**Friender**

*A*

*Mini Project Report*

*Submitted in partial fulfilment of the*

*Requirements for the award of the Degree of*

**BACHELOR OF ENGINEERING**

IN

**INFORMATION TECHNOLOGY**

By

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**Department of Information Technology**

**Vasavi College of Engineering (Autonomous)**

**VASAVI COLLEGE OF ENGINEERING (AUTONOMOUS)**

**(AFFILIATED TO OSMANIA UNIVERSITY)**

**HYDERABAD - 500 030**

**Department of Information Technology**

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**DECLARATION BY CANDIDATE**

We, **Pulipaka Hrishitha , Velupally Harshita, Thumma Nuthana** bearing hall ticket number,1602-20-737-137**,** 1602-20-737-137**,** 1602-20-737-150 hereby declare that the project report entitled **“Friender”** Department of Information Technology, Vasavi College of Engineering, Hyderabad, is submitted in partial fulfillment of the requirement for the award of the degree of **Bachelor of Engineering** in **Information Technology**

This is a record of bonafide work carried out by me and the results embodied in this project report has not been submitted to any other university or institute for the award of any other degree or diploma.

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**BONAFIDE CERTIFICATE**

This is to certify that the project entitled “**Friender”** being submitted by **Pulipaka Hrishitha, Velupally Harshita ,Thumma Nuthana** bearing **1602-20-737-137, 1602-20-737-134, 1602-20-737-150** in partial fulfillment of the requirements for the completion of MINI PROJECT of Bachelor of Engineering in Information Technology is a record of bonafide work carried out by them under my guidance.

Dr. K. Ram Mohan Rao

Faculty I/C HOD, IT

**ACKNOWLEDGEMENT**

We thank the department of INFORMATION TECHNOLOGY, for introducing the subject “Mini Project-1” in BE Third Semester.

We would also like to show our appreciation to our Honourable principal, Dr S V Ramana sir, our HOD K. Ram Mohan Rao for supporting us and our mini project guide, **P.Sireesha** for letting us properly understand the process of doing a project and for providing valuable insight and expertise that has greatly assisted us in the making of the project.

**ABSTRACT**

Nowadays, due to online education peers have a hard time making friends so a common ground for having friends with identical hobbies and interests.

Solution to our problem is to build a platform in our case we have built a website where people can post publicly and those with similar interest can add them as a friend..

**MODULES USED IN FRIENDER:**

Python libraries such as pillow etc.. , dijango.

**LANGUAGE USED:** Python.

**CONCEPTS USED IN PYTHON:**

Functions, Loops, Lists etc.

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**1. INTRODUCTION**

## **PURPOSE**

Python is a modern dynamically typed language which is used by 44.1 % of total developers around the world. It has its application in Data Science, Machine Learning, Scripting for network security and is often considered as the go-to first language to learn for anyone who wants to start programming. Therefore, we try to use the language constructs of python in web development which is a field python doesn’t traverse much into. We try to create a modern version of the friender using the Pillow module along with concepts, features, and nuances of the language.

## **1.2 INTENDED AUDIENCE**

## 

The main motivation behind this project is to make new friends who are of with same interests, This can also be helpful in many ways for a society or a company or an institution depending on their usage to conduct interviews or any mock interviews, quizzes etc for an institution. We, being a IT students tried to develop a solution for this using different concepts and libraries in python and came up with a solution.

## **1.3 PRODUCT SCOPE**

Evolution of technology is taking place rapidly, new systems applications, designs are being developed day by day making the work of man easier in many ways.

## **1.4 PROBLEM DEFINTION**

The main moto of this project is to design a simple web app using Django .

**2. RELATED WORK**

Python is a modern dynamically typed language which is used by 44.1 % of total developers around the world. It has its application in Data Science, Machine Learning, Scripting for network security and is often considered as the go-to first language to learn for anyone who wants to start programming. Therefore, we try to use the language constructs of python in game development which is a field python doesn’t traverse much into. We try to create a modern version of the classic game Galaga using the Pygame module along with concepts, features, and nuances of the language.

# **3 . PROPOSED WORK**

**3.1 USE CASES**

The program runs directly on the terminal normally as we run basic python programs but we have to install pygame module.

**3.2 UI PROTOTYPES OR SCREENSHOTS**

# **3.3 DESIGN**

**3.4 IMPLEMENTATION**