STUDENT TOOLBOX

A PROJECT REPORT

Submitted By

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BONAFIDE CERTIFICATE

Certified that this Project Report entitled “STUDENT TOOLBOX” is the bonafide work of **JAI SARAN. S (Reg. No: 20203071401116), MUTHU GANESH. R (Reg. No: 20203071401121), RAM KUMAR. T (Reg. No: 20203071401129)** and **SUDHARSUN. M (Reg. No: 20203071401138)** who carried out the work under my supervision. Certified further that to the best of my knowledge the work reported herein does not form part of any other thesis or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

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1. ___________________

2. ___________________

External Examiners

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ABSTRACT

Student Toolbox is a project aimed at providing a comprehensive set of tools for students to assist them in their academic and professional pursuits. The toolbox comprises four major sections: Resume Builder, Flappy Bird Game, Calculator using VB, and Document Converter. Each section serves a distinct purpose and is designed to be user-friendly and intuitive.

The Resume Builder section allows students to create a professional resume tailored to their specific needs.

The Flappy Bird Game section is a fun and engaging game that allows students to take a break from their academic work and have some leisure time.

The Calculator using VB section provides students with a powerful tool for solving mathematical problems. The calculator is user-friendly.

The Document Converter section allows students to convert their documents into different formats. It supports various file formats, including PDF, DOC, and JPG, making it easy for students to share their documents with others.

Overall, the Student Toolbox project is a valuable resource for students, providing them with tools to succeed academically and professionally while also offering a fun and engaging way to take a break from their studies.

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INTRODUCTION

1.1. GENERAL

Student Tool Box is a comprehensive project designed to help students with their academic and personal needs. The toolbox features four major sections, each designed to address a specific area of concern.The first section is the Resume Builder, which provides an easy-to-use platform for students to create professional resumes. With customizable templates and helpful tips, students can create impressive resumes that showcase their skills and achievements.The second section is the Flappy Bird Game, a fun and challenging game that provides a break from studying and allows students to unwind.The third section is the Calculator using VB, which provides a powerful tool for students to solve complex mathematical equations. With a user-friendly interface and advanced features, this calculator is designed to help students with their academic work.Finally, the fourth section is the Document Converter, which allows students to convert files from one format to another with ease. This tool is particularly useful for students who need to submit assignments in specific formats or who need to convert files for compatibility with different devices.Overall, Student Tool Box is a valuable resource for students, offering a wide range of tools to help them succeed both academically and personally. Whether you need to create a resume, take a break with a fun game, solve a complex math problem, or convert a file, Student Tool Box has you covered.

1.2. NEED FOR THE STUDY

Student Tool Box is a valuable resource that can address the academic and personal needs of students. With the rising demands of academic work and the need to excel in different areas, students require a variety of tools to help them succeed. The following are some of the reasons why Student Tool Box is necessary for students:

Resume Builder: The ability to create a professional and impressive resume is essential for students who are preparing to enter the workforce. With the customizable templates and helpful tips provided by the Resume Builder section of Student Tool Box, students can easily create a resume that highlights their skills and achievements, making them stand out to potential employers.

Flappy Bird Game: While academic work is important, students also need to take breaks to unwind and relieve stress. The Flappy Bird Game section of Student Tool Box provides a fun and challenging game that allows students to take a break from their studies and engage in a fun activity.

Calculator using VB: Complex mathematical equations can be daunting for students, and having a powerful tool like the Calculator using VB section of Student Tool Box can help them solve these problems with ease. With a user-friendly interface and advanced features, this calculator can assist students with their academic work and help them understand complex mathematical concepts.

Document Converter: With different file formats and compatibility issues, students may struggle to convert files for different devices or submit assignments in specific formats. The Document Converter section of Student Tool Box can help students convert files from one format to another with ease, making it easier for them to complete their assignments and work with different devices.

In conclusion, Student Tool Box is a valuable resource for students, addressing their academic and personal needs. The various sections of the toolbox, including the Resume Builder, Flappy Bird Game, Calculator using VB, and Document Converter, provide students with the necessary tools to succeed academically and personally.

1.3. OBJECTIVE OF THE STUDY

The objective of the study on Student Tool Box is to evaluate its effectiveness in addressing the academic and personal needs of students. The study aims to assess the usefulness and effectiveness of each section, including the Resume Builder, Flappy Bird Game, Calculator using VB, and Document Converter, in helping students create professional resumes, take breaks, solve complex mathematical equations, convert files, and succeed academically and personally. Ultimately, the study seeks to determine the overall effectiveness of Student Tool Box as a resource for students.

SYSTEM ANALYSIS

System analysis is the process of examining an existing system or methodology with intent of improving it through better procedure and method. Before planning for improvement of the existing system, complete understanding about the system is essential. System analysis can collect the relative facts about the system. System is simply a set of components that interact to accomplish some purpose. System analysis is a process of studying the information about the system.

2.1. FEASIBILITY STUDY

A feasibility study is a high-level capsule version of the entire System analysis and Design Process. The study begins by classifying the problem definition. Feasibility is to determine if it’s worth doing. Once an acceptance problem definition has been generated, the analyst develops a logical model of the system. A search for alternatives is analyzed carefully. There are 3 parts in feasibility study.

1. Operational Feasibility
2. Technical Feasibility
3. Economical Feasibility

2.1.1. OPERATIONAL

Operational feasibility is the measure of how well a proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development. The operational feasibility assessment focuses on the degree to which the proposed development projects fits in with the existing business environment and objectives with regard to development schedule, delivery date, corporate culture and existing business processes. To ensure success, desired operational outcomes must be imparted during design and development. These include such design-dependent parameters as reliability, maintainability, supportability, usability, predictability, disposability, sustainability, affordability and others. These parameters are required to be considered at the early stages of design if desired operational behaviors are to be realized. A system design and development requires appropriate and timely application of engineering and management efforts to meet the previously mentioned parameters. A system may serve its intended purpose most effectively when its technical and operating characteristics are engineered into the design. Therefore, operational feasibility is a critical aspect of systems engineering that needs to be an integral part of the early design phase

2.1.2. TECHNICAL

This involves questions such as whether the technology needed for the system exists, how difficult it will be to build, and whether the firm has enough experience using that technology. The assessment is based on outline design of system requirements in terms of input, processes, output, fields, programs and procedures. This can be qualified in terms of volume of data, trends, frequency of updating in order to give an introduction to the technical system. The application is the fact that it has been developed on windows XP platform and a high configuration of 1GB RAM on Intel Pentium Dual core processor. This is technically feasible .The technical feasibility assessment is focused on gaining an understanding of the present technical resources of the organization and their applicability to the expected needs of the proposed system. It is an evaluation of the hardware and software and how it meets the need of the proposed system.

2.1.3. ECONOMICAL

Establishing the cost-effectiveness of the proposed system i.e. if the benefits do not outweigh the costs then it is not worth going ahead. In the fast paced world today there is a great need of online social networking facilities. Thus the benefits of this project in the current scenario make it economically feasible. The purpose of the economic feasibility assessment is to determine the positive economic benefits to the organization that the proposed system will provide. It includes quantification and identification of all the benefits expected. This assessment typically involves a cost/benefits analysis.

REQUIREMENT ANALYSIS

Even though there are lots of online quiz examination system software's available in the market it offers wide range of facilities with high end technologies. So cost & technology wise it is very difficult to maintain for users like us. Our "Online Quiz System" paves the way to conduct examinations during this pandemic which is far better than buying commercial software available in the global market. In future we can customize the software according to our need.

3.1. HARDWARE REQUIREMENTS

• Processor	:	Pentium 1 and above processors
• Memory	:	2 GB RAM
• Hard Disk Space	:	250 GB or more

3.2. SOFTWARE REQUIREMENTS

• Operating system	:	Windows XP / Windows 7 / 8.1 / 10 / 11
• Front End	:	HTML, CSS, Bootstrap, JavaScript, Visual Basic, Typescript
• Back End	:	Node.JS, React.js
• IDE	:	Microsoft Visual Studio Code Editor
• Browser	:	Google Chrome, IE, Opera, Mozilla Firefox

3.3. EXSISTING SYSTEM

In existing system, the PDF converter are being prepared manually by separated option with their third-party ads. It took a long time to do that process. There was a lot of ads and add premium membership to download high-quality file. Existing system has many disadvantages in it.

3.4. PROPOSED SYSTEM

Separate assessment is prone to errors and is not time efficient as discussed previously. So why not automate the whole assessment process? Why would a student spend his/her precious time waste to watch an Ads or spend money with premium membership? So our main objective is an online service to work with PDF file completely free and easy to use.

DESIGN AND PLANNING

4.1. DEVELOPMENT LIFE CYCLE MODEL

4.1.1. WATERFALLS MODEL

The waterfall model was selected as the SDLC model due to the following reasons:

- Requirements were very well documented, clear and fixed.
- Technology was adequately understood.
- Simple and easy to understand and use.
- There were no ambiguous requirements.
- Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
- Clearly defined stages.
- Well understood milestones. Easy to arrange tasks.

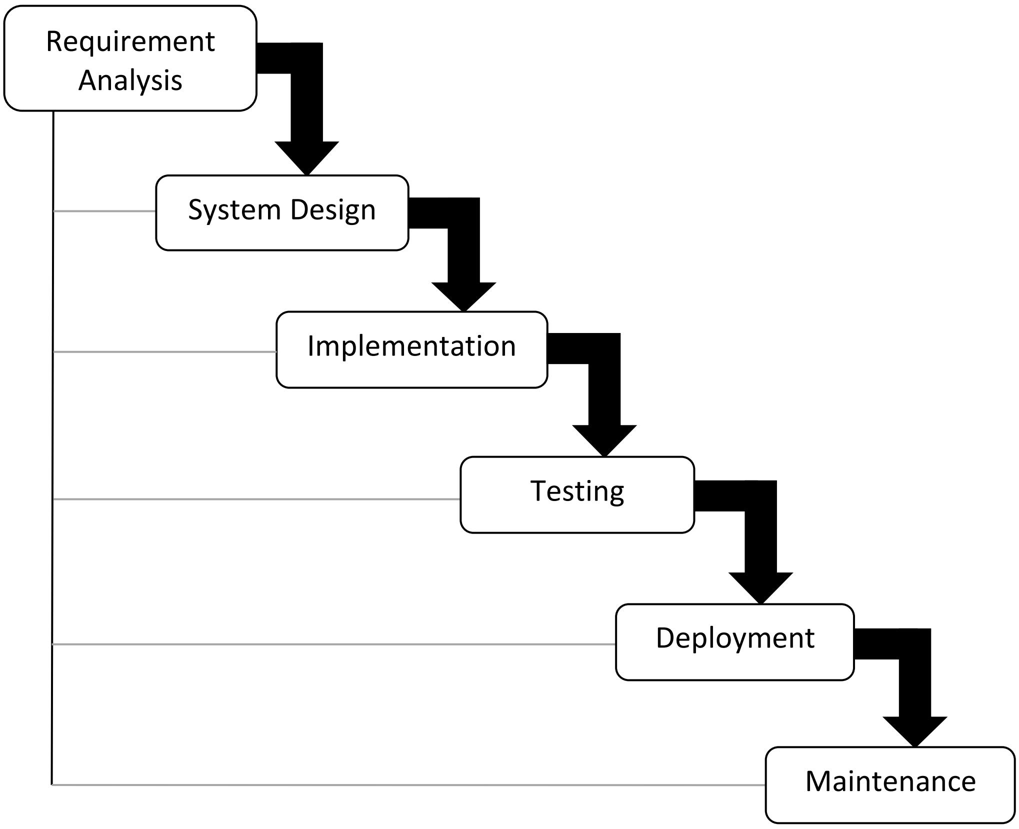

Figure: 4.1 Waterfalls Model

4.2. GENERAL OVERVIEW

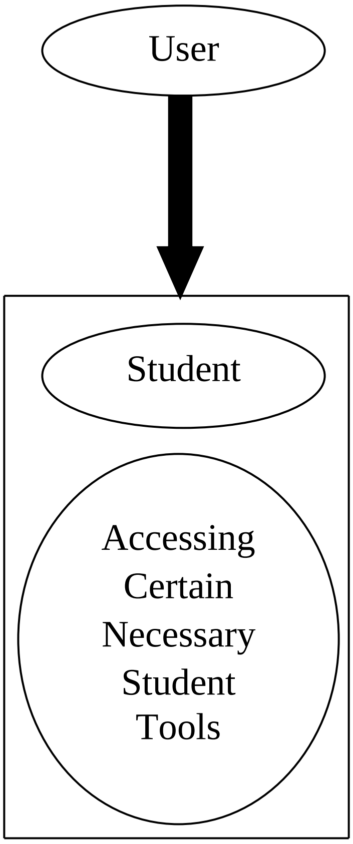

Figure: 4.2 General Overview Model

4.3. USE CASE DIAGRAM

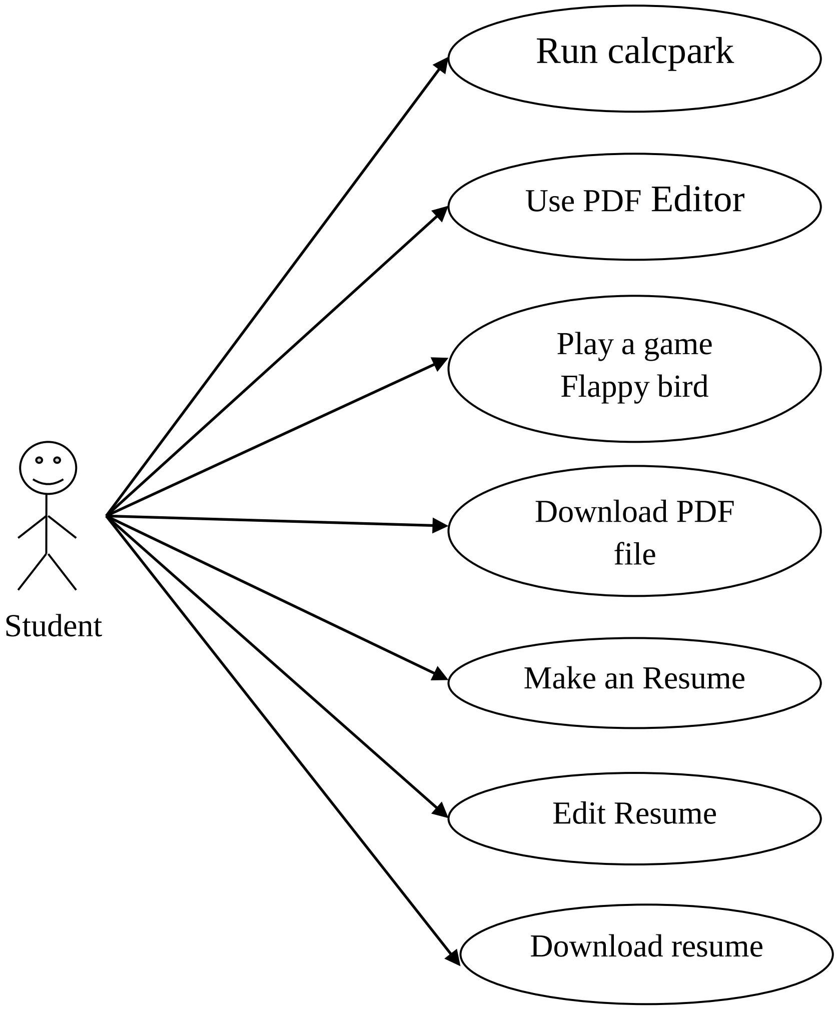

Figure: 4.3 Student Module

4.4. ER DIAGRAM

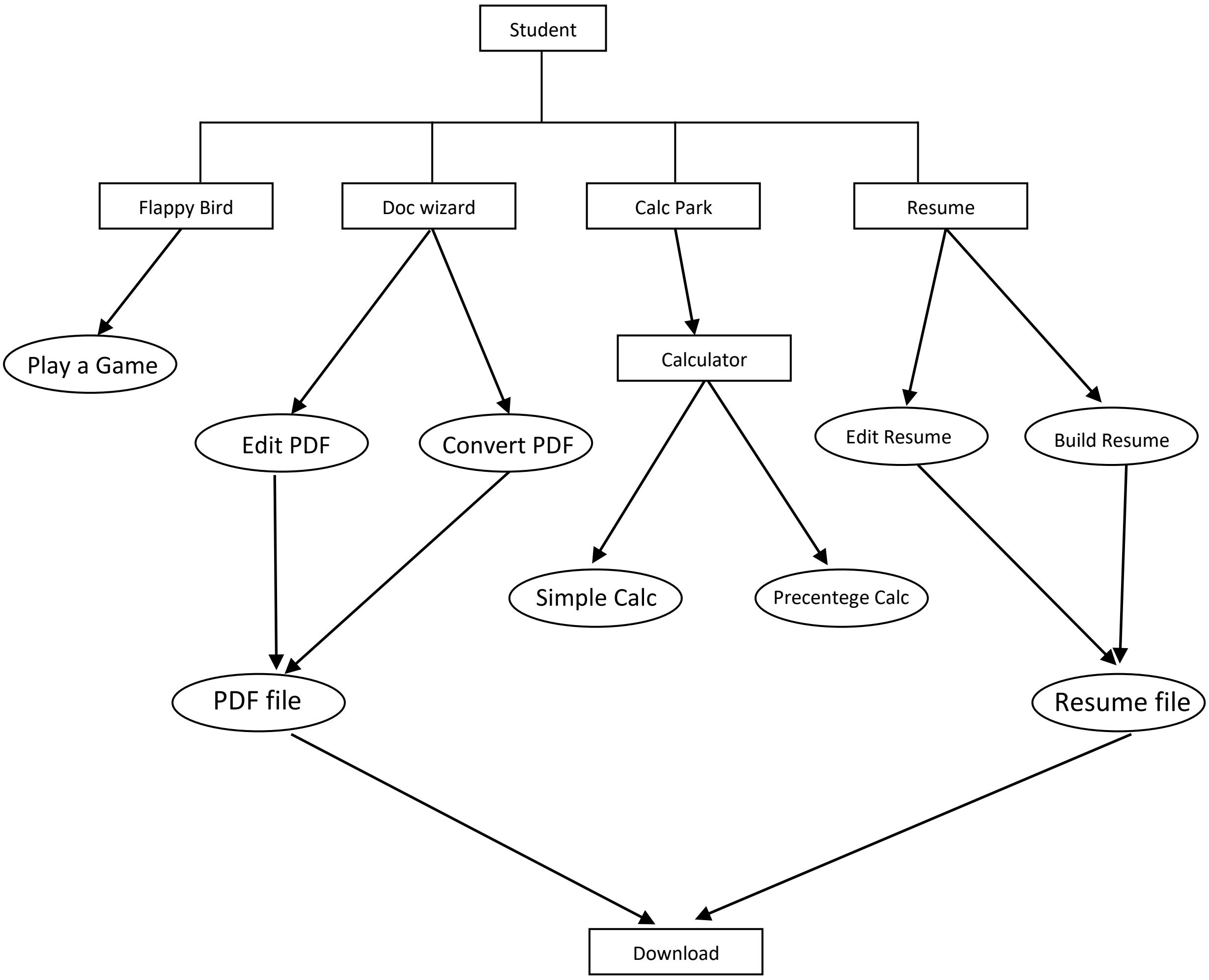

Figure: 4.6 ER – Diagram

IMPLEMENTATION

5.1. FRONT END

Let’s start at the beginning. So what is front-end web development, also called client-side development, refers to writing Hyper Text Markup Language (HTML), Cascading Style Sheets (CSS) and JavaScript code for a website or web application so that users can see and interact directly with them.

To delve further into this subject, it is important to know the basic differences between front-end development, back-end development and full-stack development. Simply put, a front end developer works on the parts / aspects of an app or website that users get to see and interact with. Whereas a back-end developer handles the behind-the-scenes aspects of the said app or website, say the infrastructure and databases. On the other hand, a full-stack developer does both, so it’s someone who deals with the whole design process from start to finish.

The main front-end development languages, as we have seen already, are HTML, CSS and JavaScript. JQuery has also been used but it is said to be going out of style whereas many legacy projects still use the JavaScript library, ensuring it continues to be taught at front-end boot camps. Front-end development also deals extensively with responsive design along with typography, layouts, grid system, and color theory. Now we are further going to discuss the languages that are used in front-end development of this project.

5.1.1. HTML

Hypertext Markup Language (HTML) 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 (CSS) and scripting languages such as JavaScript. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document. 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. HTML elements are delineated by tags, written using angle brackets. Tags such as <img /> and <input /> directly introduce content into the page. Other tags such as <p> surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), former maintainer of the HTML and current maintainer of the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

5.1.2. CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like 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, and reduce complexity and repetition in the structural content.

CSS information can be provided from various sources. These sources can be the web browser, the user and the author. The information from the author can be further classified into inline, media type, importance, selector specificity, rule order, inheritance and property definition. CSS style information can be in a separate document or it can be embedded into an HTML document. Multiple style sheets can be imported. Different styles can be applied depending on the output device being used; for example, the screen version can be quite different from the printed version, so that authors can tailor the presentation appropriately for each medium. The style sheet with the highest priority controls the content display. Declarations not set in the highest priority source are passed on to a source of lower priority, such as the user agent style. The process is called cascading.

One of the goals of CSS is to allow users greater control over presentation. Someone who finds red italic headings difficult to read may apply a different style sheet. Depending on the browser and the web site, a user may choose from various style sheets provided by the designers, or may remove all added styles and view the site using the browser's default styling, or may override just the red italic heading style without altering other attributes.

5.1.3. Bootstrap

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation and other interface components. Bootstrap is the third-most starred project on GitHub, with more than 135,000 stars, behind only free Code Camp (almost 305,000 stars) and marginally behind Vue.js framework. According to Alexa Rank, Bootstrap getbootstrap.com is in the top-2000 in US while vuejs.org is in top-7000 in US.

Bootstrap is a web framework that focuses on simplifying the development of informative web pages (as opposed to web apps). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. As such, the primary factor is whether the developers in charge find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. The result is a uniform appearance for prose, tables and form elements across web browsers. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-colored tables, page headings, more prominent pull quotes, and text with a highlight.

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web browsers. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-colored tables, page headings, more prominent pull quotes, and text with a highlight.

5.1.4. JavaScript

JavaScript is a high-level, dynamic programming language that is widely used for creating interactive web pages and web applications. It is one of the three core technologies of the World Wide Web, alongside HTML and CSS. JavaScript code can be embedded directly into HTML documents, or it can be included in separate JavaScript files that are referenced by the HTML document.

JavaScript was first introduced in 1995 by Brendan Eich while he was working at Netscape Communications Corporation. It was initially called Mocha, then renamed to LiveScript, and finally renamed to JavaScript to capitalize on the popularity of the then-new Java programming language. Since then, JavaScript has evolved into a powerful and versatile language that is used by millions of developers around the world.

One of the key features of JavaScript is its ability to manipulate the Document Object Model (DOM) of a web page. The DOM is a hierarchical tree-like structure that represents the content and structure of an HTML document. With JavaScript, you can add, remove, or modify elements of the DOM in real time, allowing you to create dynamic and interactive web pages that respond to user input.

JavaScript also supports a wide range of programming paradigms, including object-oriented, functional, and procedural programming. It has a large and active community of developers who have created numerous libraries and frameworks that make it easier to develop complex web applications. Some of the most popular JavaScript frameworks include jQuery, React, Angular, and Vue.js.

5.1.5. Visual Basic

Visual Basic 6.0 is a programming language and integrated development environment (IDE) used to develop software applications for Windows operating systems. The language is an object-oriented programming (OOP) language that is designed to be easy to learn and use. Visual Basic 6.0 allows developers to create user interfaces and interact with databases and other software systems.

The Visual Basic 6.0 IDE consists of several components, including a code editor, a form designer, and a debugger. The code editor allows developers to write and edit code, while the form designer allows them to create user interfaces visually. The debugger is used to find and fix errors in code.

Visual Basic 6.0 uses a variety of data types, including integers, strings, and Boolean values, to store data. It also supports arrays, which allow developers to store and manipulate large sets of data. Visual Basic 6.0 also includes a set of built-in functions and objects, such as the MsgBox function for displaying messages to users and the FileSystemObject object for working with files and folders.

Visual Basic 6.0 can be used to create a wide variety of applications, including database applications, games, and utility programs. The language is particularly well-suited for creating applications with graphical user interfaces (GUIs) and for working with databases. In addition to the built-in functionality provided by the language, Visual Basic 6.0 can also be extended with third-party libraries and add-ons.

5.1.6. TYPESCRIPT

TypeScript is a free and open-source programming language developed by Microsoft. It is a strict syntactical superset of JavaScript, which means that any valid JavaScript code is also valid TypeScript code. TypeScript adds optional static typing and other features to JavaScript, making it more powerful and robust.

One of the main advantages of TypeScript is its strong type system. TypeScript allows developers to define types for variables, parameters, and functions, making it easier to catch errors early on in the development process. This can lead to more reliable and maintainable code.

TypeScript also supports object-oriented programming (OOP) principles, including classes, interfaces, and inheritance. This makes it easier to organize and structure code for larger projects, and it can help improve code reusability.Another benefit of TypeScript is its tooling support. TypeScript is supported by many code editors and integrated development environments (IDEs), which provide features such as code completion, error checking, and refactoring. This can help developers write code more efficiently and reduce the risk of bugs.

TypeScript can be used for both client-side and server-side programming, and it can be integrated with other popular web frameworks and libraries, such as React and Angular. TypeScript can also be compiled into JavaScript, which means it can run on any browser or server that supports JavaScript.

Overall, TypeScript is a powerful and flexible programming language that can improve code quality and reduce the risk of errors. Its strong type system, OOP support, and tooling make it an excellent choice for building large, complex web applications.

5.2. BACK END

Back-end development, also called server-side development, alludes to the behind-the-scenes activities that take place when an action is performed on a website. This action could be logging in to one’s account or purchasing a watch from an online store. So a backend developer trains his/her sights on databases, scripting and the architecture of websites. The code written by such a back-end developer helps in passing on the database information to the browser.

5.2.1. NODE.JS

Node.js is a popular open-source runtime environment that allows developers to run JavaScript code on the server-side, making it an excellent choice for backend development. Node.js is built on the V8 JavaScript engine used in Google Chrome, which makes it fast and efficient.

One of the main advantages of Node.js is its non-blocking I/O model, which allows it to handle large amounts of data and requests without slowing down. This makes it a great choice for building scalable and high-performance web applications.

Node.js also has a vast ecosystem of packages and modules available through its package manager, npm. These packages can be easily integrated into Node.js applications, allowing developers to save time and effort when building complex applications.

Additionally, Node.js is cross-platform, which means it can run on various operating systems, including Windows, macOS, and Linux, making it a versatile choice for developers. Its popularity has led to the creation of many online communities, forums, and resources that provide support and information for developers using Node.js.

Overall, Node.js is a powerful tool for building fast, scalable, and efficient server-side applications, making it an excellent choice for backend development.

5.2.2. REACT.JS

React.js, often referred to as simply React, is an open-source JavaScript library that is widely used for building user interfaces (UIs) for web applications. React was developed by Facebook, and it has become one of the most popular front-end frameworks in the world.

One of the key features of React is its ability to handle complex UIs with ease. React uses a component-based architecture, which allows developers to break down complex UIs into smaller, reusable components. This makes it easier to maintain and update the codebase over time.

Another advantage of React is its virtual DOM, which is a lightweight copy of the real DOM. When a user interacts with a React-based web application, the virtual DOM is updated instead of the real DOM. This makes React faster and more efficient, as it only updates the parts of the UI that have changed, rather than re-rendering the entire page.

React also integrates well with other libraries and frameworks, making it easy to build complex web applications. React Native, for example, is a framework that allows developers to use React to build native mobile applications for iOS and Android devices.

Overall, React is a powerful and flexible tool for building user interfaces for web applications. Its popularity, large community, and vast ecosystem of libraries and tools make it an excellent choice for front-end development.

5.3. SOURCE CODE

Index.html

```
<!DOCTYPE html>

<html>

<head>

	<title>Student Toolbox</title>

	<!-- Include Bootstrap CSS -->

	<link rel="stylesheet"
href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/css/bootstra
p.min.css">

    <link rel="stylesheet" type="text/css" href="css/style.css">


	<!-- Include jQuery -->

	<script src="https://code.jquery.com/jquery-
3.2.1.slim.min.js"></script>

	<!-- Include Bootstrap JS -->

	<script
src="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/js/bootstrap.
min.js"></script>

	<style>

		.tool-box {

			background-color: #fff;

			border-radius: 10px;

			box-shadow: 0px 2px 10px rgba(0, 0, 0, 0.3);
```

```
     padding: 20px;
     margin-bottom: 20px;
     height: 450px;
     text-align: center;
}
.tool-box:hover {
     box-shadow: 0px 2px 20px rgba(0, 0, 0, 0.5);
}
.tool-box img {
     max-width: 100%;
     max-height: 180px;
     margin-bottom: 15px;
}
.tool-box h3 {
     font-size: 24px;
     margin-bottom: 15px;
     color: #5a5a5a;
     font-weight: bold;
}
.tool-box p {
     font-size: 18px;
     line-height: 24px;
     color: #999;
     margin-bottom: 20px;
}
.tool-box a.btn {
     background-color: #007bff;
     color: #fff;
```

```
                border-radius: 5px;

                padding: 10px 30px;

                font-size: 18px;

                font-weight: bold;

                transition: all .3s ease;

                margin-top: auto;

           }

           .tool-box a.btn:hover {

                background-color: #0056b3;

                color: #fff;

                text-decoration: none;

                box-shadow: 0px 2px 20px rgba(0, 0, 0, 0.5);

           }

      </style>

</head>

<body>

    <div class="title">

        <a href="docwizard.html" id="navbartitle">Student 
Toolbox</a>

    </div>

    <nav class="sticky-top">


        <div class="nav">

            <ul>

                <a href="#download">

                    <li>Calc Park</li>

                </a>

                <a href="../Flappy Bird/flappybird.html" 
target="_blank">
```

```
                    <li>Flappy Bird</li>
                </a>
                <a href="pdf to excel.html">
                    <li>Docwizard</li>
                </a>
                <a href="http://localhost:3000/" target="_blank">
                    <li>Resume Builder</li>
                </a>
            </ul>
        </div>
    </nav>
      <br><br>
      <div class="container">
           <div class="row">
                <div class="col-md-6">
                     <div class="tool-box" >
                          <img src="images/calcpark.jpg"
alt="Calculator Park">
                          <h3>Calc Park</h3>
                          <p>Calc Park is a Visual Basic
application that provides a normal and percentage calculator. It
is a useful tool for performing basic and percentage calculations
quickly and easily.</p>
                          <a href="../Calc Park/CALC PARK.rar"
id="download" class="btn btn-primary">Download Calc Park
Application</a>
                     </div>
                </div>
                <div class="col-md-6">
                     <div class="tool-box">
```

```
                            <img src="images/docwizard.jpg"
alt="Docwizard">

                    <h3>Doc Wizard</h3>

                            <p>Doc Wizard is a tool for converting
documents from one format to another. It supports a variety of
file types, including PDF, DOC, and JPG.</p>

                            <a href="http://127.0.0.1:3000/"
target="_blank" class="btn btn-primary">Use Doc Wizard</a>

                      </div>

                 </div>

           </div>

           <div class="row">

                 <div class="col-sm-6">

                      <div class="tool-box">

                            <img src="images/resume.jpg"
alt="Resume Builder">

                            <h3>Resume Builder</h3>

                            <p>Resume Builder is a web-based tool
that allows users to create professional-looking resumes quickly
and easily. It provides a variety of templates and customization
options to help users create a resume that suits their needs.</p>

                            <a href="http://localhost:3000/"
target="_blank" class="btn btn-primary">Build a Resume</a>

                      </div>

                 </div>

                 <div class="col-sm-6">

                      <div class="tool-box">

                            <img src="images/flappybird.jpg"
alt="Flappy Bird Game">

                            <h3>Flappy Bird Game</h3>

                            <p>Flappy Bird is a popular game that
challenges players to navigate a bird through a series of
obstacles. This version of the game is built using HTML, CSS, and
JavaScript.</p>
```

```
                            <a href="../Flappy
Bird/flappybird.html" target="_blank" class="btn btn-primary">Play
Flappy Bird</a>

                      </div>

                </div>

           </div>

      </div>

</body>

</html>
```

flappybird.html

```
<html>

<head>
    <style>
        /* Load the flappybird font from an external source */

        @font-face {
            font-family: flappybird;
            src:
url('http://www.mediafont.com/storage/contents/3184/font.eot');
            /* IE */
            src:
url('http://www.mediafont.com/storage/contents/3184/04B_19__.TTF')
;
            /* non-IE */
        }

        body {
            margin: 0;
            /* Make sure the body has 0 margin initially */
            width: 100%;
            /* Define we're using full width of the browser */
            height: 100%;
            /* Define we're using full height of the browser */
            overflow: hidden;
            /* Hide scrollbars */
        }

        #Canvas {
            position: relative;
            /* Position relative, so all absolute items will be
"contained"" through here */
            width: 100%;
            /* Define that we're using the full width of the body
*/
            height: 100%;
            /* Define that we're using the full width of the body
*/
            background: url(sky.jpg);
            background-size: cover;
            /* Temporary color background */
        }

        #Birdy {
            /* Ratio is about 1.449 (Width/Height) */
            width: 2.9%;
            padding-bottom: 2%;
            background-image:
url('http://flappybird.io/img/bird.png');
            background-size: 300%;
            /* Make the width 300% of the current width, so that
only 1 frame fits and the other 2 frames are hidden */
            position: absolute;
            /* Absolutely positioned, so it's out of flow of
regular elements, position wherever we'd like */
            top: 50%;
            /* We're going to be around middle of the screen (a
bit lower due to height)*/
            left: 20%;
            /* We're going to be at around 20% left of the screen
*/
            z-index: 150;
            /* Display in front of pipes even after getting hit by
them */
        }

        .FallenBirdy {
            -webkit-transform: rotate(90deg);
            -moz-transform: rotate(90deg);
            -ms-transform: rotate(90deg);
            -o-transform: rotate(90deg);
            transform: rotate(90deg);
        }

        #PauseButton {
            position: absolute;
            /* Position button so it's not hugging the screen edge
*/
            top: 2%;
            right: 1%;
            width: 3%;
            /* Make the width scale with the canvas size */
            height: 0;
            /* Set an initial 0 height */
            /* Use padding of same width% to create a square
                 Padding uses percentages based on width, so we're
going to use padding that'll add up to 3%*/
            padding-top: 1.25%;
            padding-bottom: 1.75%;
            background: orange;
            border-radius: 5px;
            /*Rounded corners*/
            font-size: 2.6vw;
            /* Scale Font to 3% of ViewPort*/
            text-align: center;
            /* Horiziontally center pause text */
            z-index: 50;
            /* Make it lay on top of the pipes */
            cursor: pointer;
            /* Make it appear like it's a button so the cursor
turns into a hand when hovered */
        }

        #PauseButton span {
            line-height: 3%;
            /*Vertically center the pause text */
            margin-left: 3%;
            /* Adjust pause text position */
        }

        .Pipe {
            position: absolute;
            /* Position it absolutely, not in document flow */
            top: 0;
            /* Hug the top of the screen */
            left: 100%;
            /* Start off the screen */
            width: 5%;
            /* Arbitrary pipe percentage */
            background: lime;
            border: double yellow 1px;
            animation: PipeMovement 15s linear;
            /* Run the movement animation in 15 seconds linearly
*/
```

```
            -webkit-animation: PipeMovement 15s linear;
            /* webkit prefix */
        }

        @keyframes PipeMovement {
            from {
                left: 100%
            }
            /* Define that we'll start at position 100% left (off
screen to the right) */
            to {
                left: -25%
            }
            /* Define that we'll end at -25% left (off screen to
the left) */
        }

        @-webkit-keyframes PipeMovement {
            /* webkit prefix */
            from {
                left: 100%
            }
            to {
                left: -25%
            }
        }
        /* Pause the animation when the user hits the pause button
*/

        .paused {
            -ms-animation-play-state: paused;
            -o-animation-play-state: paused;
            -moz-animation-play-state: paused;
            -webkit-animation-play-state: paused;
            animation-play-state: paused;
        }
        /* Prevents the user from highlighting elements we don't
want highlighted' */

        .noSelect {
            -webkit-touch-callout: none;
            -webkit-user-select: none;
            -khtml-user-select: none;
            -moz-user-select: none;
            -ms-user-select: none;
            user-select: none;
        }
        #LostScoreScreen {
            /* Position the score box so it's perfectly centered
on screen */
            position: relative;
            /* Position relative inside the absolute container */
            left: -50%;
            /* Move it so half of it is left of the center */
            margin-top: -70%;
            /* Raise it so that it's about center */
            padding: 5px 0px 5px 12px;
            /* Center the text properly and give it a bit of space
*/
            background: #ded895;
            /* Random color, kinda matches flappy bird */
            border-radius: 4%;
            /* Give it rounded edges */
            border: 2px solid black;
            /* 2px thick black border for the score screen */
            text-align: center;
            /* Horiziontally center the text */
            display: none;
            /* Hide initially */
            font-family: flappybird;
            /* Use the flappybird font for the score */
            font-size: 2vw;
            /* Scale the font to 2% of viewport */
            color: white;
            /* White font */
            text-shadow: /* Give it a 2px of "text shadow" to act
as an outline to the score text */
            -2px -2px 0 #000, 2px -2px 0 #000, -2px 2px 0 #000,
2px 2px 0 #000;
            z-index: 150;
            /* Pop the box above the pipes */
        }

        #CurrentScoreCard {
            /* Position the score box so it's perfectly centered
on screen */
            position: relative;
            /* Position relative inside the absolute container */
            left: -50%;
            /* Move it so half of it is left of the center */
            margin-top: -700%;
            /* Raise it so that it's above center */
            text-align: center;
            /* Horiziontally center the text */
            font-family: flappybird;
            /* Use the flappybird font for the score */
            font-size: 4vw;
            /* Scale the font to 2% of viewport */
            color: white;
            /* White font */
            text-shadow: /* Give it a 2px of "text shadow" to act
as an outline to the score text */
            -2px -2px 0 #000, 2px -2px 0 #000, -2px 2px 0 #000,
2px 2px 0 #000;
            z-index: 50;
            /* Raise above the pipes */
        }

        #DebugInfo {
            position: absolute;
            top: 0;
            left: 0;
            width: 150px;
            height: 250px;
            z-index: 25;
            background: gray;
            opacity: 0.7;
            color: white;
            display: none;
        }
    </style>

    <!-- Bootstrap CSS from MaxCDN -->
    <link rel="stylesheet"
href="http://netdna.bootstrapcdn.com/bootstrap/3.1.1/css/bootstrap
.min.css">
</head>

<body>
    <div id="Canvas">
        <!-- Inline CSS -->

        <div id="InstructionBox" style="position: absolute; left:
50%; display:none;">
            <div style="position: relative; left: -50%; z-index:
150; font-family:flappybird; color:white; font-size: 2vw;"
class="noSelect">
                Press W to Fly <br> Enter to Reset <br> "P" to
Pause
            </div>
        </div>

        <div style="position: absolute; left: 50%; top: 50%;">
```

```
            <div id="CurrentScoreCard" class="noSelect">
                <span id="CurrentScore">0</span>
            </div>
        </div>

        <div style="position: absolute; left: 50%; top:
80%;width:400px;">
            <div id="LostScoreScreen" class="noSelect">
                <span>Score</span>
                <br>
                <span id="FinalScore">0</span>
                <br>
                <span>Best</span>
                <br>
                <span id="BestScore">0</span>
                <br>
                <button id="ResetButton" type="button" class="btn
btn-warning">Reset</button>
            </div>
        </div>

        <div id="DebugInfo" class="noSelect"></div>
        <div id="Birdy" style=" background-position-x: 400%;">
        </div>
        <div id="PauseButton" class="noSelect">
            <span class="glyphicon glyphicon-pause"></span>
        </div>
    </div>

    <!-- jQuery from Google CDN -->
    <script
src="http://ajax.googleapis.com/ajax/libs/jquery/1.11.0/jquery.min
.js"></script>
    <script>
        $(function() {
            $('#InstructionBox').slideDown(); //Slide down the
instructions box
            setTimeout(function() {
                $('#InstructionBox').slideUp();
            }, 5000); //Make it slide up after 5 seconds

            var canvasObject = $('#Canvas');

            var gameLoopIntervalID = 0;
            var Paused = true;

            var Lost = false;
            function pauseGame() {
                clearInterval(gameLoopIntervalID); //Stop the
timer
                $('.Pipe').addClass('paused'); //Pause the CSS3
animation so the pipes don't move.
                $('#PauseButton span').removeClass('glyphicon-
pause').addClass('glyphicon-play'); //Swap out the pause text with
the play text
                Paused = true; //Set paused flag to true
            }

            function startGame() {
                if (Lost) {
                    return; //Don't unpause if we're already dead
                }
                //Run the gameLoop every 100ms and save the ID for
stopping
                gameLoopIntervalID = setInterval(function() {
                    gameLoop();
                }, 35);
                $('.Pipe').removeClass('paused'); //Unpause the
CSS3 animations
                $('#PauseButton span').removeClass('glyphicon-
play').addClass('glyphicon-pause'); //Swap out the play text with
the pause text
                Paused = false; //Set pause flag to false
            }

            function endGame() {
                Lost = true; //Set the lost flag to true, so they
can't unpause;
                pauseGame(); //"Pause" the game
                var cookieScore = getCookie('HighScore');
                console.log(Math.max(CurrentScore, cookieScore));
                console.log(cookieScore);
                setCookie('HighScore', Math.max(CurrentScore,
cookieScore), 30000); //Store the highest score between current
score and saved score
                Birdy.BirdyObject.animate({
                    top: '90%'
                }, 1500, 'linear'); //Drop our birdy
                $('#FinalScore').html(CurrentScore); //Update the
current score
                $('#BestScore').html(Math.max(CurrentScore,
cookieScore)); //Update the current score
                $('#LostScoreScreen').slideDown(); //Have a nice
slideDown for the score screen
            }
            function resetGame() {
                pauseGame(); //Pause the game first, so we'll kill
the last game loop
                $('.Pipe').remove(); //Remove all pipes
                Lost = false; //Reset the lost flag
                CurrentScore = 0; //Reset the score
                Birdy.Reset(); //Reset the bird object
                startGame(); //Restart the game loop
                $('#LostScoreScreen').slideUp(); //Have a nice
slideUp for the score screen
            }

            //Toggle the pause function
            function togglePause() {
                if (!Paused) {
                    pauseGame();
                } else {
                    startGame();
                }
            }

            var CurrentScore = 0;

            $('#PauseButton').mousedown(function(event) {
                event.stopPropagation(); //Don't allow the click
to register as a "jump" command, by stopping it's propagation
through the DOM tree.
                togglePause(); //Toggle the pause.
            });

            $('#ResetButton').click(function() {
                resetGame();
            });

            $('body').keydown(function(event) {
                if (event.which == 87) {
                    Birdy.jump(); //Jump when the user clicks
                }
            });

            $('body').keydown(function(event) {
                if (event.which == 13) {
                    resetGame();
                }
                if (event.which == 80) {
                    togglePause(); //Toggle the pause.
                }
            });

            //Count how many gameLoops have passed
            var gameLoopCounter = 0;

            function gameLoop() {

                if (gameLoopCounter % 3 === 0) { //Reduce to every
2 loops to improve performance
                    incrementScore();
                    checkCollisions();
                }

                isInBound(Birdy.BirdyObject, canvasObject);
                Birdy.fall();

                //TODO: Add decrease time between pipes as score
increases
                if (gameLoopCounter % 90 === 0) {
                    addPipe(); //Add a pipe every 90 loops ~2.7
seconds
                    cleanPipes(); //Remove pipes as well
                }

                if (gameLoopCounter % 7 === 0) { //Flap the wings
every 7 loops
                    Birdy.flapWings();
                }

                gameLoopCounter++;
            }

            var Birdy = new(function() {
                var selectorObject = $('#Birdy');

                var jumping = false;

                var gravVeloc = 0;

                var gravAccel = 0.3;

                var terminalVelocity = 5;

                //Current angle of the bird
                var Angle = 0;

                //Wing flap counter
                var WingPosition = 0;
                //Sequence of the wing flapping
                var WingPositions = [0, 1, 2, 1];

                this.Reset = function() {
                    jumping = false;
                    gravVeloc = 0;
                    Angle = 0;
                    WingPosition = 0;
                    selectorObject.stop().rotate(0).css('top',
'50%');
                }

                this.fall = function() {
                    if (!jumping) { //Check if we're jumping
                        //If we're currently not jumping
                        selectorObject.stop().animate({
                            top: '+=' + gravVeloc + '%'
                        }, 30, 'linear'); //Stop any current
animations and then drop the bird by Velocity%
                        gravVeloc += gravAccel; //Add the
acceleration scalar to the velocity scalar.
                        //Limit the maximum velocity of the bird
                        if (gravVeloc > terminalVelocity) {
                            gravVeloc = terminalVelocity;
                        }
                        var AdjustedAngle = Angle + 15 *
(gravVeloc / terminalVelocity) ^ 2;
                        adjustAngle(Math.min(AdjustedAngle, 90));
                        $('#DebugInfo').html('Gravity: ' +
gravVeloc);
                    } else {
                        gravVeloc = 0; //Reset the falling
velocity.
                        //console.log('Grav Disabled');
                    }
                };

                this.jump = function() {
                    if (Paused) { //If we're paused, don't let our
bird jump
                        return;
                    }
                    jumping = true; //Set that we're jumping right
now
                    adjustAngle(-45);
                    selectorObject.stop().animate({
                        top: '-=10%'
                    }, 100, 'linear', function() { //stop any
current animations and "Jump" up 9% in 100ms linearly.
                        jumping = false; //Set our jumping flag to
false right after our jump
                        Birdy.fall(); //Run the fall immediately
                    });
                };

                this.flapWings = function() {
                    WingPosition++; //Increment wing flapping
counter

                    if (Angle > 45) { //If the bird is falling,
put the wings back to center
                        WingPosition = 1;
                    }

                    selectorObject.css("background-position-x",
WingPositions[WingPosition % 4] * 50 + "%"); //Move the backgroud
position of the bird to animate the flapping
                }

                function adjustAngle(angle) {
                    selectorObject.rotate(angle); //Rotate the bid
                    Angle = angle; //Set the current angle of the
bird so we can read it
                }


                this.BirdyObject = selectorObject;
            });

            //Generate a new pipe
            function addPipe() {
                var PipeGap = 30, //Gap between pipes in %
                    MinPipeHeight = 5; //Minimum pipe height, so
the pipes are still okay sized.

                var MaxTopPipeHeight = 100 - PipeGap - 2 *
MinPipeHeight; //Max height the top pipe can be
                var TopPipeHeight = Math.random() *
MaxTopPipeHeight + MinPipeHeight; //Actual top pipe height, which
is random.
                var BottomPipeTop = TopPipeHeight + PipeGap;
//This calculates where the bottom pipe would be in position
                var BottomPipeHeight = 100 - BottomPipeTop; //This
calculates how tall the bottom pipe should be
```

```
                //Let's create the top pipe, give it the correct
height, and add it to the canvas. Mark them as non-scored.
                $('<div/>').addClass('Pipe').css('height',
TopPipeHeight + '%').data('scored', false).appendTo(canvasObject);
                //And now the bottom pipe, but this time we need
to tell how far from the top it is, and how tall it is as well.
Mark them as non-scored.
                $('<div/>').addClass('Pipe BottomPipe').css({
                    height: BottomPipeHeight + '%',
                    top: BottomPipeTop + '%'
                }).data('scored', false).appendTo(canvasObject);

            }

            //Delete all the pipes that are already off screen
            function cleanPipes() {
                $('.Pipe').each(function() {
                    //If the position percentage is less than -
20%, it's off the screen
                    if ($(this).offset().left /
$(this).parent().width() < -0.2) {
                        $(this).remove();
                    }
                });
            }

            function checkCollisions() {
                $('.Pipe').each(function() {
                    if (isIntersecting(Birdy.BirdyObject,
$(this))) {
                        console.log('Hit!');
                        endGame();
                    }
                });
            }

            function isIntersecting(obj1, obj2) {
                //Get the coordinates of the left, top, right, and
bottom of the bird and pipe
                var obj1Dimensions = [obj1.offset().left,
obj1.offset().top, obj1.offset().left + obj1.width(),
obj1.offset().top + obj1.height()];
                var obj2Dimensions = [obj2.offset().left,
obj2.offset().top, obj2.offset().left + obj2.width(),
obj2.offset().top + obj2.height()];

                /*
```

```
                 * It's easier to prove that we aren't
intersecting, so we'll
                 * prove that our bird isn't touching any pipes,
and then
                 * we'll negate the result to find out if it
touching the pipe.
                 */

                return !(obj1Dimensions[3] < obj2Dimensions[1]
//If our bird's bottom edge is above the pipe's top edge OR
                    ||
                    obj1Dimensions[1] > obj2Dimensions[3] //If our
bird's top edge is below the pipe's bottom edge OR
                    ||
                    obj1Dimensions[0] > obj2Dimensions[2] //If our
bird's left edge is right of the pipe's right edge OR
                    ||
                    obj1Dimensions[2] < obj2Dimensions[0]); //If
our bird's right edge is left of the pipe's left edge OR

            }

            function isInBound(birdy, canvas) {
                //We're out of bounds if the bottom of the bird is
below the bottom of the canvas
                //OR if the bird's top is above the canvas top
                if (birdy.offset().top + birdy.height() >
canvas.offset().top + canvas.height() || birdy.offset().top <
canvas.offset().top) {
                    console.log('Out of Bounds!'); //Print out
that we're out of bounds
                    endGame();
                }
            }

            //Increase the score as the birdy passes a pipe
            function incrementScore() {
                $('.BottomPipe').each(function() {
                    var BirdyBeakXPos =
Birdy.BirdyObject.offset().left + Birdy.BirdyObject.width();
//Calculate the X coordinate of the bird's beak.
                    var PipeRightXPos = $(this).offset().left +
$(this).width(); //Calculate the X coordinate of the pipe's right
edge.
                    if (!$(this).data('scored') && BirdyBeakXPos >
PipeRightXPos) { //If we're ahead of the pipe and we haven't
scored on it yet, add to the score.
                        CurrentScore++; //Increment score
                        console.log(CurrentScore); //Write to
console the score we currently have for debugging purposes
                        $(this).data('scored', true); //Mark the
pipe as scored, so we won't look at it again
                    }
                });
                $('#CurrentScore').html(CurrentScore); //Update
current score display
            }


            //Run the start game which starts the gameLoop
function
            startGame();

            //jQuery function to set the rotation of an element
using the CSS3 transform property.
            jQuery.fn.rotate = function(degrees) {
                return $(this).css({
                    '-webkit-transform': 'rotate(' + degrees +
'deg)',
                    '-moz-transform': 'rotate(' + degrees +
'deg)',
                    '-ms-transform': 'rotate(' + degrees + 'deg)',
                    'transform': 'rotate(' + degrees + 'deg)'
                });
            };


            function setCookie(cname, cvalue, exdays) {
                var d = new Date();
                d.setTime(d.getTime() + (exdays * 24 * 60 * 60 *
1000));
                var expires = "expires=" + d.toGMTString();
                document.cookie = cname + "=" + cvalue + "; " +
expires;
            }

            function getCookie(cname) {
                var name = cname + "=";
                var ca = document.cookie.split(';');
                for (var i = 0; i < ca.length; i++) {
                    var c = ca[i].trim();
                    if (c.indexOf(name) == 0) return
c.substring(name.length, c.length);
                }
                return "";
            }
```

```
        });
    </script>

</body>

</html>
```

Calc park.vbp

```
'SIMPLE CAL
Dim x, y, res, a, b, c As Double
Dim o As Boolean
Dim opr As String
Private Sub num_Click(Index As Integer)
If o = False Then
Text1.Text = Text1.Text + num(Index).Caption
x = Val(Text1.Text)
Else
Text1.Text = Text1.Text + num(Index).Caption
y = Val(Text1.Text)
End If
End Sub

Private Sub cmdadd_Click(Index As Integer)
If x Or y Then
o = True
opr = "+"
Text1.Text = " "
Else
o = False
End If
End Sub

Private Sub cmdmin_Click(Index As Integer)
If x Then
o = True
opr = "-"
Text1.Text = " "
Else
o = False
End If
End Sub

Private Sub cmdmul_Click(Index As Integer)
If x Then
o = True
```

```
opr = "*"
Text1.Text = " "
Else
o = False
End If
End Sub

Private Sub cmddiv_Click(Index As Integer)
If x Then
o = True
opr = "/"
Text1.Text = " "
ElseIf Text1.Text = 0 Then
Text1.Text = "Zero Division Error"
o = False
Else
o = False
Text1.Text = " "
End If
End Sub

Private Sub cmdeq_Click(Index As Integer)
If opr = "+" Then
res = x + y
Text1.Text = res
x = res
o = False
ElseIf opr = "-" Then
res = x - y
Text1.Text = res
x = res
ElseIf opr = "*" Then
res = x * y
Text1.Text = res
x = res
ElseIf opr = "/" And y <> 0 Then
res = x / y
Text1.Text = res
x = res
ElseIf opr = "/" And y = 0 Then
Text1.Text = "Zero Division Error"
End If
End Sub

Private Sub Clr_Click()
Text1.Text = ""
x = 0
y = 0
```

```
End Sub

Private Sub Ext_Click(Index As Integer)
End
End Sub

Private Sub switch_Click()
If scalc.Visible = True Then
scalc.Visible = False
pcalc.Visible = True
switch.Caption = "SIMPLE CALCULATOR"
ElseIf pcalc.Visible = True Then
scalc.Visible = True
pcalc.Visible = False
switch.Caption = "PERCENTAGE CALCULATOR"
End If
End Sub

'Percentage Calculator

Private Sub Command1_Click()
a = 0
b = 0
c = 0
If Val(t1.Text) = 0 Then
t10.Caption = "Zero Divide Error or Provide Valid Numbers."
Else
b = Val(t2.Text)
a = Val(t1.Text)
c = a * b / 100
t3.Caption = c
t10.Caption = t1.Text & " x " & t2.Text & " / 100 = " & c
End If
End Sub

Private Sub Command2_Click()
a = 0
b = 0
c = 0
b = Val(t5.Text)
If Val(t4.Text) = 0 Then
t10.Caption = "Zero Divide Error or Provide Valid Numbers."
Else
t10.Caption = ""
a = Val(t4.Text) / b
c = a * 100
t6.Caption = c & "%"
t10.Caption = t4.Text & " / " & t5.Text & " x 100 = " & c
```

```
End If
End Sub

Private Sub Command3_Click()
a = 0
b = 0
c = 0
b = Val(t8.Text)
If Val(t7.Text) = 0 Then
t10.Caption = "Zero Divide Error or Provide Valid Numbers."
Else
t10.Caption = ""
a = Val(t7.Text)
c = (a / b) * 100
t9.Caption = c
t10.Caption = t7.Text & " / " & t8.Text & " x 100 = " & c
End If
End Sub
```

Resume Builder

index.tsx

```
import type { NextPage } from 'next';

import Head from 'next/head';

import HomeLayout from 'src/modules/home/HomeLayout';


const HomePage: NextPage = () => {

  return (

    <div>

      <Head>

        <title>E-Resume: Home</title>

        <meta name="description" content="Single Page Resume Builder" />

        <link rel="icon" type="image/png" href="/icons/resume-icon.png" />
      </Head>

      <HomeLayout />
    </div>
  );
};

export default HomePage;
```

HomeLayout.tsx

```
import { NavBarActions, StyledButton } from '../builder/nav-bar/atoms';
import { motion, useAnimation } from 'framer-motion';

import { BsGithub } from 'react-icons/bs';
import { Button } from '@mui/material';
import FeatureSection from './components/Feature';
import Image from 'next/image';
import Link from 'next/link';
import Person from './components/Person';

const HomeLayout = () => {
  const controls = useAnimation();
  const animationEffectsHoverEnter = { scale: 1.05 };
  const animationEffectsHoverLeave = { scale: 1 };
  const animationEffectsFirstLoad = {
    scale: [0.9, 1],
    opacity: [0, 1],
  };
  const transtionEffects = {
    type: 'spring',
    stiffness: 400,
    damping: 17,
  };

  return (
    <motion.div initial={{ opacity: 0 }} animate={{ opacity: [0,
1] }} className="scroll-smooth">
      <nav className="sticky top-0 z-20 h-14 w-full bg-resume-800
flex py-2.5 px-4 xl:px-60 items-center shadow-level-8dp">
        <Link href="/">
          <Image src={'/icons/resume-icon.png'} alt="logo"
height="36" width="36" />
        </Link>
        <div className="flex-auto flex justify-between items-
center ml-5">
          <NavBarActions>
            <Link href="/builder" passHref={true}>
              <StyledButton variant="text">Editor</StyledButton>
            </Link>
          </NavBarActions>
          <NavBarActions>
            <Link href="#contribute" passHref={true}>
              <StyledButton variant="text" className="max-
md:hidden">
                Contribute
              </StyledButton>
            </Link>
            <Link href="#about-us" passHref={true}>
              <StyledButton variant="text">About us</StyledButton>
            </Link>
            <a
              href={'https://github.com/sadanandpai/resume-
builder'}
              target="_blank"
              rel="noopener noreferrer"
            >
              <BsGithub className="h-6 w-6" fill="white" />
            </a>
          </NavBarActions>
        </div>
      </nav>
      <div
        style={{
          background: 'linear-gradient(180deg, #E7EEFA 50%,
#FFFFFF 100%)',
          fontFamily: "'Roboto Slab', serif",
        }}
      >
        <div className="mx-6 md:mx-40 xl:mx-60 mb-6">
          <motion.div
            className="grid grid-cols-12 pt-12 md:pt-24"
            initial={{ opacity: 0 }}
            animate={animationEffectsFirstLoad}
            transition={transtionEffects}
          >
            <div className="col-span-12 sm:col-span-4">
              <motion.img
                id="resume-3d"
                src="/resume.webp"
                alt="resume-3d"
                className="w-6/12 sm:w-9/12"
                onMouseEnter={() => {
                  controls.start(animationEffectsHoverEnter,
transtionEffects);
                }}
                onMouseLeave={() => {
                  controls.start(animationEffectsHoverLeave,
transtionEffects);
                }}
                animate={controls}
              />
            </div>
            <div className="col-span-12 sm:col-span-8">
              <h3 className="text-xl md:text-2xl mb-2 text-resume-
400">SIMPLEST WAY TO BUILD A</h3>
              <h1 className="text-5xl mb-12 text-resume-
800">Professional Resume</h1>

              <div className="flex mb-10">
                <div className="bg-resume-800 w-1 rounded-
lg"></div>
                <p className="text-lg ml-3 text-resume-800">
                  &ldquo;The secret to getting ahead is getting
started&rdquo;
                  <br />
                  —Mark Twain
                </p>
              </div>
              <Link href="/builder" passHref={true}>
```

```
                <Button variant="contained" className="bg-resume-800 mb-2">
                  BUILD YOUR RESUME
                </Button>
              </Link>
              <p
                className="xl:invisible text-resume-800"
                style={{ fontFamily: "'Roboto Slab', serif" }}
              >
                Desktop screen recommended
              </p>
            </div>
          </motion.div>
        </div>
      </div>

      <motion.div
        className="mx-6 md:mx-40 xl:mx-60 my-32 w-75"
        style={{ fontFamily: "'Roboto Slab', serif" }}
        initial={{ opacity: 0 }}
        animate={animationEffectsFirstLoad}
        transition={transtionEffects}
      >
        <div className="grid grid-cols-1 lg:grid-cols-2 gap-6">
          <FeatureSection />
        </div>
      </motion.div>

      <div className="bg-resume-50 my-32">
```

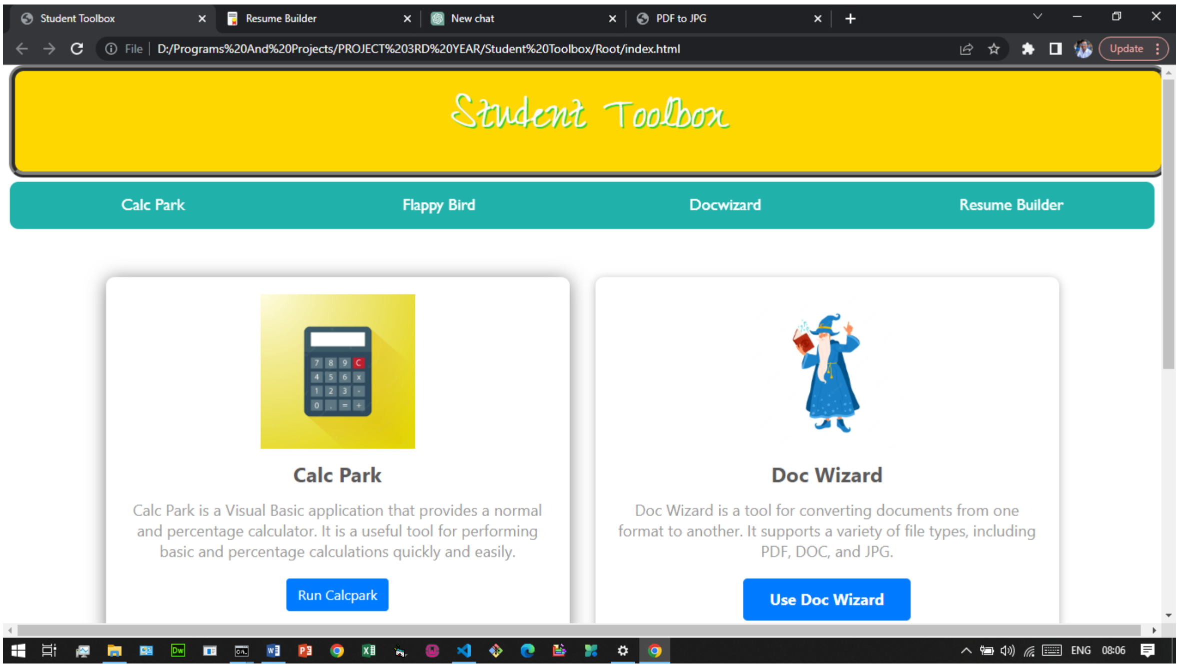
```
        <div
          id="contribute"
          className="mx-6 md:mx-40 xl:mx-60 py-12"
          style={{ fontFamily: "'Roboto Slab', serif" }}
        >
          <div className="grid grid-cols-12 items-center text-
center">
            <div className="col-span-12 lg:col-span-4 mb-4 lg:mb-0
flex flex-col items-center gap-2">
              <Image src={'/icons/palette.svg'} alt="logo"
height="48" width="48" />
              <p className="text-resume-800 text-xl mt-2">
                Do you want to make your own
<strong>template?</strong>
              </p>
            </div>
            <div className="col-span-12 lg:col-span-1 mb-4 lg:mb-0
text-resume-800 text-4xl">
              <p>+</p>
            </div>
            <div className="col-span-12 lg:col-span-2 flex flex-
col items-center gap-2">
              <Image src={'/icons/terminal.svg'} alt="logo"
height="48" width="48" />
              <p className="text-resume-800 text-xl mt-2">
                Do you write <strong>React</strong> code?
              </p>
            </div>
            <div className="invisible lg:visible lg:col-span-2
text-resume-800 text-4xl mx-6">
              <p>=</p>
            </div>
            <div className="col-span-12 lg:col-span-3 mx-auto flex
flex-col items-center gap-2">
              <div className="mb-6">
                <Image src={'/icons/wave.svg'} alt="logo"
height="48" width="48" />
              </div>
              <div>
                <a
                  href="https://github.com/sadanandpai/resume-
builder"
                  target="_blank"
                  rel="noreferrer"
                >
                  <Button variant="contained" className="bg-
resume-800 mt-2 lg:mt-5 mb-3">
                    CONTRIBUTE
                  </Button>
                </a>
              </div>
            </div>
          </div>
        </div>
      </div>

      <div
        id="about-us"
        className="mx-6 md:mx-40 xl:mx-60 my-32"
        style={{ fontFamily: "'Roboto Slab', serif" }}
      >
        <h2 className="text-resume-800 text-3xl mb-2 text-center
lg:text-left">About us</h2>
```

```
        <p className="text-resume-400 mb-8 text-center lg:text-left">
          A bunch of developers and designers — who love to build open source projects and learn
          along!
        </p>
        <div className="grid grid-cols-1 sm:grid-cols-2 lg:grid-cols-3 gap-8">
          <Person />
        </div>
        <p className="text-resume-400 my-8 text-center lg:text-left">
          Read our design story on&nbsp;
          <a
            href="https://medium.com/@yakshag/e-resume-build-a-professional-resume-design-case-study-3dc02a6359ea"
            target="_blank"
            rel="noreferrer"
            className="underline"
          >
            Medium
          </a>
          ↗
        </p>
      </div>
    </motion.div>
  );
};

export default HomeLayout;
```

App.js

```
const express = require('express');
const pdfToImage = require('pdftoimage');
const fs = require('fs');

const app = express();

app.use(express.static('public'));
const bodyParser = require('body-parser');
app.use(bodyParser.urlencoded({ extended: true }));
app.use(bodyParser.json());

app.get('/', (req, res) => {
  fs.readFile('index.html', (err, data) => {
    if (err) {
      console.error(err);
      return res.status(500).send('Error reading file.');
    }
    res.setHeader('Content-Type', 'text/html');
    res.send(data);
  });
});

app.get('/pdftojpg', (req, res) => {
  fs.readFile('pdf to jpg.html', (err, data) => {
    if (err) {
      console.error(err);
      return res.status(500).send('Error reading file.');
    }
    res.setHeader('Content-Type', 'text/html');
    res.send(data);
  });
});

app.post('/convert', (req, res) => {
  console.log(req); // log the req object
  const file = req.files.pdf;
  if (!req.files || !req.files.pdf) {
    return res.status(400).send('PDF file not found.');
  }

  pdfToImage.convert(file.data, {
    density: 150,
    quality: 90,
    outputFormat: 'jpg',
    outputType: 'base64'
  }).then(images => {
    res.send(`
      <html>
        <head>
          <title>PDF to JPG Converter</title>
        </head>
        <body>
          <h1>PDF to JPG Converter</h1>
          <p>Here is your converted image:</p>
          <img src="data:image/jpeg;base64,${images[0].data}" />
        </body>
      </html>
    `);
  }).catch(error => {
    console.error(error);
    res.send(`
      <html>
        <head>
          <title>PDF to JPG Converter</title>
        </head>
        <body>
          <h1>PDF to JPG Converter</h1>
          <p>An error occurred: ${error.message}</p>
        </body>
      </html>
    `);
  });
});
const port = 4000;
app.listen(port, () => {
  console.log(`Server listening on http://localhost:${port}`);
});
```

6.OUTPUTS

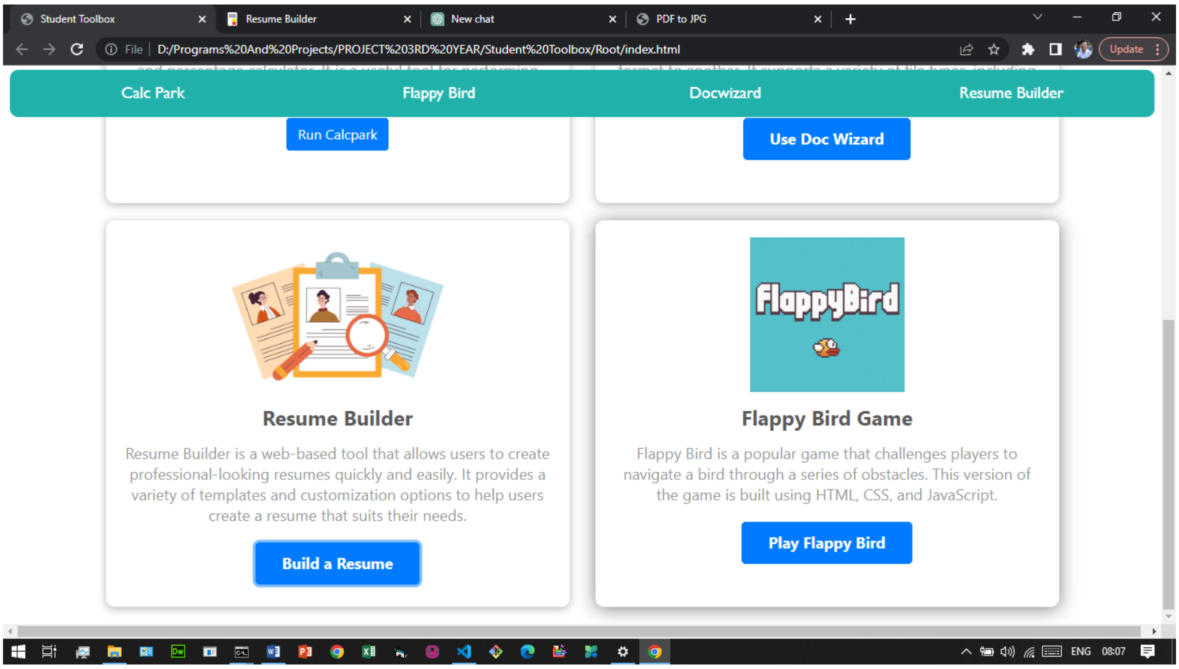


Calc Park

Calc Park is a Visual Basic application that provides a normal and percentage calculator. It is a useful tool for performing basic and percentage calculations quickly and easily.

Doc Wizard

Doc Wizard is a tool for converting documents from one format to another. It supports a variety of file types, including PDF, DOC, and JPG.

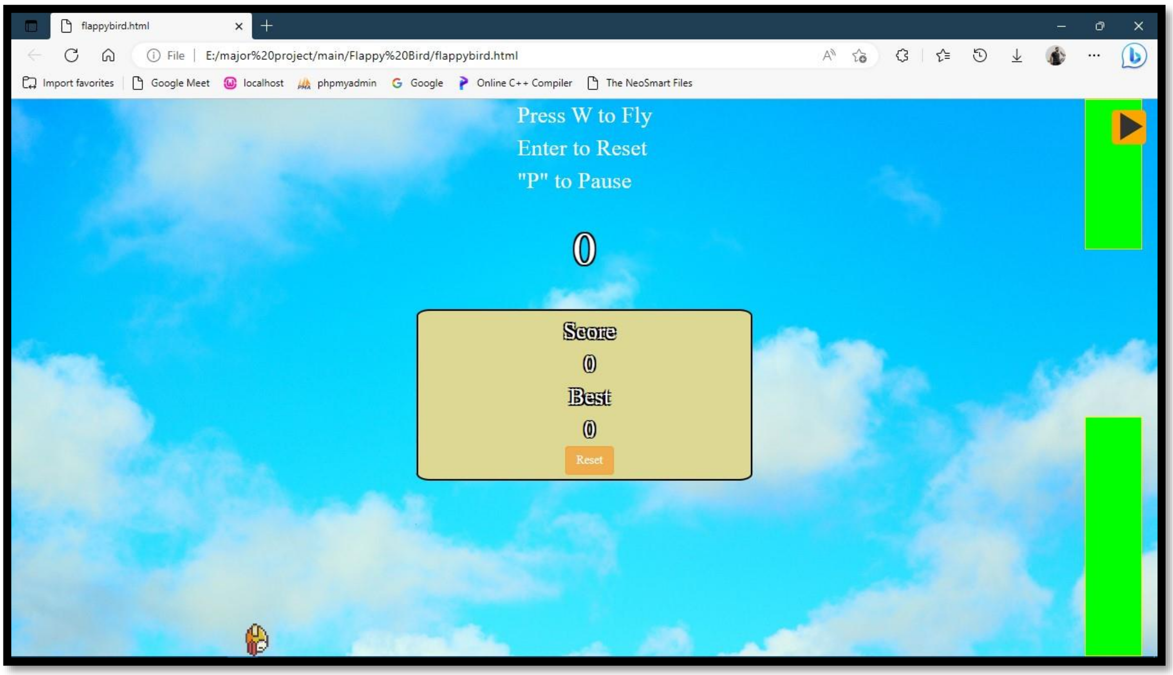


Resume Builder

Resume Builder is a web-based tool that allows users to create professional-looking resumes quickly and easily. It provides a variety of templates and customization options to help users create a resume that suits their needs.

Flappy Bird Game

Flappy Bird is a popular game that challenges players to navigate a bird through a series of obstacles. This version of the game is built using HTML, CSS, and JavaScript.



Press W to Fly

Enter to Reset

"P" to Pause

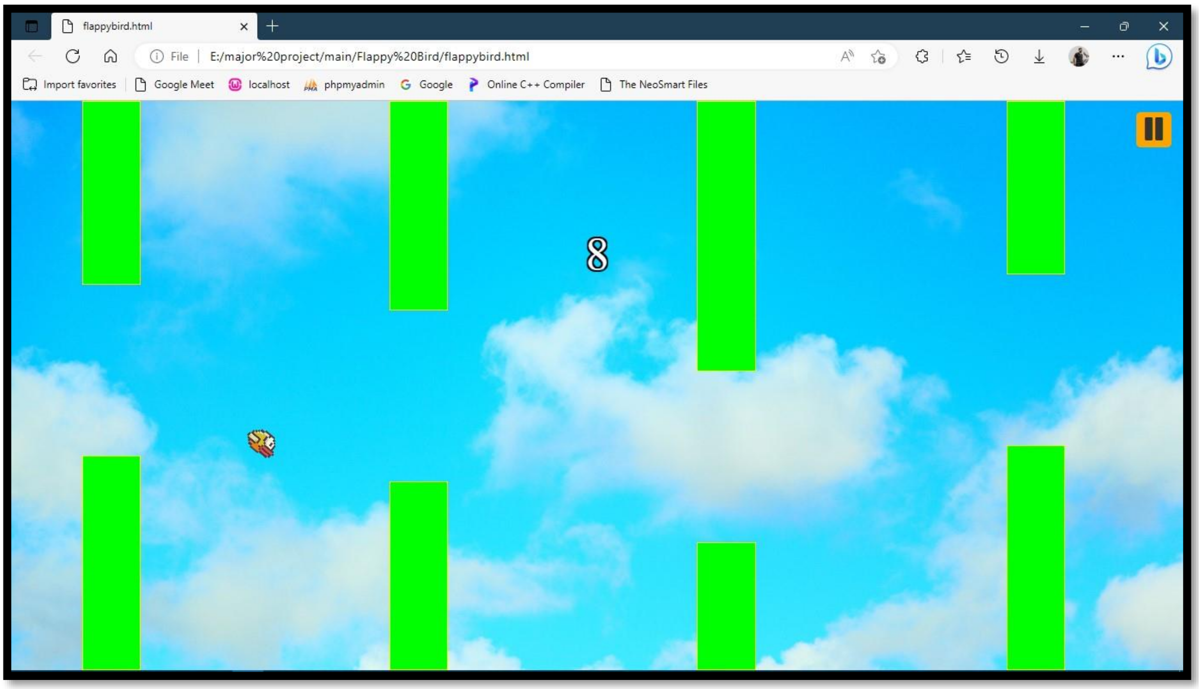
0

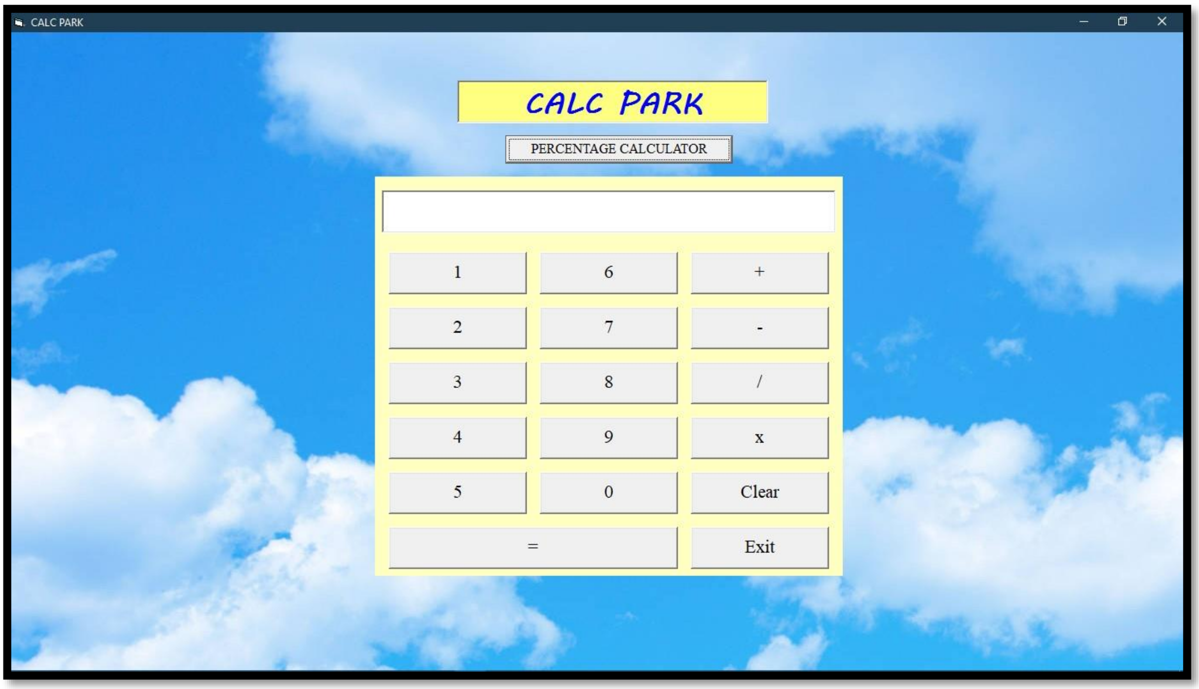
Score

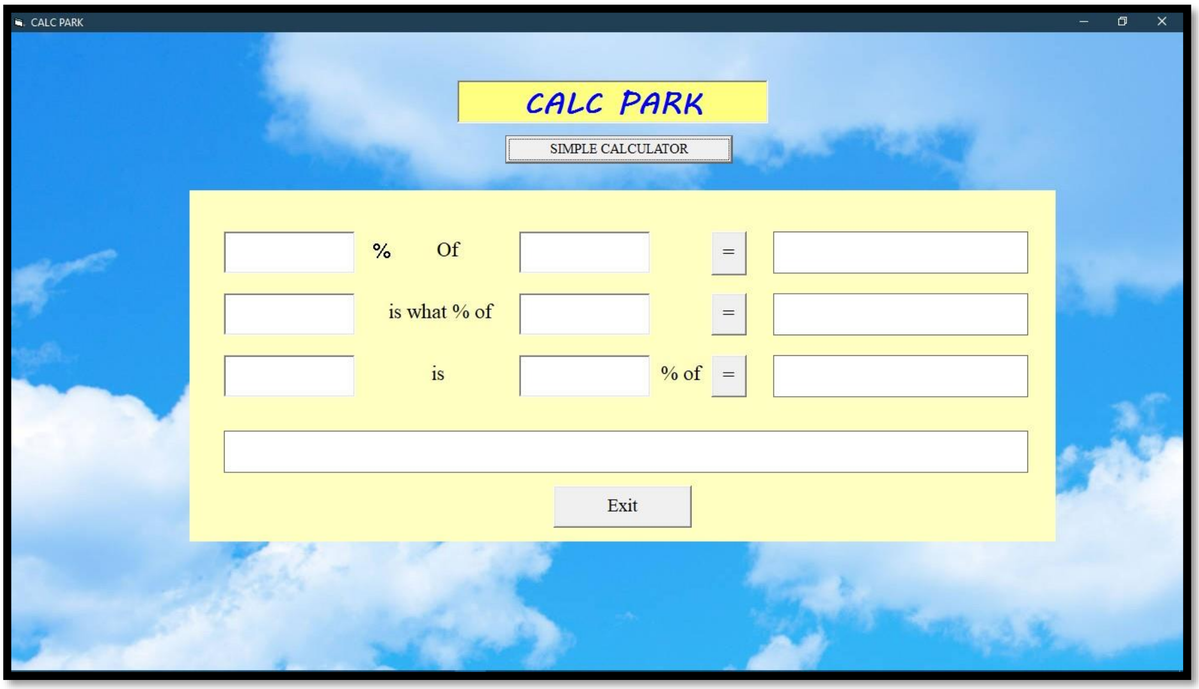
0

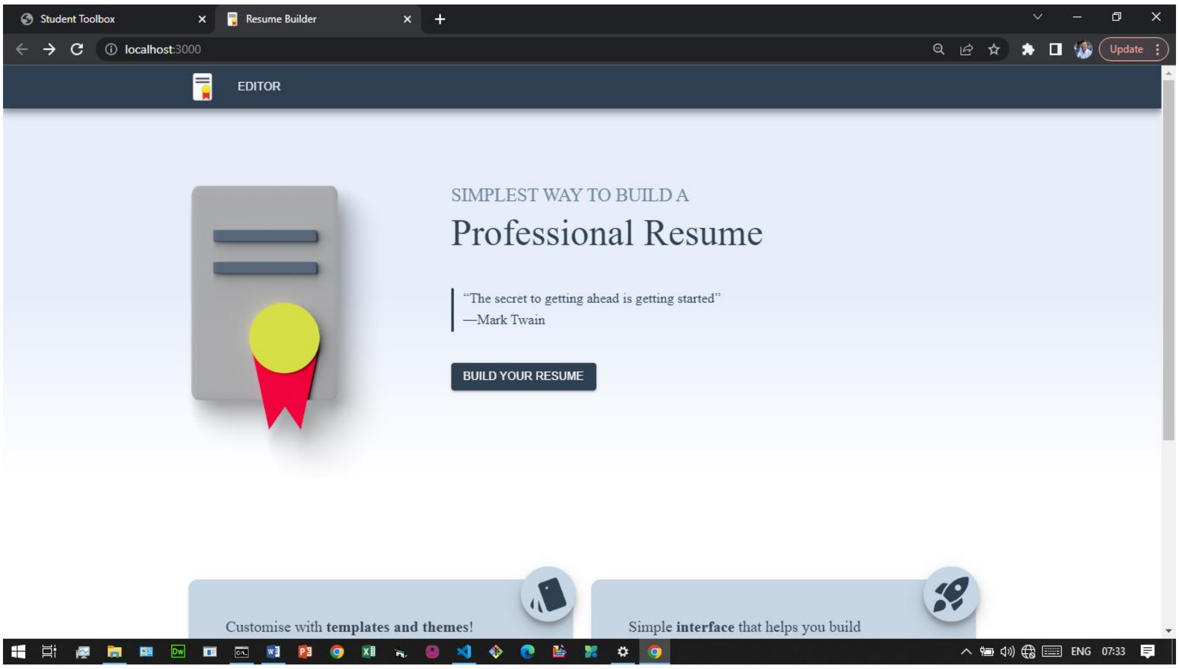
Best

0




CALC PARK
CALC PARK
PERCENTAGE CALCULATOR
1
6
+
2
7
-
3
8
/
4
9
x
5
0
Clear
=
Exit


CALC PARK
CALC PARK
SIMPLE CALCULATOR
%
Of
=
is what % of
=
is
% of
=
Exit



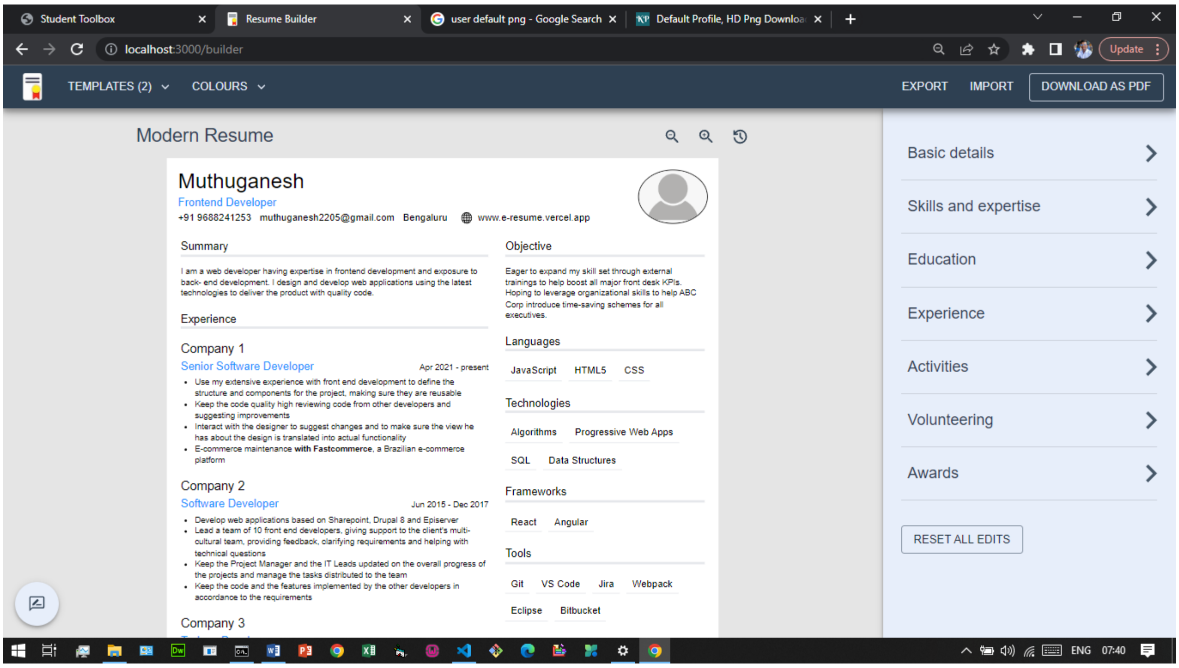
SIMPLEST WAY TO BUILD A

Professional Resume

"The secret to getting ahead is getting started"
—Mark Twain

Customise with **templates and themes!**

Simple **interface** that helps you build



Modern Resume

Muthuganesh
Frontend Developer
+91 9688241253 muthuganesh2205@gmail.com Bengaluru www.e-resume.vercel.app

Summary

I am a web developer having expertise in frontend development and exposure to back- end development. I design and develop web applications using the latest technologies to deliver the product with quality code.

Experience

Company 1
Senior Software Developer — Apr 2021 - present

- Use my extensive experience with front end development to define the structure and components for the project, making sure they are reusable
- Keep the code quality high reviewing code from other developers and suggesting improvements
- Interact with the designer to suggest changes and to make sure the view he has about the design is translated into actual functionality
- E-commerce maintenance **with Fastcommerce**, a Brazilian e-commerce platform

Company 2
Software Developer — Jun 2015 - Dec 2017

- Develop web applications based on Sharepoint, Drupal 8 and Episerver
- Lead a team of 10 front end developers, giving support to the client's multi-cultural team, providing feedback, clarifying requirements and helping with technical questions
- Keep the Project Manager and the IT Leads updated on the overall progress of the projects and manage the tasks distributed to the team
- Keep the code and the features implemented by the other developers in accordance to the requirements

Company 3

Objective

Eager to expand my skill set through external trainings to help boost all major front desk KPIs. Hoping to leverage organizational skills to help ABC Corp introduce time-saving schemes for all executives.

Languages

JavaScript HTML5 CSS

Technologies

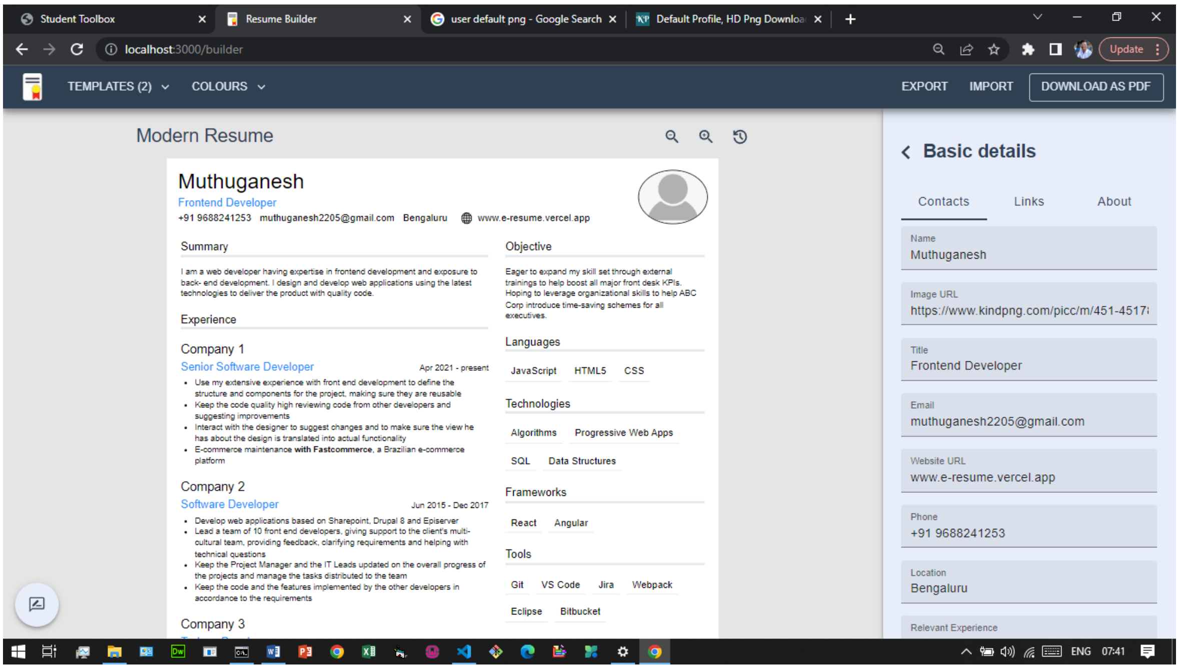
Algorithms Progressive Web Apps SQL Data Structures

Frameworks

React Angular

Tools

Git VS Code Jira Webpack Eclipse Bitbucket



Muthuganesh

Frontend Developer

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Technologies

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Frameworks

React Angular

Tools

Git VS Code Jira Webpack Eclipse Bitbucket

Basic details

Name: Muthuganesh

Image URL: https://www.kindpng.com/picc/m/451-4517

Title: Frontend Developer

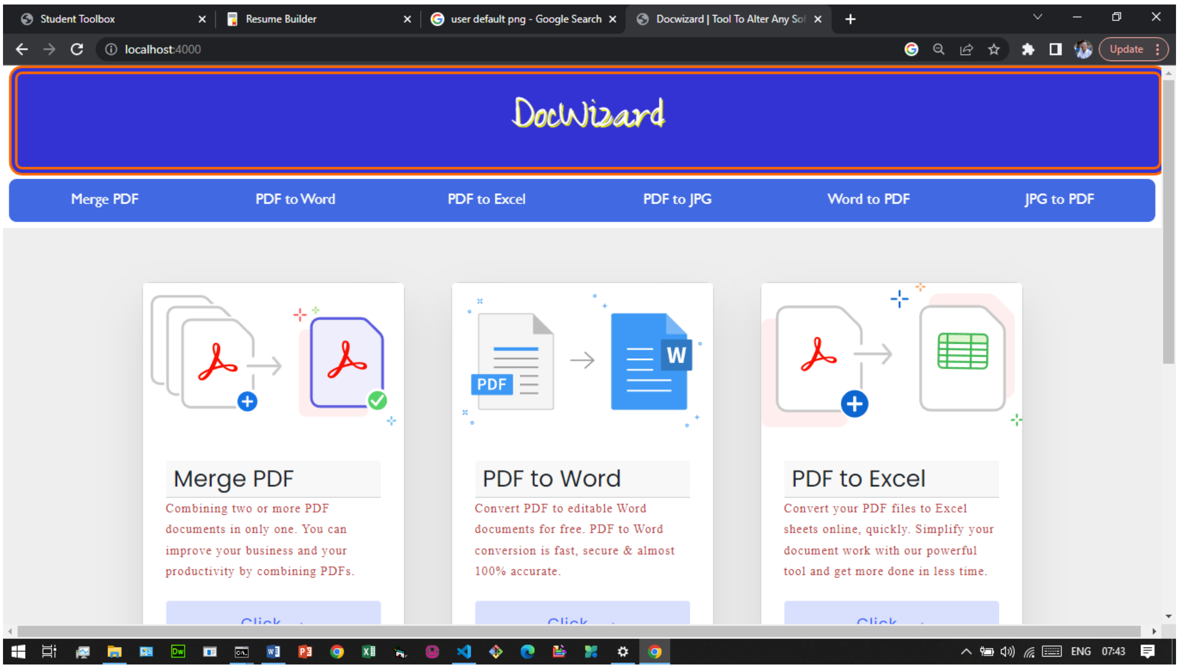
Email: muthuganesh2205@gmail.com

Website URL: www.e-resume.vercel.app

Phone: +91 9688241253

Location: Bengaluru

Relevant Experience



Merge PDF

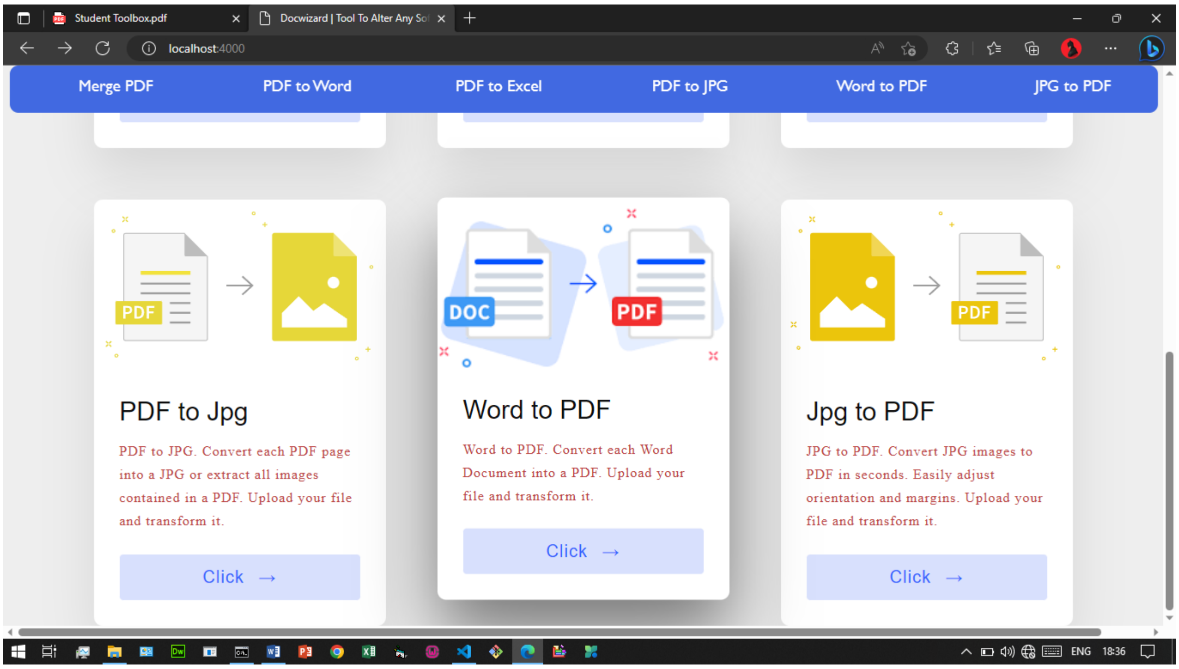
Combining two or more PDF documents in only one. You can improve your business and your productivity by combining PDFs.

PDF to Word

Convert PDF to editable Word documents for free. PDF to Word conversion is fast, secure & almost 100% accurate.

PDF to Excel

Convert your PDF files to Excel sheets online, quickly. Simplify your document work with our powerful tool and get more done in less time.



PDF to Jpg

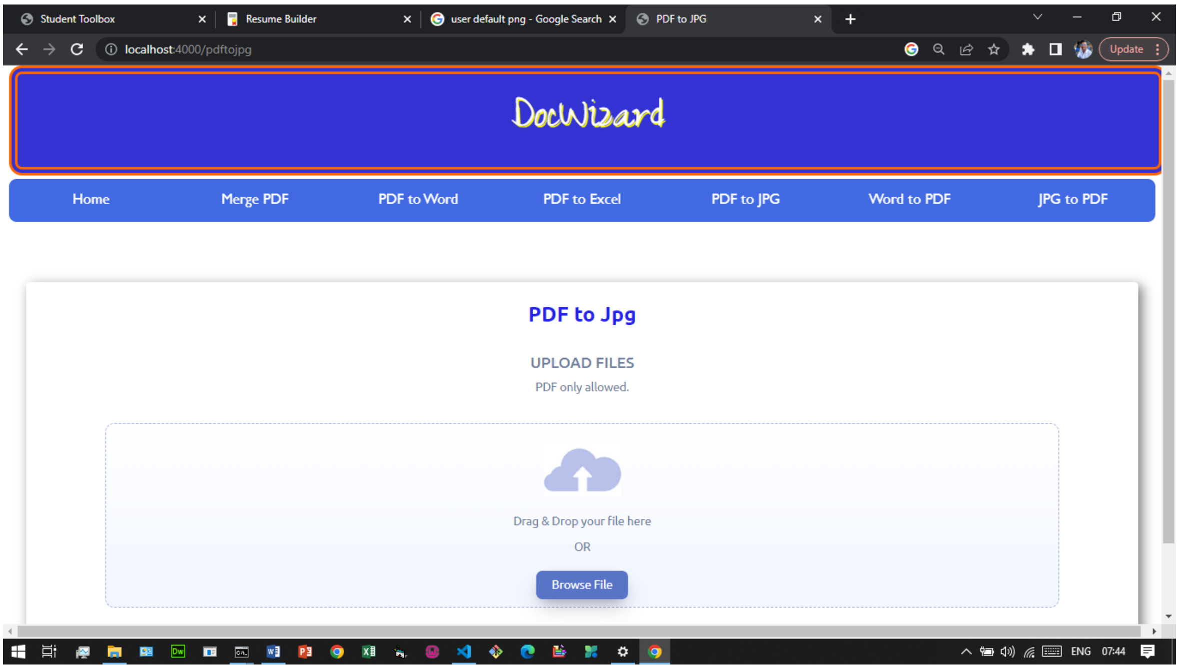
PDF to JPG. Convert each PDF page into a JPG or extract all images contained in a PDF. Upload your file and transform it.

Word to PDF

Word to PDF. Convert each Word Document into a PDF. Upload your file and transform it.

Jpg to PDF

JPG to PDF. Convert JPG images to PDF in seconds. Easily adjust orientation and margins. Upload your file and transform it.



PDF to Jpg

UPLOAD FILES

PDF only allowed.

Drag & Drop your file here

OR

7. FUTURE ENHANCEMENT

- Allow users to save their resumes, documents, and game progress to cloud storage services like Dropbox or Google Drive. This will enable users to access their files from any device with an internet connection.
- Consider adding support for different languages to make the tool accessible to users who speak languages other than English.
- Allow users to share their resumes or high scores on social media platforms like LinkedIn or Twitter. This can help students to showcase their skills and achievements to potential employers.
- Add more games and calculators to the toolbox, such as a scientific calculator, a graphing calculator, or a puzzle game.
- Continuously improve the user interface of the toolbox to make it more intuitive and user-friendly.
- Consider creating a mobile app version of the toolbox that can be installed on smartphones and tablets.
- Implement a feature that uses machine learning algorithms to suggest improvements for users' resumes based on industry-specific keywords and job requirements

8. REFERENCES

- https://www.tutorialspoint.com/index.htm
- https://www.javatpoint.com
- https://www.w3schools.com
- https://html.com
- https://nodejs.org/
- https://react.dev/
- https://github.com