# MINI PROJECT REPORT

On

# "Optimal Hires"

Submitted by

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# Declaration

We hereby declare that the work which is being presented in the MINI Project II "**OPTIMAL HIRES",** in partial fulfillment of the requirements for MINI Project II viva voce , is an authentic record of our work carried out by the team members under the supervision of our mentor Mr. **Akash Kumar Choudhary**.

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Course: B.Tech (Computer Science and Engineering)

Year: 3rd

Semester: 6th

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# Certificate

This is to certify that the above statements made by the candidates are correct to the best of my/our knowledge and belief.

_____

Supervisor
**Mr. Akash Kumar Choudhary**

_____

Project Coordinator
(**Mr. Akash Kumar Choudhary)**

_____

Program Coordinator
(**Mr. Subhash Chand Agrawal**)

## Acknowledgment

We thank the almighty for giving us the courage and perseverance in completing the project. This project is an acknowledgment of all those who have given us their heartfelt cooperation in making this project a grand success. We extend our sincere thanks to Mr. Akash Kumar Choudhary, Technical Trainer at “GLA University, Mathura” for providing his valuable guidance at every stage of this project work. We are profoundly grateful for the unmatched services renderedby him. And finally, we would like to express our deep sense of gratitude and earnest thanks giving to our dear parents for their moral support and heartfelt cooperation in doing the main project.

## Abstract

The Flutter-based mobile application developed in this project aims to provide job-Seeking candidates with comprehensive information about different companies, including their history, industry, location, and available job opportunities. The application's user-friendly interface allows candidates to quickly access the information they need, making the job search process easier and more efficient. The application's design uses Material Design principles to ensure consistency and ease of use. The use of Flutter and Material Design ensures a high-quality user experience, with a clean and modern design that is easy to navigate. The Project report provides a detailed description of the application’s features, design, and technology used.

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# INTRODUCTION

In today's fast-paced world, finding a job has become a tough task, especially for freshers or candidates with less experience. The process of searching and applying for a job can be time-consuming and challenging. In this project report, we present an application Optimal Hires that provides information about companies to job-seeking candidates. The application is built using Flutter technology, which provides a great user interface and user experience. The application is designed to help job seekers find the right job by providing information about companies, job openings, and job requirements. Front end of the system is developed with the help of flutter which uses dart language. Back end and Database management of this system will be done with the help of Firebase database.

## SOFTWARE AND HARDWARE REQUIREMENTS

- Android Studio
- 8 GB RAM
- Window 8/10/11
- Processor : Intel i5/i7/i9
- Hard Disk: 500 GB

# IMPLEMENTATION DETAILS

**PROJECT DESCRIPTION** :-

The purpose of this project is to give information to job-seeking aspirant about different companies. This application is based on flutter which uses dart as the programming language. You can look for different companies job requirement data. For example – if you want to know about a job position information as CTC , skills requirement etc.

**Flutter** :-

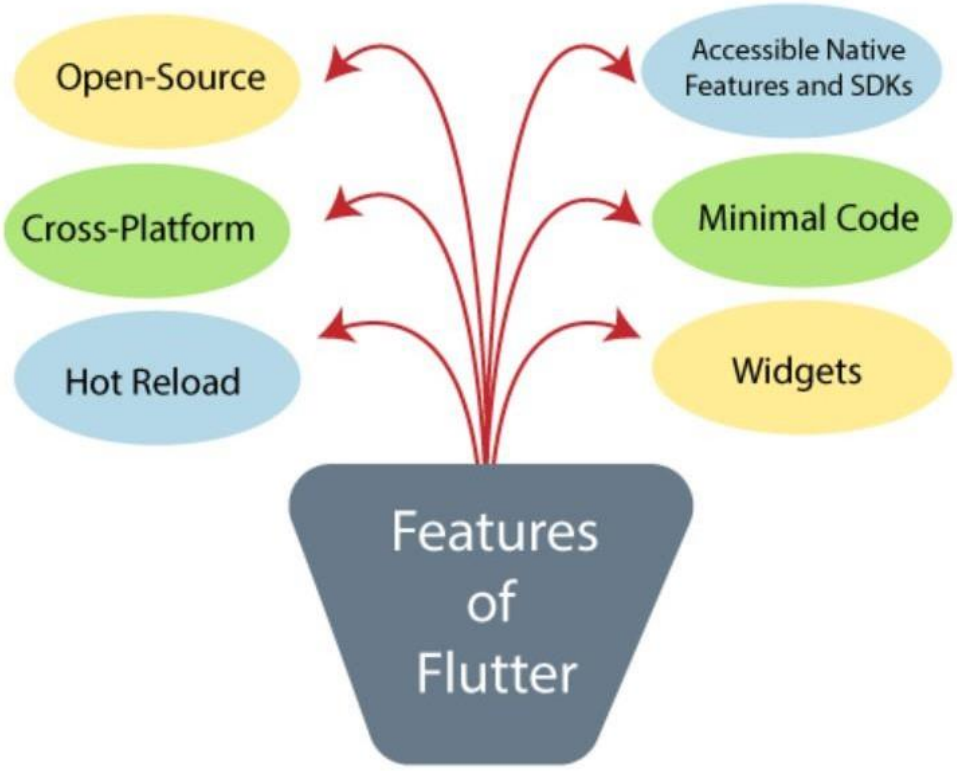
Flutter is a UI toolkit for building fast, beautiful, natively compiled applications for mobile, web, and desktop with one programing language and single codebase. It is free and open-source. Initially, it was developed from **Google** and now manages by an **ECMA standard**. Flutter apps use Dart programming language for creating an app.

The first version of Flutter was announced in the year **2015** at the Dart Developer Summit. It was initially known as codename **Sky** and can run on the Android OS. On **December 4, 2018**, the first stable version of the

Flutter framework was released, denoting Flutter 1.0. The current stable release of the framework is Flutter v1.9.1+hotfix.6 on October 24, 2019.

## Features of Flutter :-

Flutter gives easy and simple methods to start building beautiful mobile and desktop apps with a rich set of material design and widgets. Here, we are going to discuss its main features for developing the mobile framework.



## Dart :-

Dart is a general-purpose, high-level modern programming language which is originally developed by Google. It is the new programming language which is emerged in 2011, but its stable version was released in June 2017. Dart is not so popular at that time, but It gains popularity when it is used by the Flutter.

Dart is a dynamic, class-based, object-oriented programming language with closure and lexical scope. Syntactically, it is quite similar to Java, C, and JavaScript. If you know any of these programming languages, you can easily learn the Dart programming language.

Dart is an open-source programming language which is widely used to develop the mobile application, modern web-applications, desktop application, and the Internet of Things (IoT) using by Flutter framework. It also supports a few advance concepts such as interfaces, mixins, abstract classes, refield generics, and type interface. It is a compiled language and supports two types of compilation techniques.

## About the Project

The above project report is about a mobile application developed using the Flutter framework that provides information about companies to job-seeking candidates. The objective of this project is to create an application that will allow job-seeking candidates to access information about companies they are interested in working for. This information will help job seekers make informed decisions about whether to apply for a job at a particular company. The features of the application are designed to provide job seekers with a comprehensive view of the company, including its background, job openings, culture, and employee reviews.

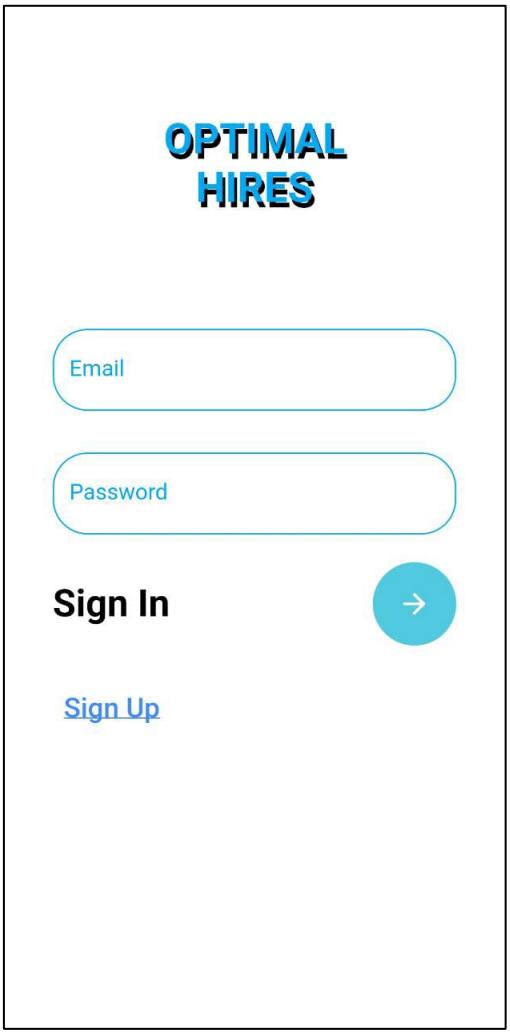
The technology stack used in this project includes the Flutter framework and Firebase. The Flutter framework is used for building the mobile application, while Firebase is used for user authentication, database management.
In conclusion, this project is aimed at providing a user-friendly mobile application that will help job seekers make informed decisions about where to apply for a job. The application provides a wealth of information about companies, and its intuitive design and easy navigation make it easy for users to find the information they need. The technology stack used in this project ensures that the application is fast, reliable, and secure, and will provide users with a seamless experience.

# Motivation

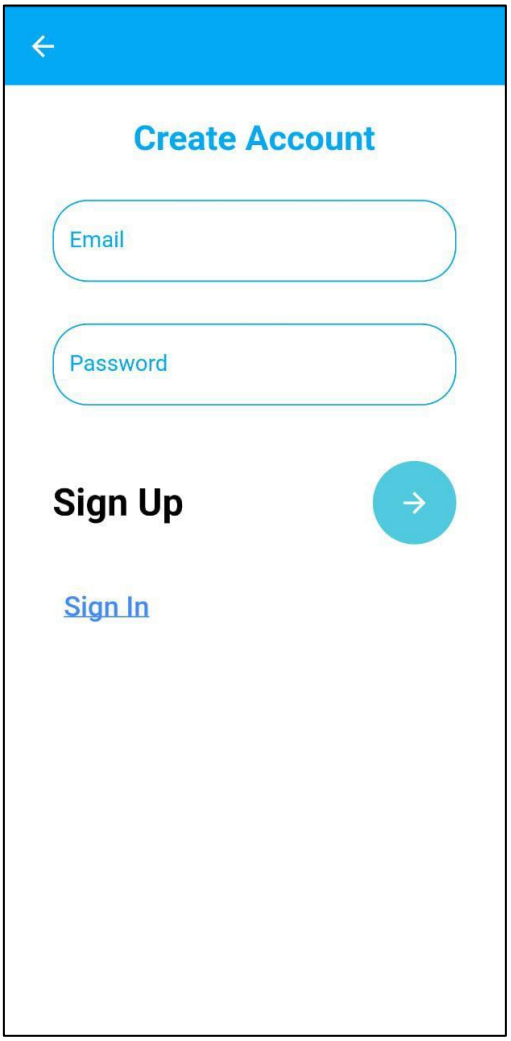
The motivation behind the above project is to address the challenge faced by job-seeking candidates when searching for information about companies they are interested in. Many job seekers find it difficult to get a comprehensive view of a company's background, culture, and job openings, which makes it hard for them to make informed decisions about whether to apply for a job at a particular company. This lack of information can be frustrating and time-consuming, as job seekers may need to do extensive research and reach out to contacts to gather information about companies.

# List of UI

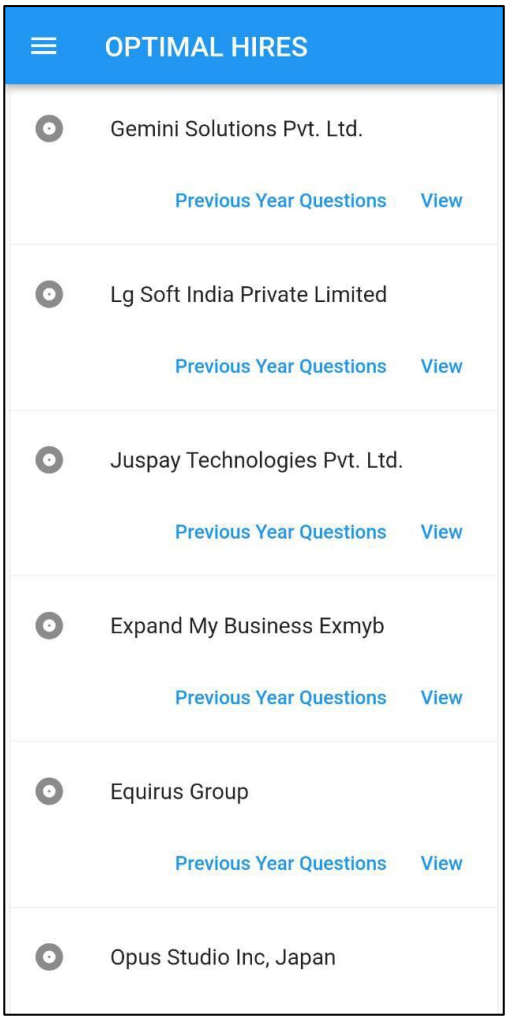
**LogIn Page:-**



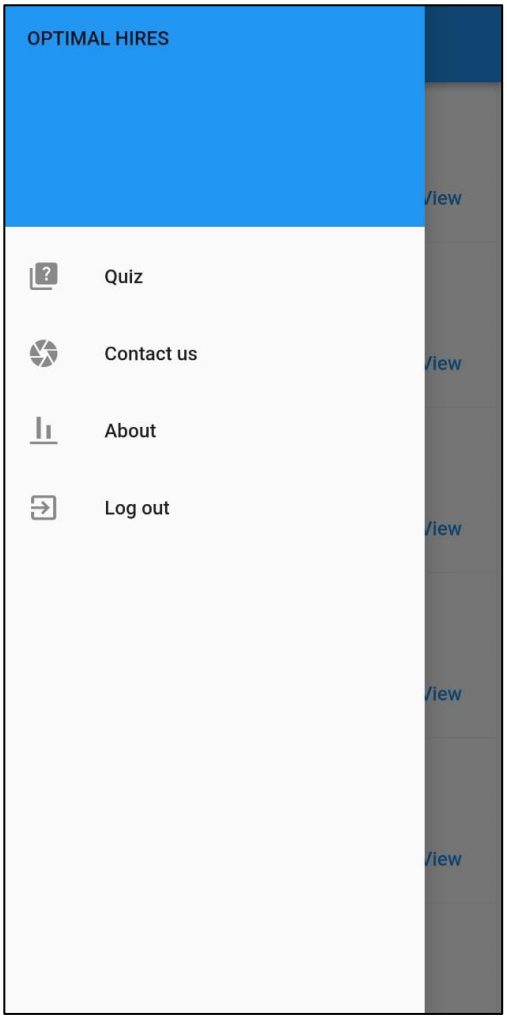

**Sign up Page :-**



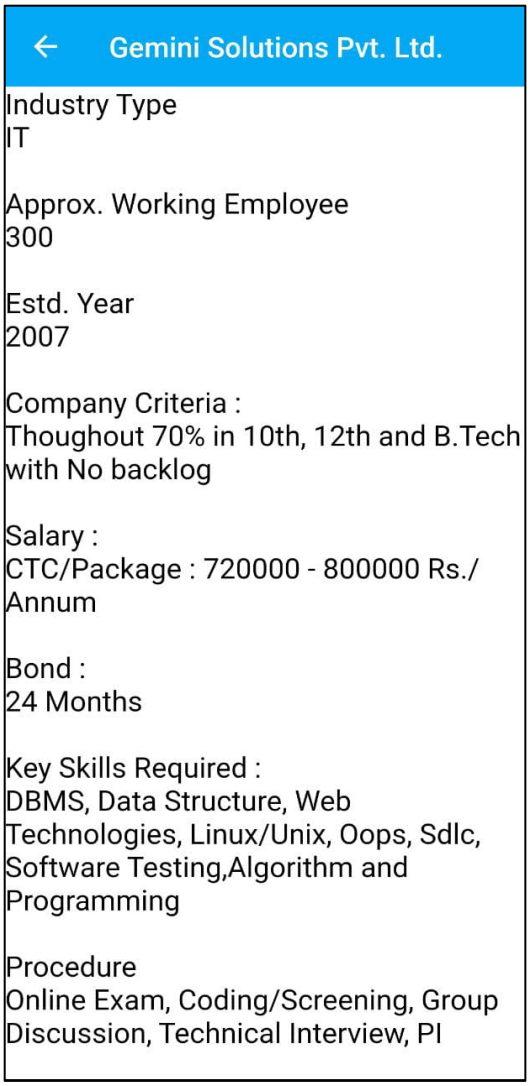
## Home Page : -



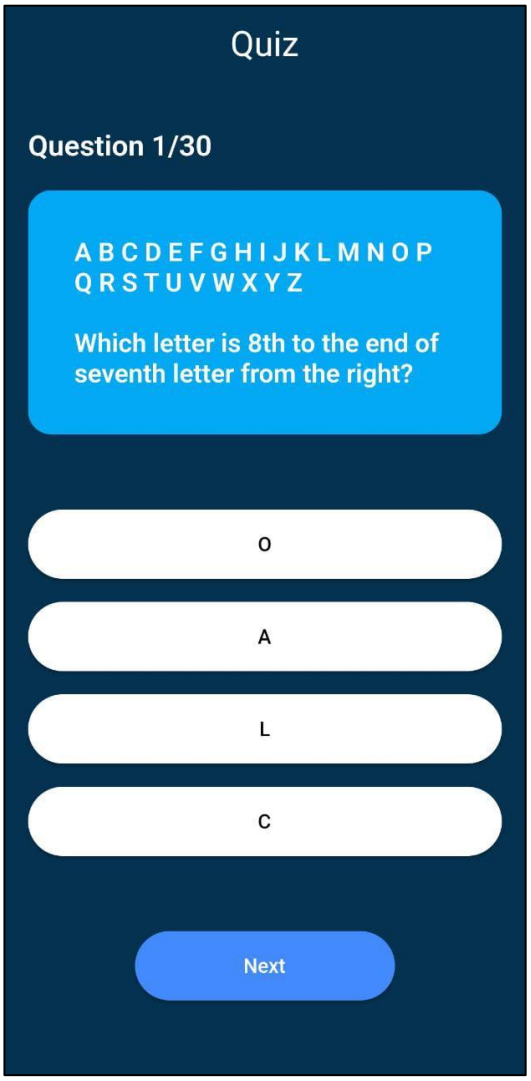

## Navigation Bar :-



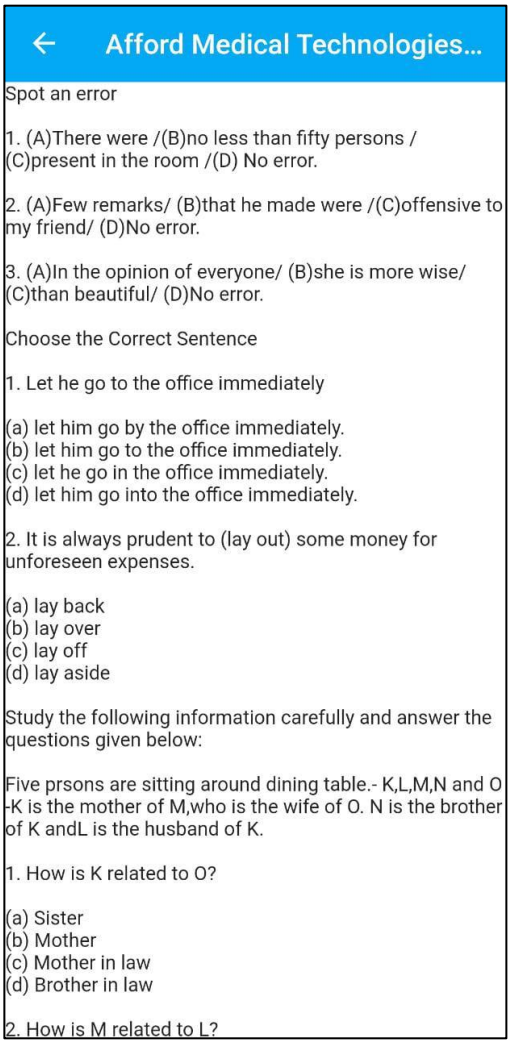
**Company Data page :-**



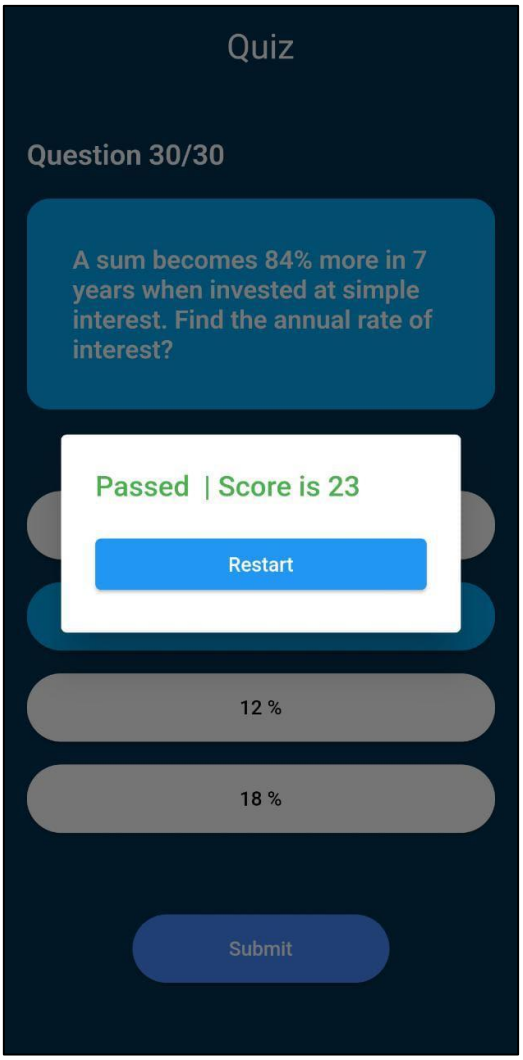

**Quiz page :-**



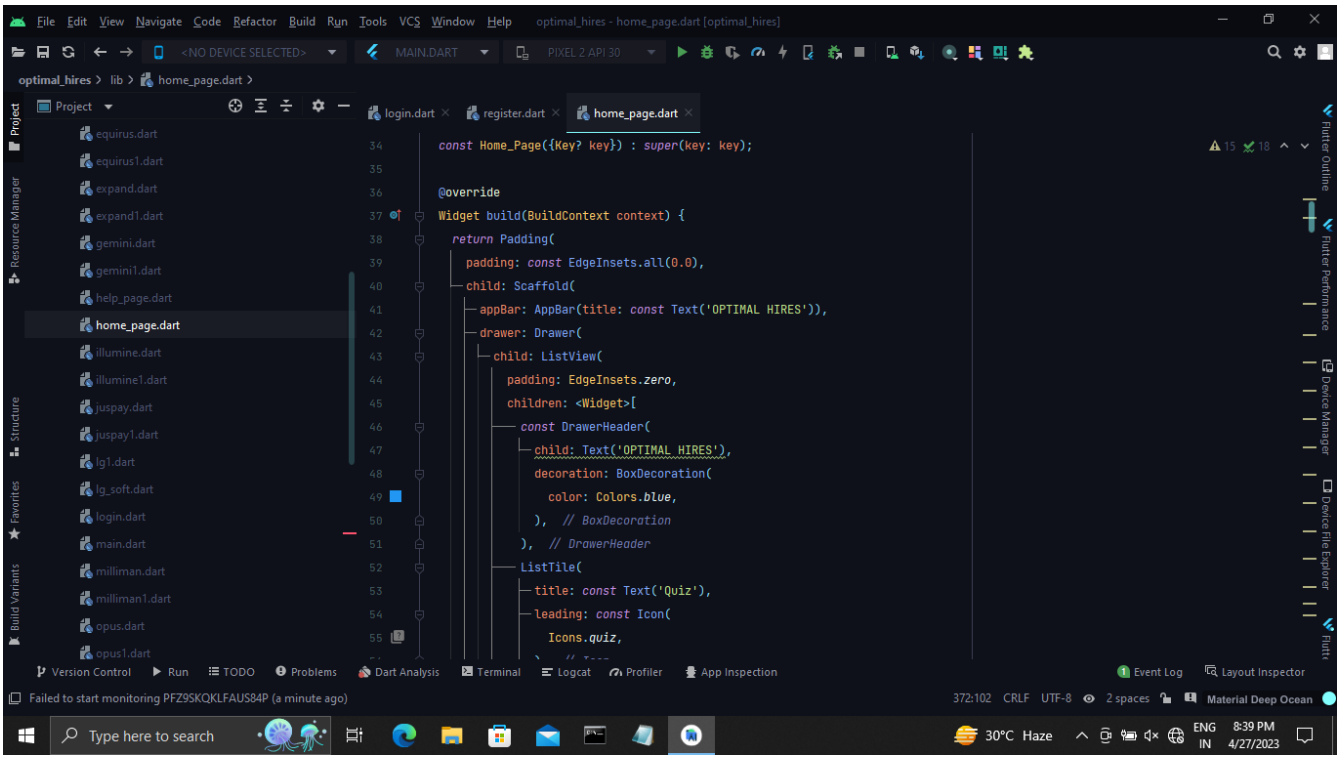
## Previous year questions Page:-

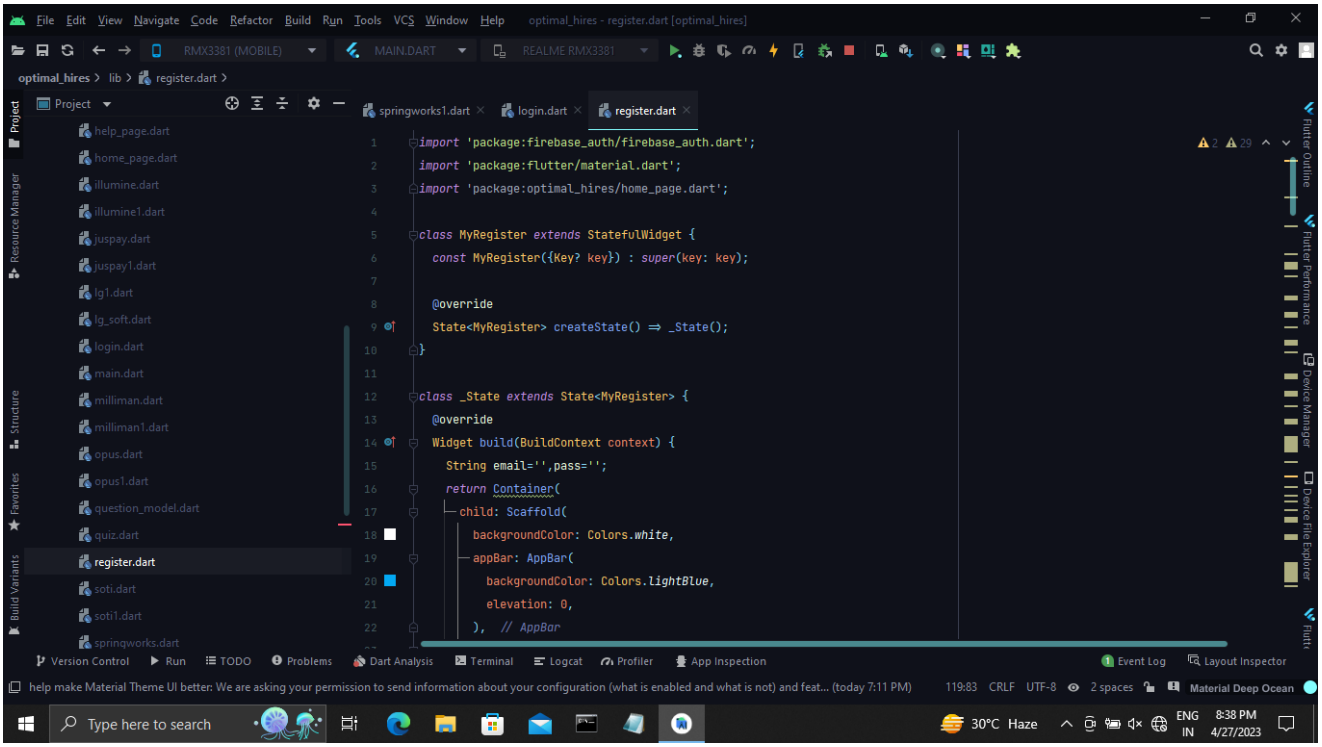


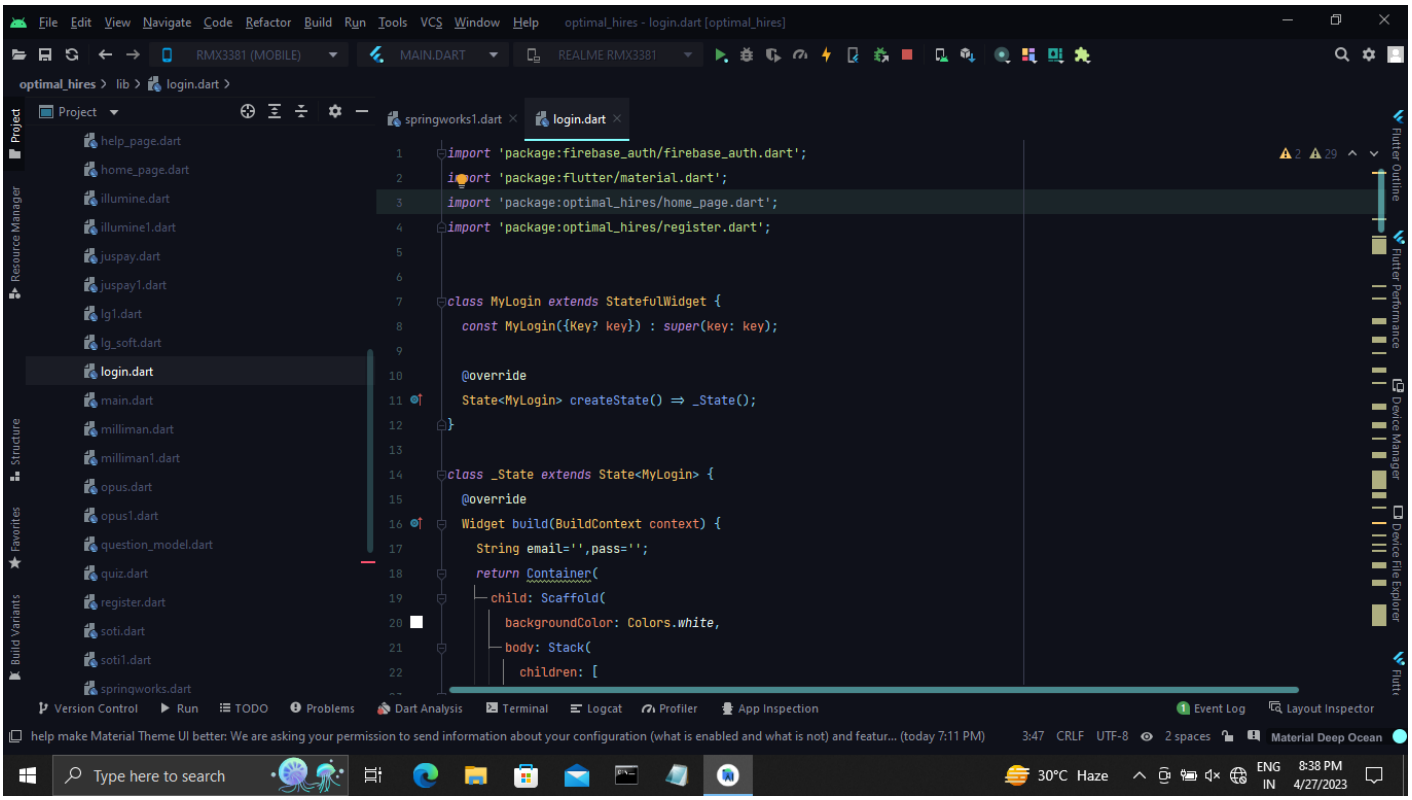

## Quiz end page :-

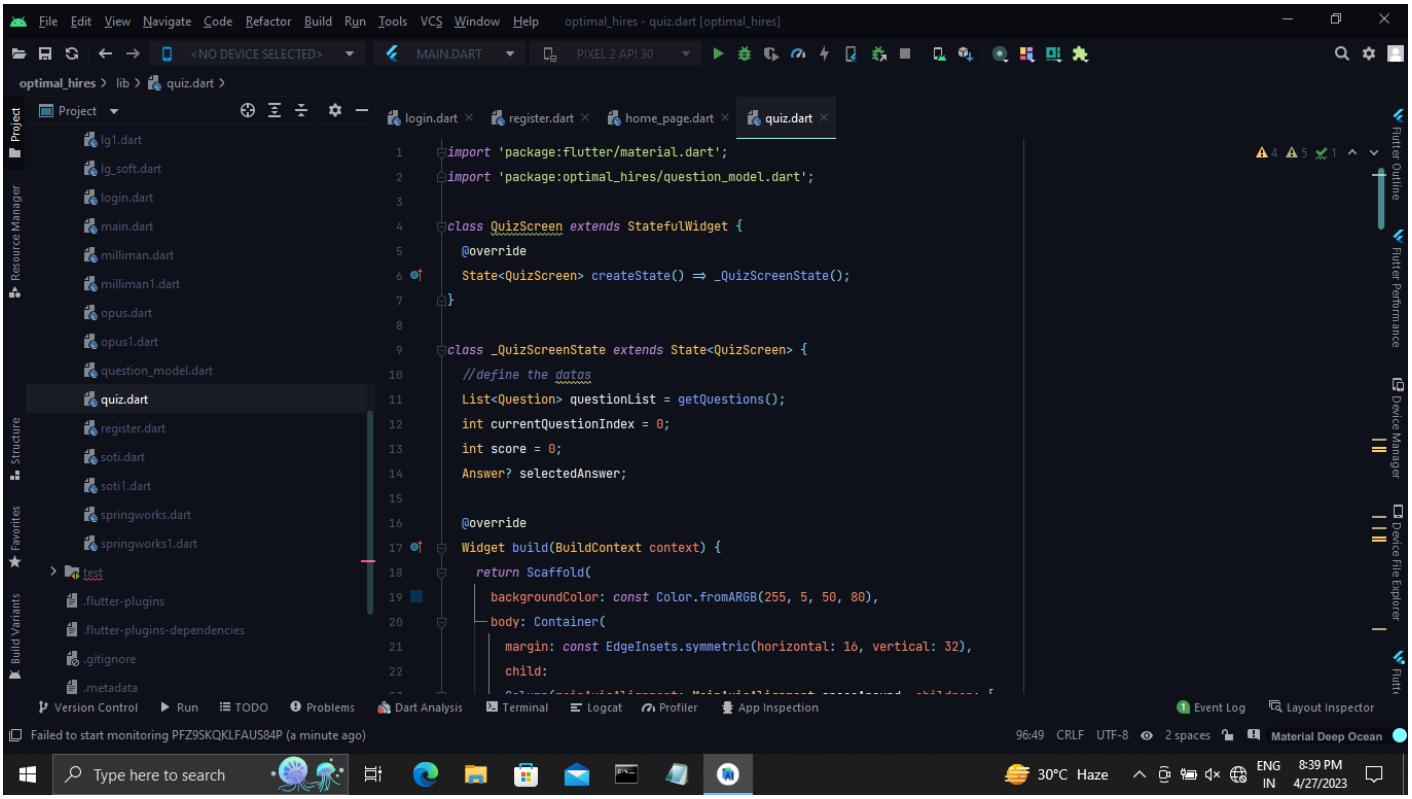


## Source Code Pages:-




File Edit View Navigate Code Refactor Build Run Tools VCS Window Help
optimal_hires - login.dart [optimal_hires]
optimal_hires > lib > login.dart
springworks1.dart
login.dart
import 'package:firebase_auth/firebase_auth.dart';
import 'package:flutter/material.dart';
import 'package:optimal_hires/home_page.dart';
import 'package:optimal_hires/register.dart';
class MyLogin extends StatefulWidget {
const MyLogin({Key? key}) : super(key: key);
@override
State<MyLogin> createState() => _State();
}
class _State extends State<MyLogin> {
@override
Widget build(BuildContext context) {
String email='',pass='';
return Container(
child: Scaffold(
backgroundColor: Colors.white,
body: Stack(
children: [
help_page.dart
home_page.dart
illumine.dart
illumine1.dart
juspay.dart
juspay1.dart
lg1.dart
lg_soft.dart
login.dart
main.dart
milliman.dart
milliman1.dart
opus.dart
opus1.dart
question_model.dart
quiz.dart
register.dart
soti.dart
soti1.dart
springworks.dart
Version Control
Run
TODO
Problems
Dart Analysis
Terminal
Logcat
Profiler
App Inspection
Event Log
Layout Inspector
help make Material Theme UI better: We are asking your permission to send information about your configuration (what is enabled and what is not) and featur... (today 7:11 PM)
3:47 CRLF UTF-8 2 spaces
Material Deep Ocean
Type here to search
30°C Haze
ENG IN
8:38 PM
4/27/2023


File Edit View Navigate Code Refactor Build Run Tools VCS Window Help
optimal_hires - quiz.dart [optimal_hires]
optimal_hires > lib > quiz.dart
login.dart
register.dart
home_page.dart
quiz.dart
import 'package:flutter/material.dart';
import 'package:optimal_hires/question_model.dart';
class QuizScreen extends StatefulWidget {
@override
State<QuizScreen> createState() => _QuizScreenState();
}
class _QuizScreenState extends State<QuizScreen> {
//define the datas
List<Question> questionList = getQuestions();
int currentQuestionIndex = 0;
int score = 0;
Answer? selectedAnswer;
@override
Widget build(BuildContext context) {
return Scaffold(
backgroundColor: const Color.fromARGB(255, 5, 50, 80),
body: Container(
margin: const EdgeInsets.symmetric(horizontal: 16, vertical: 32),
child:
lg1.dart
lg_soft.dart
login.dart
main.dart
milliman.dart
milliman1.dart
opus.dart
opus1.dart
question_model.dart
quiz.dart
register.dart
soti.dart
soti1.dart
springworks.dart
springworks1.dart
test
.flutter-plugins
.flutter-plugins-dependencies
.gitignore
.metadata
Version Control
Run
TODO
Problems
Dart Analysis
Terminal
Logcat
Profiler
App Inspection
Event Log
Layout Inspector
Failed to start monitoring PFZ9SKQKLFAUS84P (a minute ago)
96:49 CRLF UTF-8 2 spaces
Material Deep Ocean
Type here to search
30°C Haze
ENG IN
8:39 PM
4/27/2023

## Software Testing :-

Once source code has been generated, software must be tested to uncover as many errors as possible before delivery. It is very important to work the system successfully and achieve high quality of software. Testing include designing at series of test cases that have a high likelihood of finding errors by applying software-testing techniques. System testing makes logical assumptions that if all the parts of the system are correct, the goal will be successfully achieved. The system should be checked logically. Validations and cross checks should be there. Avoid duplications of record that cause redundancy of data. In other Words, Testing is the process of evaluating a system or its component(s) with the intent to find whether it satisfies the specified requirements or not. It is executing a system in order to identify any gaps, errors, or missing requirements in contrary to the actual requirements.

The preliminary goal of implementation is to write source code and internal documentation so that conformance of the code to its specifications can be easily verified, and so that debugging, testing and modifications are eased. This goal can be achieved by making the source code as clear and straightforward as possible. Simplicity, clarity and elegance are the hallmark of good programs, obscurity. cleverness, and complexity are indications of inadequate design and misdirected thinking. Source code clarity is enhanced by structured coding techniques, by good coding style, by, appropriate supporting documents, by good internal comments, and by feature provided in modern programming languages. The implementation team should be provided with a well-defined set of software requirement .

## REFRENCES


- www.w3school.com
- www.javatpoint.com
- www.projectdeveloper.com
- www.dart.dev
- www.tutorialspoint.com
- www.geeksforgeeks.org


## Faculty Guidelines:

Mr. Akash Kumar Choudhary (Technical Trainer in GLA University)

## GitHub Repository link:

https://github.com/deepakparihar10/Optimal-Hires