during their internship. These tasks are designed to provide practical experience, develop professional skills, and enhance the intern's understanding of the industry and role. Training work can vary depending on the field of the internship and the goals of the program but generally includes the following elements:

2.1 TRAINING ATTENDED

According to Far Western University, the VIII Semester of Bsc.CSIT must involve an internship program. The students require at least 3 month of internship program for attaining a successful career in the related fields. There are more attendant and requirement is need to build a project. We know that, we can mix all languages like C++, C, HTML, PHP, JavaScript and more. The web server combines the results of the interpreted and executed HTML code, which maybe any type of data, including images, with the generated web page.

The training that I attended In Broadway included:

- ✓ HTML5
- ✓ CSS
- ✓ Bootstrap
- ✓ JavaScript
- ✓ ReactJs
- ✓ NextJs
- ✓ Tailwindcss

2.2 INTERNSHIP DETAILS

The internship was done in Tech Train under the mentorship of Aakash Prasad Uprety Chief executive officer.

The detail regarding internship is mentioned below:

Organization: Tech Train (P) Ltd.

Address:Lalitpur-10, Pulchowk

Mentor: Aakash Prasad Uprety

Interned as: Frontend Developer

Intern Duration: 3 Months

Working Days: Sunday-Friday

2.3 WEB DEVELOPMENT

Web development is the creation of websites and pages to reflect a company's brand and information and ensure a user-friendly experience. Appearance and design are incorporated as vital elements whether you're designing a website, mobile app or maintaining content on a web page. You can learn web designing to create a site for your own business or become a professional web designer creating sites for clients. In this article, we explain what web designing is as well as common elements and uses.

2.4 INTERNSHIP PLACEMENT DETAILS

The internship is done as a partial fulfillment of requirements of the Bachelor's degree in Computer Science and Information Technology under **Far-Western University**. The internship is assigned six credit hours (minimum of ten weeks or 180 hours long) as a part of the course requirement. The various organization upon request for intern call candidates for interview. After casual interview, the selection of intern candidates includes written test and other various technical interviews.

2.5 ORGANIZATION SELECTION

As per **FWU (Far-Western University)**, the internship is assigned six credit hours (minimum of ten weeks or 180 hours long). As per the organization selection process includes two major requirements which are as follows:

- Organization must be working in domain which is coherence with the final year project of the student.
- Students must be assigned minimum of 7 hours of duration per business day at the organization.

2.6 PLACEMENT

The intern candidates are placed under the supervision of author assigned by the selected organization **Tech Train (P) Ltd.** The supervisor of this internship project was **Mr. Aakash Prasad Uprety Chief executive officer**, The supervisor helped the intern candidates towards the research work and provided direction in fulfilling project objectives.

2.7 ROLES AND RESPONSIBILITY

As an intern my responsibilities at **Tech Train** was to cover all aspects of creating web A Report On Website Designing to become a web developer. For this required core knowledge about designing tools like HTML, CSS, Bootstrap, JavaScript, etc. The main responsibility was to ensure that the web application designed must appeal to the desired target audience and, as a result, catches their attention and also include a working knowledge of different web browsers. While learning about web development I also gained knowledge about front end designing. During my internship period I mostly worked with designing "Food Website" web application as well as other mini projects too.

CHAPTER 3

RESULT AND DISCUSSION

3.1 DISCUSSION AND OUTCOME

We discussed about how to analysis the project and how to work on it as per the requirement of client. The projects done during the internship are based on the tags of programming language HTML & CSS.

HTML

- **Basic Concept** (WWW & HTTP, client server communication)
- **Basic HTML** (tags, element, attributes, paragraphs, headings, line breaks, lists, table, color codes, font, text linking, email, images, background, comments, media, charset)
- **HTML Forms** (input, text fields, password, checkbox, combo-box, radio box, text areas, files, buttons)
- **HTML5 features**

CSS

- **Basic CSS** (selector, internal, external, inline, class, id. background, font, text, padding, margin, border, list CSS, hovering and elements)
- **Advance CSS** (border-radius, opacity, cursor. layers, position, display, float, gradient and multiple column)
- **Concept of Menu** (single menu, drop-down menu)
- Template design using CSS div.

Bootstrap

- Grid System
- Typography
 - Tables, forms, buttons, images
 - Dropdown, button group
 - Navigation element Bootstrap plug-ins (Transition, Modal, Dropdown, Tab, tooltip, Alert, Button)

JavaScript Basic

- **JavaScript** (syntax, enable, location, operators, variables, events, alert, confirm, prompt, POP up, date, print)
- **JavaScript string** (strings, length, split, search, replace)

Delegated Responsibilities:

- UI/UX design.

Designing UI/UX for Websites and Mobile applications.

- Web design.

Designing websites.

- Frontend development.

Developing the frontend of various websites.

3.2 PROBLEMS AND THEIR SOLUTIONS

Issues based on development can be faced as the result it requires more vocabulary of form markups, methods, objects, modifiers, and many ways to build software or plan. And it's not just web development issues that have more solution that can be easy and quick.

Problems

I faced so many problems to create while working with CSS. It's very easy, but sometimes it doesn't match my expectations and is placed in the right place. Web design is not a simple task. To come up with a unique web design it takes a lot of creativity, brainstorming, cooperation of the group and uniqueness. A web designer goes through a lot of obstacles in regular basis. Only the web designs that were in the process of constant development and recursive thinking can satisfy the target market and clients. This creates a challenging environment for designing websites. On the opposite, web designers face some other obstacles. Such tasks include maintaining a website that is sensitive enough to be viewed and accessed on all phones. Websites sometimes take time to load, so making website loading faster is one of the toughest challenges for web design to provide a better user experience. There is another issue

that happens most often. Clients face issues with the website and complain it the developer. But when developers check the website it look absolutely fine to them. These issues can be caused by out dated web servers or when clients make incorrect changes to them. Finding the sources of these issues can be time consuming and developer had to tackle this in a daily basis.

Solutions

Web development really is so fascinating and at the same time tough to me, I will learn and understand several goals with interest through internship training as if after studying I could understand web development and it is so interesting then all the other languages to me. During my training period, I solved the CSS and other problems. Clean software eliminates unforeseen errors that can impact the load of site. Automated website monitoring solutions frequently enable developers to view the websites of their customers in real time and set alerts to notify them when potential issues arise. Not only does this allow developers to recognise an issue before the customer does it, it also gives them the opportunity to address it in many situations before the problem affects the business of the costumer.

3.3 SDLC

SDLC is a systematic process for building software that ensures the quality and correctness of the software built. SDLC process aims to produce high-quality software that meets customer expectations. The system development should be complete in the pre-defined time frame and cost. SDLC consists of a detailed plan which explains how to plan, build, and maintain specific software. Every phase of the SDLC life Cycle has its own process and deliverables that feed into the next phase. SDLC stands for **Software Development Life Cycle** and is also referred to as the Application Development life-cycle.

Here, are prime reasons why SDLC is important for developing a software system.

- It offers a basis for project planning, scheduling, and estimating
- Provides a framework for a standard set of activities and deliverables
- It is a mechanism for project tracking and control
- Increases visibility of project planning to all involved stakeholders of the

- development process
- Increased and enhance development speed
 - Improved client relations

SDLC Phases

The entire SDLC process divided into the following SDLC steps:

- Phase 1: Requirement collection and analysis
- Phase 2: Feasibility study
- Phase 3: Design
- Phase 4: Coding
- Phase 5: Testing
- Phase 6: Installation/Deployment
- Phase 7: Maintenance

Here, I have explained all these Software Development Life Cycle Phases

Phase 1: Requirement collection and analysis

The requirement is the first stage in the SDLC process. It is conducted by the senior team members with inputs from all the stakeholders and domain experts in the industry. Planning for the quality assurance requirements and recognition of the risks involved is also done at this stage.

This stage gives a clearer picture of the scope of the entire project and the anticipated issues, opportunities, and directives which triggered the project.

Requirements Gathering stage need teams to get detailed and precise requirements. This helps companies to finalize the necessary timeline to finish the work of that system.

Phase 2: Feasibility study

Once the requirement analysis phase is completed the next sdlc step is to define and document software needs. This process conducted with the help of ‘Software

Requirement Specification' document also known as 'SRS' document. It includes everything which should be designed and developed during the project life cycle.

Phase 3: Design

In this third phase, the system and software design documents are prepared as per the requirement specification document. This helps define overall system architecture.

This design phase serves as input for the next phase of the model.

Phase 4: Coding

Once the system design phase is over, the next phase is coding. In this phase, developers start build the entire system by writing code using the chosen programming language. In the coding phase, tasks are divided into units or modules and assigned to the various developers. It is the longest phase of the Software Development Life Cycle process.

Phase 5: Testing

Once the software is complete, and it is deployed in the testing environment. The testing team starts testing the functionality of the entire system. This is done to verify that the entire application works according to the customer requirement.

During this phase, QA and testing team may find some bugs/defects which they communicate to developers. The development team fixes the bug and send back to QA for a re-test. This process continues until the software is bug-free, stable, and working according to the business needs of that system.

Phase 6: Installation/Deployment

Once the software testing phase is over and no bugs or errors left in the system then the final deployment process starts. Based on the feedback given by the project manager, the final software is released and checked for deployment issues if any.

Phase 7: Maintenance

Once the system is deployed, and customers start using the developed system, following 3 activities occur

- Bug fixing – bugs are reported because of some scenarios which are not tested at all
- Upgrade – Upgrading the application to the newer versions of the Software
- Enhancement – Adding some new features into the existing software

The main focus of this SDLC phase is to ensure that needs continue to be met and that the system continues to perform as per the specification mentioned in the first phase.

3.4 PERFORMED TASKS

During an internship, tasks related to developing applications like a **video conference app** would typically cover various stages of the software development lifecycle, including research, design, coding, testing, and deployment. Here's a breakdown of the tasks an I perform in each type of app:

Video Conference App

A video conferencing app is a complex system that enables real-time video, audio, and text communication between users. Interns working on this type of app may be involved in different aspects of the development process.

Tasks in a Video Conference App:

- **Requirement Gathering and Analysis:**
 - Work with the team to gather user requirements, such as the number of participants, security features, and user interface preferences.
 - Research existing video conferencing platforms (e.g., Zoom, Google Meet) to understand core features such as screen sharing, chat, file sharing, etc.
- **User Interface (UI) Design:**

- Assist in designing the app's layout, ensuring ease of navigation and user-friendliness. Use design tools like Figma or Adobe XD to create wireframes and prototypes.
- Ensure the UI accommodates video and audio streams along with chat boxes and controls like mute, camera off, etc.
- **Backend Development:**
 - Help in setting up the infrastructure to handle video and audio streams using technologies like WebRTC (Web Real-Time Communication).
 - Develop APIs for managing user authentication, room creation, and invitations using frameworks like Node.js or Django.
 - Implement cloud storage solutions for recorded meetings or shared files.
- **Video and Audio Processing:**
 - Work on integrating real-time audio and video streams, ensuring synchronization and minimal latency.
 - Handle tasks related to optimizing the video quality, adjusting frame rates, and managing bandwidth issues.
- **Security Features:**
 - Implement security features like end-to-end encryption, password protection for meetings, and user authentication using OAuth2 or JWT (JSON Web Tokens).
 - Work on compliance with data privacy laws like GDPR, especially for storing user data or recordings.
- **Testing and Debugging:**
 - Participate in functional and performance testing, ensuring smooth transitions between audio, video, and chat functions.
 - Identify bugs in the video feed, connection issues, and audio lag, and assist in troubleshooting these issues.
- **Deployment and Integration:**

- Assist in deploying the app to cloud platforms (AWS, Google Cloud, or Azure) to ensure scalability.
- Help integrate the app with third-party services, such as cloud file storage (Google Drive, Dropbox) or calendar apps (Google Calendar) for scheduling meetings.

3.5 RESULT

Following are the screenshots of the result of the projects (Video Conference App) done during the internship period.

i) Home Page:

In this page the home screen of the website is showed. Users can surf through this page to access all the products the website contains. The overview the website is also present in this page.

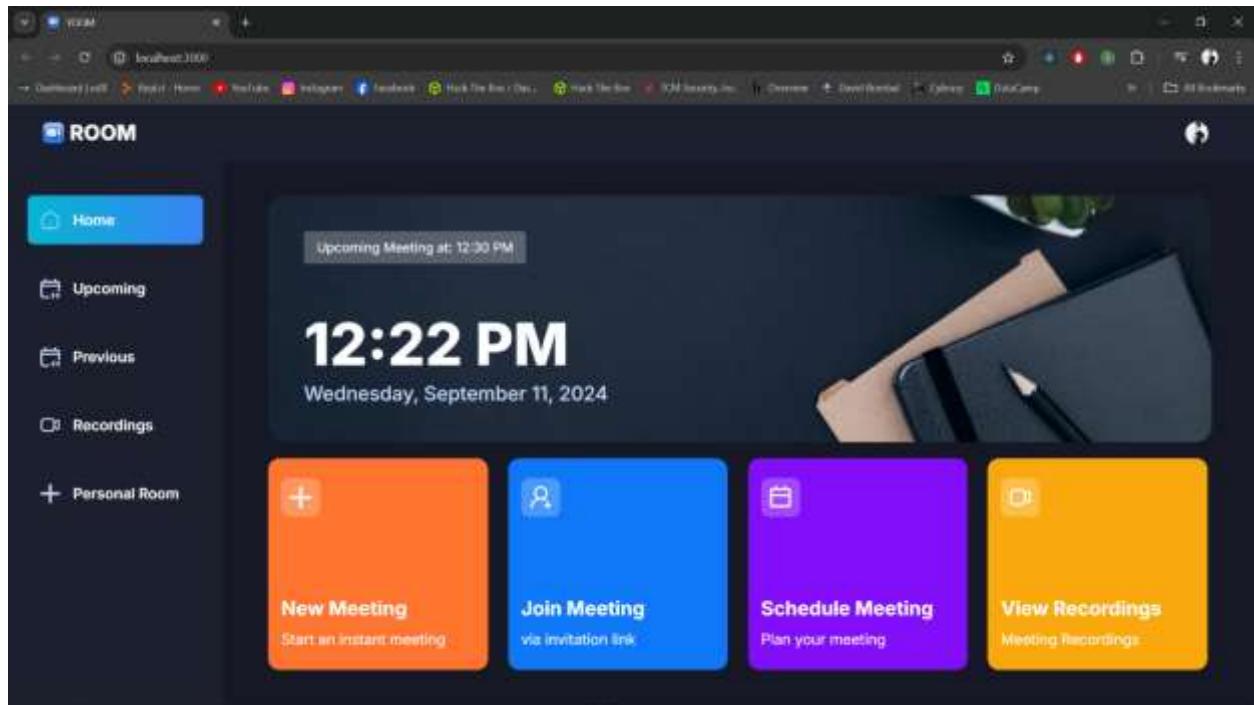


Fig.1 : Homepage of website

ii) **Upcoming:** This page shows an upcoming meeting.

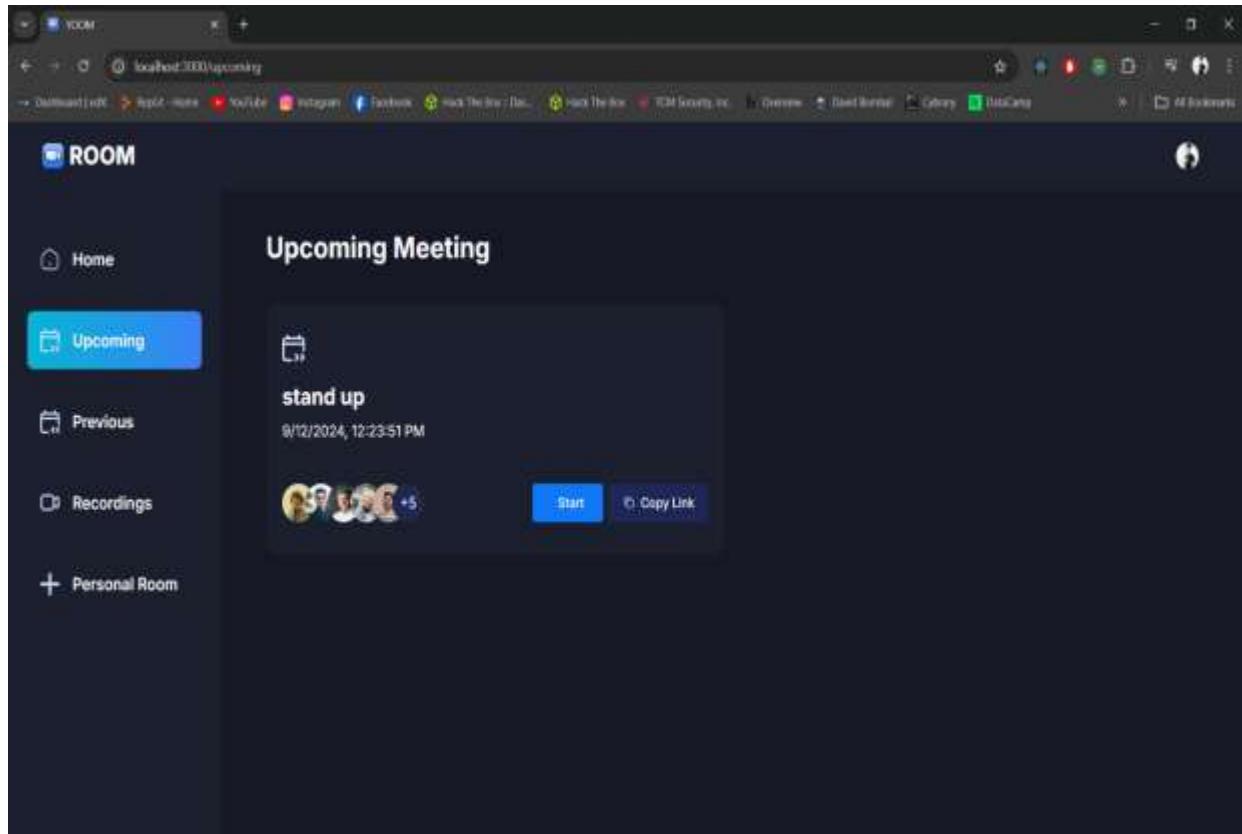


Fig.2 : Upcoming Page

iii) **Pervious Page:** This page shows pervious done meeting

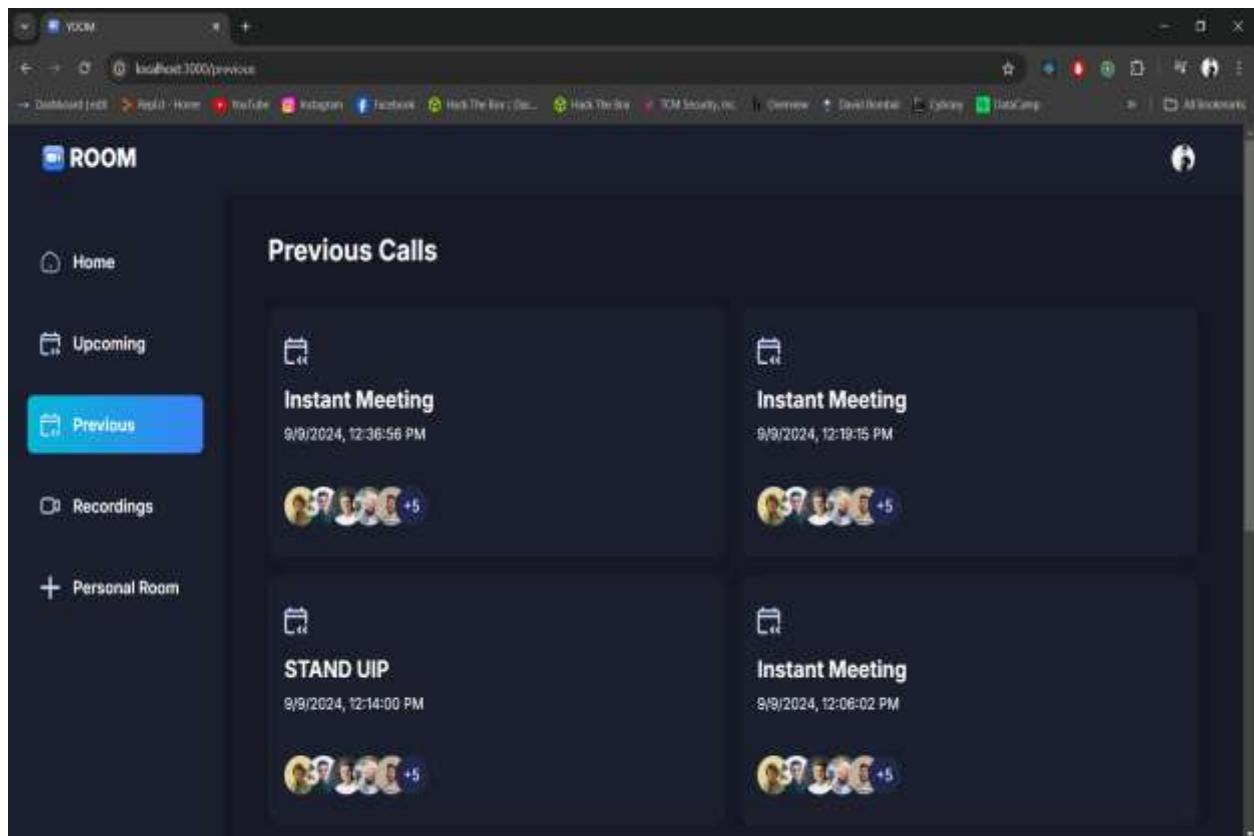


Fig.3 : Previous Call Page

iv) **Recording Page:** This page shows **recording** done during meeting.

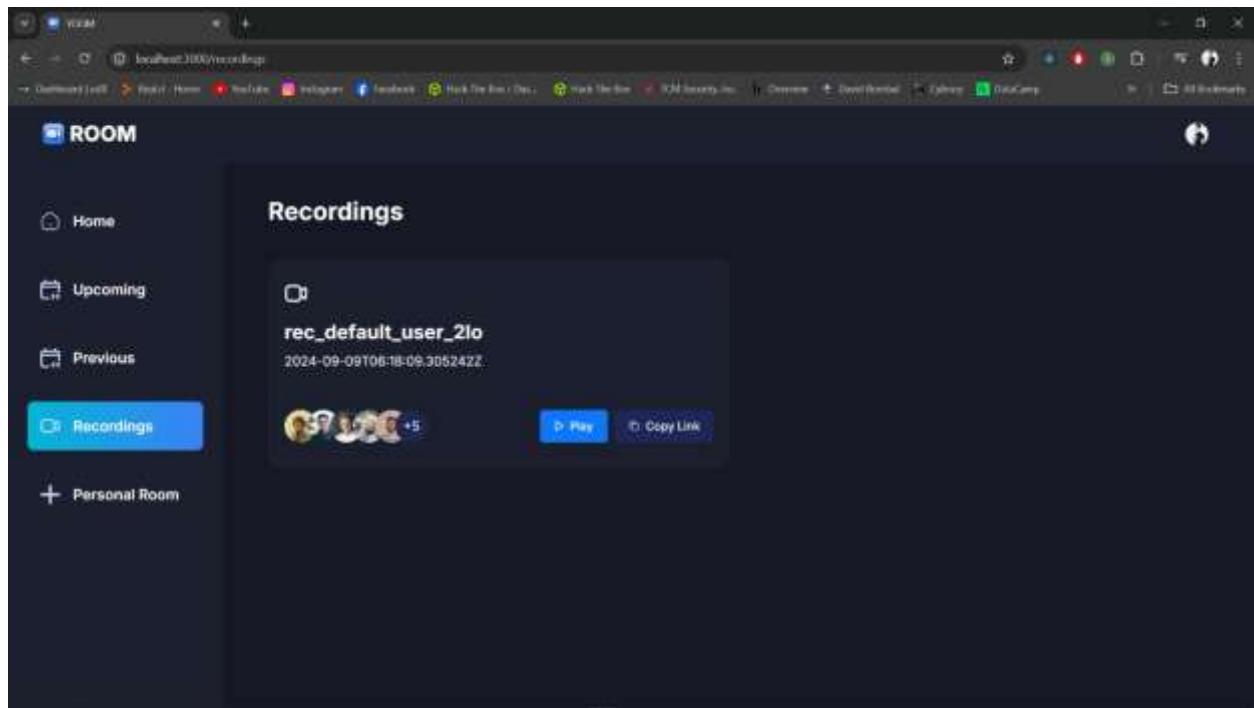


Fig.4 : Recording Page

v) **Personal Room Page:** This page shows user can create their personal room.

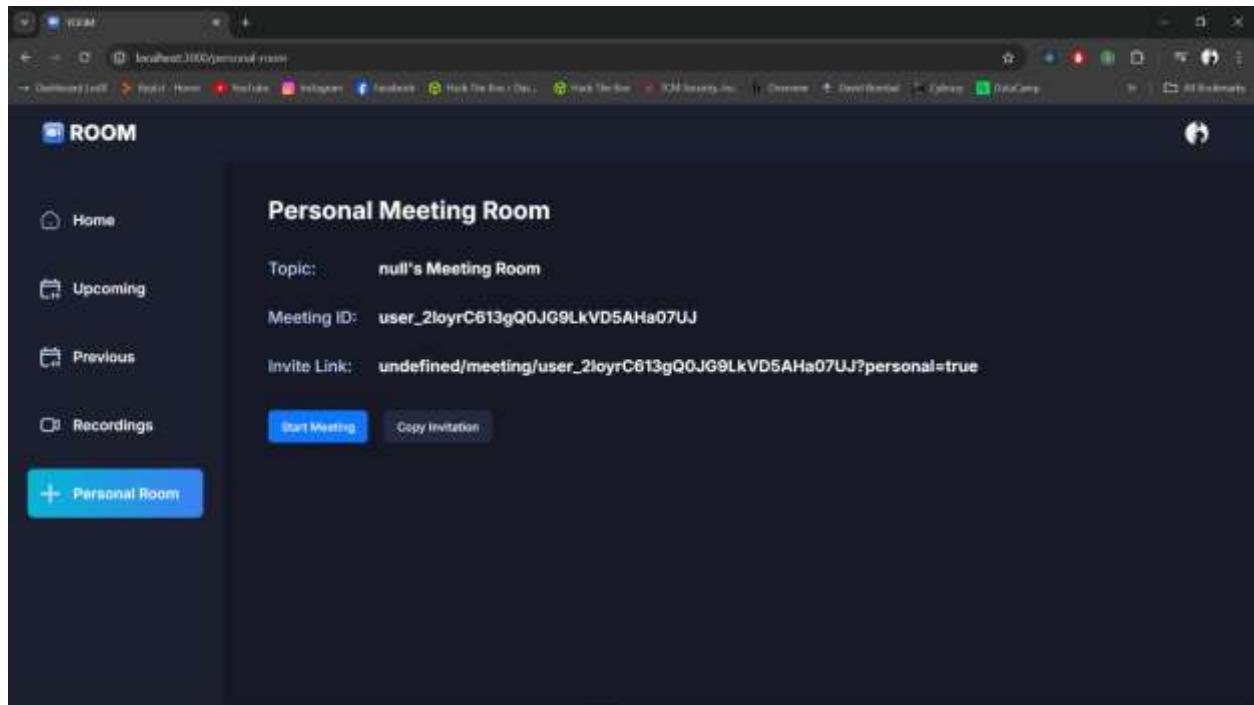


Fig.5: Personal Room Page

CHAPTER 4

CONCLUSION AND FUTURE SCOPE

4.1 CONCLUSION

In conclusion, I can say that this internship was a great experience. Thanks to this project, I acquired deeper knowledge concerning my technical skills, but I also personally benefited. Currently HTML is a common part of web applications, and it is one of the most popular language for web designing used by professionals worldwide. If we surf internet, we can see millions of websites designed with HTML and CSS. I learned to live in a different environment from the one I am used to. Indeed, I grew more independent in work and also in everyday life. I realized that I could do more things than I thought, like learning new things by myself.

There are huge opportunities available for the students who want to work in this field. Many private and public organizations hire web designers for their online work and website development. With the rapid advent of online industry, the demand of web development professionals is increasing, and this has created a huge job opportunity for the aspirants in the upcoming days.

Also, an experienced person in this field can also work as a freelancer; there are many online companies which provide online projects to the individuals

4.2 FUTURE SCOPE

If someone has no experience in this field, finding work can be a real challenge. A successful internship can help an individual turn an experience into a career opportunity. So

as a successful internship some future scopes are:

- To work in IT company.
- Can work as a Software Engineer .
- Can work as a Web Designer.
- Can work as a Web Developer .
- Can work as a QA Tester.

REFERENCES AND BIBLIOGRAPHY

1. *SOFTWARE ENGINEERING* by Andy Hunt.
 - Referenced the book for understanding software engineering concepts and principles.
2. *SYSTEM ANALYSIS AND DESIGN* by Bhupendra Singh Saud, Indra Kumar Ghimire, Ramesh Singh Saud.
 - Used the book as a reference for the system analysis and design phase of the project.
3. React Docs (<https://react.dev/reference/react>)
 - Learned React related components
4. MongoDB. (<https://cloud.mongodb.com/>)
 - Utilized the database management for assistance and guidance during the project.
5. Stream(<https://getstream.io/>)
 - Used for Audio and Video API Service
6. Zoom (<https://zoom.com>)
7. Nextjs(<https://nextjs.org/>)
8. Youtube(<https://www.youtube.com/@javascriptmastery>)
9. Stack Overflow. (<https://stackoverflow.com/>)

Used the platform for troubleshooting, problem-solving, and seeking solutions to coding challenges