

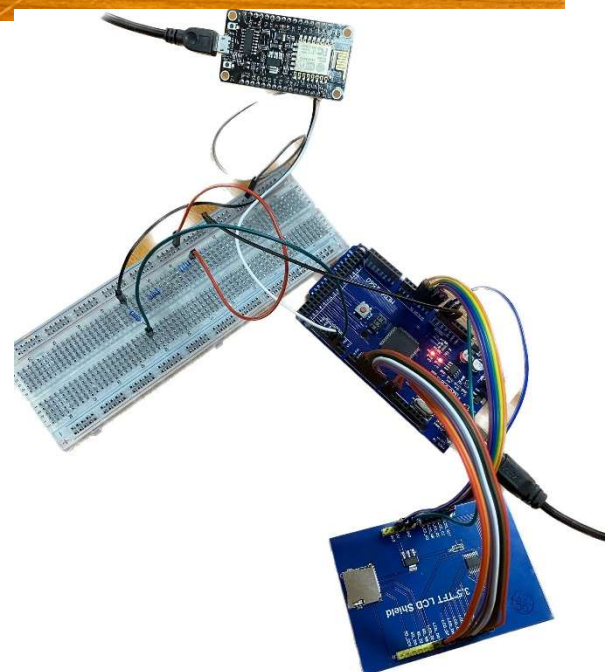
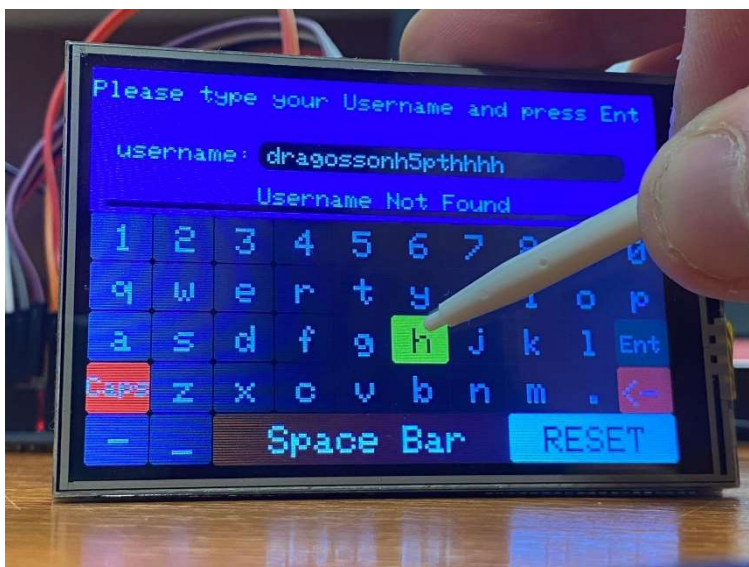
# Ciurezu Gheorghe-Dragos – Relevant Projects

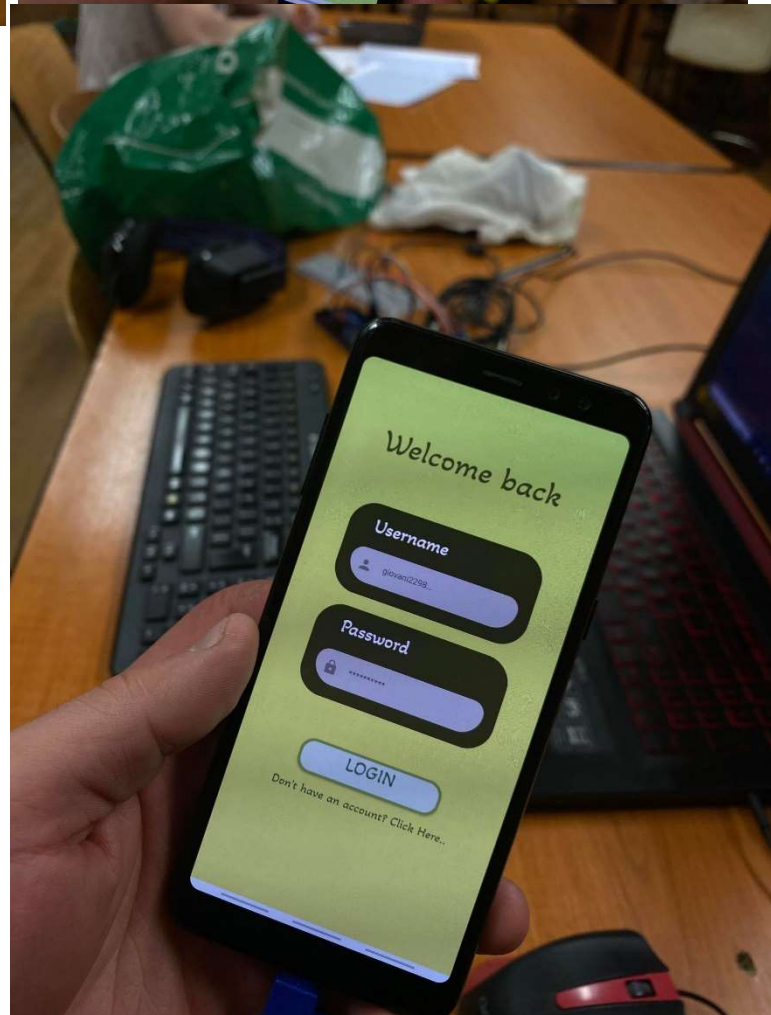
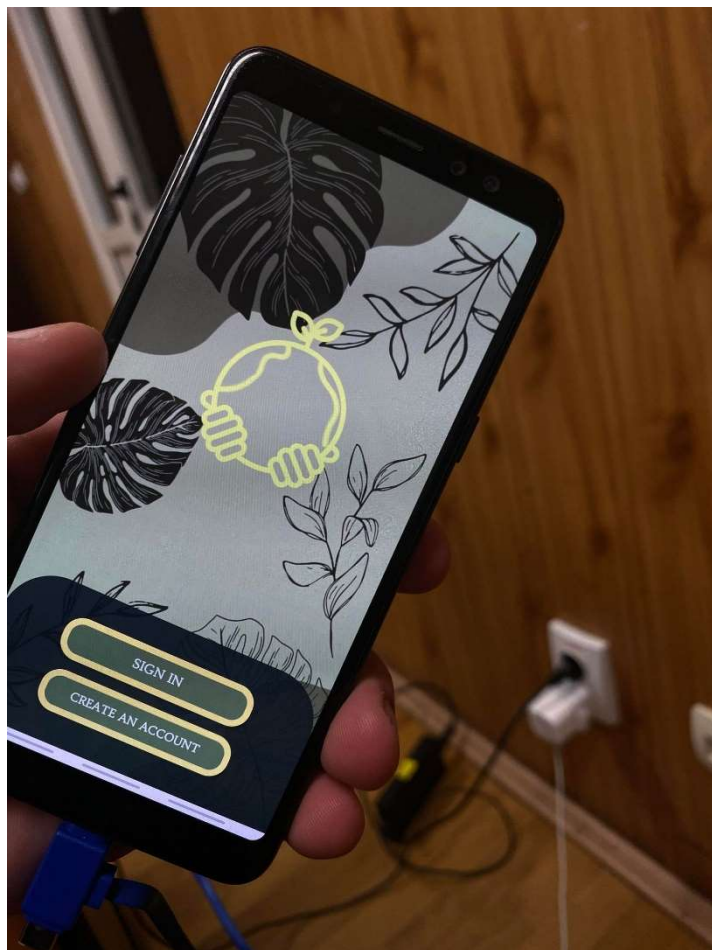
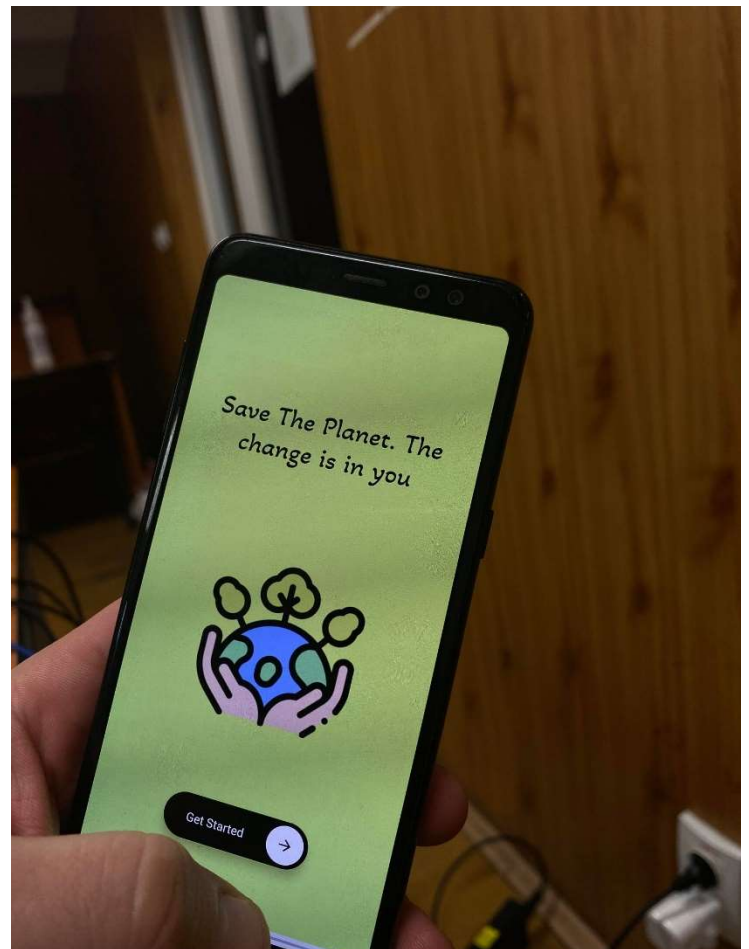
## 1.(Ongoing Project) GreenLight

This project will employ three programming languages: Spring Boot for creating a REST-API service that provides an endpoint for each application functionality, Kotlin for mobile application development, and React for web application development. Additionally, an Arduino-based application will be used to implement the physical part of the project.

The physical component will involve displaying three objects (metal, paper, and plastic) on a screen. When a user selects one of the objects, they will be prompted to place the object on a conveyor belt. Based on the object selected, it will move to the corresponding box, and the user will receive points in their account.

The mobile and web applications will have similar functionalities. The smart baskets will be displayed on a map, and users can use their points to receive discounts at stores. Additionally, users will be able to add information related to natural disasters.





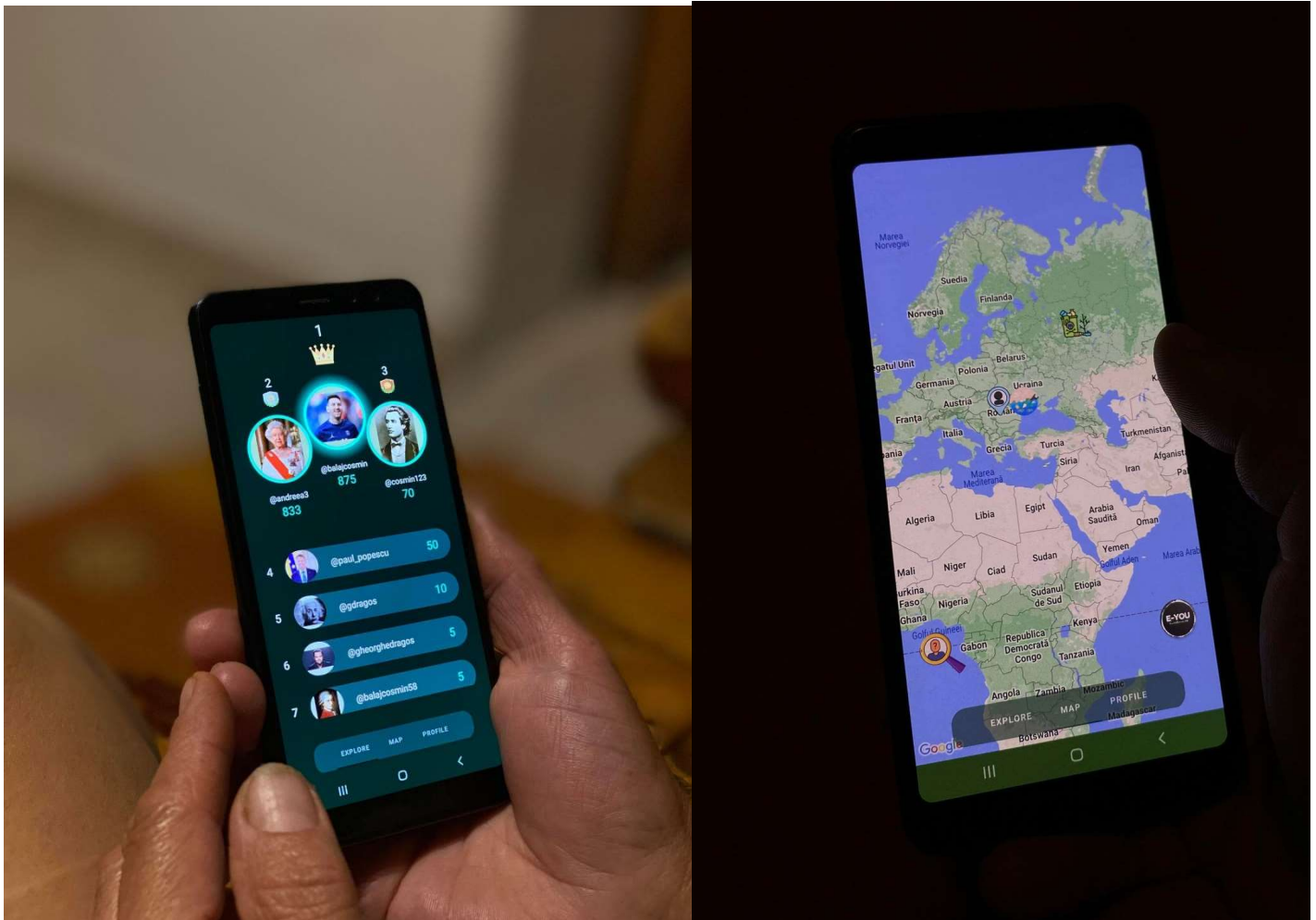


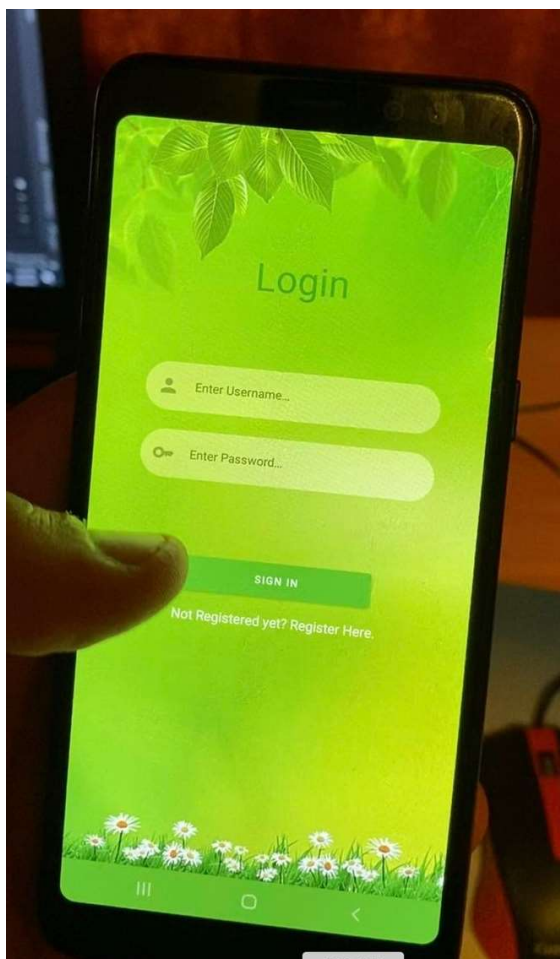
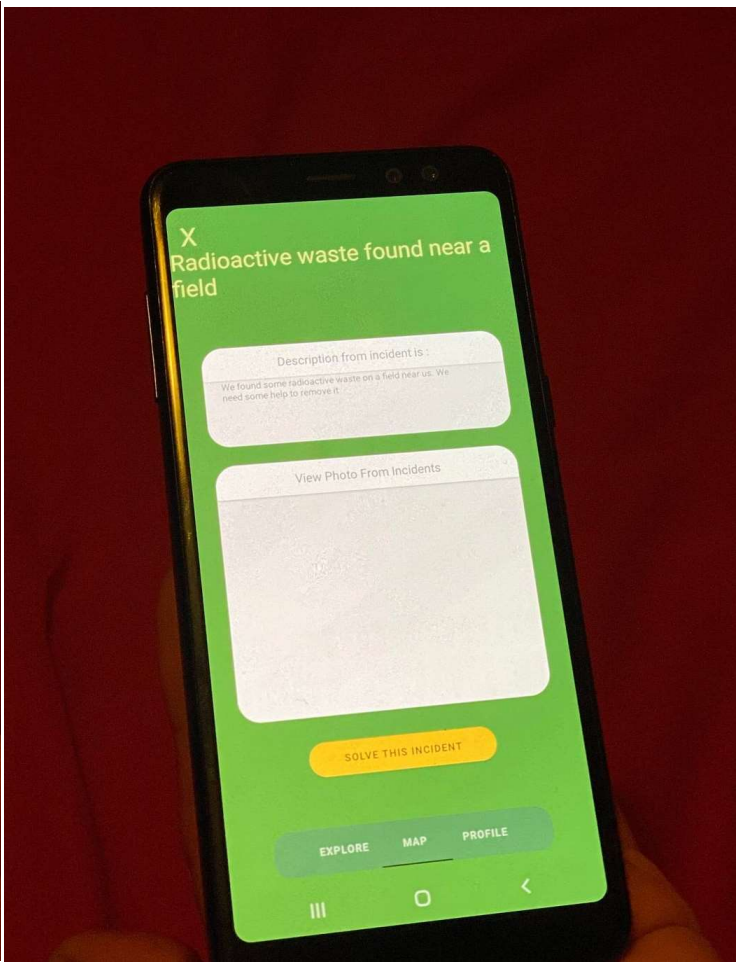
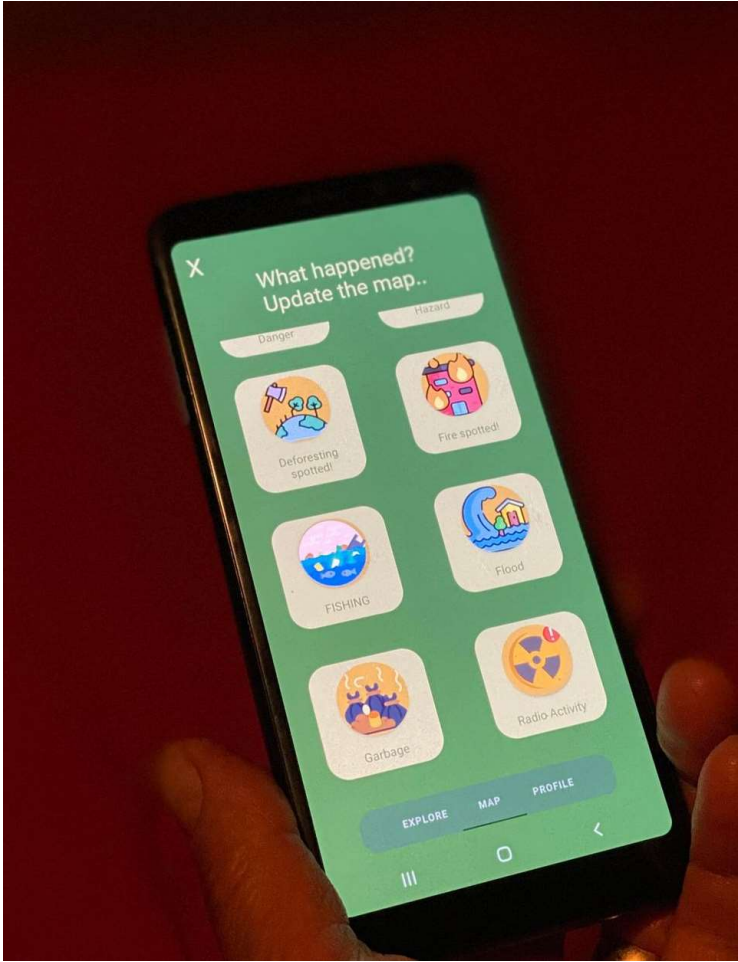
## 2.E-You APP

In this project, Java was the programming language of choice, along with several libraries such as Retrofit2 for simplified API access, Glide for loading images via a link, and Dagger2 for dependency injection. The project's primary objective was to enhance the environment by enabling users to monitor natural disasters in their vicinity through markers displayed on a map. When a user clicks on a marker, they can view any relevant details or images provided by the individual who posted it.

Moreover, other users can aid in resolving the disaster, such as putting out a fire. Once the incident has been resolved, all contributing participants will receive points. These points will be listed on a ranking section visible to all users.

I used MVVM as architecture.





### 3. NFT Monitoring APP

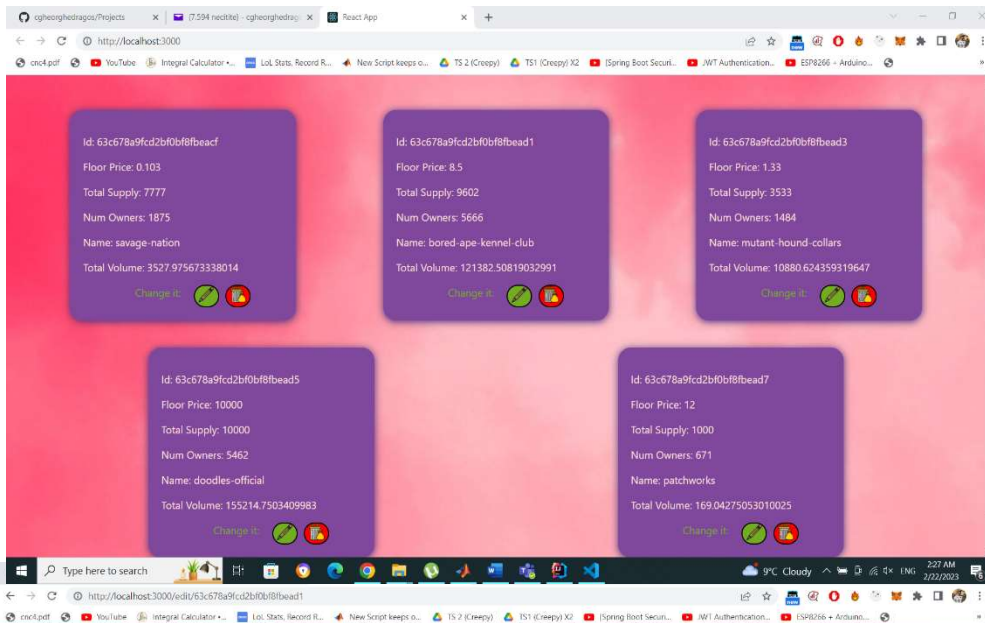
This application utilizes node js, react, and react-native programming languages. It is a straightforward application that saves NFT collections and queries them through OpenSea every 15 minutes using a cron job. The additional data obtained is then saved in a MongoDB database.

The mobile application allows users to select an NFT collection for monitoring. Once selected, the app will use a cron job to check the saved price against the current price every minute. If the price drops by 10%, the user will be notified via SMS to a phone number, implemented using the Twilio library.

The web application's primary function is to display and edit data stored in the database.

The design pattern used is model-service-controller.

The server is used to show the endpoints for each functionality



02:31

Start monitoring you collection!  
Please pick an option:

Start

Floor Price: 8.5

Total Supply: 9602

Num Owners: 5666

Name: bored-ape-kennel-club

Total Volume: 121382.50819032991

Go Back

Save Data

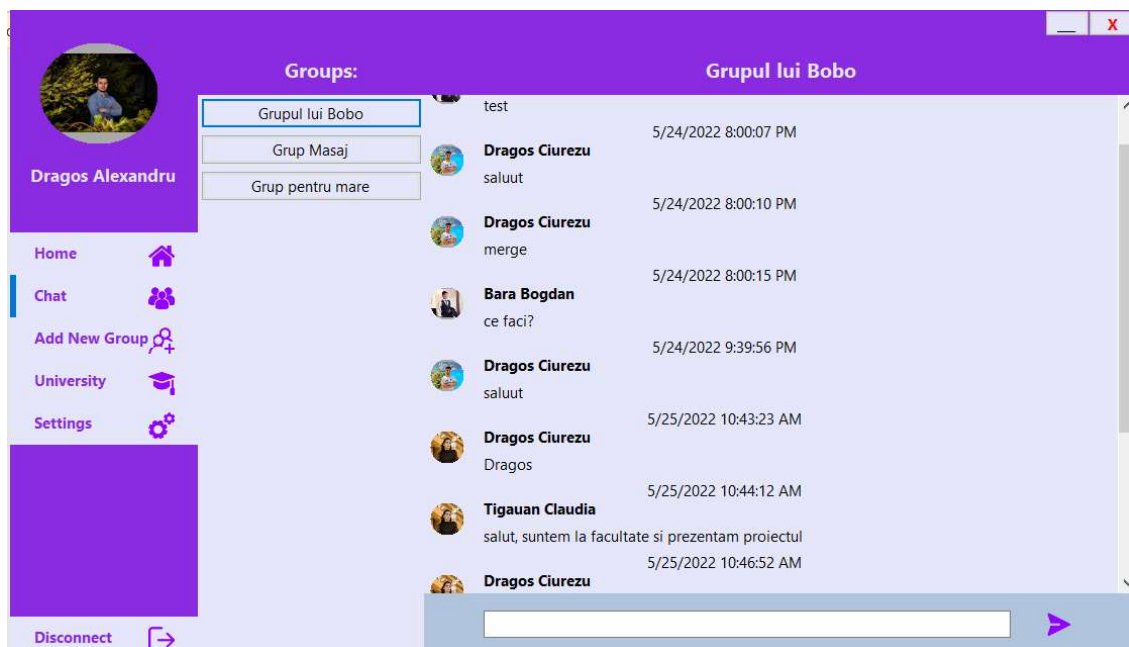
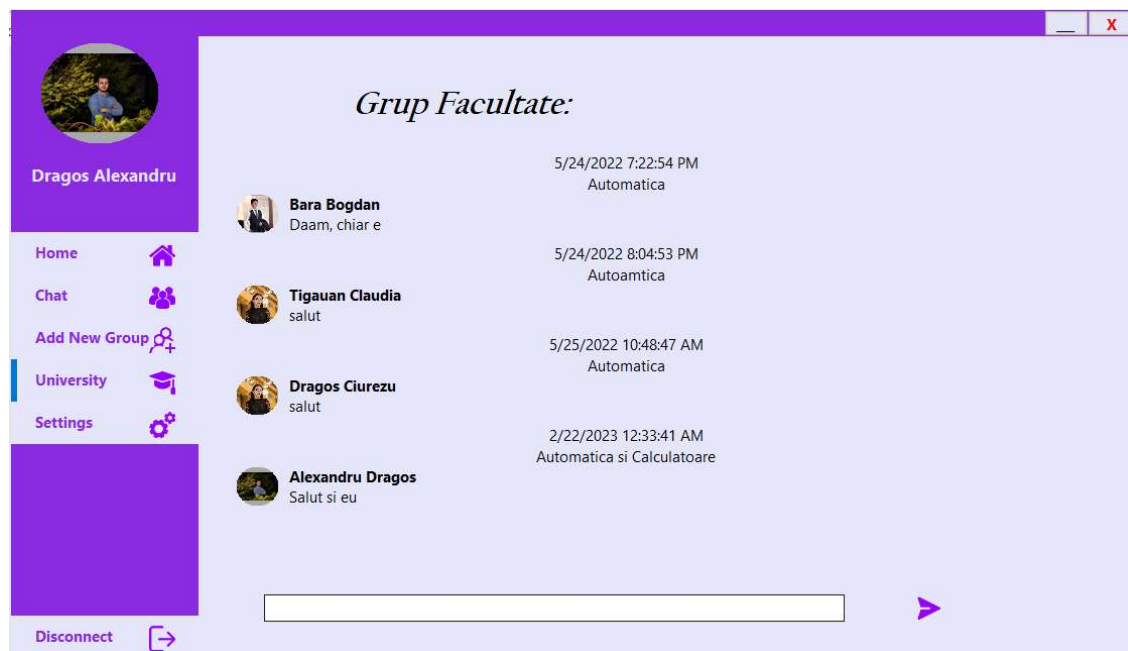
bored-ape-kennel-club



## 4. BFFinder Chat APP

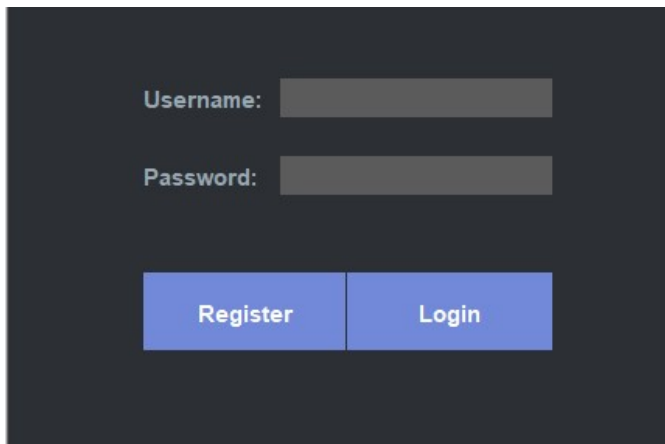
This application has the role of integrating students into different groups. Each student can create a new group or join an existing one. And to be able to communicate with other students in those groups. C# was used as the programming language. The client sent messages through Sockets to the server, under a packet of bits.





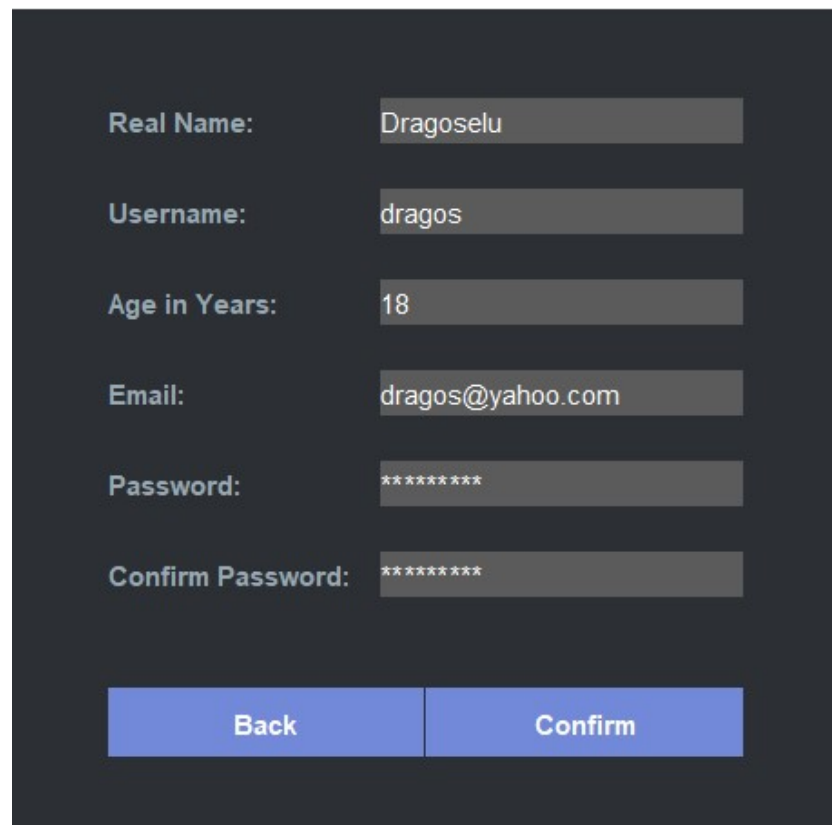
## 5. Note App

This project is a Java Swing application designed to help users create, edit, and delete notes. Although it was developed two years ago before to study databases, it remains a useful tool. Data is saved in a file, and certain information is encrypted to ensure its security. The application is relatively simple, and each registered user can only access and view their own notes, providing an added layer of privacy.



A dark-themed login and registration form. It features two input fields: 'Username:' and 'Password:'. Below these fields are two blue buttons: 'Register' and 'Login'.

Username:	<input type="text"/>
Password:	<input type="password"/>
<div><div>Register</div><div>Login</div></div>	



A dark-themed registration form. It features six input fields: 'Real Name:', 'Username:', 'Age in Years:', 'Email:', 'Password:', and 'Confirm Password:'. Below these fields are two blue buttons: 'Back' and 'Confirm'.

Real Name:	<input type="text" value="Dragoselu"/>
Username:	<input type="text" value="dragos"/>
Age in Years:	<input type="text" value="18"/>
Email:	<input type="text" value="dragos@yahoo.com"/>
Password:	<input type="password" value="*****"/>
Confirm Password:	<input type="password" value="*****"/>
<div><div>Back</div><div>Confirm</div></div>	



