Digital Portfolio

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PROJECT TITLE

Web Dev Journey

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

PROBLEMSTATEMENT

A math problem statement? A project problem statement? A research or thesis problem statement? A software development or business problem?



PROJECT OVERVIEW

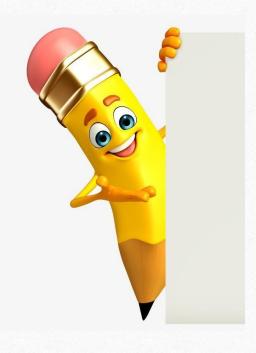
If you're referring to "Overview", please let me know the subject you'd like the overview about — for example: A research topical business plan technical systemA book or articleA scientific concept



WHO ARE THE END USERS

In software, end users are the people running the app (not the developers or administrators). In manufacturing, they're the consumers who buy and use the final product (not wholesalers or retailers). In IT systems, employees within a company who use a business tool (like a CRM) are the end users, while the IT team that manages the servers are not.

TOOLS AND TECHNIQUES



Tools and techniques for a specific field (e.g., project management, data analysis, teaching, software development)? A general overview of common tools and techniques across industries? Or are you referring to something else, like study techniques, problem-solving methods, or research tools?

POTFOLIO DESIGN AND LAYOUT

For students / job seekers \rightarrow The end users are recruiters, hiring managers, or potential clients who need to quickly understand your skills, experience, and personality. For creative professionals (designers, artists, writers, developers, photographers, etc.) \rightarrow The end users are clients, agencies, or collaborators who want to see the quality of your work and whether your style fits their needs. For business portfolios (startups, consultants, firms) \rightarrow The end users are investors, partners, or customers who need to grasp the value proposition, credibility, and results. So when designing the layout and presentation, you should think

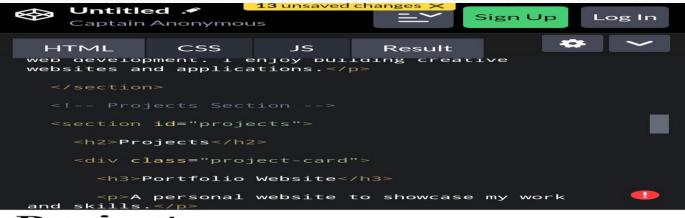
FEATURES AND FUNCTIONALITY

Easy Navigation \rightarrow Simple menus, logical flow, minimal clicks. Responsive $Design \rightarrow Works$ well on desktop, tablet, and mobile. Fast Loading \rightarrow Optimized images/files so end users don't drop off. Search / Filter (if large portfolio) \rightarrow Helps users find relevant work quickly. Download/Share Options \rightarrow Resume, case study PDFs, or shareable links. Accessibility \rightarrow Legible fonts, good contrast, alt text for images. Interactive Elements (optional) \rightarrow Hover effects, project previews, embedded videos, or animations (but not distracting).

RESULTS AND SCREENSHOTS







Projects

Portfolio Website

A personal website to showcase my work and skills.

Calculator App

A simple calculator built with HTML, CSS, and JavaScript.

Skills

CONCLUSION

A conclusion is the final section of a text where you summarize the key points, restate the main idea, and provide closure. It often leaves the reader with a final thought, reflection, or call to action. Here's a general template you can use: Conclusion Example: In conclusion, the discussion highlights the importance of [main idea]. By examining [key points], it becomes clear that [final insight]. Moving forward, it is essential to [recommendation or reflection], ensuring that [desired outcome].