RESUME

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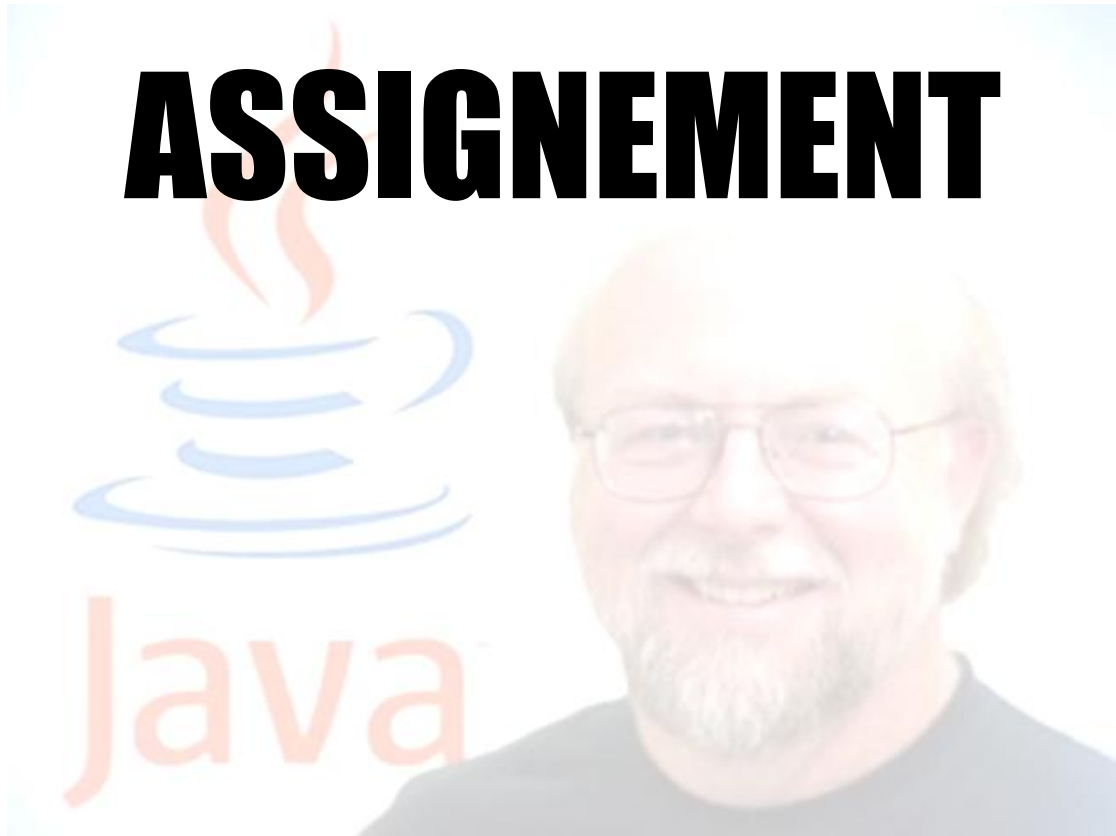
DECLARATION:
I hereby declare that the above-written particulars are true to the best of my knowledge.

Place: Nandyal.
Date:

BANNURU VEERENDRA.

ASSIGNEMENT

Topic: Wrapper class
To: Punith sir

Wrapper class

The wrapper class in Java provides the mechanism to convert primitive into object and object into primitive.

Primitive Data type	Wrapper class
char	Character
byte	Byte
short	Short
int	Integer
long	Long
float	Float
double	Double
boolean	Boolean

1. **Autoboxing** The automatic conversion of primitive types to the object of their corresponding wrapper classes is known as autoboxing.

Example – conversion of int to Integer, long to Long, double to Double, etc.

Program

```
public class Autoboxing
{
        public static void main(String args[])
        {
                int a=20;
                Integer i=a;

                System.out.println(a+" "+i);
        }
}
```

2. Unboxing

It is just the reverse process of autoboxing. Automatically converting an object of a wrapper class to its corresponding primitive type is known as unboxing.

Example – conversion of Integer to int, Long to long, Double to double, etc.

Program

```
public class Autoboxing
{
        public static void main(String args[])
        {
                Integer i=new Integer(3);
                int a=i;

                System.out.println(a+" "+i);
        }
}
```

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Thank you
sir