

A
Summer Internship Report
On
"Online App Management System"

(IT346 – Summer Internship - I)

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At: Changa, Dist: Anand, Pin: 388421.

July, 2022



**Accredited with Grade A by NAAC
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CERTIFICATE

This is to certify that the report entitled "**Online App Management System**" is a bonafide work carried out by **KHUSH PATEL (20IT098)** under the guidance and supervision of **Prof. NITA JADAV & Mr. DAXESH PANELIYA** for the subject **Summer Internship – I (IT346)** of 5th Semester of Bachelor of Technology in **Department of Information** at Chandubhai S. Patel Institute of Technology (CSPIT), Faculty of Technology & Engineering (FTE) – CHARUSAT, Gujarat.

To the best of my knowledge and belief, this work embodies the work of the candidate himself, has duly been completed, and fulfills the requirement of the ordinance relating to the B.Tech. Degree of the University and is up to the standard in respect of content, presentation and language for being referred by the examiner(s).

Under the supervision of,

A handwritten signature in blue ink, appearing to read "D. B. Paneliya".

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ABSTRACT

During Internship I have worked on various static websites which includes websites of café and event management companies. I worked at ‘The Kruncheez Cafe’. My internship also includes work on the Angular project Salon management system (Angrez Salon). This management system includes my main contributions in registration portal, login portal, password changing portal, membership and offer cards, and other registration and contact forms. This summer internship provided me with team experience and helped me in developing my skills in Web development using HTML, CSS, JavaScript. I have worked with development of front end and designing of a Company’s Website and Dashboard.

Overall, the Internship program helped me in different ways to grow my knowledge in my field and also gave me an insight on how to work in a team with proper coordination and in a timely manner.

ACKNOWLEDGEMENT

Working on these projects has given us a wide opportunity to think, implement and interact with various aspects of computer technologies as well as learning new skills. One of the most fruitful benefits of working in this project is that we got a proper experience of working as a team, working on our assigned tasks, supervising and correlating with others and management of the entire team with their tasks and completion of the whole project.

Not all professionals do their work by themselves. Although they can be as prolific or as adept in their respective fields, they will still need assistance one way or another. I am overwhelmed in all humbleness and gratefulness to acknowledge my depth to all those who have helped us to put this idea, well about the level of simplicity and into something concrete.

I would also like to express our sincere thanks to our HOD and Course Directors, because of them we got the opportunity of having this group project as a subject in our current semester, and as a result provided us the seed of execution of such a wonderful idea into action.

Thanks,

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CHAPTER 1: INTRODUCTION

1.1 Overview of Projects

- Angrez: The Salon is salon management system which has functions like admin management, customer track and product shopping form web app.
- The Kruncheez Café is a static site which has been designed for the users to get acknowledgement about the café. It has functionalities like booking tables, ordering online food and menu details.

1.2 Objective

- Objective of Angrez: The Salon is to keep a track on its daily expenses, customer, manage staff, and Publicity of their salon.
- Static websites ‘The Kruncheez Cafe’ which are designed also have the main objective of reaching more and more people through the help of the internet and make their marketing more strategic in the market.

1.3 Tools and Technologies

When the idea of making a web-based application came to our mind, the first thing that was required to be done was to gather the information of the things that were required to be learnt by us in order to make this project come to life. Hence after some brainstorming and group discussions we followed the following figure and according to that learned the things in order.

After the conduction of this brainstorming and learning the process the tools and technologies that we had to use were as follows:

For Angrez Salon:

- Angular
- NodeJS
- Stackoverflow (to learn for our software requirements)
- GitHub (to learn about our topic)

For Static Website (The Kruncheez Cafe):

- Html
- CSS
- JavaScript
- Bootstrap

IDE's:

- Visual Studio Code

1.4 Roles and Responsibility

- Contributed in the making of a few modules for Angrez: The Salon which includes modules like register customer, forgot password and reset password.
- Also contributed to live project websites.

Chapter 2 Project Management

2.1 Hardware and software requirements:

Hardware requirement

It can run on any system even if the hardware is not good. It only requires a web browser to run on any system.

Software requirement:

HTML:

Hypertext Markup Language is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets and scripting languages such as JavaScript.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items.



Figure 2.1.1 HTML

CSS:

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file which reduces complexity and repetition in the structural content as well as enabling the .css file to be cached to improve the page load speed between the pages that share the file and its formatting.

Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braillebased tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.



Figure 2.1.2 CSS

NodeJs:

Node.js is an open-source, cross-platform, back-end JavaScript runtime environment that runs on the V8 engine and executes JavaScript code outside a web browser, which was designed to build scalable network applications. Node.js lets developers use JavaScript to write command line tools and for server-side scripting—running scripts server-side to produce dynamic web page content before the page is sent to the user's web browser.

Consequently, Node.js represents a "JavaScript everywhere" paradigm, unifying web-application development around a single programming language, rather than different languages for server-side and client-side scripts.



Figure 2.1.3 NodeJs

Visual Studio:

Microsoft Visual Studio is an integrated development environment (IDE) from Microsoft. It is used to develop computer programs, as well as websites, web apps, web services and mobile apps. Visual Studio uses Microsoft software development platforms such as Windows API, Windows Forms, Windows Presentation Foundation, Windows Store and Microsoft Silverlight. It can produce both native code and managed code.



Figure 2.1.4

Angular:

AngularJS is a structural framework for dynamic web apps. It lets you use HTML as your template language and lets you extend HTML's syntax to express your application's components clearly and succinctly. AngularJS's data binding and dependency injection eliminate much of the code you would otherwise have to write. And it all happens within the browser, making it an ideal partner with any server technology.

Also, we can say that AngularJS was a JavaScript-based open-source front-end web framework for developing single-page applications. It was maintained mainly by Google and a community of individuals and corporations.



Fig 2.1.5 Angula

Chapter 3 Implementation

3.1 Implementation Environment:

The backbone and the main aspect from the software side of the project was to run the HTML code, perform the JavaScript and make the site more user friendly by adding CSS. So the implementation was carried out in such a way that correlation of different files would be done easily. Hence, the use of an IDE was a must. Initially we thought of using IntelliJ IDEA but the idea was dropped later on and we began working with the visual studio code 2020.

Sometimes to organize we even had to use some text editors like sublime text, atom etc. Implementation of the code was done all together after we researched and sorted the image data that we obtained. Basic approach that we used was the partial compilation method and went on integrating the small amount of the code to larger ones, module by module.

3.2 Implementation Screenshots:

The Kruncheez Cafe

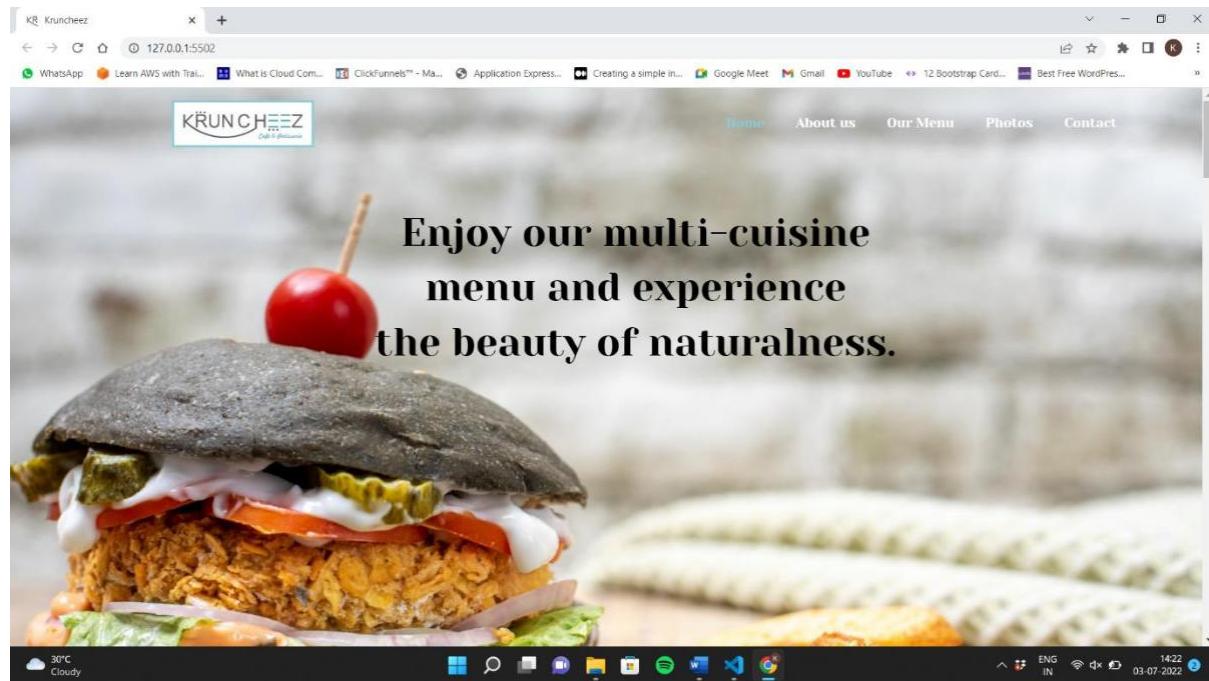


Figure 3.2.1

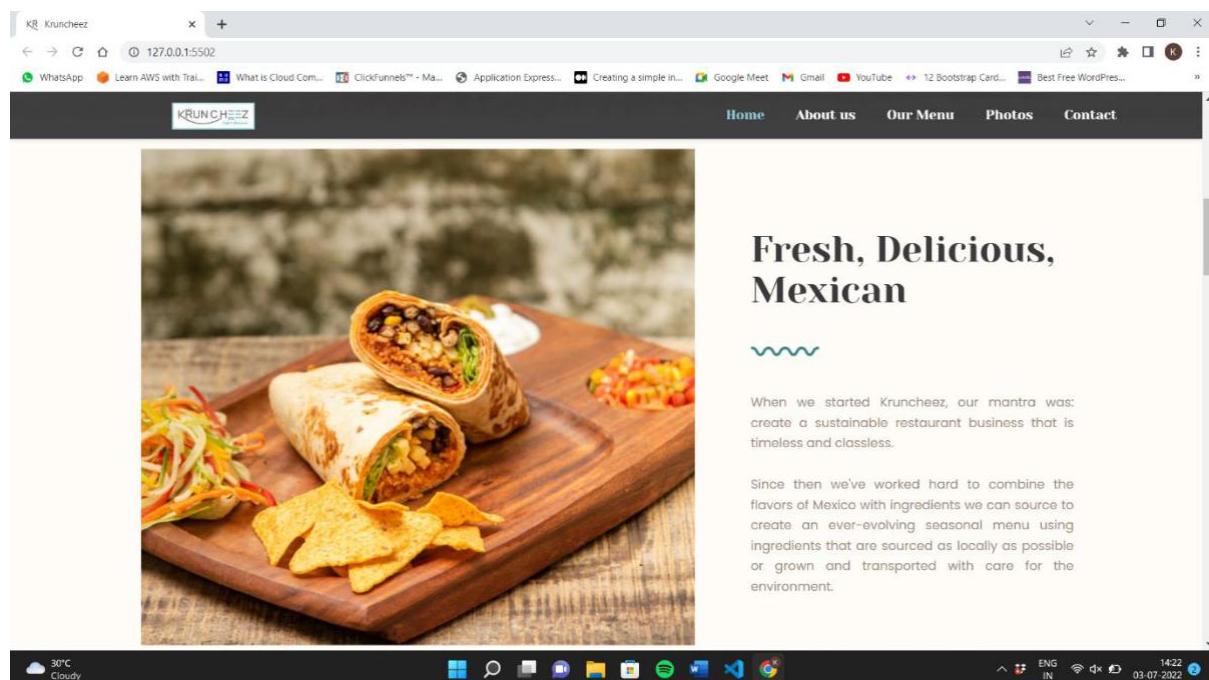


Figure 3.2.2

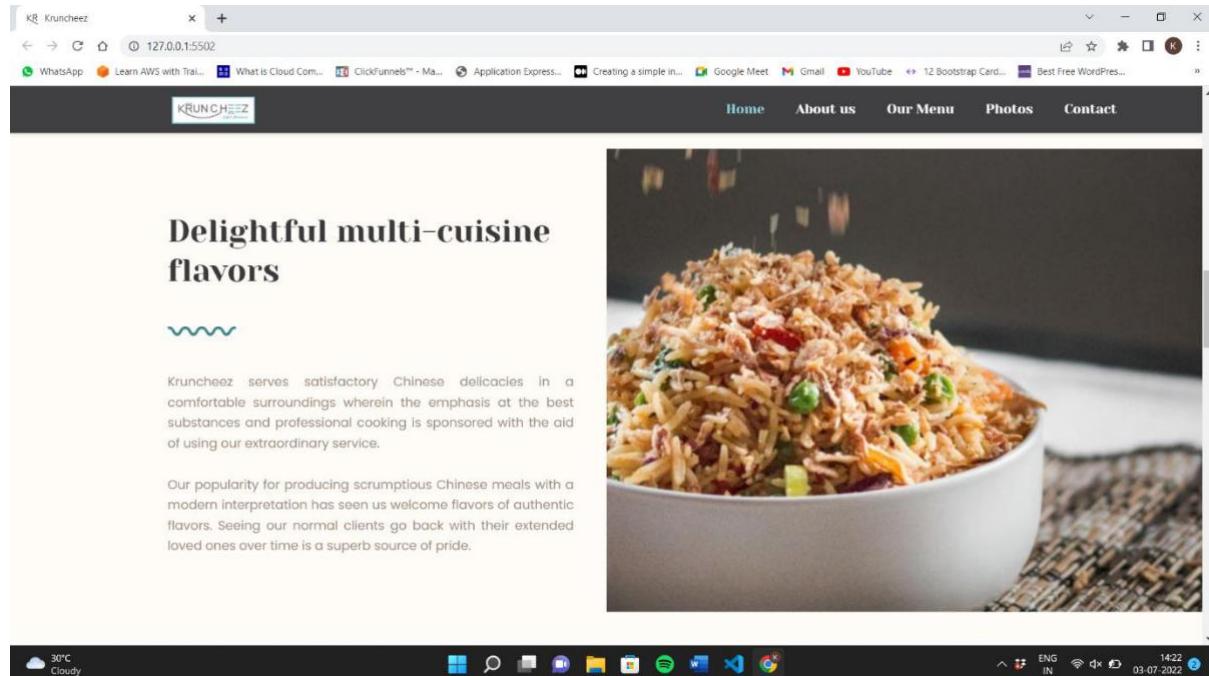


Figure 3.2.3

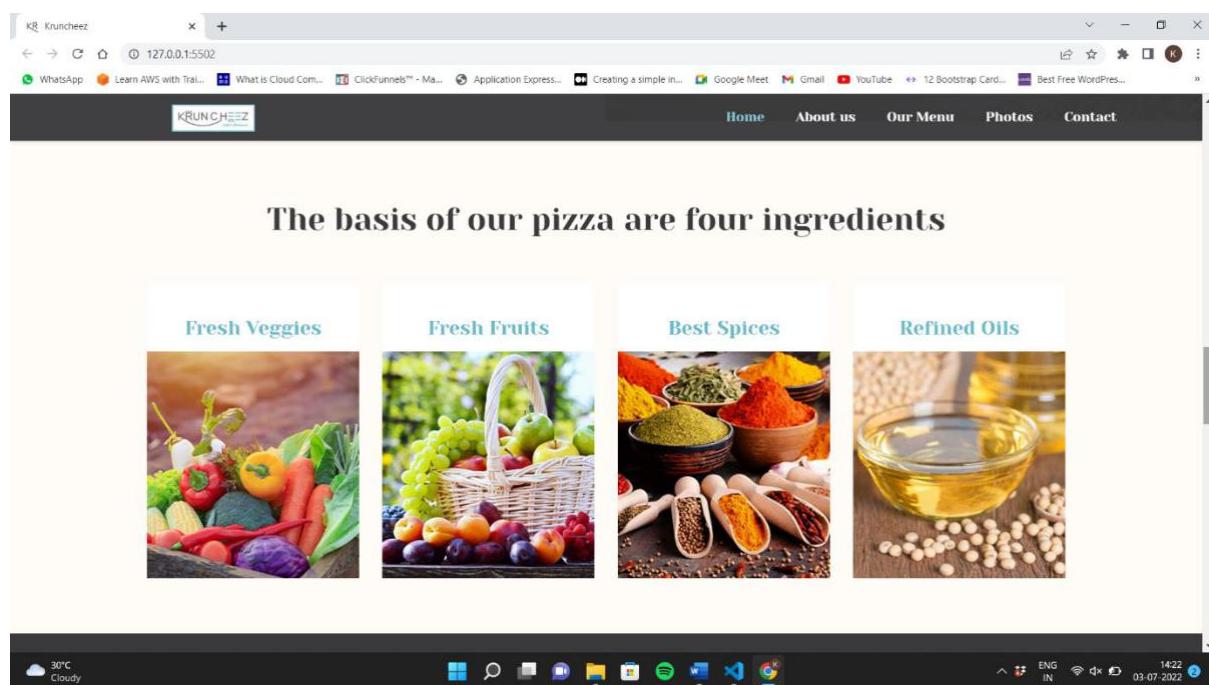


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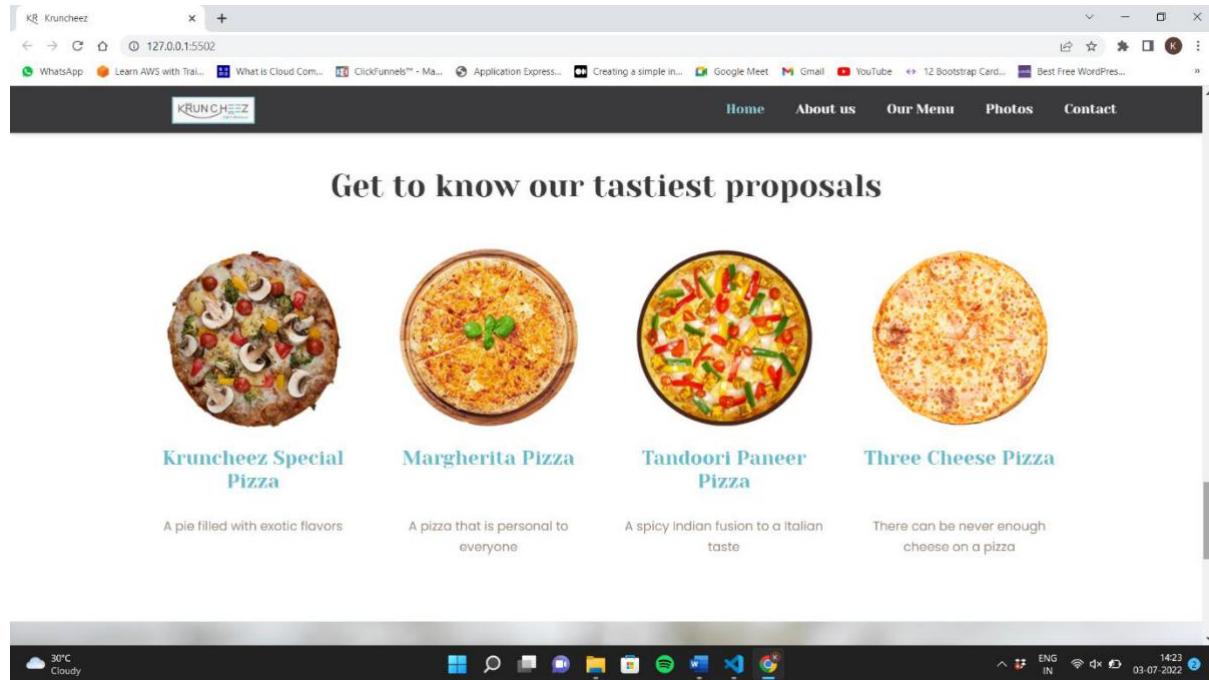


Figure 3.2.5

Angrez: The Salon

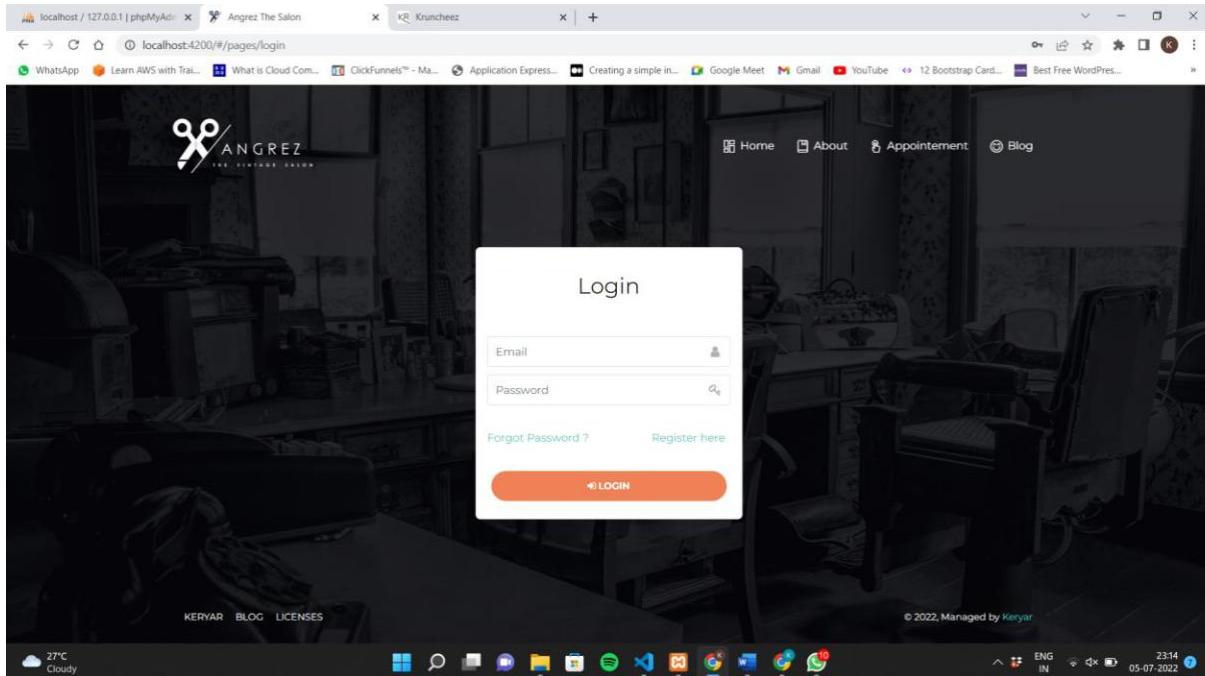


Figure 3.2.6

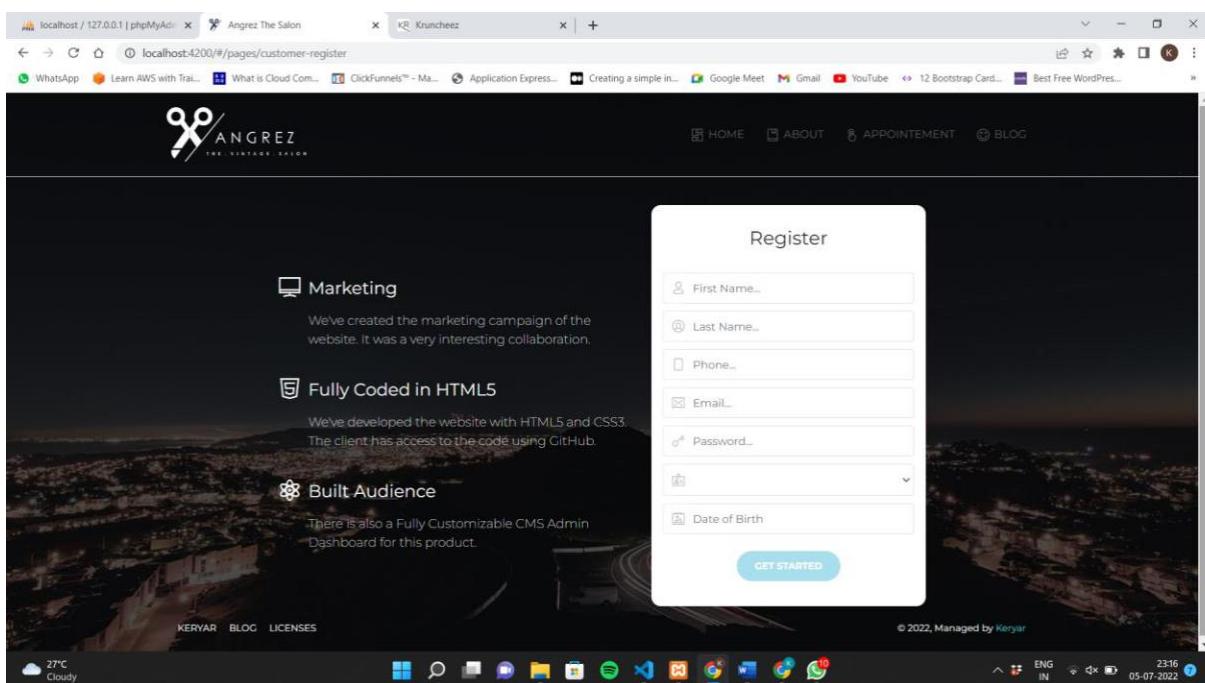


Figure 3.2.7

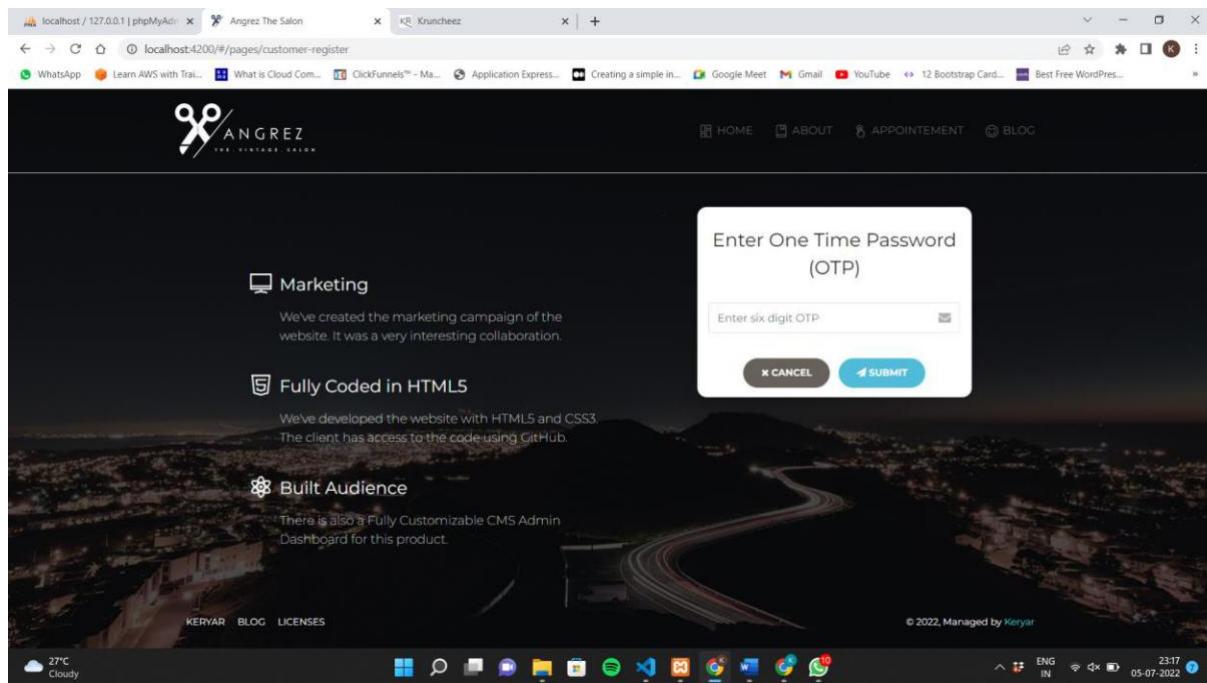


Figure 3.2.8

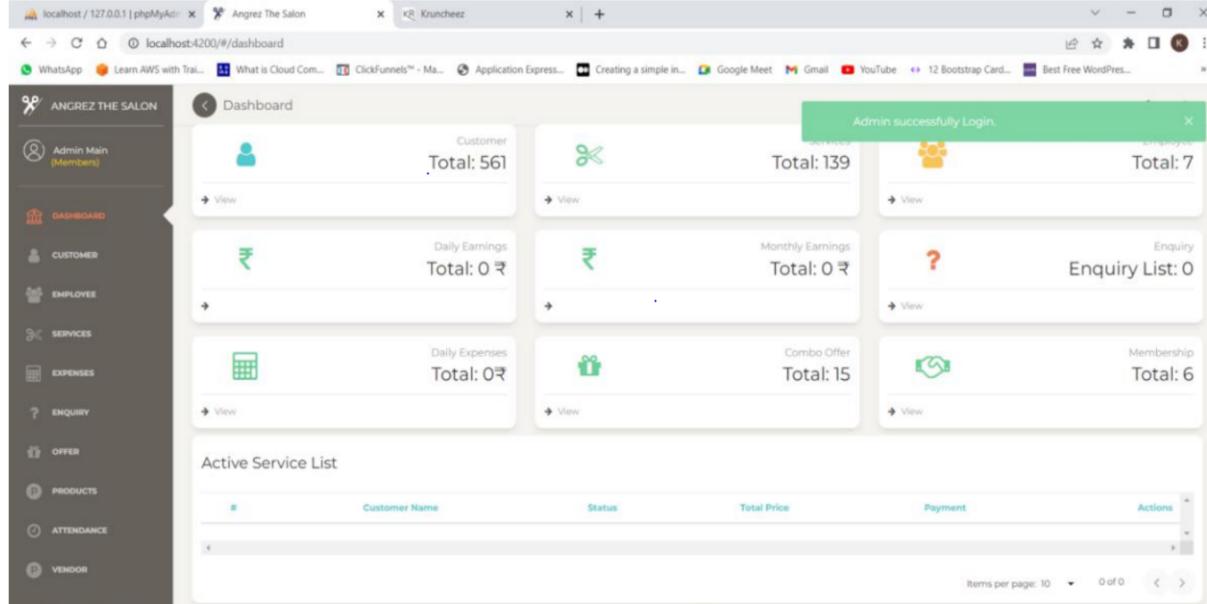


Figure 3.2.9

#	Offer Name	Offer Price	Total Price	Discount	Display Offer	Actions
1	fr	264	300	12 %	ACTIVE	

Figure 3.2.9

#	Offer Name	Offer Price	Total Price	Discount	Display Offer	Actions
1	fr	264	300	12 %	ACTIVE	
2	k	308	400	23 %	DEACTIVE	
3	kh	240	300	20 %	DEACTIVE	
4	khu	352	400	12 %	DEACTIVE	
5	Khushi	352	400	12 %	DEACTIVE	
6	final	225	250	10 %	DEACTIVE	
7	e	264	300	12 %	DEACTIVE	
8	t	220	250	12 %	DEACTIVE	
9	de	264	300	12 %	DEACTIVE	
10	Shubham	810	900	10 %	DEACTIVE	

Figure 3.2.10

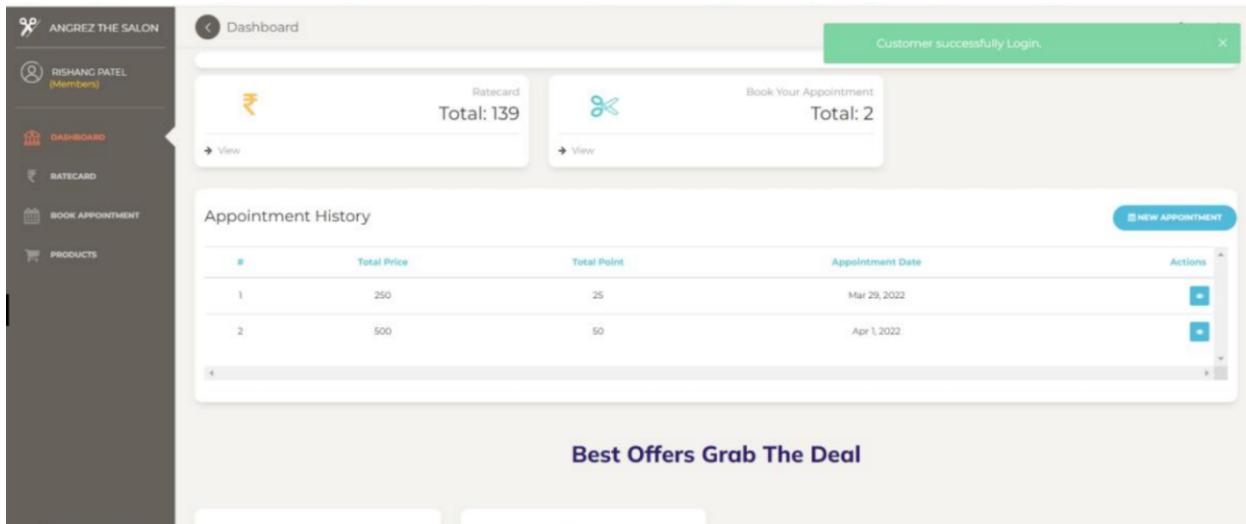


Figure 3.2.11

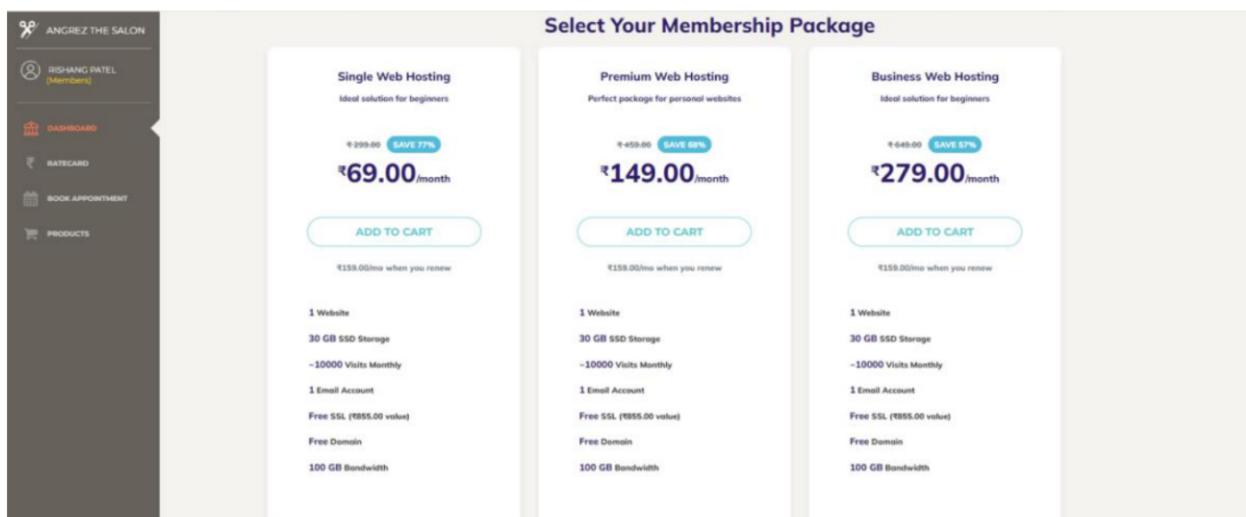


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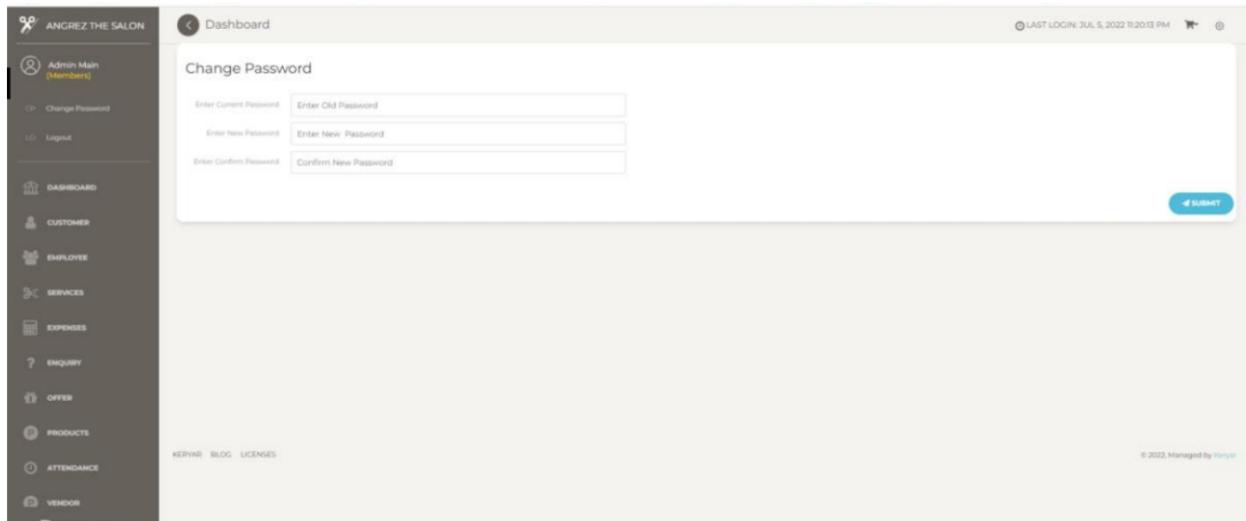


Figure 3.2.13

CHAPTER 4 CONCLUSION

CONCLUSION

In the end , we would just like to briefly explain how this project helped us to excel at our own best level and made us learn a lot of new things, technologies, team management. And also implement all of the skills that we previously acquired or learned later on as a part of the completion of the project. Moreover, this project helped us to learn about the real scenarios of working in a team for real tasks and to cope up with the deadlines, quality management and each and every aspect of the project. This project gave us a motivation to think differently and express our own ideas to implement it. Also, it taught us how to deal with the errors, quality related, time related and other management related problems.

Most importantly with the medium of this project we learned Many new skills, ranging from soft skills to technical skills. Qualities related to management, problem saving time saving etc. were also learnt by us. We tried to make an honest solution for people out there facing the problems and learned how all the skilled combined: with the help of a perfect team and a proper management along-with proper skills is the key to provide the solution of any possible problems out there. And we believe that we did a great job implementing all our knowledge, and are grateful to present this execution of one such idea.

Thanking all those who helped us in a big or a small way for this project. Every contribution that has been given is very valuable to us and is the true reason for this project to stand out as a pioneer based preliminary project and the success of this project. With that being notified we heartily present our project and welcome all the suggestions or improvements with open hands.

CHAPTER 5 REFERENCES

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- <https://dribbble.com/>
- <https://www.w3schools.com/>