Digital Portfolio

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PROJECT TITLE

- Digital clock application

AGENDA

1.Problem Statement
2.Project Overview
3.End Users
4.Tools and Technologies
5.Portfolio design and Layout
6.Features and Functionality
7.Results and Screenshots
8.Conclusion
9.Github Link

PROBLEM STATEMENT

digital clock application is to design and build a digital clock that accurately displays the current time and allows users to set the time and alarms using a microcontroller and a Real-Time Clock (RTC) chip

PROJECT OVERVIEW

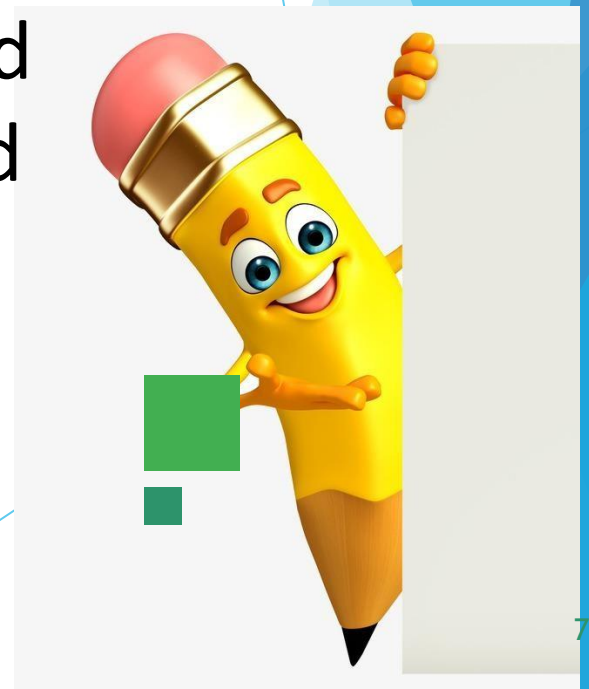
creating software or a hardware device to display the current time and date in a digital format, fetching local time from the system or a real-time clock module, and updating the display at regular intervals, often every second

WHO ARE THE END USERS?

individual users in homes or offices needing to tell time, employees and employers using time-tracking applications, students and instructors in academic settings, and even the software and hardware developers themselves who design and maintain these systems.

TOOLS AND TECHNIQUES

hardware components like oscillators and displays, software frameworks like JavaScript and Verilog HDL, design principles for user interfaces and user experience, and advanced features like biometrics, GPS, and integration with cloud services for time-tracking and other functionalities.



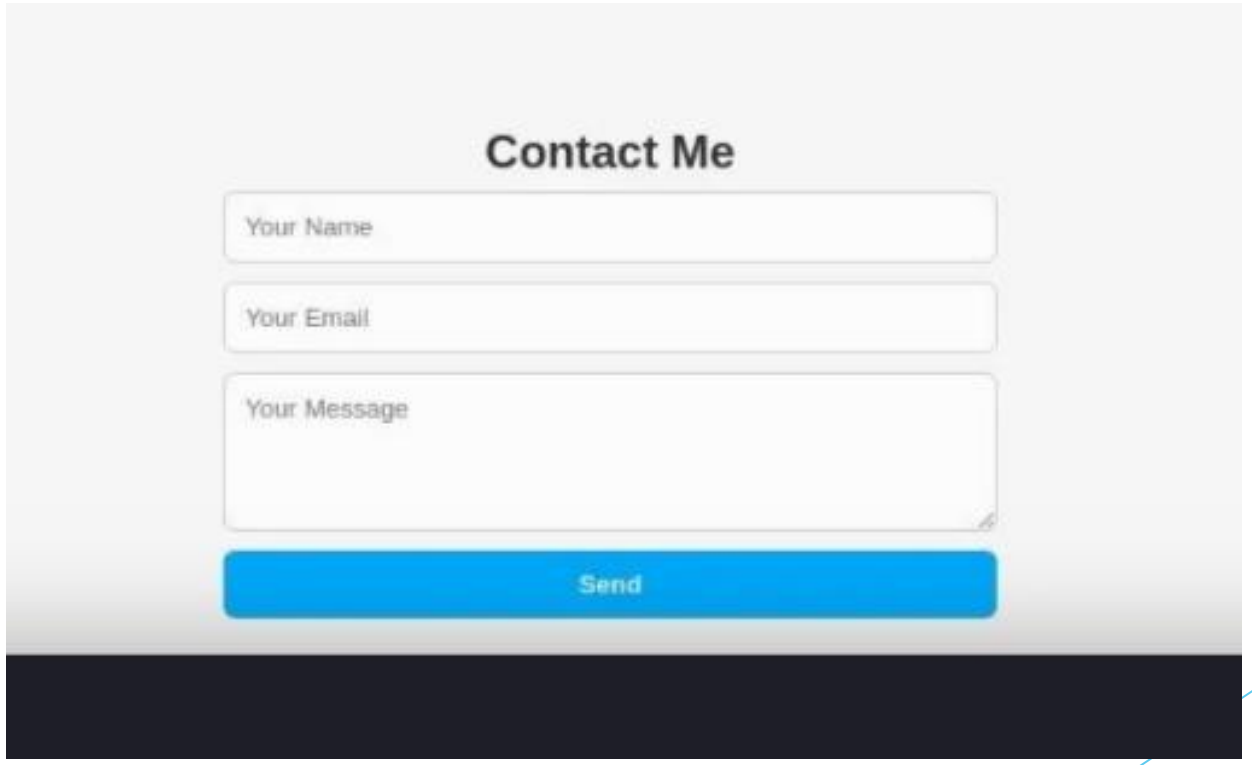
POTFOLIO DESIGN AND LAYOUT

focus on a minimalist, user-centric design with bold typography and clear layouts, emphasizing functionality like time zones, alarms, and daylight indicators. Showcase your work on platforms
like Behance or Dribbble, highlighting key features and offering a seamless user experience. Tools like Figma can help create interactive prototypes, demonstrating a balanced aesthetic and user-friendly navigation.

FEATURES AND FUNCTIONALITY

time display, customizable alarms, and timers, along with additional functions like world clocks, stopwatches, and weather informatio

RESULTS AND SCREENSHOTS



CONCLUSION

emphasizes the project's successful implementation, fulfilling its objectives to display real-time time, often using GUI programming or microcontroller circuits, and integrating various components like timers and displays to achieve user-friendly timekeeping.