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### **CAREER OBJECTIVE:**

To make a sound position in the corporate world and work enthusiastically to utilize my technical skills, which provide self-development and help me achieve personal as well as organizational goals.

# **EDUCATIONAL QUALIFICATION:**

Examination	Board/University	Institution	Aggregate (CGPA)
B-TECH (information science and technology)	Presidency University	Presidency University	8.21
12th (MPC)	Board of Intermediate Education, AP	Narayana Junior College	9.03
10th	Board of Secondary Education, AP	Good Shepherd English Medium School	9.00

### **TECHNICAL SKILLS:**

Programming Languages: C, Java, Python
 Frameworks: Spring boot(beginner), jQuery
 Tools Used: Visual studio code, sts, Eclipse

➤ DATABASE: MySQL

➤ Web programming languages: HTML, CSS, JavaScript, PHP

# PROJECTS UNDERTAKEN:

- 1. **Project Name:** ATM application
  - ➤ Description: It is desktop banking application built using java. It consists of savings account and current account As soon as you create a Account, Account number and Pin will be generated automatically By using your account number and pin number you can access the following operations like
  - Deposit
  - Withdrawal
  - Check balance

**Technologies Used:** Java

- 2. Project Name: Quiz Application
  - ➤ **Description:** There are many ways to test your knowledge. In those this quiz application is one of the platforms where you can test your knowledge by attending the given questions. In this application 6 questions are provided out of those any 4 questions will be given to attend the Quiz
  - ➤ Home page
  - > Quiz
  - ➤ High score
  - > Feedback page

Data is stored in MySQL

Technologies Used: HTML, CSS, JavaScript, PHP

- 3. **Project Name:** Logging library for APM on HRMS
  - **Description:** It is a Microservices based application which consist of 4 micro services written logs for all the services and logs are centralized and monitored
  - Admin services
  - > Employee service
  - Service Registry
  - ➤ API gateway
  - Cloud config

Data is stored in MySQL

Technologies Used: Java, Zipkin, Dynatrace

Frame work used: Spring Boot

### **REWARDS AND RECOGNITIONS:**

- Certification of Java from Sololearn
- > Certification of HTML, JavaScript, & Bootstrap from Udemy
- Certification of participation in INNOVATE INDIA CODING CHAMPIONSHIP
- Presented paper at National Conference

# PERSONAL DETAILS:

Name: BANNURU VEERENDRA

**Gender**: Male **Nationality**: Indian

Languages: English, Telugu, Kannada.

Permanent address: #28/1616, Noonepalli, RS road, Nandyal-518501

### **DECLARATION**:

I hereby declare that the above-written particulars are true to the best of my knowledge.

Place: Nandyal.

Date:

BANNURU VEERENDRA.



Topic: Control Constructs
To: Punith sir

### **Difference between If-else and Switch**

If-else	Switch	
It is used to choose between two options	It is used to choose between numerous options	
If the condition inside the if block is false, the	If the condition inside the switch is false, the	
statement inside the else block is executed	default statements are executed	
If-else values are determined by constraints	Switch values are determined by user	
	preferences	
It's difficult to make changes to if-else because	These are simple to change since they are easy	
it's time-consuming to figure out where the	to trace	
change needs to be made		
For numerous statements, you can use several if	For numerous statements in Switch, you only	
statements	have one expression	

# Nested if

# Nested if-else

System.out.println("Welcome to Kodnest");

### Nested if-else ladder

```
import java.util.Scanner;
public class NestedIfElseLadder
           public static void main(String[] args)
                      Scanner sc=new Scanner(System.in);
                      System.out.println("Enter your total marks");
                     int totalMarks = sc.nextInt();
                     if(totalMarks>=80)
                                 System.out.println("Enter your CS marks");
                                 int csMarks = sc.nextInt();
                                 sc.close();
                                if(csMarks>=60)
                                           System.out.println("Welcome to Tech club in KodNest");
                                else if(csMarks>=40)
                                           System.out.println("Welcome to the club in Kodnest");
                                else
                                           System.out.println("Welcome to Kodnest");
                      else
                      {
                                System.out.println("Welcome to Kodnest");
```

# Assignment

