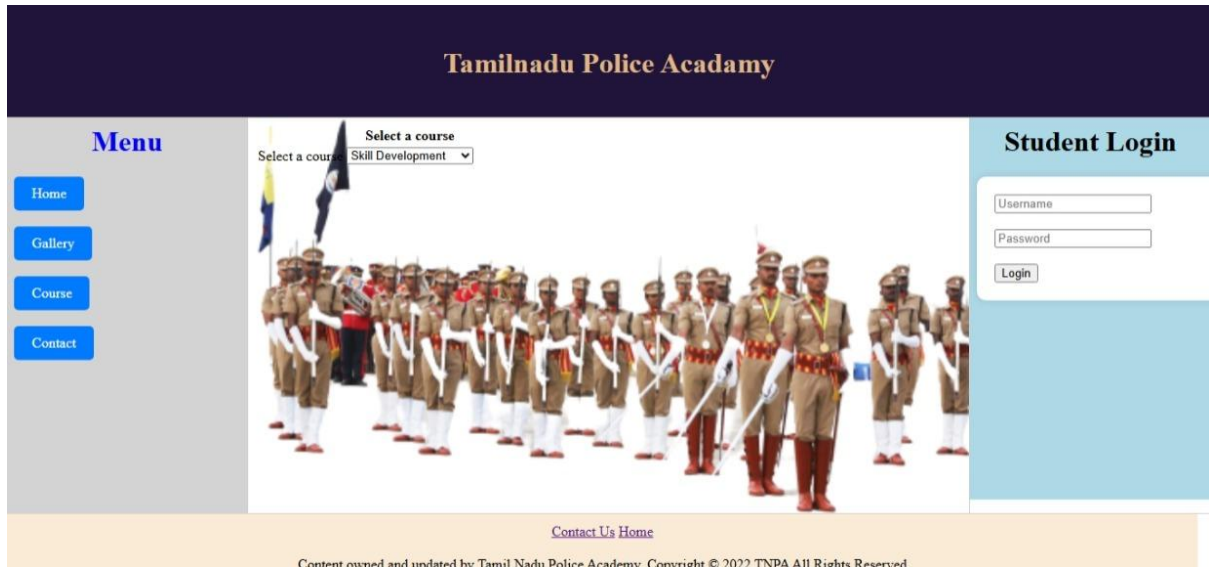


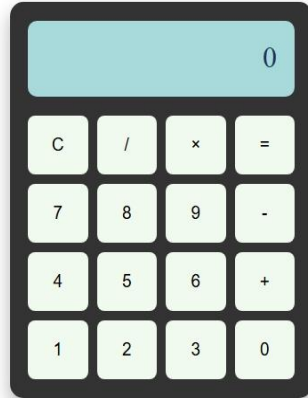
1st Week Project



Key Features and Sections

- **Header:** A large dark banner at the top displaying "Tamilnadu Police Academy" in gold-colored text.
- **Navigation Menu (Left):** A sidebar containing blue buttons for **Home**, **Gallery**, **Course**, and **Contact**.
- **Main Content Area (Center):**
 - An introductory text about the TNPA's history and its 129-acre campus.
 - Information regarding the one-year basic training programs and practical training for various officer ranks.
- **Student Login (Right):** A dedicated sidebar for users to enter a username and password to log into the system.
- **Footer:** Includes quick links ("Contact Us", "Home") and a copyright notice claiming the content was updated by the Academy in 2022.

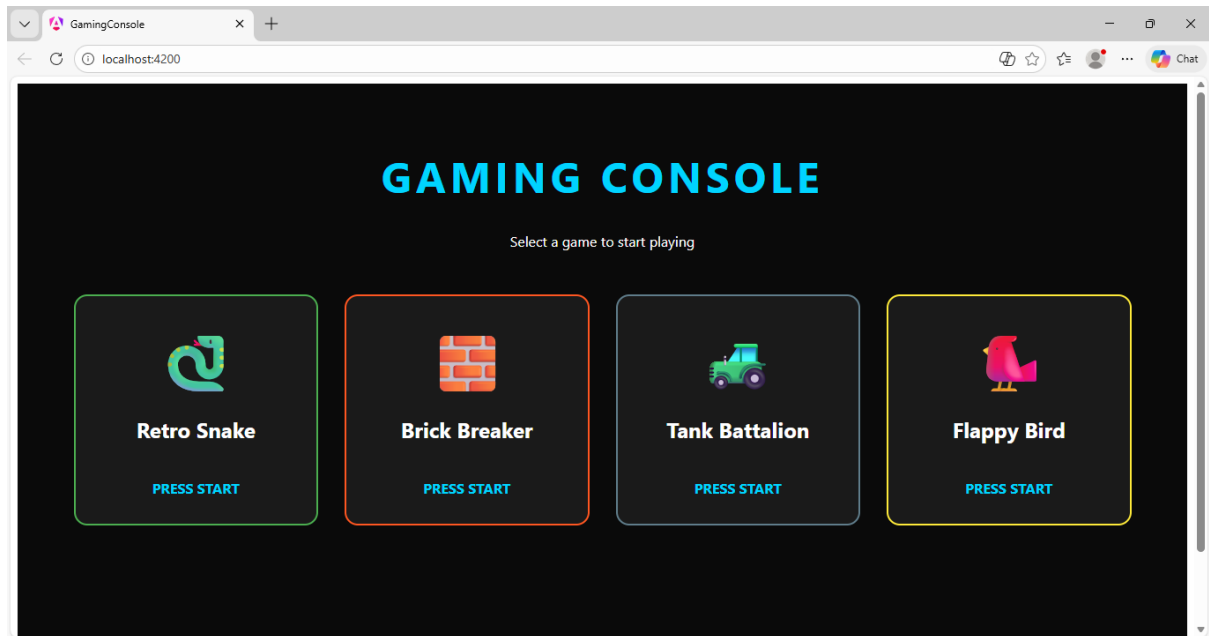
2st Week Project



Key Features

- **The Template (HTML):** You would use a grid or table to layout the buttons for numbers (\$0-9\$) and operators (\$+\$, \$-\$, \$\times\$, \$\div\$). Instead of hardcoding every button, you could use an `*ngFor` structural directive to loop through an array of button labels.
- **The Styles (CSS):** This is where you define the dark gray body, the rounded corners of the buttons, and the light blue display screen. You can use **Flexbox** or **CSS Grid** to ensure the buttons align perfectly as seen in the photo.
- **The Logic (TypeScript):** This replaces traditional JavaScript. You would create a variable (e.g., `displayValue`) and use **Data Binding** to show its value on the screen instantly.

Team Project



Key Features

- **Game Selection:** The interface features a dark-themed dashboard that allows users to choose from four distinct games: Retro Snake, Brick Breaker, Tank Battalion, and Flappy Bird.
- **Visual Design:** Each game is presented in a clean, card-based layout with unique icons and color-coded borders (green, orange, blue, and yellow) to help them stand out.
- **Interactive UI:** Every game card includes a "PRESS START" call-to-action button, indicating a user-friendly and highly interactive experience.
- **Component Architecture:** In Angular, each of these game cards is likely a reusable component, while the "Gaming Console" title and selection logic are managed by a parent app component.