Model Program Book

INTERNSHIP
REPORT ON

MONEY MANAGER

Designed & Developed by

APSCHE
ANDHRA PRADESH STATE COUNCIL OF HIGHER EDUCATION

PROGRAM BOOK FOR

SHORT-TERM INTERNSHIP

(Onsite / Virtual)

NAME OF THE STUDENT : **NAMBURU LAKSHMI CHANDANA**

NAME OF THE COLLEGE: **KKR & KSR INSTITUTE OF TECHNOLOGY AND SCIENCES**

REGISTRATION NUMBER: **20JR1A0594**

PERIOD OF INTERNSHIP: FROM: 8TH AUG 2022 TO: 22ND OCT 2022

NAME & ADDRESS OF THE INTERN ORGANISATION:

2022

An Internship Report on

MONEY MANAGER

Submitted in accordance with the requirement for the degree of

BACHELOR OF TECHNOLOGY

Under the Faculty Guideship of

Mr. Madhu Sudhana Rao Paravathaneni,
CEO
Mad Blocks Technologies pvt.Ltd,Hyderabad.

Department of

COMPUTER SCIENCE AND ENGINEERING

Submitted by

NAMBURU LAKSHMI CHANDANA
Regd. No.: 20JR1A0594

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

KKR & KSR INSTITUTE OF TECHNOLOGY AND SCIENCES
(AUTONOMOUS)
(APPROVED BY AICTERAND PERMANENTELY AFFILIATED TO JNTUK)
Accredited by NBA and NAAC with 'A'
Grade Vinjamanpadu (V), Vaticherkuru (M),
GUNTUR – 522017

Student's Declaration

I NAMBURU LAKSHMI CHANDANA **student of INTERNSHIP Program, Reg.No.**20JR1A0594 **of the Department of** COMPUTER SCIENCE AND ENGINEERING **to** Jawaharlal Nehru Technological University Kakinada **College do hereby declare that I have completed the mandatory internship from 8TH AUG 2022 TO 22ND OCT 2022 in** MadBlocks Technologies pvt.Ltd,Hyderabad. **under the Faculty Guideship of** Mr.MadhuSudhana Rao Paravathaneni **, Department of COMPUTER SCIENCE AND ENGINEERING, KKR & KSR INSTITUTE OF TECHNOLOGY AND SCIENCES**

(Signature and Date)

OFFICIAL CERTIFICATE

This is to certify that **NAMBURU LAKSHMI CHANDANA** reg.no. **20JR1A0594** has completed her internship in MADBLOCKS on MONEY MANAGER under my super vision as a part of partial fulfillment of the requirements for the degree of BACHELOR OF COMPUTERS in the department of COMPUTER SCIENCE AND ENGINEERING, KKR AND KSR INSTITUTE OF TECHNOLOGY AND SCIENCES

(Signatory with Date and Seal)

Endorsements

Faculty Guide

Head of the Department

Principal

Certificate from Intern Organization

This is to certify that **NAMBURU LAKSHMI CHANDANA** Reg.No.**20JR1A0594** of **KKR & KSR INSTITUTE OF TECHNOLOGY AND SCIENCES** underwent internship in MADBLOCKS $from\_8^{TH}$ AUG 2022 to 22^{ND} OCT 2022 The overall performance of the intern during his/her internship is found to be SATISFACTORY

Authorized Signatory with Date and Seal

ABSTRACT

- My project “money manager” aims to find the balance of the customer based on his/her expenditure and income.
- It is financial planning, expense tracking and asset management. The most immediate benefit of using a money manager app is to help you to stick to your balance. It allows you to track your spending and manage your cash flow on daily basis, helping you move closure to your financial goal.
- We used HTML & CSS as frontend, PYTHON as backend, MYSQL as database server.

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Internship Objectives

- Internships are generally thought of to be reserved for college students looking to gain experience in a particular field. However, a wide array of people can benefit from Training Internships in order to receive real world experience and develop their skills.

- An objective for this position should emphasize the skills you already possess in the area andyour interest in learning more

- Internships are utilized in a number of different career fields, including architecture, engineering,healthcare, economics, advertising and many more.

- Some internship is used to allow individuals to perform scientific research while others are specifically designed to allow people to gain first-hand experience working.

- Utilizing internships is a great way to build your resume and develop skills that can be emphasized in your resume for future jobs. When you are applying for a Training Internship, make sure to highlight any special skills or talents that can make you stand apart from the rest of the applicants so that you have an improved chance of landing the position.

WEEKLY OVERVIEW OF INTERNSHIP ACTIVITIES

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
1st WEEK	08/08/22	Monday	Create a registration page using html
	09/08/22	Tuesday	Create a nav bar using html
	10/08/22	Wednesday	Create portfolio using html
	11/08/22	Thursday	Create a html page using frames
	12/08/22	Friday	Create interactive web page using javascript
	13/08/22	Saturday	Using all mouse events in javascript

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
2nd WEEK	15/08/22	Monday	Create forms using bootstrap
	16/08/22	Tuesday	Create various buttons using bootstrap
	17/08/22	Wednesday	Create courousels using bootstrap
	18/08/22	Thursday	Create cards using bootstrap
	19/08/22	Friday	Installation and setup of mysql
	20/08/22	Saturday	Creation of sql database

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
3rd WEEK	22/08/22	Monday	Perform various sql queries
	23/08/22	Tuesday	Working on Insert and Select commands
	24/08/22	Wednesday	Installation and setup of mongodb
	25/08/22	Thursday	Creation of cluster,database and collections
	26/08/22	Friday	Inserting records into collections
	27/08/22	Saturday	Performing various operations on data inserted

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
4th WEEK	29/08/22	Monday	Create Html With College And Your Name.
	30/08/22	Tuesday	Create Python Script To Host Web Server And Give Response As Your Name.
	31/08/22	Wednesday	Create Python Script To Host Web Server And Render Html Template.
	01/09/22	Thursday	Create Python Script To Host Web Server And Render Two Html Templates.
	02/09/22	Friday	Sent Some Data To Html On A Button Click.
	03/09/22	Saturday	Html Form, Name, Roll No, Button.

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
5th WEEK	05/09/22	Monday	Create MYSQL Database and Create Table with name, rollno as column names with varchar(255) and insert a sample value.
	06/09/22	Tuesday	Create python script to read the data from table.
	07/09/22	Wednesday	Publish the form data intodDatabase table.
	08/09/22	Thursday	Publish the form data into database table.
	09/09/22	Friday	Create api to read data from table using get method.
	10/09/22	Saturday	Create api to push data to table using get method.

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
6th WEEK	19/09/22	Monday	Use session storage and display the vaiues in the second html.
	20/09/22	Tuesday	Create register.html with attributes name, rollno as username and password and store them in the database(If Record Was Not Found).
	21/09/22	Wednesday	Create login.ttml and check rollno as username and password and display all records in success.html.
	22/09/22	Thursday	Create Mongodb database and create table with name,roll no & insert a simple value.
	23/09/22	Friday	Create python script to read data from table
	24/09/22	Saturday	Publish the form data into database table

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
7th WEEK	26/09/22	Monday	Create API To Read Data From Table
	27/09/22	Tuesday	Create Registration Page And Store Records If Does Not Exist
	28/09/22	Wednesday	Create Login Page And Display Records If Login Is Valid
	29/09/22	Thursday	Create A Web Server Using Node And Express Js And Return Your Name
	30/09/22	Friday	Render Html Page Using Flask Into The Server
	01/10/22	Saturday	Render Two Html Pages Using Flask Into Multiple Handlers

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
8th WEEK	03/10/22	Monday	Create An Api To Collect Data From Html Using Node
	04/10/22	Tuesday	Create An Api To Insert Data Into Sql Database Using Express
	05/10/22	Wednesday	Create A Connection Sql And A Registration Form
	06/10/22	Thursday	Create An Api To Insert Data Into Mongodb Using Postman
	07/10/22	Friday	Create An Api To Read Data From Sql Using Postman
	08/10/22	Saturday	Create An Api To Insert Data Into Sql Using Postman

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
9th WEEK	10/10/22	Monday	Design phase
	11/10/22	Tuesday	Development Phase
	12/10/22	Wednesday	Front-end development
	13/10/22	Thursday	Back-end development
	14/10/22	Friday	Database connection
	15/10/22	Saturday	API

	DATE	DAY	NAME OF THE TOPIC/MODULE COMPLETED
10th WEEK	17/10/22	Monday	Integration
	18/10/22	Tuesday	Integration
	19/10/22	Wednesday	Testing
	20/10/22	Thursday	Testing
	21/10/22	Friday	Presentation
	22/10/22	Saturday	Presentation

I. INTRODUCTION

1.1 Introduction of project

Money management refers to how you handle all of your finances, from budgeting to investing, to saving and setting goals.

When you start managing your finances, you'll have a better perspective of where and how you're spending your money.

This can help you keep within your budget, and even increase your savings.

With good personal finance management, you'll also learn to control your money so you can achieve your financial goals.

This app is mainly used for identifying how much money we spend on daily expenses. This makes us financially stable

Money Manager is about saving money

Better budgeting helps you end up with more money to manage

An accurate budget brings discipline and order to your finances

Use your budget to guide important decisions

Earning more than you spend is the way to a low-stress, comfortable life!

Money management is defined as “A finance plan that allocates future personal income toward expenses, savings, and debt repayment.”

1.2. Existing Systems

Generally, we have apps like google pay, phone pay and so on. They give output as balance only.
But this website gives the information about all the items which I purchased and at what percent of income I am spending my income towards the items.

2. SYSTEM ANALYSIS

2.1. Requirement Analysis

Requirements analysis, also called requirements engineering. It is the process of Identifying the user expectations for a new or modified product. These features called requirements must be quantifiable, relevant and detailed. In software engineering, such requirements are often called functional specifications requirements analysis is an important aspect of project management.

Requirements analysis involves frequent communication with system users to determine specific feature expectations, resolution of conflict or ambiguity in requirements as demanded by the various users or groups, avoidance of feature creep and documentation of all aspects of the project development process from start to finish.

2.1.1. Functional Requirements Analysis

It is a useful document which describes functions, appearance, purpose and requested outputs of the software.

It allows you to structure all the information regarding an application.

2.1.2. Users Requirements

Generally, users want to know how much balance is there in their accounts and they want to know how much amount they are spending for different purposes.

Here users are nothing but we.

we all have intention to know how much percent we are spending our income for various purposes.

Internal Users:

No internal users

External Users:

Person who wants to know their balance frequently.

2.1.3 Non-Functional Requirements:

Availability:

It is an open-source website which can be accessed by any registered user.

Usability:

It is very easy to use as everyone is familiar with reading and using many more websites regularly.

Performance:

The performance is good as all the requirements of users are embedded in our website.

Reliability:

Our website has ability to perform its intended functions and operations in a system without any failure.

2.1.3. System Requirements

Software Requirements

- Html
- CSS
- Python flask (for backend)
- Visual Studio Code
- MYSQL

Hardware Requirements

- OS : Windows 10 / Linux
- Hard disk : 20GB
- RAM : 8GB

2.2. Modules Description:

We have divided our project into 2 modules. They are

- Login to website.
- Giving the details about the purchased item.

2.2.1. Login to website

- If the user is new to website he/ she have to login in order to create an account.
- Users who have logged in they need not be logged again.
- If their income is changed then they can login again, so that the income is updated.

2.2.2. Giving the details about the purchased item.

- Here users can enter the purchased items details.
- When the submit the balance is printed.
- And also the pie chart representation about the items also printed.

2.3. Feasibility Study

A feasibility study is a study usually done by engineers, which establishes weather conditions are right to implement a particular project. Feasibility studies can be done for many purposes, and are sometimes done in IT in order to look at feasibility for new hardware and software setups

sometimes a feasibility study is done as part of a systems development life cycle, in order to drive precision for the implementation of technologies. Engineers might look at a five-point model called TELOS this includesthe following components:

- Technical
- Operational
- Behavioral
- Process model used
- Hardware requirements and Software requirements
- System requirement specification

2.3.1.Technical Feasibility

- It requires less training for the people for the usage of our website.

2.3.2.Operational Feasibility

- Output of the project can be used known by any android and IOS user and it will be more communal.

2.3.3.Behavioral Feasibility

- It performs the intended functionalities and operations.

2.3.4. Economic Feasibility:

- Users have no charge using this website.

2.4. Process Model:

The prototype model is designed using structured modeling and is able to provide the desired results. It can be successfully implemented as a Real Time system with certain modifications. Science is discovering or creating major breakthrough in various fields, and hence technology keeps changing from time to time. Going further, most of the units can be fabricated on a single along with microcontroller thus making the system compact thereby making the existing system more effective. Tomake the system applicable for real time purposes components with greater range needs to be implemented.

Principles of structured modeling:

- Structured Modeling is an attempt to redress this imbalance. Structured Modeling aims to provide a formal mathematical framework and computer–based environment for conceiving, representing and manipulating a wide variety of models.
- To establish close contact with the customer during development and to gain a clear

understanding of various requirements, each agile project usually includes a customer representative on the team. At the end of each iteration stakeholders and the customer representative review the progress made and re-evaluate the requirements.

- The structured model relies on working software deployment rather than comprehensive documentation.
- Frequent delivery of incremental versions of the software to the customer representative in intervalsof a few of a few weeks.
- It is recommended that the development team size should be kept small (5 to 9 people) to help the team members meaningfully engage in face-to-face communication and have a collaborative work environment.
- structured development processes usually deploy Pair Programming. In Pair programming, two programmers work together at one work-station. One does coding while the other reviews the code as it is typed in. The two programmers switch their roles every hour or so.

2.5. Software Requirements Specification:

- An SRS is basically an organization and understanding of a client and system requirements and dependencies at a particular point in time.
- The SRS document itself states in precise and explicit language those functions and capabilities a software system must provide, as well as states any required constraints by which the system must abide.
- Software requirements specification establishes the basis for an agreement between customers and developers or suppliers on how the software product should function Software requirements specification is a rigorous assessment of requirements before the more specific system design stages, and its goal is to reduce later redesign. It should also provide a realistic basis for estimating product costs, risks, and schedules. Used appropriately, software requirements specifications can help prevent software project failure. The software requirements specification document lists sufficient and necessary requirements for the project development. To derive the requirements, the developer needs to have clear and thorough understanding of the products under development. This is achieved through detailed and continuous communications with the project team and customer throughout the software development process here needs to change.

3. DESIGN PHASE

3.1. Design concepts

The set of fundamental software design concepts are as follows:

Abstraction

- Environment at the highest-level abstraction
- The lower level of abstraction provides a more detail description of the solution
- A sequence of instruction that contain a specific and limited function refers in a procedural abstraction

Architecture

- The complete structure of the software is known as software architecture
- Structure provides conceptual integrity for a system
- The architecture is the structure of program modules.
- The aim of the software design is to obtain an architectural framework of a system.

Patterns

- A design pattern describes a design structure that solves a particular design problem in a specified context.

Modularity

- Software is separately divided into name and addressable components; they are called as modules which makes design easy.
- Modularity is the single attribute of software that permits a program to be managed easily.

Information hiding

- Modules must be specified and designed so that the information like algorithm and data presented in a module is not accessible for other modules which do not require that information.

Functional independence

- The functional independence is the concept of separation and related to the concept of modularity, abstraction and information hiding
- The functional independence is accessed using two criteria i.e., Cohesion and coupling

Cohesion

- Cohesion is an extension of the information hiding concept
- A cohesive module performs a single task and it requires a small interaction with the other components in other parts of the program

Coupling

- Coupling is an indication of interconnection between modules in a structure of Software

Design concepts for our project:

Abstraction:

We only display the statistical data, hiding the raw data and background implementation of the storage of data.

Modularity:

Our total project is divided into various modules and Integrated later In order to make the Implementation easier.

3.2. Design Constraints:

These are limitations on a design; these include imposed limitations that you don't control and limitations that are self-imposed as a way to improve a design. The following are 9 common types of design constraints

- **Commercial Constraints:**
  Basic commercial constraints such as time and budget.
- **Requirements:**
  Functional requirements such as specifications of features for a website.
- **Non-Functional Requirements:**
  Requirements that specify intangible elements of a design for example, a non-functional requirement that a building be accessible.
- **Compliance:**
  Compliance to applicable laws, regulations and standards.
- **Sensory Design:**
  Beyond visual design, constraints may apply to taste, touch, and sound and smell for example, a brand identity that calls for products to smell fruity.
- **Usability:**
  Usability principles, frameworks and standards for example, the principle of least astonishment.
- **Style:**
  A style guide or multiple style guides related to an organization, brand, product, service, environment or project for example, a product development team may follow a style guide for a brand family that constrains the colors and layout of package designs.
- **Principles:**
  The design principles of an organization, team or individual For example, a designer who uses form

follows function to constrain designs.

- **Integration:**

  A design that needs to work with other things such as products, services, systems, processes, controls, partners and information.

Design Constraints of our project:

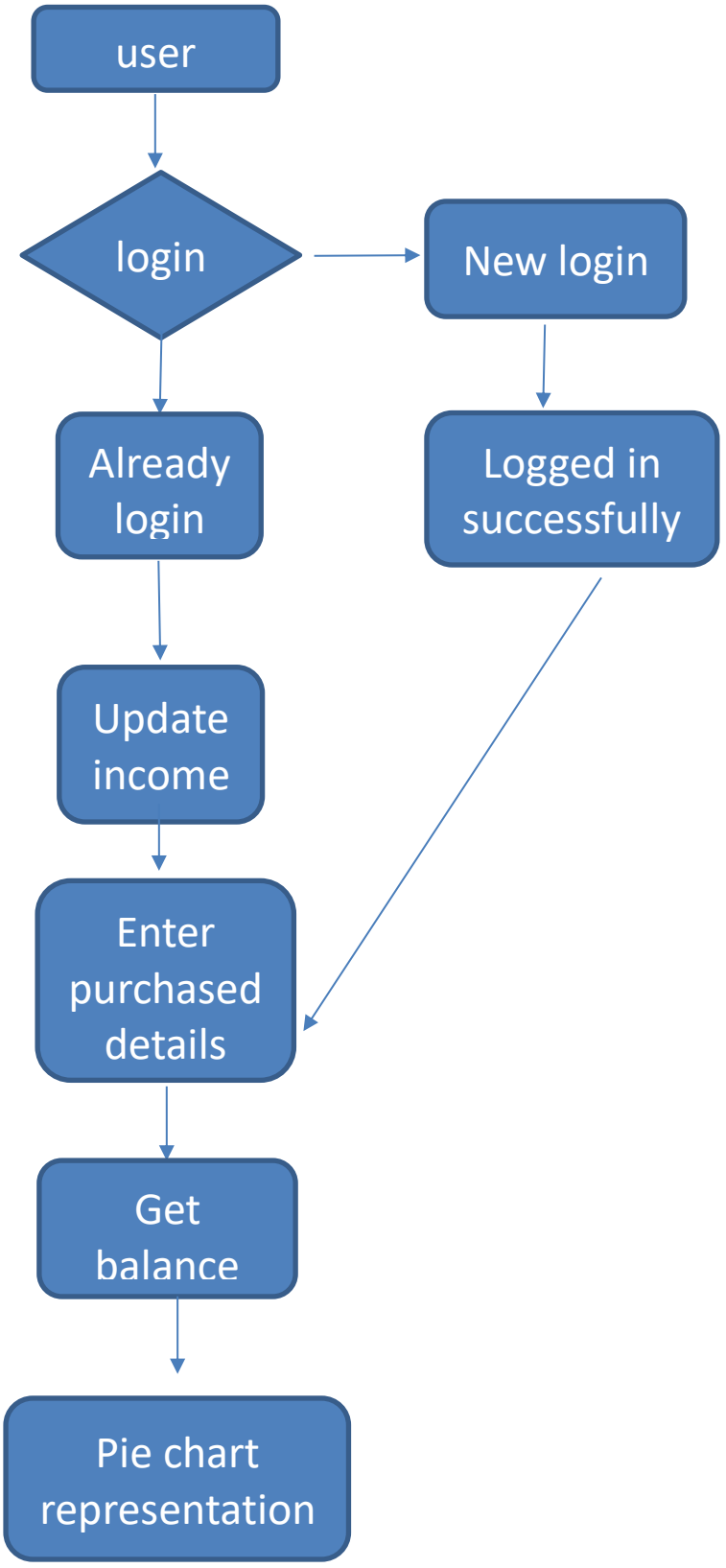
Non - Functional requirements:

Non-functional requirements in our project include Security, Availability, and performance.

Commercial Constraint:

The budget required to develop this project is minimum and also the time required for completion is 2 months.

ARCHITECTURAL DIAGRAM:



4. CODING & OUTPUT SCREENS

4.1. Coding

Front end:

1. Html code for homepage:

```
<html>
    <head>
        <style>
        .bd{
            background-image: url("https://img.myloview.com/posters/a-seedling-growing-on-a-pile-of-coins-has-a-natural-backdrop-blurry-green-money-saving-ideas-and-economic-growth-400-247113087.jpg ");
           background-repeat: no-repeat;
                  background-attachment: fixed;
                    background-size: 100% 100%;
                     }
                     .f{
                       color:white;
                     }
                     .topnav {
                overflow: hidden;
                background-color:white;
                border-radius: 25px;
                box-shadow:1px 2px 15px green;
            }
            .topnav a {
  float:left;
  color:green;
  text-align: center;
  padding: 14px 16px;
  text-align: none;
  font-size: 17px;}
  .topnav a:link{
    text-decoration: none;
  }
                     </style>
    </head>
    <body class="bd">
        <br>
        <div class="topnav">
            <a href="/home">Home</a>
            <a href="/login">Login</a>
            <a href="/details">Details</a>
        </div>
               <br><br><br>
```

```
            <h1 align="center" class="f"><font size=6>Being in control of your
finances<br><br> is a great stress reliever.
                <br><br>
                <font size="7">
                 <p align="center"><b><i>MONEY MANAGER</i></b></p></font><br><br>
                Make better decisions to manage your savings.</font><h1>

    </body>
</html>
```

2. **Html code for login page**.

```
<html>
    <head>
        <style>
                        .f{
                          color:white;
                        }
                        .topnav {
                overflow: hidden;
                background-color:white;
                border-radius: 25px;
                box-shadow:1px 2px 15px green;
            }
            .topnav a {
  float:left;
  color:green;
  text-align: center;
  padding: 14px 16px;
  text-align: none;
  font-size: 17px;}
  .topnav a:link{
    text-decoration: none;
  }
  .fr{
                border-radius:25px;
                box-shadow:1px 2px 15px orange;
                height:50%;
                width:35%;
                background-color: white;
                text-align: center;

            }
    .sp{
        text-align: center;
        color: blue;
    }
    .bd{
```

```
 background-image:
url("https://as1.ftcdn.net/v2/jpg/04/20/62/10/1000_F_420621063_MJXzdC5wmCKdo91n8JNe
5BZBCMxTSgUe.jpg ");
background-repeat: no-repeat;
        background-attachment: fixed;
        background-size: 100% 100%;
           }
           .im{
            height:30%;
            width:20%;
            border-radius: 50%;
            align-items: top;
           }
        </style>
    </head>
    <body class="bd">
        <div class="topnav">
            <a href="/home">Home</a>
            <a href="/login">Login</a>
            <a href="/details">Details</a>
        </div>
        <br><br><br><br><br>
        <div align="center">
        <form align="center" class="fr" method="post" action="/submit1">
            <br>
            <img src="https://www.ipds.gov.in/Assets/images/loginavatar.png"
class="im"><br><br>
            <b>Customer Name:</b> <input type="text" name="custname" style="border-
radius:5px;"><br><br>
            <b>Customer income:</b><input type="text" name="income" style="border-
radius:5px;"><br><br>
            <b>Phone Number :</b> <input type="text" name="phone" style="border-
radius:5px;"><br><br>
            <input type="submit" name="submit" value="login" action="/submit1">
        </form>
        <br>
        <h2 style="color:rebeccapurple;"><span align="center">{{res}}</span></h2>
        </div>
        </body>
        </html>
```

3.html code for details page.

```
<html>
    <head>
        <style>
            .topnav {
                overflow: hidden;
                background-color:white;
                border-radius: 25px;
                box-shadow:1px 2px 15px green;
```

```
            }
            .topnav a {
  float:left;
  color:green;
  text-align: center;
  padding: 14px 16px;
  text-align: none;
  font-size: 17px;}
  .topnav a:link{
    text-decoration: none;
  }
  .fr{
                border-radius:25px;
                box-shadow:1px 2px 15px orange;
                height:50%;
                width:35%;
                background-color: white;
                text-align: center;
  }
            .bd{
 background-image: url("https://img.myloview.com/posters/a-seedling-growing-on-a-pile-
of-coins-has-a-natural-backdrop-blurry-green-money-saving-ideas-and-economic-growth-
400-247113087.jpg");
background-repeat: no-repeat;
        background-attachment: fixed;
        background-size: 100% 100%;
            }
        </style>
    </head>
    <body class="bd">
        <div class="topnav">
            <a href="/home">Home</a>
            <a href="/login">login</a>
            <a href="/details">details</a>
        </div>
        <br><br><br><br><br>
        <div align="center">
        <form align="center" class="fr" method="post" action="/submit">
            <br><br>
           <b>Customer Name : </b><input type="text" name="cusname" style="border-
radius:5px;" /><br><br>
        <b>Item Name:</b> <input type="text" name="name" style="border-
radius:5px;"><br><br>
            <b>Item price: </b><input type="text" name="price" style="border-
radius:5px;"><br><br>
            <b>enter date:</b><input type="date" name="date" style="border-
radius:5px;"><br><br>
            <input type="submit" name="submit" value="get balance" action="/submit">
            </select>
```

```
        </div>
        </form>
        </body>
        </html>
```

4.html code for balance page.

```
 <html>
<head>
    <style>

        .bd{
         background-image: url("https://img.myloview.com/posters/a-seedling-growing-on-a-pile-of-coins-has-a-natural-backdrop-blurry-green-money-saving-ideas-and-economic-growth-400-247113087.jpg ");
        background-repeat: no-repeat;
                background-attachment: fixed;
                  background-size: 100% 100%;
                   }
                   .f{
                     color:white;
                   }
                   .topnav {
              overflow: hidden;
              background-color:white;
              border-radius: 25px;
              box-shadow:1px 2px 15px green;
         }
         .topnav a {
  float:left;
  color:green;
  text-align: center;
  padding: 14px 16px;
  text-align: none;
  font-size: 17px;}
  .topnav a:link{
    text-decoration: none;
  }
         .f1{
              border-radius:25px;
              box-shadow:1px 2px 15px orange;
              height:45%;
              width:35%;
              background-color: white;
              text-align: center;
         }
    </style>
  </head>
  <body class="bd">
    <div class="topnav">
```

```
            <a href="/home">Home</a>
            <a href="/login">login</a>
            <a href="/details">details</a>
        </div>
        <br><br><br><br><br><br>
        <div align="center">
            <div  align="center" class="f1"><br>
                <h2 align="center">customer name : <span>{{n}}</span></h2>
                <h2 align="center">income : <span>{{i}}</span></h2>
                <h2 align="center">expenditure : <span>{{e}}</span></h2>
                <h2 align="center">balance : <span>{{b}}</span></h2><br>
            </div>
            <h2 style="color:white">Click <a href="/getpie"> here </a> for further
details about your expenditure.</h2>
        </div>
        </body>
        </html>
```

5.html codes for printing login success page.

1. log.html

```
    <html>
    <head>
        <style>
            .im{
            height:15%;
            width:10%;
            border-radius: 50%;
            align-items: top;
            }
            .d{
                background-color:white;
                border-radius: 25px;
                align-content: center;
                height:20%;
                width:100%;
            }
            .bd{
                background-image: url("https://img.myloview.com/posters/a-seedling-
growing-on-a-pile-of-coins-has-a-natural-backdrop-blurry-green-money-saving-ideas-and-
economic-growth-400-247113087.jpg ");
                background-repeat: no-repeat;
                   background-attachment: fixed;
                     background-size: 100% 100%;
            }
        </style>
    </head>
    <body class="bd">
        <br><br>
        <div align="center">
```

```
        <img src="https://png.pngtree.com/png-vector/20190228/ourmid/pngtree-check-
mark-icon-design-template-vector-isolated-png-image_711429.jpg" class="im">
        <h2 style="color:white">Successfully Logged in.</h2>
        </div>
        <div class="d" align="center"><br>
            <h3 align="center">You are now logged into our website.<br>
            Click<a href="/details"> here </a>To enter details about your
purchases.</h3>
        </div>
    </body>
</html>
```

2.log1.html

```
    <html>
    <head>
        <style>
            .im{
            height:15%;
            width:10%;
            border-radius: 50%;
            align-items: top;
            }
            .d{
                background-color:white;
                border-radius: 25px;
                align-content: center;
                height:25%;
                width:100%;
            }
            .bd{
                background-image: url("https://img.myloview.com/posters/a-seedling-
growing-on-a-pile-of-coins-has-a-natural-backdrop-blurry-green-money-saving-ideas-and-
economic-growth-400-247113087.jpg ");
                background-repeat: no-repeat;
                   background-attachment: fixed;
                     background-size: 100% 100%;
            }
        </style>
    </head>
    <body class="bd">
        <br><br>
        <div align="center">
        <img src="https://png.pngtree.com/png-vector/20190228/ourmid/pngtree-check-
mark-icon-design-template-vector-isolated-png-image_711429.jpg" class="im">
        <h2 style="color:white">Already Logged in.</h2>
        </div>
        <div class="d" align="center"><br>
            <h3 align="center">You are already logged in previously.<br>
                your income is updated succesfully.<br>
```

```
            Click<a href="/details"> here </a>To enter details about your
purchases.</h3>
        </div>
    </body>
</html>
```

6.html codes for error pages.

1.err.html

```
<html>
    <head>
        <style>
            .im{
            height:20%;
            width:10%;
            border-top-left-radius: 50% 50%;
            border-top-right-radius: 50% 50%;
            border-bottom-right-radius: 50% 50%;
             border-bottom-left-radius: 50% 50%;
            }
            .bd{
                background-image: url("https://media.istockphoto.com/photos/binary-
code-against-red-background-error-picture-id1139534340?s=612x612");
                background-repeat: no-repeat;
                   background-attachment: fixed;
                     background-size: 100% 100%;
            }
            .d1{
                background-color: white;
                height:52%;
                width:40%;
            }
        </style>
    </head>
<body class="bd">
    <br><br><br><br><br><br>
    <div align="center">
        <br><br><br><br><br>
    <img src="any image path can give here " class="im">
    <div align="center" class="d1"><br><br><br><br>
    <h2 style="color:red" align="center"><font size=6><b><i>Error!<br>Your mobile
number must be 10 digits only.<br>Please try again.</i></b></font></h2>
    </div>
    </div>
    </body>
</html>
```

2.err1.html

```
<html>
    <head>
```

```
        <style>
            .im{
            height:20%;
            width:10%;
            border-top-left-radius: 50% 50%;
            border-top-right-radius: 50% 50%;
            border-bottom-right-radius: 50% 50%;
             border-bottom-left-radius: 50% 50%;
            }
            .bd{
                background-image: url("https://media.istockphoto.com/photos/binary-
code-against-red-background-error-picture-id1139534340?s=612x612");
                background-repeat: no-repeat;
                   background-attachment: fixed;
                     background-size: 100% 100%;
            }
            .d1{
                background-color: white;
                height:52%;
                width:40%;
            }
        </style>
    </head>
<body class="bd">
    <br><br><br><br><br><br>
    <div align="center">
        <br><br><br><br><br>
    <img src="any image path can give here" class="im">
    <div align="center" class="d1"><br><br><br><br>
    <h2 style="color:red" align="center"><font size=6><b><i>Error!<br>Please fill the
all fields available.<br></i></b></font></h2>
    </div>
    </div>
    </body>
</html>
```

Backend:

3.Python code for backend.

```
from flask import Flask,render_template,request,session
import webbrowser
import mysql.connector as mysql
import matplotlib.pyplot as plt
app=Flask(__name__)
app.secret_key="chandu"
db=mysql.connect(
    host="localhost",
    user="root",
```

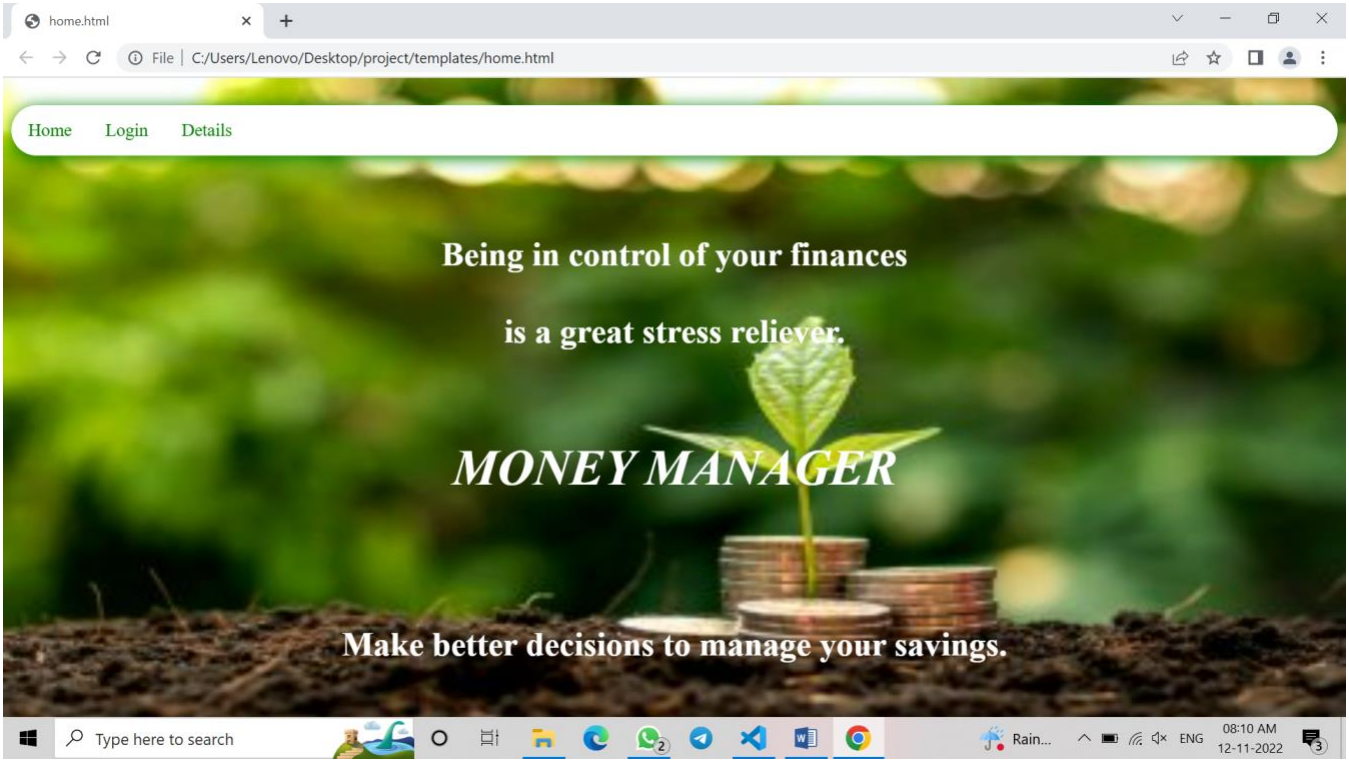
```
    password="Chandana@123",
    database="lucky"
)
cur=db.cursor()
@app.route("/")
def default():
    return render_template('home.html')
@app.route("/home")
def default1():
    return render_template('home.html')

@app.route("/details")
def details():
    return render_template('details.html')

@app.route('/submit',methods=['post'])
def submit():
    cusname=request.form['cusname']
    session['cusname']=cusname
    price=request.form['price']
    itemname=request.form['name']
    if(len(cusname)==0 or len(price)==0 or len(itemname)==0):
        return render_template('err1.html')
    sql="insert into balance(name,price,cusname) values(%s,%s,%s);"
    val=(itemname,price,cusname)
    cur.execute(sql,val)
    db.commit()
    sql4="select * from balance where cusname='"+session['cusname']+"';"
    cur.execute(sql4)
    res=cur.fetchall()
    db.commit()
    sum=0
    for i in res:
        b=int(i[1])
        sum=sum+b
    inc="select * from cust where name='"+cusname+"';"
    cur.execute(inc)
    res1=cur.fetchall()
    db.commit()
    for i in res1:
        b1=int(i[1])
    v=b1
    bal=0
    bal=v-sum
    return render_template('balance.html',i=v,e=sum,b=bal,n=cusname)


@app.route("/login")
def login():
```

```
    return render_template('login.html')

@app.route('/submit1',methods=['post'])
def submit1():
    name=request.form['custname']
    income=request.form['income']
    phone=request.form['phone']
    session['cusname']=name
    if(len(name)==0 or len(income)==0 or len(phone)==0):
        return render_template('err1.html')
    if(len(phone)!=10):
        return render_template('err.html')
    sql2="select * from cust;"
    cur.execute(sql2)
    res=cur.fetchall()
    db.commit()
    for i in res:
        if i[0]==name:
            a=int(i[1])
            a+=int(income)
            sql3="update cust set income="+str(a)+" where name='"+name+"';"
            cur.execute(sql3)
            db.commit()
            return render_template('log1.html')
    else:
        sql1="insert into cust(name,income,phone) values(%s,%s,%s);"
        val=(name,income,phone)
        cur.execute(sql1,val)
        db.commit()
        return render_template('log.html')


@app.route('/getpie')
def getpie():
    sql="select * from balance where cusname='"+session['cusname']+"';"
    cur.execute(sql)
    res=cur.fetchall()
    db.commit()
    d=[]
    d1=[]
    for i in res:
        d.append(i[0])
    for i in res:
        d1.append(i[1])
    plt.pie(d1,labels=d,autopct='%.0f%%')
    plt.legend()
    plt.show()
    return 'data retrieved'
if __name__ == "__main__":
```

```
app.run(debug=True)
```

4.2. OUTPUT SCREENS

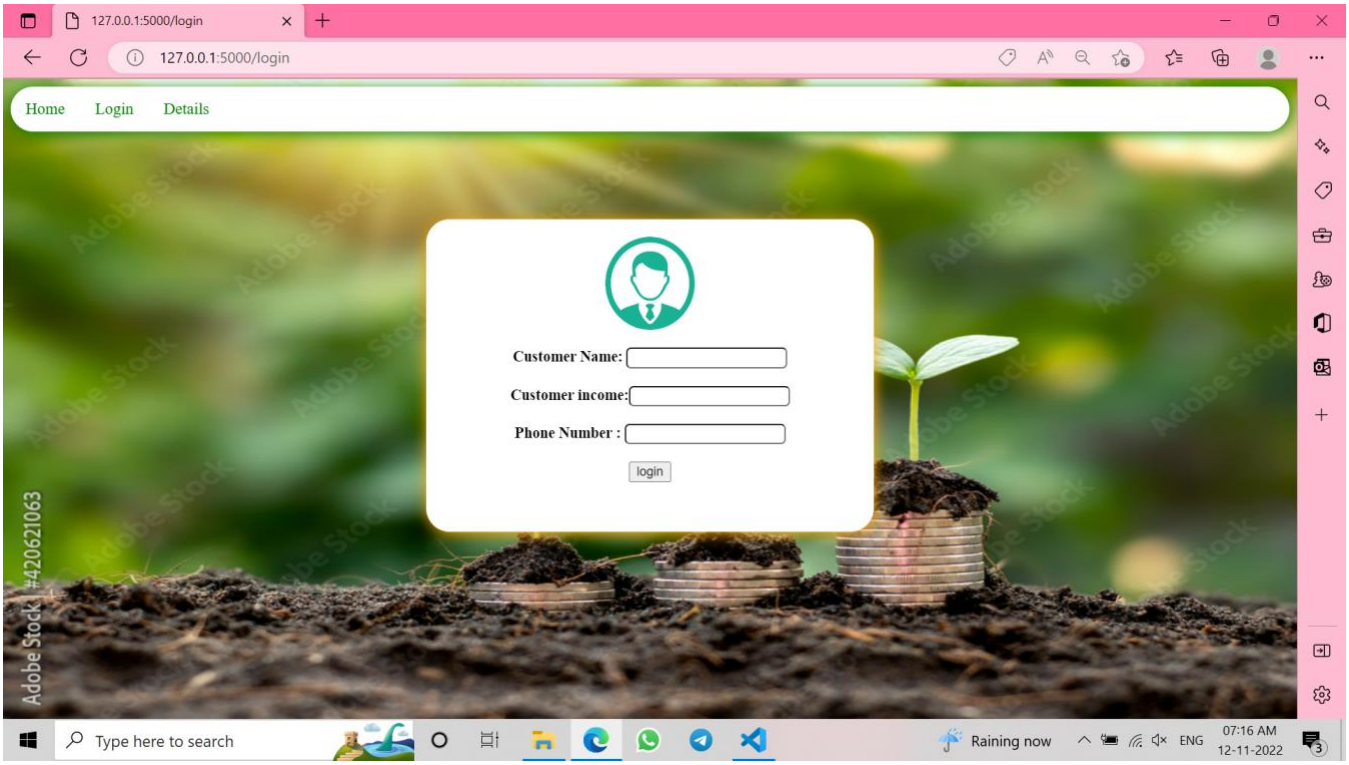
Home page:

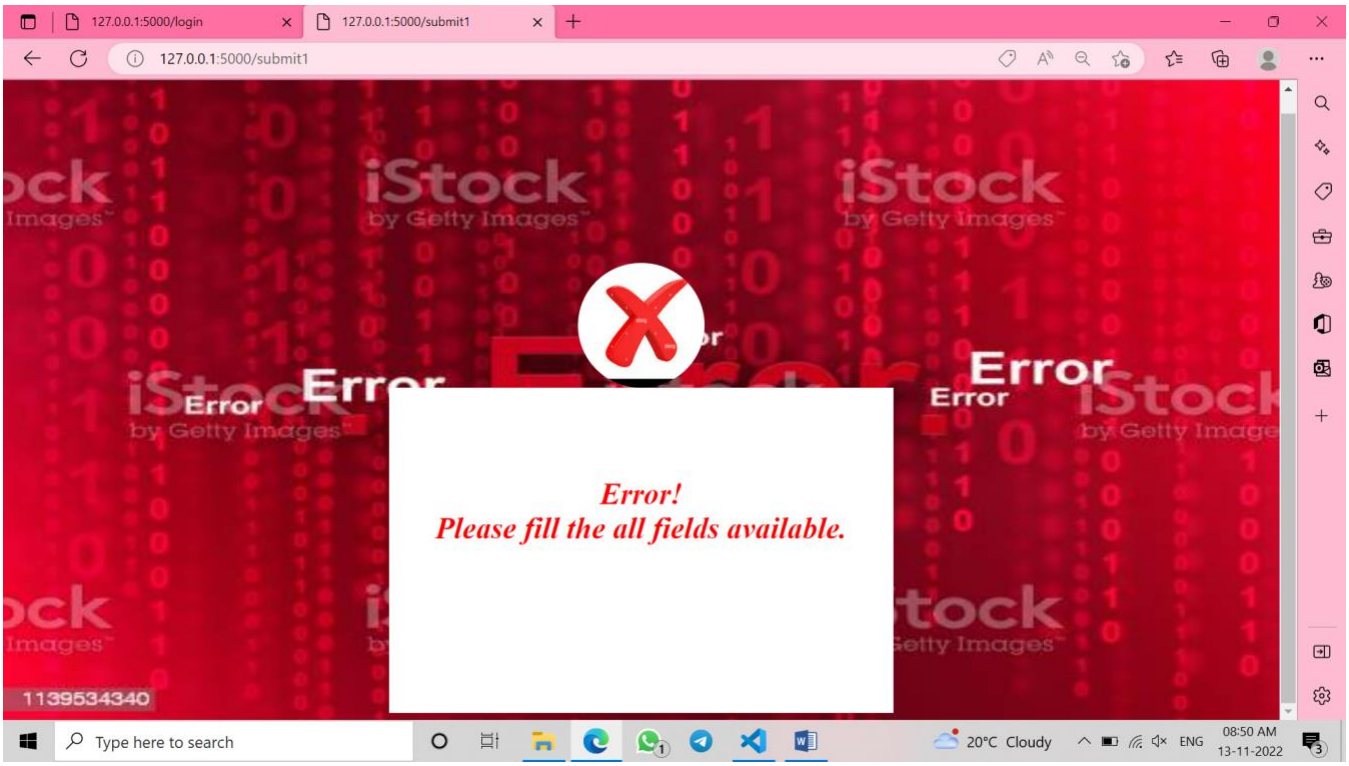


Login page:

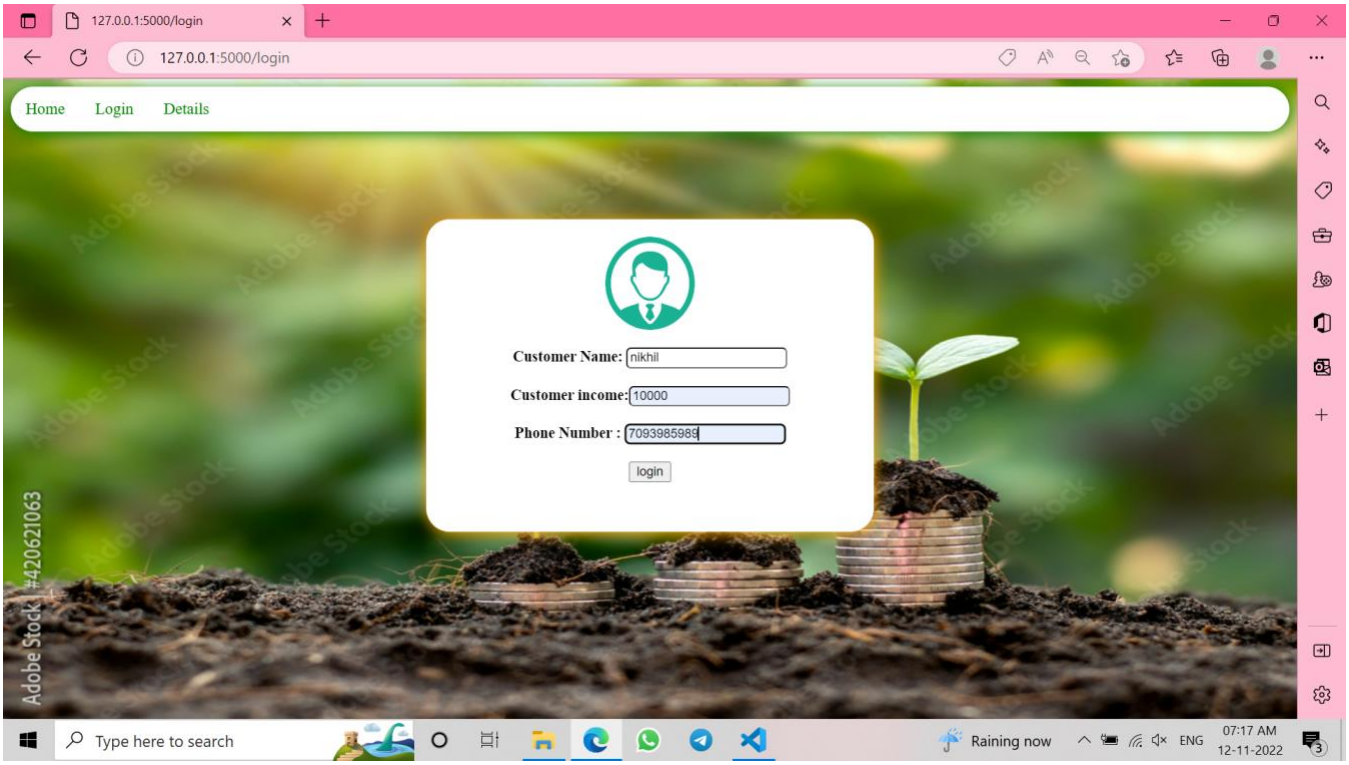
It is the page where customers can enter their details.

If you don't enter any one of the fields then



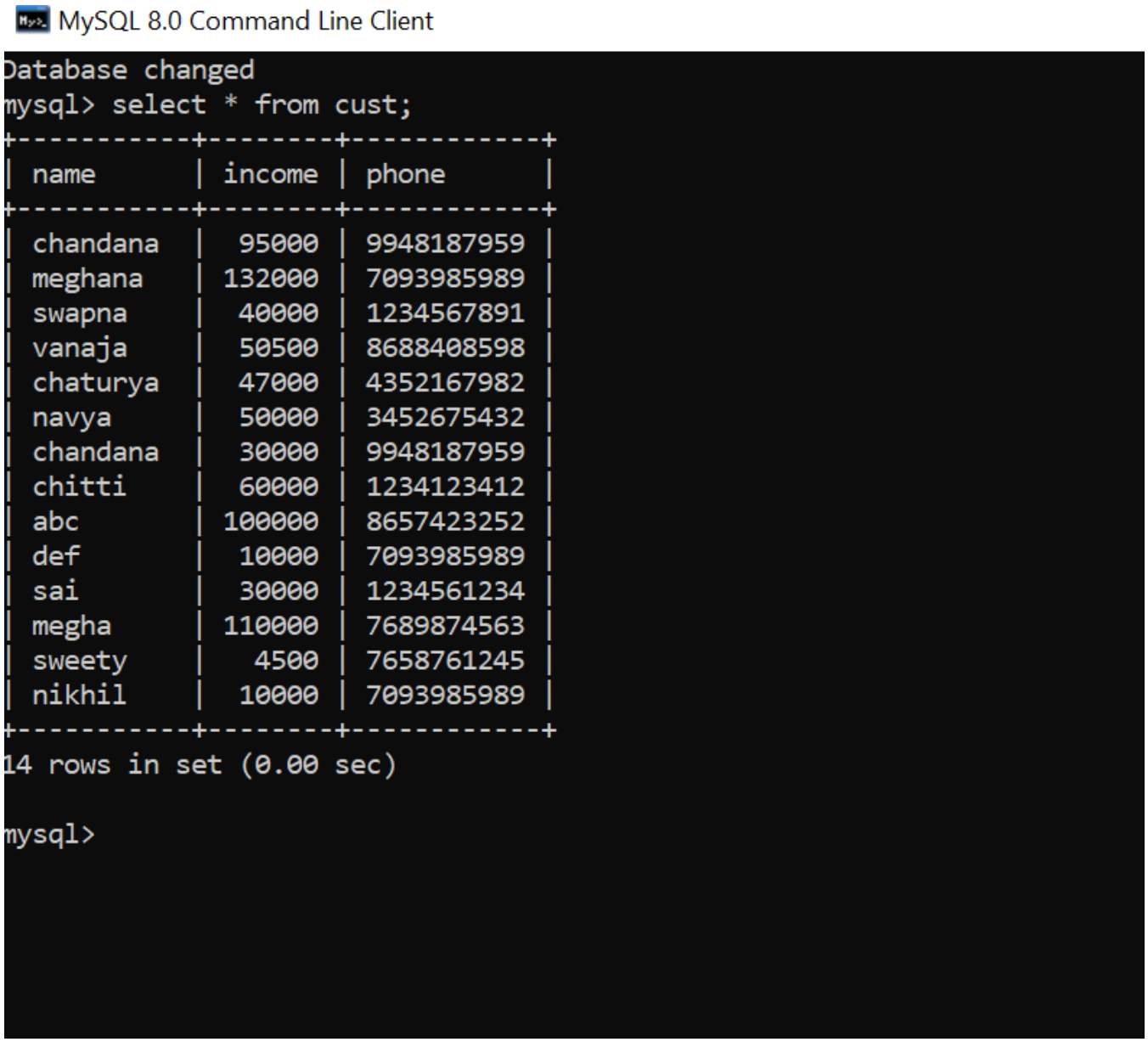


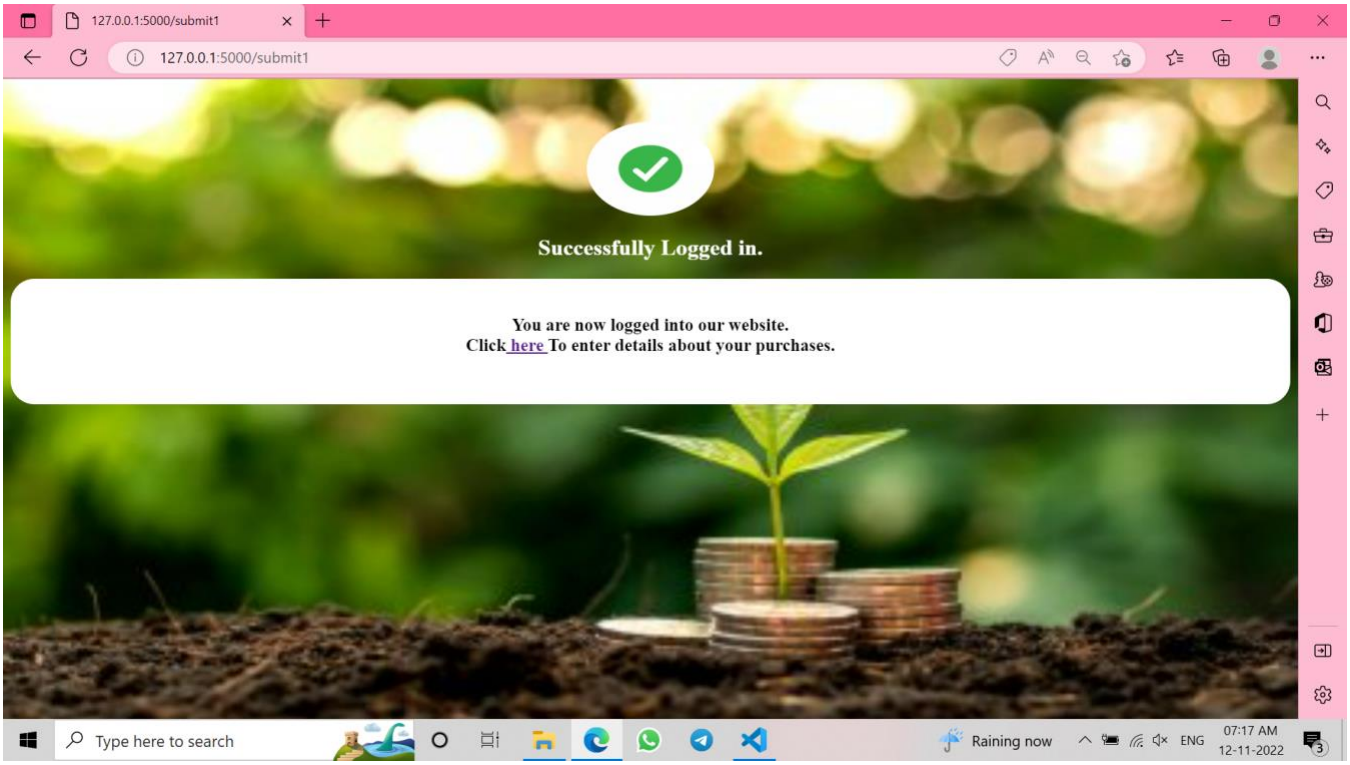
After entering details.



When they click login button they can login to website directly.

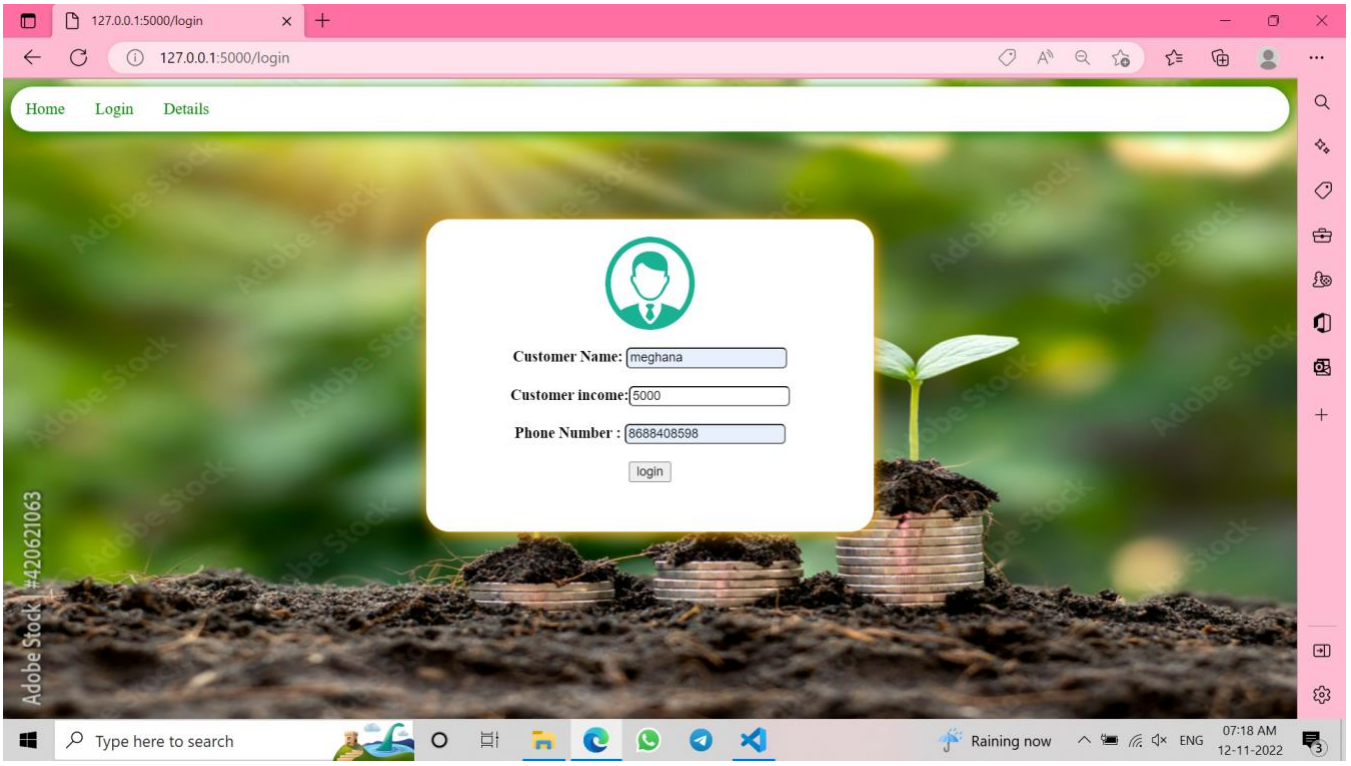
Data is stored in database as shown below.


MySQL 8.0 Command Line Client
Database changed
mysql> select * from cust;
+-----------+--------+------------+
| name | income | phone |
+-----------+--------+------------+
chandana	95000	9948187959
meghana	132000	7093985989
swapna	40000	1234567891
vanaja	50500	8688408598
chaturya	47000	4352167982
navya	50000	3452675432
chandana	30000	9948187959
chitti	60000	1234123412
abc	100000	8657423252
def	10000	7093985989
sai	30000	1234561234
megha	110000	7689874563
sweety	4500	7658761245
nikhil	10000	7093985989
+-----------+--------+------------+
14 rows in set (0.00 sec)
mysql>

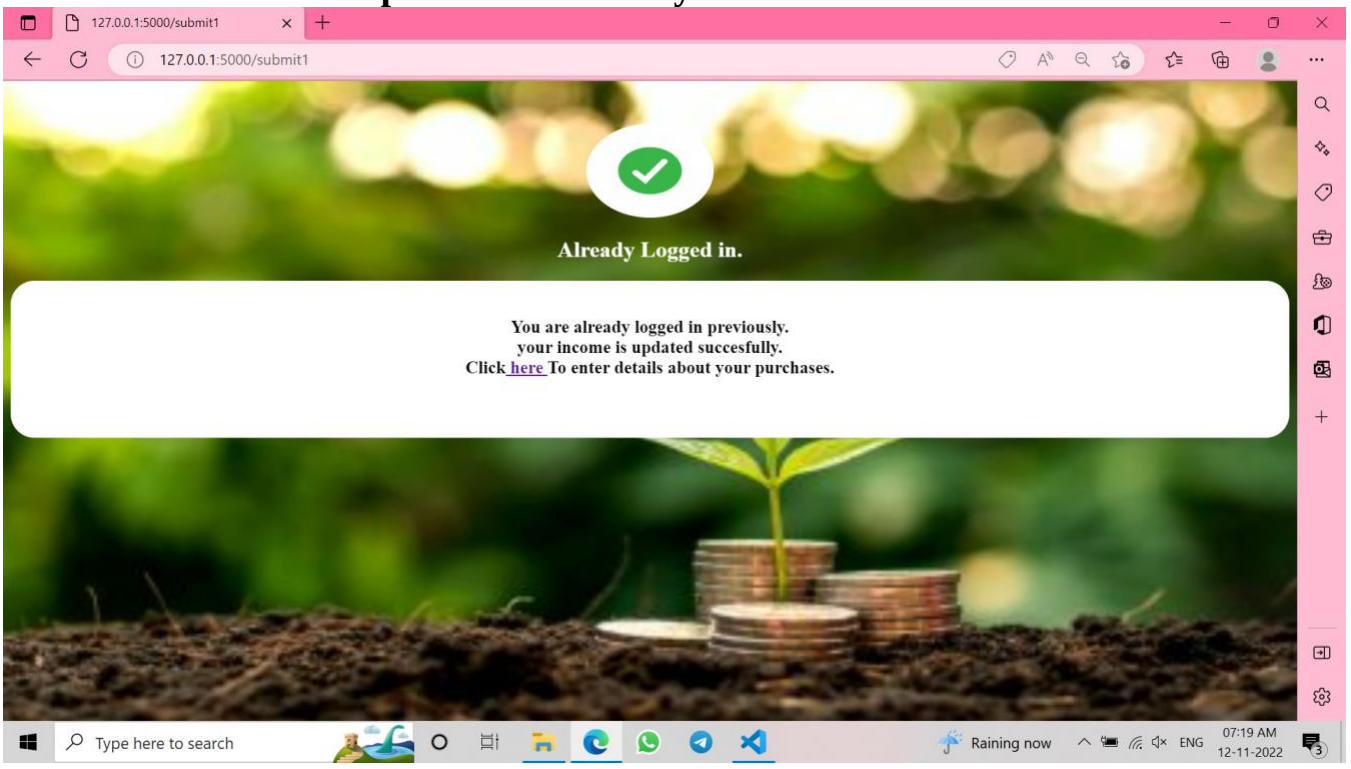


If we click ‘here’ link then we can enter details page.

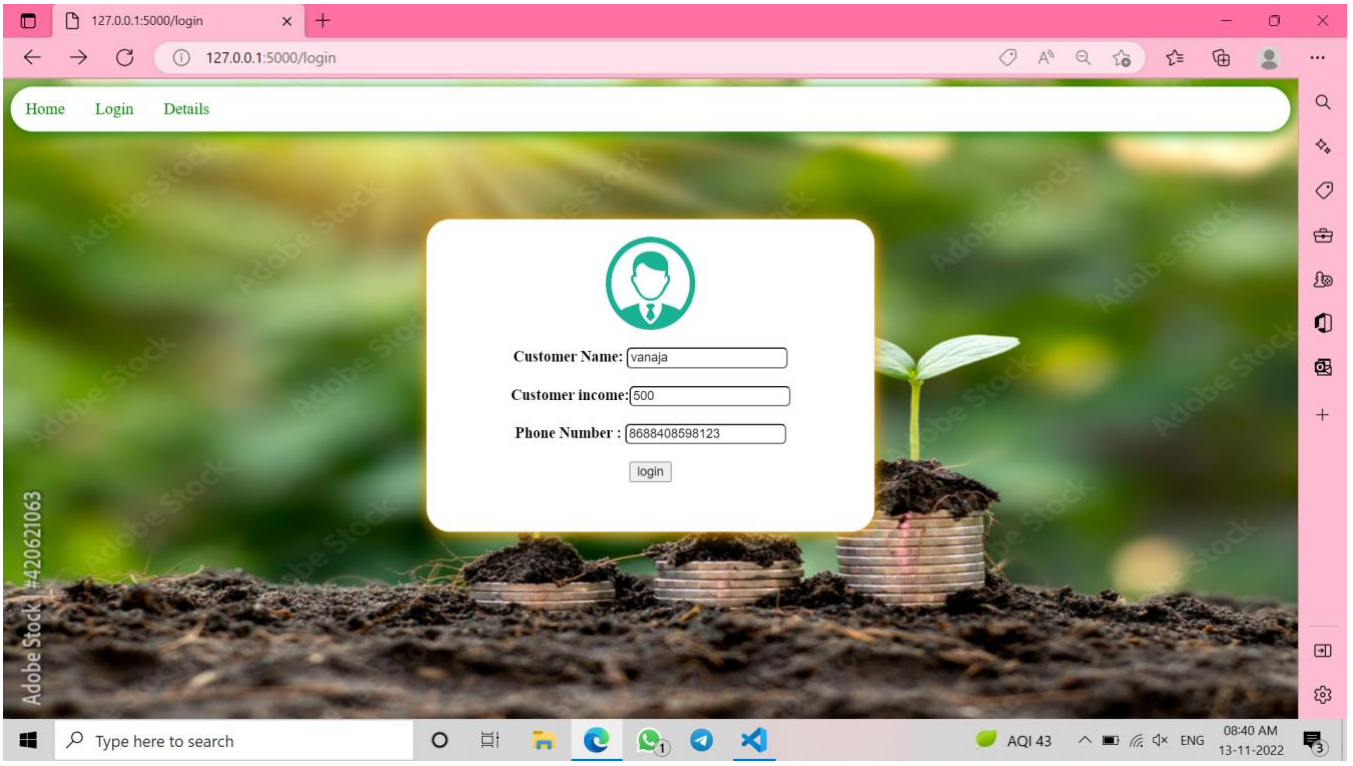
If they are already logged in



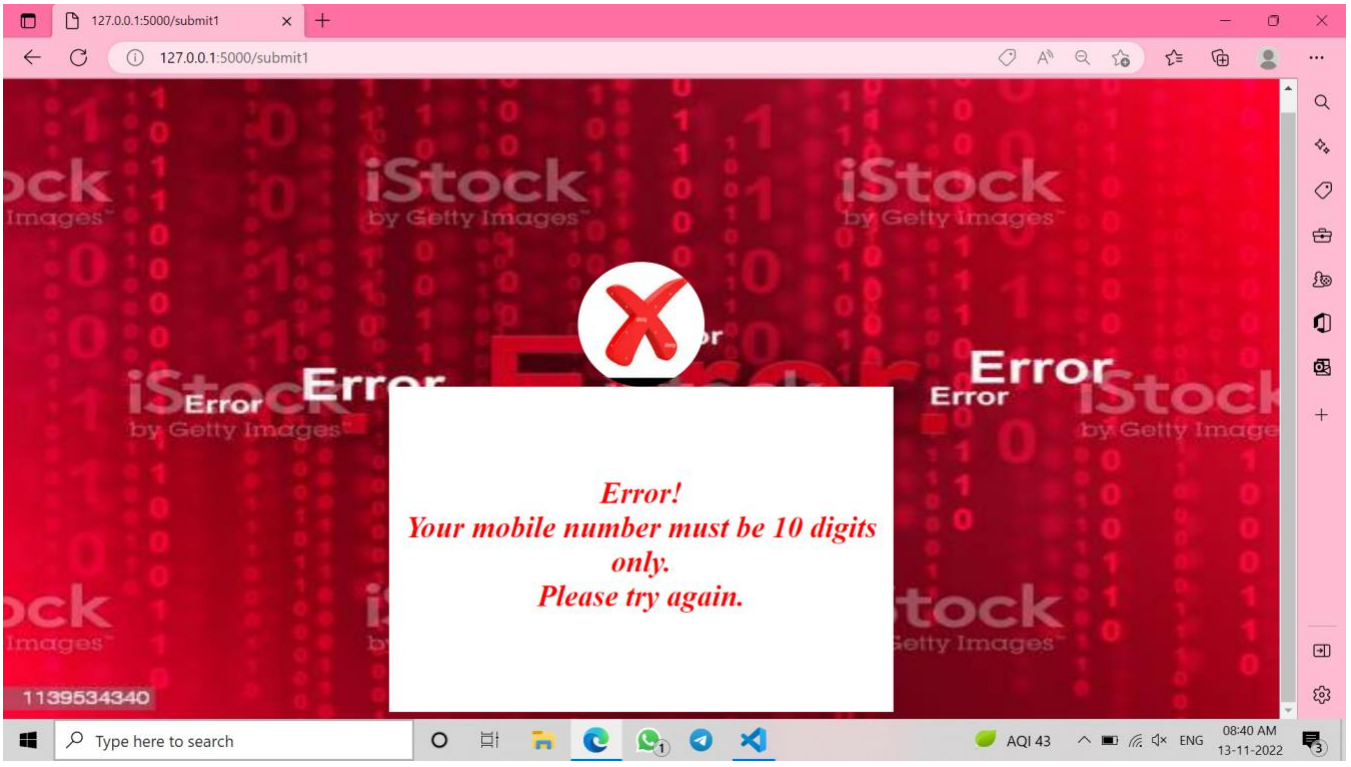
Then the income is updated Successfully.



If you enter incorrect mobile number then the output will be as follows:



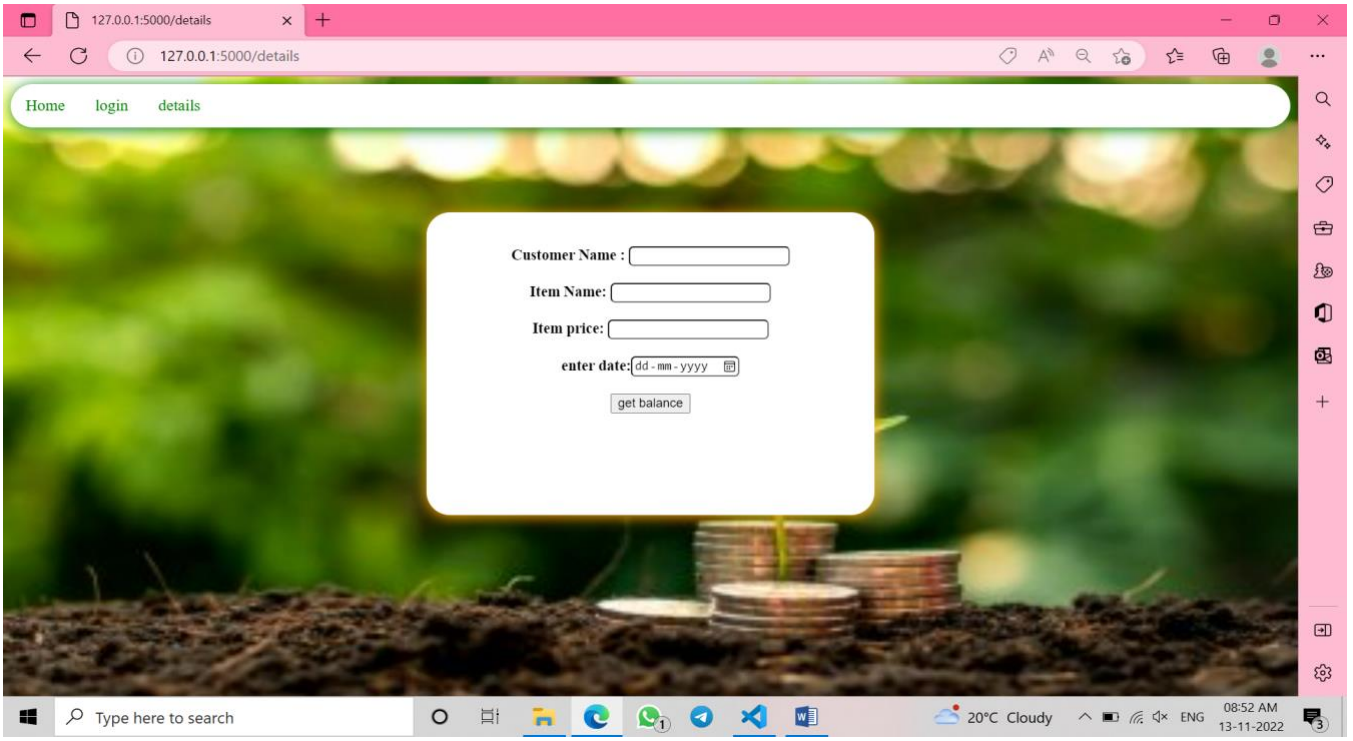
Output will be:



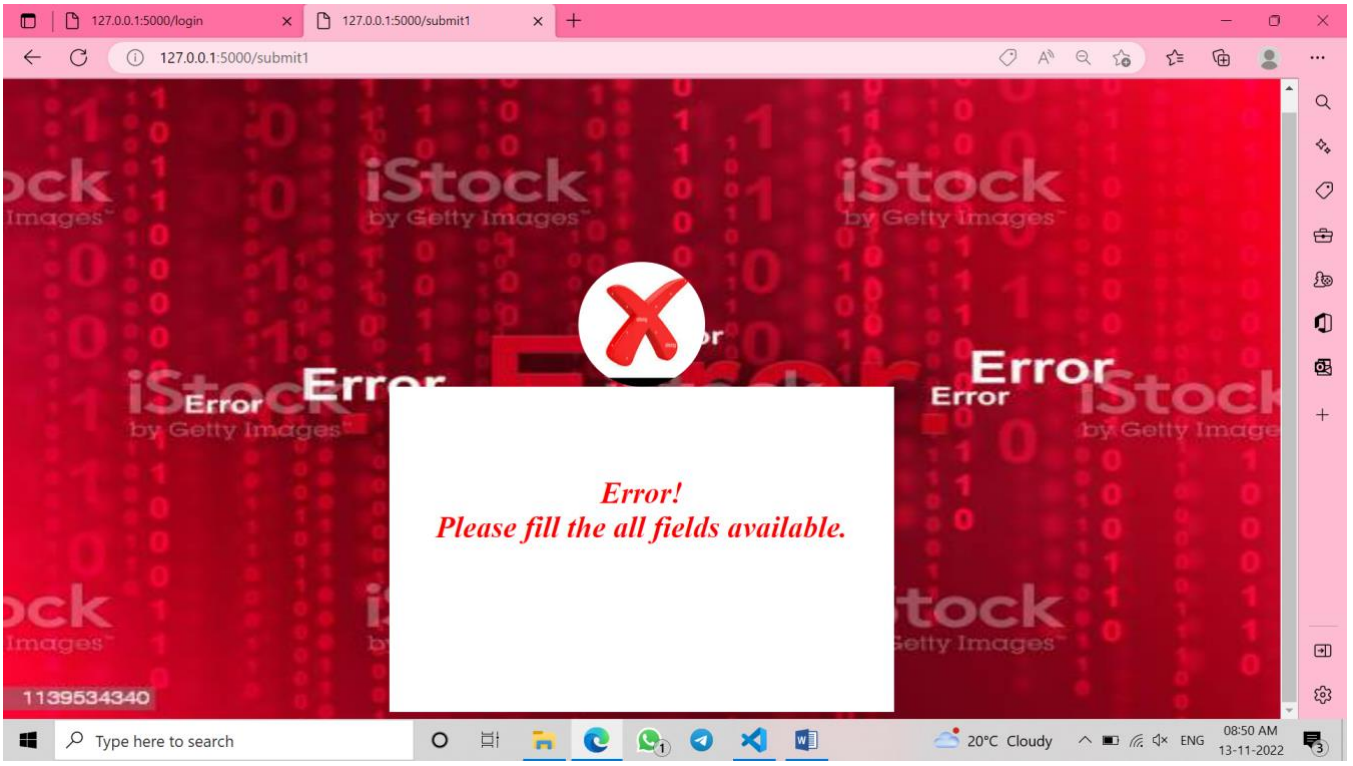
Details page:

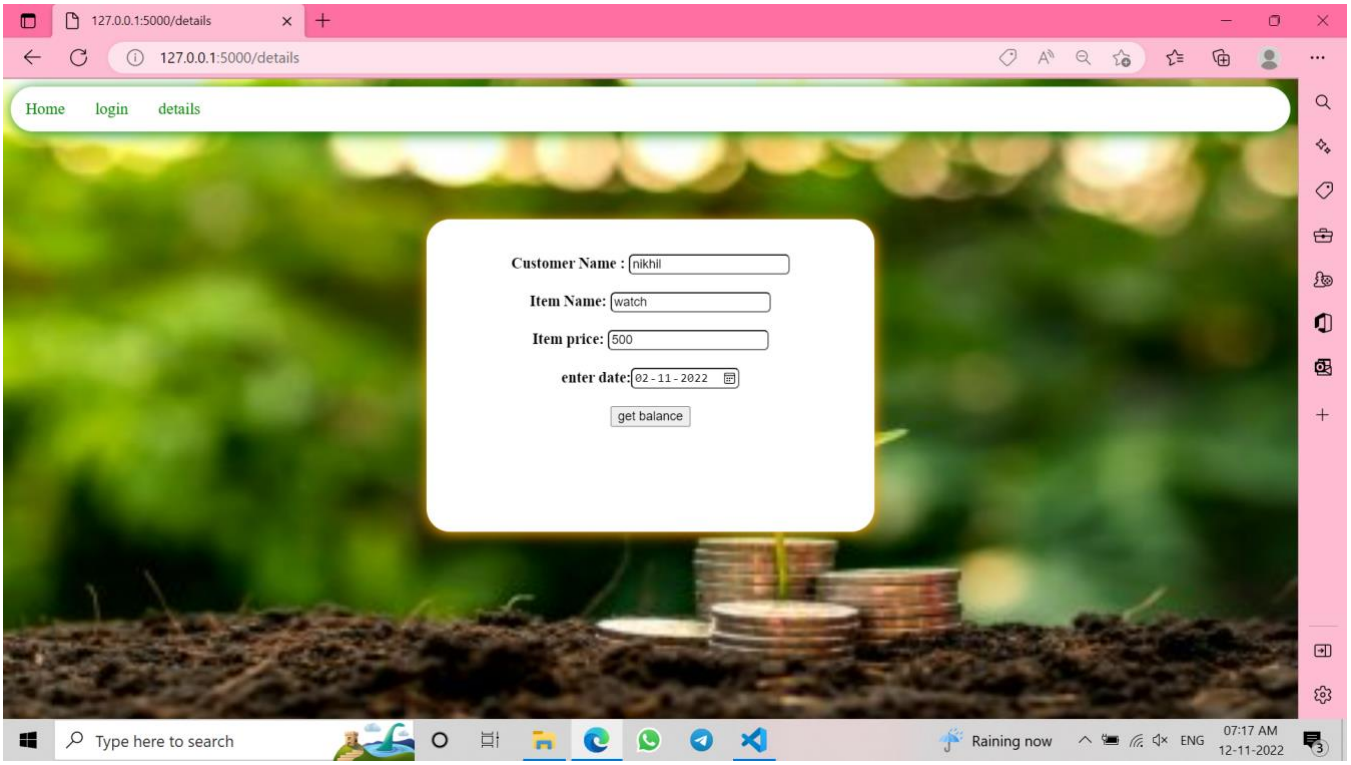
It is page where users can enter the name and price for the purchased item.

If you don't enter any one of the fields then

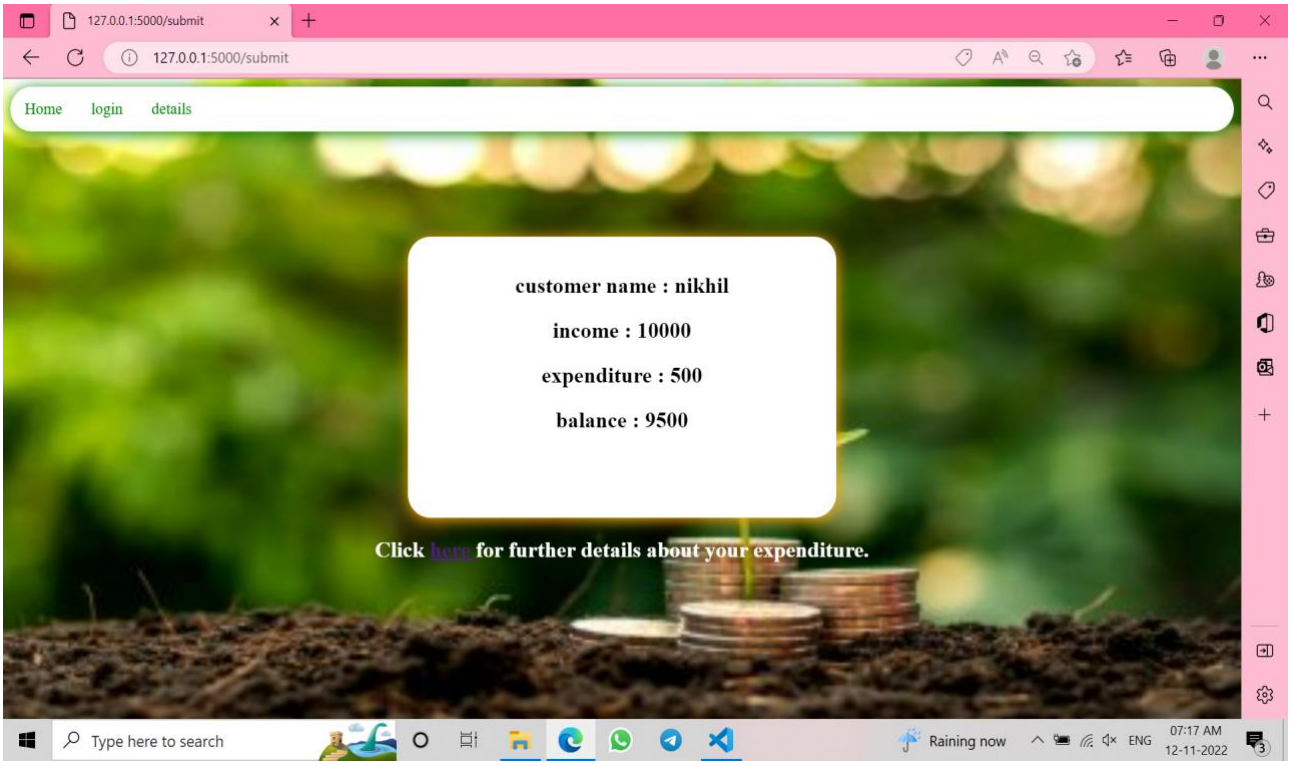


Output will be:

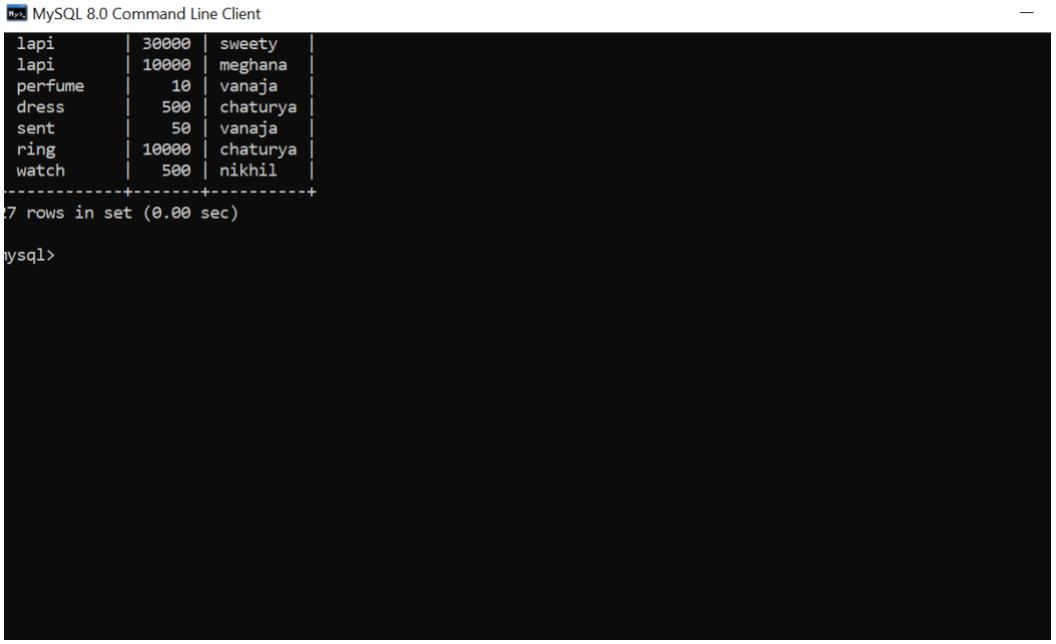




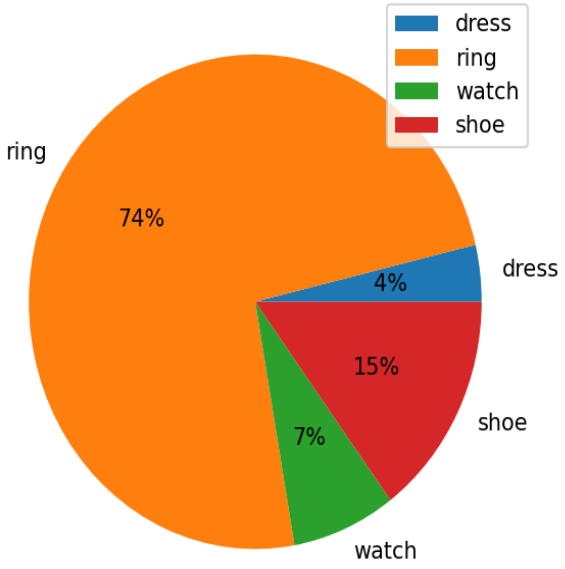
When they click on get balance button the output is as follows.



The prices of each item purchased by different users is stored in database as follows.



for further details about their expenses click on “here” .The output will be a pie chart representation.



It is the output of single user who buys the different items.

5.TESTING

5.1 Introduction to testing

Software testing is the process of evaluating and verifying that a software product or application does what it is supposed to do. The benefits of testing include preventing bugs, reducing development costsand improving performance.

- Meets the software and technical requirements that guided its design and development
- Works as expected
- Can be implemented with the same characteristics

5.2 Types of Testing

Acceptance Testing

Formal testing conducted to determine whether or not a system satisfies its acceptance criteria and to enable the customer to determine whether or not to accept the system It is usually performed by the customer.

Active Testing

Type of testing consisting of introducing test data and analyzing the execution results. It is usually conducted by the testing team

Agile Testing

Software testing practice that follows the principles of the agile manifesto, emphasizing testingfrom the perspective of customers who will utilize the system it is usually performed by the QA teamsRead More on Agile Testing

Ad-hoc Testing

Testing performed without planning and documentation - the tester tries to 'break' the system by randomly trying the system's functionality it is performed by the testing team.

Alpha Testing

Type of testing a software product or system conducted at the developer's site. Usually it is performedby the end users.

Unit Testing

It focuses on smallest unit of software design. In this we test an individual unit or group of interrelated units. It is often done by programmer by using sample input and observing its corresponding outputs.

Big Bang Integration Testing

Big Bang Integration Testing is an integration testing Strategy wherein all units are linked at once, resulting in a complete system. When this type of testing strategy is adopted, it is difficult to isolate any errors found, because attention is not paid to verifying the interfaces across individual units.

User Interface Testing

User interface testing, a testing technique used to identify the presence of defects is a product/software under test by Graphical User interface [GUI].

Integration Testing

The objective is to take unit tested components and build a program structure that has been dictated by design. Integration testing is testing in which a group of components are combined to produce output. Integration testing are of two types: (i) Top down (ii) Bottom up.

Regression Testing

Every time new module is added leads to changes in program. This type of testing make sure that whole component works properly even after adding components to the complete program.

Smoke Testing

This test is done to make sure that software under testing is ready or stable for further testing. It is called smoke test as testing initial pass is done to check if it did not catch the fire or smoked in the initial switch on.

Beta Testing

The beta test is conducted at one or more customer sites by the end-user of the software. This version is released for the limited number of users for testing in real time environment.

System Testing

In this software is tested such that it works fine for different operating system. It is covered under the black box testing technique. In this we just focus on required input and output without focusing on internal working. In this we have security testing, recovery testing, stress testing and performance testing.

Backend Testing

Backend testing is defined as a type of testing that checks the server side or Database

5.3. Test Cases and Reports

A TEST CASE is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly. The process of developing test cases can also help find problems in the requirements or design of an application.

How to write test cases for software:

- Use a Strong Title.

- Include a Strong Description.
- Include Assumptions and Preconditions.
- Keep the Test Steps Clear and Concise.
- Include the Expected result.
- Make it Reusable.

Purpose of test report:

Document that records data obtained from an experiment of Evaluation in an organized manner, describes the environmental or operating conditions, and Shows the comparison of test results with test objectives.

Who prepares test summary report? Test summary report is a document which contains Summary of test activities and final test results. After the testing cycle it is very important that you communicate the test results and findings to the project stakeholders so that decisions can be made for the software release.

6.CONCLUSION AND FUTURE ENHANCEMENT

6.1. Conclusion

Finally, I conclude that this website is useful for the users who are willing to know their balance

frequently. this project mainly targets the middle class people as they are not able to manage their income, when they find the balance on daily basis they can easily plan for further purchases. I think most of the middle class people in our country are positively effected by this project.

6.2. Future Enhancement

The website I designed consists of only few domains and options. In future I will add many more.

7.BIBILIOGRAPHY

7.1 Reference Books

1. Jeanine Meyer , ”The guide of html and javascript”

2. Carolee Cameron , “web design”

3.David Flangnan , “*<>*javascript”

4.Laurence Lars Skevis , “Javascript from Beginner to Professional”

5.Dan Bander , “Python tricks:A Buffet Of Awesome Python Features”

6.Laura Cassell , “Python Projects”

7.Taneja Sheetal , “Python Programming|A Modular Approach”

8.Laura Lemay , “Mastering Html/Css & Javascipt Web Publishing”

9.Miguel Grinberg , “Flask Web Development”

10.Michael Herman , “Authentication with Flask,React &Docker””

7.2 Weblinks

1. https://www.javatpoint.com/html-tutorial

2. https://www.w3schools.com/html/

3. https://www.geeksforgeeks.org/html/

4. https://www.digitalocean.com/community/tutorials/

5. https://blog.hubspot.com/website/

Student Self Evaluation of the Short-Term Internship

Student Name: **Registration No:**

Term of Internship: **From:** **To :**

Date of Evaluation:

Organization Name & Address:

Please rate your performance in the following areas:

Rating Scale: **Letter grade of CGPA calculation to be provided**

1	Oral communication	1	2	3	4	5
2	Written communication	1	2	3	4	5
3	Proactiveness	1	2	3	4	5
4	Interaction ability with community	1	2	3	4	5
5	Positive Attitude	1	2	3	4	5
6	Self-confidence	1	2	3	4	5
7	Ability to learn	1	2	3	4	5
8	Work Plan and organization	1	2	3	4	5
9	Professionalism	1	2	3	4	5
10	Creativity	1	2	3	4	5
11	Quality of work done	1	2	3	4	5
12	Time Management	1	2	3	4	5
13	Understanding the Community	1	2	3	4	5
14	Achievement of Desired Outcomes	1	2	3	4	5
15	**OVERALL PERFORMANCE**	**1**	**2**	**3**	**4**	**5**

Date: **Signature of the Student**

Evaluation by the Supervisor of the Intern Organization

Student Name: **Registration No:**

Term of Internship: **From:** **To :**

Date of Evaluation:

Organization Name & Address:

Name & Address of the Supervisor with Mobile Number

Please rate the student's performance in the following areas:

Please note that your evaluation shall be done independent of the Student's self-evaluation

Rating Scale: 1 is lowest and 5 is highest rank

1	Oral communication	1	2	3	4	5
2	Written communication	1	2	3	4	5
3	Proactiveness	1	2	3	4	5
4	Interaction ability with community	1	2	3	4	5
5	Positive Attitude	1	2	3	4	5
6	Self-confidence	1	2	3	4	5
7	Ability to learn	1	2	3	4	5
8	Work Plan and organization	1	2	3	4	5
9	Professionalism	1	2	3	4	5
10	Creativity	1	2	3	4	5
11	Quality of work done	1	2	3	4	5
12	Time Management	1	2	3	4	5
13	Understanding the Community	1	2	3	4	5
14	Achievement of Desired Outcomes	1	2	3	4	5
15	**OVERALL PERFORMANCE**	**1**	**2**	**3**	**4**	**5**

Date: **Signature of the Supervisor**

PHOTOS & VIDEO LINKS

EVALUATION

Internal Evaluation for Short Term Internship (On-site/Virtual)

Objectives:

- To integrate theory and practice.
- To learn to appreciate work and its function towards the future.
- To develop work habits and attitudes necessary for job success.
- To develop communication, interpersonal and other critical skills in thefuture job.
- To acquire additional skills required for the world of work.

Assessment Model:

- There shall only be internal evaluation.
- The Faculty Guide assigned is in-charge of the learning activities of the students and for the comprehensive and continuous assessment of the students.
- The assessment is to be conducted for 100 marks.
- The number of credits assigned is 4. Later the marks shall be converted into grades and grade points to include finally in the SGPA and CGPA.
- The weightings shall be:
    - Activity Log 25 marks
    - Internship Evaluation 50marks
    - Oral Presentation 25 marks
- Activity Log is the record of the day-to-day activities. The Activity Log is assessed on an individual basis, thus allowing for individual members withingroups to be assessed this way. The assessment will take into consideration the individual student's involvement in the assigned work.
- While evaluating the student's Activity Log, the following shall be considered –

  a. The individual student's effort and commitment.

  b. The originality and quality of the work produced by the individualstudent.

  c. The student's integration and co-operation with the work assigned.

  d. The completeness of the Activity Log.
- The Internship Evaluation shall include the following components and basedon Weekly Reports and Outcomes Description

  a. Description of the Work Environment.

b. Real Time Technical Skills acquired.
c. Managerial Skills acquired.
d. Improvement of Communication Skills.
e. Team Dynamics
f. Technological Developments recorded.

MARKS STATEMENT
(To be used by the Examiners)

INTERNAL ASSESSMENT STATEMENT

Name Of the Student:Programme of Study: Year of Study:

Group:

Register No/H.T. No:Name of the College:University:

Sl.No	***Evaluation Criterion***	***Maximum Marks***	***Marks Awarded***
1.	Activity Log	25	
2.	Internship Evaluation	50	
3.	Oral Presentation	25	
	GRAND TOTAL	100	

Date: Signature of the Faculty Guide

Certified by

Date: Signature of the Head of the Department/Principal

Seal: