



ABOUT ME

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PROJECT TITLE



DIGITAL PORTFOLIO

AGENDA



1. PROBLEM STATEMENT
2. PROJECT OVERVIEW
3. END USERS
4. TOOLS AND TECHNOLOGIES
5. PORTFOLIO DESIGN AND LAYOUT
6. FEATURES AND FUNCTIONALITY
7. RESULT AND SCREENSHOT
8. CONCLUSION
9. GITHUB LINK

PROBLEM STATEMENT

- 1. IDENTIFY THE PROBLEM
- 2. PUT THE PROBLEM INTO CONTEXT
- 3. FIND THE ROOT CAUSE
- 4. DESCRIBE YOUR IDEAL OUTCOMES
- 5. PROPOSE A SOLUTION AND OUTLINE IT'S BENEFITS



PROJECT OVERVIEW



DIGITAL
PORTFOLIO



WHO ARE THE END USERS?

IN SOFTWARE → THE END USERS ARE THE PEOPLE WHO INSTALL AND USE THE APP ON THEIR DEVICES.

IN A DIGITAL PORTFOLIO → THE END USERS CAN BE RECRUITERS, HIRING MANAGERS, TEACHERS, CLASSMATES, OR ANYONE VIEWING THE PORTFOLIO.

IN EDUCATION → STUDENTS USING AN E-LEARNING PLATFORM ARE THE END USERS.

TOOLS AND TECHNIQUES



- 1. WEB DEVELOPMENT TOOLS**
- 2. CONTENT MANAGEMENT SYSTEM (CMS)**
- 3. DESIGN AND CREATIVE TOOLS**
- 4. COLLABORATION AND VERSION TOOLS**
- 5. SHOWCASING TOOLS**

PORTRFOLIO DESIGN AND LAYOUT



- 1.WEBSITE BUILDERS**
- 2.DESIGN TOOLS**
- 3.CODING TOOLS**
- 4.CONTENT AND MEDIA TOOLS**
- 5.ANALYTICS AND OPTIMISATIONS.**

Conclusion

A conclusion for a portfolio built using HTML summarizes its purpose and effectiveness in showcasing one's skills and projects. It typically reiterates the value of a well-structured and visually appealing online presence for professional advancement.