||Jai Sri Gurudev||

ADICHUNCHANAGIRI UNIVERSITY
Faculty of Engineering, Management & Technology
B G S INSTITUTE OF TECHNOLOGY
B G Nagara–571448, Nagamangala Taluk, Mandya District, Karnataka(INDIA)

Internship Report On

"OFFLINE CHATBOT"

Submitted to Adichunchanagiri University, B G Nagara
in partial fulfillment for the award of degree of
Bachelor of Engineering
in
Information Science and Engineering

Submitted by:

Anusha I Patil

22ISE400

Internship carried out at

CCC Innovation Incubation Center

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DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING
B G S INSTITUTE OF TECHNOLOGY
(Approved by AICTE, New Delhi & Recognised by Govt. of Karnataka)
B.G. NAGARA-571448
2024-2025

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Department of Information Science & Engineering

CERTIFICATE

This is to certify that the internship report entitled **"OFFLINE CHATBOT"** is work carried out by **Anusha I Patil (22ISE400)** a bonafide student of **BGS Institute of Technology, Adichunchanagiri University, B G Nagara** in partial fulfilment of the award of Bachelor of Engineering in **Information Science & Engineering** during the year 2024-25. The internship report has been approved as it satisfies the academic requirements in respect of internship work prescribed for the Bachelor of Engineering.

INTERNAL GUIDE	EXTERNAL GUIDE
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Name of Examiners   Signature of Examiners

ACKNOWLEDGEMENT

DECLARATION

I **ANUSHA I PATIL** bearing USN **22ISE400** ,a student of final year B.E, Department of Computer Science and Engineering, B G S Institute of Technology, Adichunchanagiri University, B G Nagara, hereby declare that the report entitled **"OFFLINE CHATBOT"** has been independently carried out by me under the supervision of my External Guide **Mr. NITHIN JAIN ,** CCC Innovation incubation center shravanabelagola and my Internal Guide **Mr . Yogaprakash M G,** Asst. Professor , Dept. of IS&E ,B G S Institute of Technology, B G Nagara and I have followed the guidelines provided by the Institute in preparing the Internship report and whenever I have used materials (data, theoretical analysis, figures, and text) from other sources, I have given due credit to them by citing them in the text of the **Internship** report and giving their details in the references and submitted in partial fulfillment of the requirements for the award of **Bachelor of Engineering** in **Information Science and Engineering,** Adichunchanagiri University, B G Nagara during the academic year **2024-25**.

I further declare that this internship report has not been submitted by me to any university or institution either in part or in full for the award of any degree.

ANUSHA I PATIL
22ISE400

INTERNSHIP CERTIFICATE

CCC
http://www.bce.org.in/subpages/ic3/ic3.html
Udyam Registration Number : UDYAM-KR-16-0000114
(Regd Under Ministry of MSME, Govt. of India)

18/03/2025

CCC/2025/Mar/Inter/3

CERTIFICATE

This is to certify that **Ms. Anusha I Patil (22ISE400)** student of **BGS Institute of Technology, B G Nagar, Nagamangala Taluk Mandya 571488** has undergone Internship from 13/02/2025 to 16/03/2025 on **"Chatbot Design"**. During the Internship Training period we found her to be sincere and shown interest to gain knowledge with guidance of our staff.

We wish her all the success in her academic pursuit & professional career.

For CCC

C Career Counsellor
CCC
C Career Counsellor
Shravanabelagola-573135
KARNATAKA

Incubated at Innovation and Incubation Center
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ABSTRACT

This project focuses on the development of an offline chatbot system designed specifically for a pop culture-themed website. The chatbot serves as an interactive assistant capable of engaging users without the need for an internet connection, ensuring accessibility and quick response times. Built using HTML, CSS, and JavaScript, the chatbot provides a smooth and user-friendly interface that simulates real-time conversation.

The main objective of this chatbot is to guide users through various services offered on the website, such as selecting options like "Full Electrical" or "Pop Only", followed by dynamic sub-options like location selection (e.g., Home, Office, School/College) and room types when applicable. The chatbot enhances user interaction, simplifies navigation, and delivers a more engaging browsing experience.

By functioning entirely offline, the system offers increased reliability, speed, and data privacy. This makes it suitable for environments with limited or no internet access, such as kiosks, offline apps, or local systems. The project demonstrates how lightweight technologies can be leveraged to build smart, interactive tools that improve user experience even in offline scenarios.

EXECUTIVE SUMMARY

This project, developed under the guidance of **CCC Innovation Incubation Center, Shravanabelagola**, focuses on building an **offline chatbot** tailored for a pop culture-themed website. Utilizing **HTML, CSS, and JavaScript**, the chatbot is designed to function seamlessly without an internet connection, offering an interactive and engaging user experience.

The chatbot allows users to select options like "Full Electrical" or "Pop Only," and dynamically responds with relevant questions—such as location preferences (Home, Office, or School/College)—and further narrows down choices based on earlier inputs. This decision-tree-based logic enhances user interaction and demonstrates the chatbot's ability to simulate real-time conversation flow.

By focusing on **offline accessibility**, the project highlights how interactive web features can still be implemented in low-connectivity environments. It also serves as a lightweight, browser-friendly alternative to traditional server-dependent bots. This prototype paves the way for future enhancements such as AI integration and expanded services, aligning with the center's mission of promoting practical tech innovation at the grassroots level.

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COMPANY PROFILE

1.1 PROFILE

Company Name : CCC,

Innovation Incubation Center

Reregister Address: CCC

Innovation Incubation Center

Bahubali college of

Engineering

Shravanabelagola-573135

Karnataka 570009

Official Website:

www.cccinnovationcenter.com

CCC Innovation Center

Telephone no: 9845929286

CCC Innovation Incubation Center, situated in Shravanabelagola, is a technology-driven initiative aimed at empowering students, innovators, and aspiring entrepreneurs with the tools and support needed to transform ideas into impactful solutions. Founded with the vision of promoting local innovation with global standards, the center acts as a nurturing ground for early-stage tech projects and start-up ideas.

The incubation center offers state-of-the-art infrastructure, mentorship from industry professionals, and access to workshops, seminars, and networking events that encourage knowledge exchange and creativity. It focuses on key areas such as web development, artificial intelligence, machine learning, embedded systems, robotics, mobile app development, and IoT (Internet of Things).

One of the unique aspects of the center is its emphasis on offline and low-resource technology solutions, making it ideal for rural innovation and inclusive development. By promoting project-based learning, the center bridges the gap between academic knowledge and real-world application, allowing students to work on live projects that have social, industrial, or educational impact.

The CCC Innovation Incubation Center also partners with educational institutions and local industries to provide internship opportunities, technical training, and start-up incubation, helping innovators navigate their journey from idea to implementation. With a growing portfolio of successful student-led projects, the center is rapidly becoming a beacon of grassroots tech empowerment in Karnataka.

1.2 Visions and Mission

- **VISION:** To be a centre of excellence that encourages lucrative businesses by providing platform for entrepreneurship and incubating research mindset for development of society

- **MISSION:**

- To build a positive space to incubate and support innovative ideas to promote employment

- To create an entrepreneurship opportunities promoting employment creation and wealth for all   aspiring entrepreneurs including students and faculties

- To provide necessary support and facilities for startup and to promote technical ventur

CHAPTER 2

TASK PERFORMED

During the development of the offline chatbot project under CCC Innovation Incubation Center, the following key tasks were performed:

1. **Requirement Analysis:**
o Identified the core objective of creating a responsive offline chatbot for a pop-themed website.
o Defined user flow, chatbot decision logic, and offline capabilities.

2. **Design & Planning:**
o Drafted the chatbot conversation structure, including service categories like "Full Electrical" and "Pop Only."
o Created user interaction flowcharts and UI wireframes for a clear and intuitive experience.

3. **Frontend Development:**
o Developed the user interface using **HTML** and **CSS**, ensuring a clean and responsive layout.
o Designed interactive buttons and menus for smooth navigation through chatbot options.

4. **Chatbot Logic Implementation:**
o Used **JavaScript** to implement the chatbot's decision-making structure.
o Integrated conditional logic to dynamically prompt users based on their previous selections (e.g., location selection followed by room type).

5. **Offline Compatibility:**
o Ensured the chatbot operates entirely offline without needing a server or internet connection.
o Embedded all assets locally (scripts, styles, and logic) for standalone execution.

6. **Testing & Debugging:**
o Performed functional testing across different browsers to ensure consistent behavior.
o Resolved UI glitches and logical errors to ensure smooth interaction flow.

7. **Documentation & Reporting:**
o Documented the chatbot's flow and code structure.
o Prepared project report including objectives, methodology, screenshots, and outcomes.

2.1 EXISTING SYSTEM

In the current technological environment, most chatbot systems used on websites are highly dependent on internet connectivity and server-side infrastructure. These chatbots often rely on cloud-based platforms or APIs such as Dialogflow, Microsoft Bot Framework, or other AI-driven

services to process user inputs and generate appropriate responses. While these systems offer intelligent interaction and scalability, they come with several limitations, especially when considered for environments with limited or no internet access.

The need for constant connectivity restricts their usability in rural or remote areas where stable internet connections are not always available. Additionally, the reliance on server-side logic introduces latency and potential downtime, affecting the overall user experience. Integration of such systems is also often complex, requiring backend development, external API configuration, and continuous maintenance, which may not be ideal for smaller projects or educational setups. Moreover, many of these solutions involve recurring costs or require technical expertise to implement and manage.

Due to these limitations, the existing systems are not suitable for offline scenarios or lightweight applications where quick, interactive responses are needed without the burden of external dependencies. This creates an opportunity to explore simpler, browser-based chatbot solutions that can function entirely offline, offering a more accessible and responsive experience for users.

1. Manual Customer Support

Customer queries are handled by human agents, which limits the number of interactions that can be addressed simultaneously. This leads to long response times and increased operational costs, especially during peak hours.

2. Limited Availability

Traditional support channels are often only available during business hours. Customers seeking help outside these hours must wait, resulting in dissatisfaction and potential loss of business.

3. Inconsistent Responses

Different support agents may provide varying levels of information, leading to inconsistent user experiences. There is no standardization in how information is delivered to customers.

4. High Operational Costs

Maintaining a large customer support team is expensive. Businesses need to invest in training, infrastructure, and manpower, which could otherwise be optimized using automation.

5. Basic Self-Service Tools

Most companies rely on static FAQ pages or help documents that lack interactivity and adaptability. Users often struggle to find the information they need quickly.

6. No Learning or Personalization

The existing system does not learn from past interactions or adapt to individual users. There is no mechanism for providing personalized assistance or improving with usage over time

2.2 PROPOSED SYSTEM

To address the limitations of existing chatbot systems, this project proposes the development of a fully offline, browser-based chatbot tailored for a pop-themed website. The proposed system is designed using front-end technologies—HTML, CSS, and JavaScript—to ensure simplicity, speed, and complete independence from internet connectivity or server-side processing. It aims to provide a seamless, interactive user experience even in environments where network access is unavailable or unreliable.

The chatbot follows a structured, decision-tree-based conversation model where users interact through pre-defined options. For example, users can select between services such as "Full Electrical" or "Pop Only," and the chatbot dynamically responds with context-specific questions like location (Home, Office, or School/College), followed by room-specific options. This ensures that the interaction remains relevant, guided, and easy to follow.

By embedding all logic and resources directly into the browser, the system eliminates the need for external APIs or backend databases. It is lightweight, fast-loading, and can be executed locally on any device with a modern web browser. This approach not only improves accessibility but also offers a cost-effective and beginner-friendly solution suitable for educational, demo, and rural applications.

The proposed system successfully bridges the gap between static websites and intelligent user interaction by delivering chatbot functionality that is both practical and portable—highlighting the potential of front-end technologies in solving real-world usability challenges.

2.3 SYSTEM REQUIREMENTS

- **Hardware Requirements:**
  - Minimum **2 GB RAM**
  - Any basic processor capable of running a web browser smoothly
  - Compatible with **desktop computers, laptops.**
  - **Minimal storage space** (only a few MBs required)

- **Software Requirements:**
  - **Operating System:** Windows,
  - **Web Browser:** Google Chrome,
  - **Text Editor for Development:** Notepad

- **Additional Requirements:**
  - **No internet connection required** (completely offline system)

■ Support for **HTML, CSS, and JavaScript execution** in the browser

2.4 PROGRAMMING LANGUAGES

The development of the offline chatbot system is centered around three core front-end technologies: HTML, CSS, and JavaScript. These languages were carefully chosen for their flexibility, ease of use, and compatibility with all modern browsers. They enable the chatbot to operate without any server-side dependencies or internet connection, making it an ideal solution for low-resource or offline environments.

1. HTML (HyperText Markup Language):

HTML serves as the backbone of the chatbot interface. It defines the structure and organization of the webpage, including the placement of text, buttons, input fields, and other elements that form the user interface. In this project, HTML was used to lay out the chatbot window, input area, and clickable options that guide the conversation. Semantic HTML tags also help in maintaining accessibility and readability of the code.

2. CSS (Cascading Style Sheets):

CSS is used to enhance the visual appearance and usability of the chatbot interface. It styles the elements created with HTML, ensuring the chatbot looks appealing and functions smoothly across different screen sizes and devices. The project makes use of CSS for setting colors, fonts, alignments, animations, and responsive design, giving the chatbot a modern, app-like look and feel. Transitions and hover effects were also added to improve user experience.

3. JavaScript:

JavaScript is the engine behind the chatbot's interactive behavior. It handles the core logic of the chatbot, including decision-making, conditional flows, user input handling, and dynamic content updates. When a user selects an option (e.g., "Full Electrical" or "Pop Only"), JavaScript processes the input and updates the interface in real time with the next set of questions or responses. This logic mimics conversational flow and enables the chatbot to function smoothly without requiring backend processing or internet-based APIs. It also manages the display of messages, animations, and chatbot responses using DOM (Document Object Model) manipulation.

JavaScript's versatility and browser-native execution make it the perfect choice for developing offline-first web applications like this chatbot. Together with HTML and CSS, it ensures that the chatbot remains lightweight, portable, and platform-independent . By relying solely on client-side programming languages, the project avoids complexity and keeps the application fully offline, easy to maintain, and deployable on any device with a browser—without the need for installation or internet connectivity.

2.5 SYSTEM DESIGN

The system design of the offline chatbot is structured to deliver a seamless, interactive experience entirely within the user's browser, without relying on any internet or server infrastructure. The design approach follows a **modular and layered architecture**, ensuring that each part of the system is clearly defined, easy to maintain, and scalable for future enhancements.

The design is primarily divided into three layers:

1. Presentation Layer (Frontend Interface)

This layer represents the user-facing part of the chatbot system. It is built using **HTML and CSS** and includes:

- The chatbot window layout, including header, chat area, and input options
- Visually styled buttons for selecting predefined options like "Full Electrical" or "Pop Only"
- A responsive design that adapts to different screen sizes (desktop, tablet, mobile)

This layer focuses on user interaction and aesthetic appeal, ensuring the chatbot is intuitive and easy to use. Elements are styled for clarity and feedback, such as changing color when clicked or showing animations for responses.

2. Logic Layer (Conversation Flow Engine)

At the core of the chatbot system is the logic layer, implemented using **JavaScript**. This layer handles:

- User input processing based on button clicks or typed responses
- Dynamic updating of chatbot messages and follow-up questions
- Decision-making using **conditional branching logic**, allowing the chatbot to respond appropriately to the user's selections (e.g., selecting "Home" leads to "Living Room," "Bedroom," or "Washroom" options) The conversation is designed using a tree structure, where each user choice leads to a predefined branch. The chatbot does not use AI or natural language processing but instead offers a reliable rule-based system ideal for task-specific use.

3. Data Layer (Local Data Storage - Optional)

While the chatbot primarily operates without persistent data storage, it can be extended to use **local Storage** or **session Storage** if needed. This can be useful for:

- Storing user preferences temporarily
- Tracking past selections within a session
- Resetting the chatbot to a default state after completion

This layer is entirely local to the browser and does not require any database or server, maintaining the offline nature of the application.

Flow of Interaction:

- User loads the chatbot in a browser (no internet needed).
- The chatbot greets the user and displays initial options (e.g., service type).
- User clicks a button — JavaScript captures the event and determines the next step.
- Chatbot dynamically displays the next question or confirmation based on the selection
- The process continues until the chatbot reaches a conclusion or resets.

Design Goals:

- **Simplicity:** Easy to use and understand for both developers and end-users
- **Responsiveness:** Functions smoothly across all devices
- **Offline Capability:** Entire system works without an internet connection
- **Modularity:** Easy to update specific sections like conversation logic or UI separately
- **Performance:** Loads quickly and runs efficiently even on low-end hardware.

2.6 Methodology

The development of the offline chatbot system follows a **structured, iterative methodology** focusing on simplicity, responsiveness, and user-centric design. The process began with identifying the primary goal: to build a lightweight, browser-based chatbot capable of functioning **without any internet connection**. This requirement shaped the decision to use front-end technologies only—HTML, CSS, and JavaScript—to ensure maximum portability and platform independence.

The first step involved **requirement gathering and analysis**, where the intended use case, user types, and core functionalities were defined. Based on this, a basic flowchart of user interaction was designed, laying out the conversational flow using decision-tree logic. This helped map out how users would interact with the bot—starting from service selection, followed by location, and ending with room-specific options.

In the **design phase**, the chatbot interface was created using HTML for the structure and CSS for styling. The interface was designed to mimic the look and feel of a familiar messaging app, ensuring that users can interact with it comfortably. Responsive design principles were applied to ensure compatibility with mobile, tablet, and desktop devices.

The **implementation phase** focused on integrating interactivity using JavaScript. All chatbot logic was coded to operate on the client side. JavaScript was used to dynamically display messages, handle user input, and manage the flow of conversation. Since no external APIs or databases were used, all decisions were handled locally using arrays, objects, and conditional statements.

Throughout development, the **testing phase** was conducted in parallel to ensure that all conversation flows worked as expected. Special attention was given to offline testing by disabling network access to validate that the chatbot performs consistently in a disconnected environment.

Finally, the system was **refined through feedback and iterations**, adjusting button placements, message timing, and layout responsiveness to improve user experience. The methodology embraced a hands-on, rapid-prototype approach, ensuring the end product remained lightweight, functional, and easy to maintain.

2.7 Implementation

The implementation of the offline chatbot system was carried out using a combination of **HTML, CSS, and JavaScript**, ensuring that the entire application could run independently within a browser, without the need for an internet connection or any backend infrastructure.

The development began with the creation of the **chat interface using HTML**. The structure included a chatbot window, a message display area, and interactive buttons to simulate conversation. The layout was kept clean and minimal to enhance usability across different screen sizes. Semantic tags and container elements were used to group different components of the interface, such as header, message area, and input controls.

Next, **CSS was applied** to style the chatbot and provide a visually appealing user interface. Key visual elements included chat bubbles, button styling, background colors, font selection, spacing, and animations. CSS Flexbox was used to align and organize elements responsively. Media queries were implemented to ensure that the chatbot layout adjusts fluidly on mobile, tablet, and desktop devices.

The core of the chatbot's functionality was implemented in **JavaScript**. The chatbot operates on a rule-based system using conditional logic, arrays, and objects to determine responses based on user input. When a user clicks on a button (e.g., "Full Electrical" or "Pop Only"), JavaScript captures the event and processes the next step in the conversation flow. The conversation is structured as a **decision tree**, where each selection leads to another predefined set of questions or responses.

JavaScript also handles **DOM manipulation**, dynamically inserting and updating chatbot messages into the display area. To simulate a real conversation, small time delays (setTimeout) were used to mimic typing or loading effects. Variables were used to track the user's current position in the decision flow, enabling the chatbot to provide context-aware responses.

To maintain the **offline functionality**, all assets including scripts, stylesheets, and logic files were embedded locally. No external APIs, libraries, or databases were used. This makes the chatbot fully portable and executable on any device with a modern browser.

Finally, after the initial build, the chatbot was rigorously tested for various input combinations, visual consistency, responsiveness, and overall user experience. Edge cases, such as incomplete selections or repeated actions, were handled gracefully with reset options and friendly fallback messages.
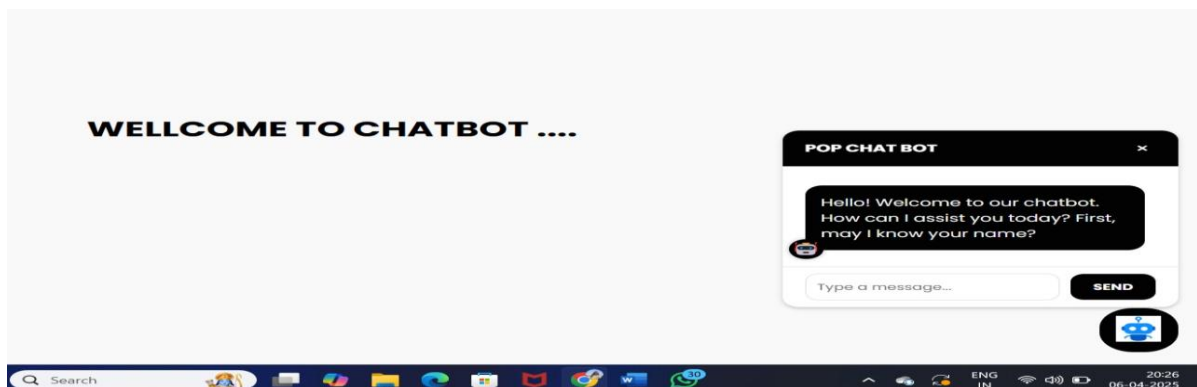
2.8 SNAPSHOTS

Fig 2.8.1 : Homepage

Fig 2.8.1 shows that home page contains a information about pills, family, medinfo anda login Page.
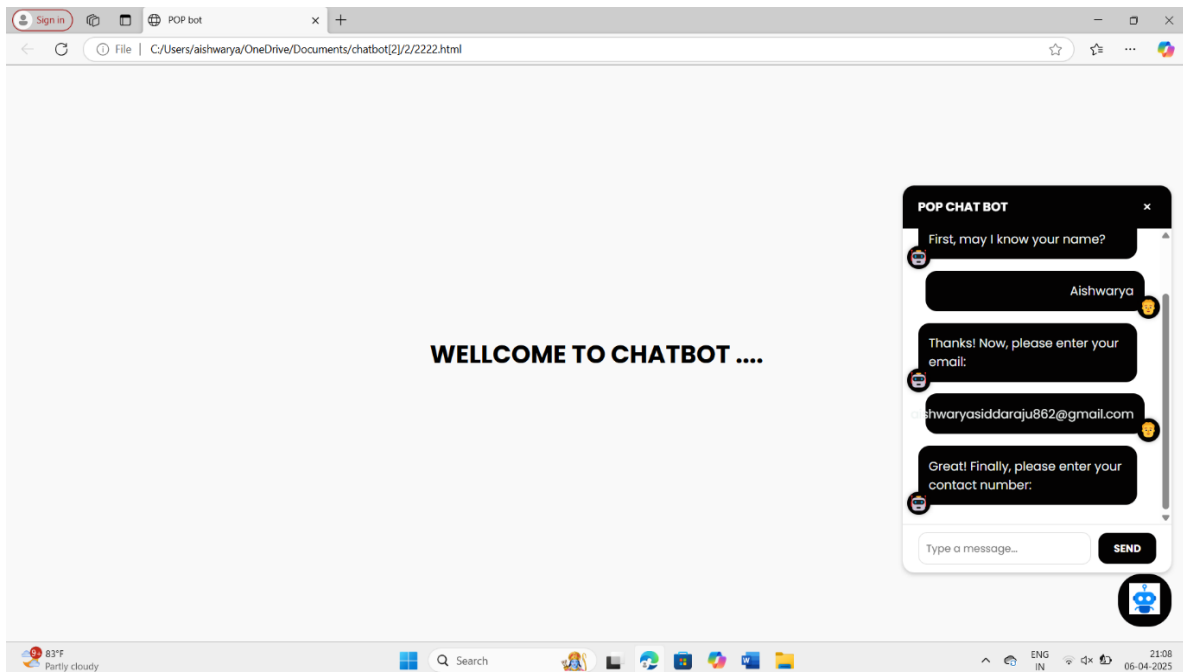

Fig 2.8.2: Self Infromation

Fig 2.8.2 enables users to independently register and gain access to your system.
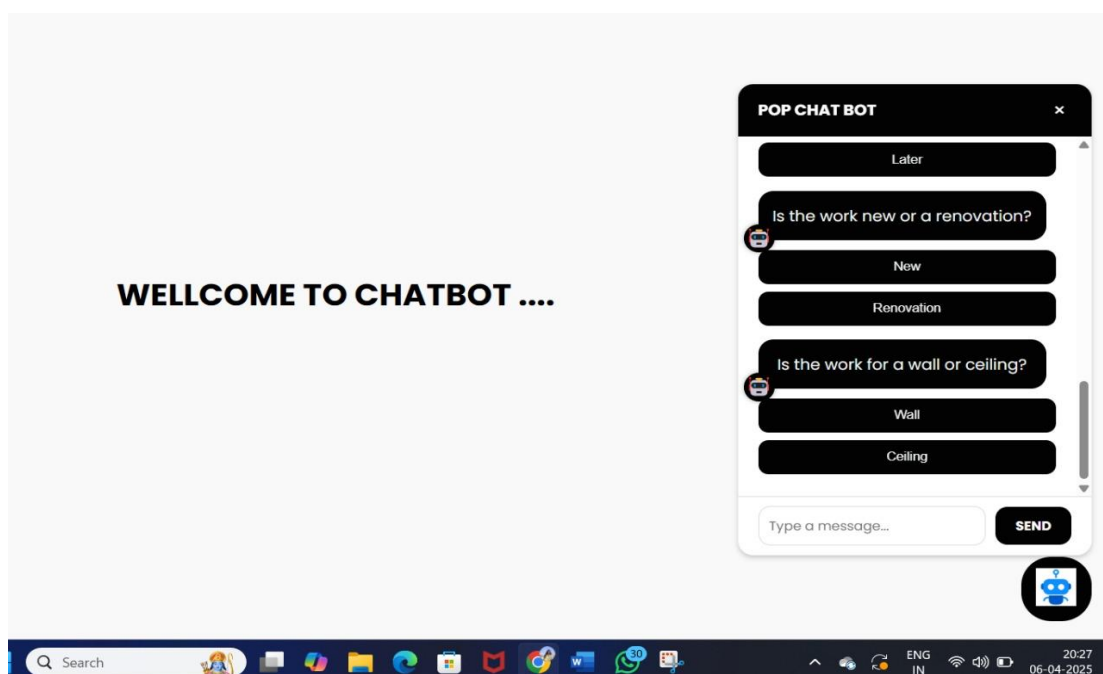
Fig 2.8.3 Searching the Theme

Fig 2.8.3 gives the information about registered person information like name, number, email and also contains the modify the information.

Fig 2.8.4: Display the picture

Fig 2.8.4 contains the information about wall design including color, width and height in office cabin

Fig 2.8.5: Changing the design

Fig 2.8.5 display office cabin design in format , design our expected walls. the information about wall design including color, width and height in office cabin.

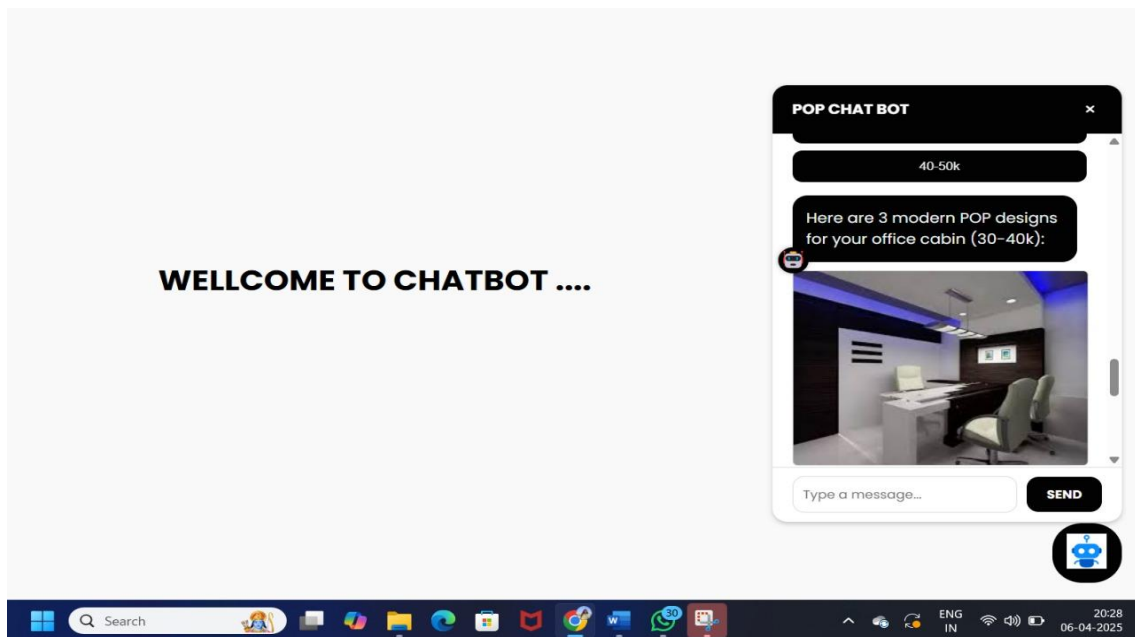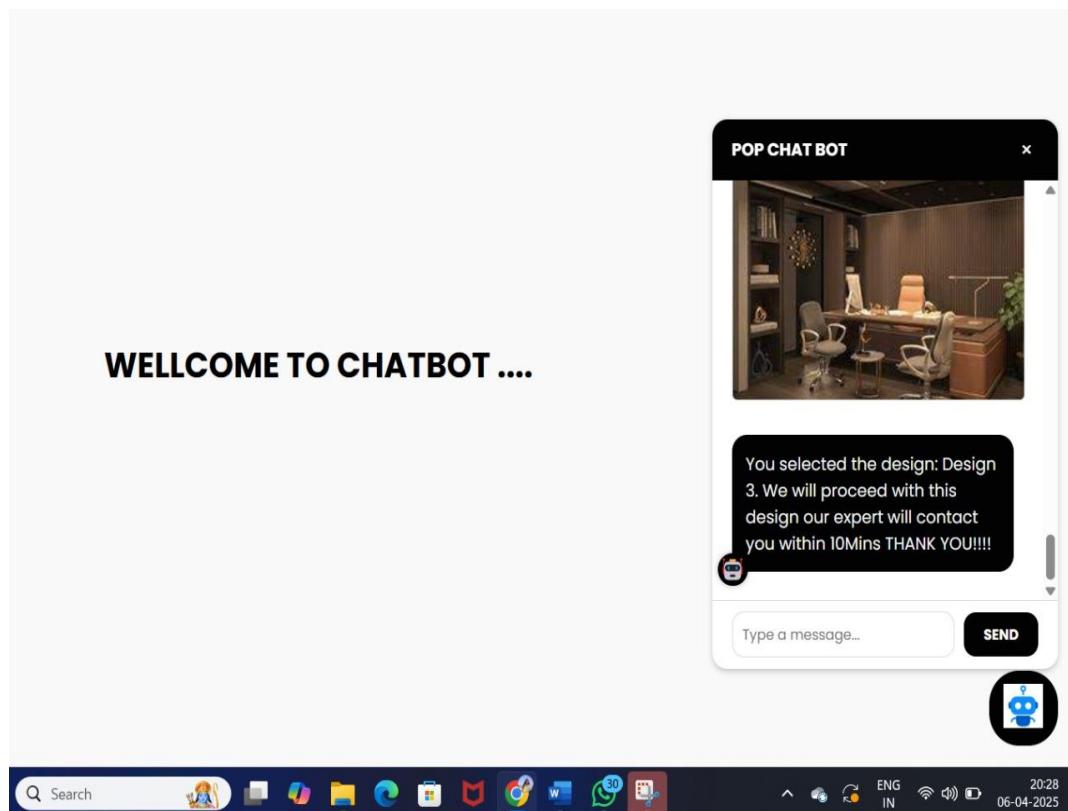# CHAPTER 3

REFLECTION

This chapter gives the brief introduction about the work experience and assessment in the company during the period of internship. It also gives the details about the technical outcomes after working in the company, the non-technical outcomes after working in the company such as improvement in verbal and written communication, personality development, time management, resource utilization skills and what are the contributions to the company during the period of internship.

3.1 Work Experience/Assessment

Work experience is any experience that a person gains while working in a specific field or occupation, but the experience is widely used to mean a type of volunteer work that is commonly intended for young people, often students to get a feel for professional working environment. The experience which I gained by working at 1 Stop are as listed below:

- The working environment at 1 Stop was good.

- Improved my Googling skill by learning things through Google which were required for the work.

- Availability of internet facility is good which helped in downloading the required documents very easily without any difficulties which were related to the work.

- Because of faster and easier access to the internet it was easier for me to understand the module clearly by seeing the videos on how the module works.

- Gained knowledge on Project development life cycle.

- Learned how project is decided, how project is assigned to employees, how project modules will be divided, how teams are formed in a company.

- Gained the knowledge of the database creation.

- Gained the basic knowledge on python ,Java platform.

- Improved communication skills.

- Internship was great opportunity to know the company environment.

- Learned how to co-ordinate with other employees.

- Gained knowledge on Project development life cycle.

- the non-technical outcomes after working in the company such as improvement in verbal and written communication during the period of internship.

3.2 Problems Challenges

The problems and challenges are the one which we face during the period working. Problems which we face may include the problems which we face while performing the work which is assigned to us during the period of internship, problems which we face in co - coordinating with other co-workers, resources utilization problems and so on. The challenges may include how well and fast we are at performing the task assigned to us, ability to complete the work with fair utilization of the resources. It also includes how well we are good at solving the problems. Some of the problems and challenges which are faced during the internship period are as follows:

- The internship was much different from college academics and it takes little time to adjust to the environment and schedule.
- Initially it is a difficult to understand the works assigned to us.
- During training they made us to practice some of the programs on classes, object was difficult without practical knowledge.
- Before installing IDLE we use to do programs using notepad, at that time it was difficult for us to identify different types of errors.

3.3 Technical Outcomes

HTML:

HTML is a computer language devised to allow website creation. These websites can then be viewed by anyone else connected to the Internet. It is relatively easy to learn, with the basics being accessible to most people in one sitting; and quite powerful in what it allows you to create. It is constantly undergoing revision and evolution to meet the demands and requirements of the growing Internet audience under the direction of the W3C, the organization charged with designing and maintaining the language. The definition of HTML is Hyper Text Markup Language.

Hyper Text is the method by which you move around on the web — by clicking on special text called hyperlinks which bring you to the next page. The fact that it is hyper just means it is not linear — i.e., you can go to any place on the Internet whenever you want by clicking on links — there is no set order to do things in.Markup is what HTML tags do to the text inside them. They mark it as a certain type of text (italicized text, for example).

HTML is a Language, as it has code-words and syntax like any other language.

HTML consists of a series of short codes typed into a text-file by the site author

these are the tags. The text is then saved as a html file, and viewed through a browser, like Internet Explorer or Netscape Navigator. This browser reads the file and translates the text into a visible form, hopefully rendering the page as the author had intended. Writing your own HTML entails using tags correctly to create your vision. You can use anything from a rudimentary text-editor to a powerful graphical editor to create HTML pages.

CSS (Cascading Style Sheets):

*   Styling and Layout: CSS is applied to the HTML elements to define the visual presentation, styling, and layout of the Incident Report Form. It controls aspects such as colors, fonts, spacing, borders, and responsive design for a cohesive and user-friendly interface.

*   Consistency and Branding: CSS enables the consistent application of branding elements, such as company logos, colors, and typography, across the form, reinforcing the organization's visual identity.

JavaScript:

JavaScript is a versatile programming language primarily used for web development. It enables interactive web pages by providing dynamic content and interactivity to otherwise static HTML and CSS. JavaScript runs on the client-side, meaning it's executed in the user's web browser, allowing for real-time manipulation of webpage elements without requiring a round trip to the server.

Key features include its event-driven architecture, allowing code to respond to user actions like clicks and keyboard inputs. JavaScript supports various data types such as numbers, strings, arrays, and objects, and includes control structures like loops and conditionals for program flow control. It also supports functions, which are reusable blocks of code.

Modern JavaScript includes powerful features like asynchronous programming with Promises and async/await, allowing for non-blocking operations and smoother user experiences. Libraries and frameworks such as React, Angular, and Vue.js extend JavaScript's capabilities for building complex web applications. With the rise of Node.js, JavaScript can now also be used for server-side development.

JavaScript is continually evolving, with new language features and browser APIs being standardized and implemented regularly. Its widespread adoption and rich ecosystem make it a crucial skill for web developers worldwide.

3.4 Non-Technical Outcomes

Non-technical outcomes are the one which describes the individual development skills through working experience. It includes soft skill development such as personality development, Communication skill development, improvement in one's confidence level, ability to handle the situation, ability to adjust to the environment, Ability to manage the time that is punctuality and so on.

- Demonstrating understanding of professional customs and practices by understanding the different rules of the company, the practices followed in the company.

- Organizing and maintaining information such as the organization structure, organization details, number of employees working in the company andinformation about how the organization is maintained are known.

- Applying knowledge to the task that is when a particular task is assignedmake good use of the knowledge which is gained through attending various training and workshops.

- Developing individual responsibility by completing the work within the assigned time.

- Negotiating and arriving at a decision which is to be done when performing a task. That is arriving at a quick decision at any critical situation which will help insolving a problem.

- Working with diversity/diverse populations that is, learned how to work under pressure and learning how to coordinate with different people in the company with different mentality.

- Identifying, understanding and working with professional standards, working in cross cultural and/or multicultural settings and learning how to learn.

- Improving problem-solving and critical thinking skills by handling a problem in a good manner with occurrence of negative consequences.

- Monitoring and correcting performance, exercising leadership by taking the responsibilities voluntarily and making sure that it goes in a right path without any problems.

- Behaving professionally, behaving ethically, listening effectively, and dressing appropriately.

- Addressing colleagues and superiors appropriately that is learning to address the higher authorities with a specified manner.

- Allocating time effectively that is learning to complete the task with in a deadline without any problem and with the successful output.

- Organizing and maintaining information such as the organization structure, organization details, number of employees working in the company and information about how the organization is maintained are known.

ROLES

During an internship, students typically assist with projects

- conduct research

- Attend meetings

- Shadow professionals, and sometimes work on smaller projects independently under supervision.

SKILLS

- Can acquire and evaluate information - can identify need for data, can obtain it from existing sources or can create it, and can evaluate its relevance and accuracy.

- Can organize and maintain information - can organize, process and maintain written or computerized records and other forms of information in a systematic fashion.

- Can interpret and communicate information - can select and analyse information and communicate the results to others using oral, written, graphic, pictorial, or multimedia methods.

- Can use computers to process information - can employ computers to acquire, organize, analyse and communicate information.

- an exercise leadership - can communicate thoughts, feelings and ideas to justify a position; can encourage, persuade, convince, or otherwise motivate an individual or group, including responsibly challenging existing procedures, policies or authority.

- Can negotiate - can work towards an agreement that may involve exchanging specific resources or resolving divergent interests.

- Can work with cultural diversity - can work well with men and women and with a variety of ethnic, social, or educational backgrounds.

3.5 Benefits of Doing Internship

- **Gain Valuable Work Experience**

An internship provides the opportunity to gain hands on work experience that is not possible to get in the classroom and also companies train interns and help in gaining the experience required to get a job.

- **Transition into a Job**

Employers see interns as prospective employees, so by performing well one can finish internships

and continue working with the company full time. Internships. are the number one way for employers to find new staffs and employees to find a new job with experience.

- **Networking Opportunities**

Internships are a great way to meet people in specific field of our interest.

An internship allows meeting people who might help in getting a job later on and give the contacts of the industry to which we are interested and break into it. Plus, references frompeople in the industry will really add weight to the application.

- **Apply Classroom Knowledge**

An internship can be seen as the pinnacle of the education and give a chance to use the skills learned in the classroom in a real-world setting. It's a chance to prove theworth of the qualifications and to show the ability to perform a role that has been assigned.

- **Gain Confidence**

Getting experience is a great way to build the confidence. Having an impressive resume will help in boosting the confidence level and it increases the chances of securinga job.

3.6 Contribution to the Organization

This session describes what is our contribution to the organization being a intern. It includes how the company is benefited from us and from our work, how well our work will be useful for the company, how our work will profit the company and includes other details.

I am a hard worker with the experience to get things done efficiently. I can contribute my organizational skills and my ability to work well in a group. I have the knowledge to contribute to the rapid growth of this business. I contributed to the company by completing the assigned task to some expectations, and this work can be used by the company for further development of the projects and the design which is done during internship can be used for company benefits.

CONCLUSION AND FUTURE ENHANCEMENT

The development of this chatbot system has demonstrated the potential of artificial intelligence and natural language processing in automating user interactions and improving customer engagement. By leveraging Python and advanced NLP frameworks, the chatbot effectively understands and responds to user queries, providing instant and accurate support. The integration with APIs and databases enables real-time data retrieval, making it a valuable tool for businesses and users alike. Additionally, the chatbot's ability to learn from interactions enhances its intelligence over time, ensuring continuous improvement in user experience.

Overall, this chatbot system reduces human effort, enhances efficiency, and ensures round-the-clock availability of support services. It offers a scalable and cost-effective solution for organizations looking to improve their communication channels while minimizing manual intervention.

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