Institute of Engineering & Technology

INDUSTRIAL TRAINING REPORT

On

Portfolio Site

Submitted by:

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Institute of Engineering & Technology

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September, 2020

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Declaration

I hereby declare that the work which is being presented in the Industrial Training **"The Complete 2020 Web Development Bootcamp",** in partial fulfillment of the requirements for Industrial Training viva voce, is an authentic record of my own work carried under the supervision of **"Udemy"**.

Signature of Candidate: Nidhi Jain

Name of Candidate: Nidhi Jain

Roll No.: 181500423

Course: Bachelor of Technology

Year: 3rd

Semester: V

Certificate

Industrial Training Synopsis

B.Tech. (CSE)-Batch 2020-2021

Student Information:

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Information about Industry/Organization:

Industry/Organization Name with full Address	Udemy – Online courses
Contact Person	Name & Designation: Dr. Angela Yu Mobile/email: angelayu@gmail.com

Project Information:

Title Of Project/Training/Task	Portfolio Website
Role & Responsibility	Individual work
Technical Details	Software Requirements: Text Editor (Visual Studio Code)
Training Implementation Details	Fully Implemented
Training Period	Start Date: 15 June 2020 End Date: 11 August 2020 Duration Of Training (In Weeks): 8 weeks

Summary of the Training Work:

I completed my learning in front end web development during this period of summer from Udemy- Online courses.

I purchased a course that where the instructor- Dr. Angela Yu started from the basics of HTML telling every basic point and utility of the tags. To add style and responsiveness to the web pages I have learnt CSS and Bootstrap from the same course.

And further to add interactivity to the web pages I leant JavaScript and jQuery thus keeping my step into the backend.

Apart from listening to the Videos and completing the assignments I also practiced myself on the text editor to see various implementations.

And one among those implementations is the project I am presenting: "The portfolio website".

This is a very basic project that I am submitting but I have learnt more than this and I have implemented many things that I have learnt in this course especially the Bootstrap.

In my portfolio website, first there is home section where I just introduce myself. Next Section is About me. In about me, I have told about myself. In third section, I have mentioned my education and my skills. In the fourth section I have shown my best skills or the things I can do. In the fifth section, I have shown some certificates of mine. And at last there is a contact me section in which I have added links to my social media accounts.

Not only did I learn to create the web pages but I also learnt how to put it up on the net and currently my Project is on GitHub.

And I have also learned other courses too in this summer, like python and android app development using Java. But I get the most from this course and I also got interest in web development.

And I am making further innovation in it and I look to move forward with backend part soon.

Link to the certificate:

https://www.udemy.com/certificate/UC-e370a632-662d-4a55-82ef-e5a485eabf9d/

Table of Content

Acknowledgement

This project report is a result of endless effort, immense degree of toil. I would like to thank all those people who graciously helped me by sharing their valuable time, experience and knowledge. I would like to express heartiest thanks to my instructor Dr. Angela Yu for her constructive guidance, constructive encouragement. I would like to express my sincere gratitude to all Asst. Professor, Department of CSE, GLA UNIVERSITY MATHURA for providing me chance to explore my skills in Full Stack technologies and encouragement which resulted as a successful completion of this project as a part of training.

Nidhi Jain

Abstract

The key to having successful and fully functional web applications is in their communication with the user. It is of no surprise that human/machine interaction is a popular topic of research and development. Taking into account web standards and the front-end architecture of web development, a method for providing a multi-language web interface has been planned from scratch and explained in details in this report.

No matter where you're at in your career, it's always important to have a good place to show off your work and projects you've collaborated on, what you like to do, and your professional goals.

A portfolio website makes it easy. You can easily customize it to your needs and keep it updated, attracting recruiters and connections alike as you grow your network and establish credibility in your field.

This report contains detailed information about each and every single process, during the development of "**Portfolio Site**" by me. In this report, all the types of development procedures are mentioned. A brief study of those technologies which I have used in this project i.e., HTML, CSS, BOOTSTRAP, JAVASCRIPT.

1. Introduction:

A portfolio website should tell a story to the viewers, and the title to that story should be "What if this person was a website?".

No matter where you're at in your career, it's always important to have a good place to show off your work and projects you've collaborated on, what you like to do, and your professional goals.

A portfolio website makes it easy. You can easily customize it to your needs and keep it updated, attracting recruiters and connections alike as you grow your network and establish credibility in your field.

Generally, portfolios are static websites, which can fall under a lot of categories, like one explaining why the person should be hired with all their work till that time showcased, or can be a story like or a timeline like depiction of work experience with projects to showcase, etc. Portfolio of a person reflect that individual well.

Now keeping in mind what I just explained, and the fact that we are talking about a portfolio website for a person who is a full-stack developer, what better way can be there to communicate that fact to the visitors, than making the portfolio itself a full-stack application.

1.1 Motivation:

The motivation behind learning Full Stack technologies is that we can develop both client as well as server software. I usually try to find a project that really makes me work on it. A project that gives pleasure to myself. I am exploring in this quarantine, then I found an article explaining what is Full Stack and who are Full Stack developers, what is front end and back end. I have read about it. I was more attracted towards the exploring the frontend. So, I bought a course on Udemy - online courses to explore more in this field. And that course helped me a lot in understanding these technologies.

And the best way to start is to make a website which is much familiar. Then, I decided to create a portfolio website to showcase the skills that I have acquired. I also wanted to improve my front-end skills, specifically in CSS, so creating a personal website is a great way to do that.

1.2 Objective:

A portfolio website makes it easy. You can easily customize it to your needs and keep it updated, attracting recruiters and connections alike as you grow your network and establish credibility in your field.

When someone looks at a portfolio without knowing the person, it's their first impression for that person. And in many ways, it's actually like meeting that person for the first time. I have a very good reason to why I think that is. See, when someone meets you for the first time, the immediate activity is that they want to understand you, figure you out the most they can. And at today's day and age, people have very less time to do that, and so first impression lasts. And since its very likely that a person visiting your portfolio has not met you in person yet, the immediate activity is exactly the same as what it is like when they meet you in person, that they will try to figure you out, mostly keeping in mind the reason they visited your portfolio. And the easier you make that process for your visitors, the better is the chance they will find you fit for the reason they are visiting your website.

1.3 Technical Aspect:

For the completion of the tasks the following web languages and scripts have been used: HTML for the construction of the layout, CSS for the design of the layout, JavaScript for dynamic functioning and Bootstrap for responsiveness of the website.

2. Technologies Used:

• HTML (Hypertext Markup Language):

Hypertext Markup Language (**HTML**) is the standard markup language for documents designed to be displayed in a web browser. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document. HTML is the standard markup language for creating Web pages.

HTML elements are the building blocks of HTML pages. With HTML we construct 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.

HTML is a markup language that web browsers use to interpret and compose text, images, and other material into visual or audible web pages. Default characteristics for every item of HTML markup are defined in the browser, and these characteristics can be altered or enhanced by the web page designer's additional use of CSS.

● CSS (Cascading Style Sheets):

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 which reduces complexity and repetition in the structural content as well as enabling the ".CSS" file to be cached to improve the page load speed between the pages that share the file and its formatting.

Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.

CSS has a simple syntax and uses a number of English keywords to specify the names of various style properties.
A style sheet consists of a list of rules. Each rule or rule-set consists of one or more selectors, and a declaration block.

● JAVASCRIPT:

JavaScript is a programming language that conforms to the ECMAScript specification. JavaScript is high-level, often just-in-time compiled, and multi-paradigm. It has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions.

Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web. JavaScript enables interactive web pages and is an essential part of web applications. The vast majority of websites use it for client-side page behavior, and all major web browsers have a dedicated JavaScript engine to execute it.

As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative programming styles. It has application programming interfaces (APIs) for working with text, dates, regular expressions, standard data structures, and the Document Object Model (DOM). However, the language itself does not include any input/output (I/O), such as networking, storage, or graphics facilities, as the host environment (usually a web browser) provides those APIs.

JavaScript engines were originally used only in web browsers, but they are now embedded in some servers, usually via Node.js. They are also embedded in a variety of applications created with frameworks such as Electron and Cordova.

• 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 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.

Bootstrap also comes with several JavaScript components in the form of jQuery plugins. They provide additional user interface elements such as dialog boxes, tooltips, and carousels. Each Bootstrap component consists of an HTML structure, CSS declarations, and in some cases accompanying JavaScript code. They also extend the functionality of some existing interface elements, including for example an auto-complete function for input fields.

3. Software Requirement Analysis:

Requirements –

a) Hardware Requirements Specification

- Processor: Intel CORE i5 (8^{th} Gen)
- Main Memory (RAM): 256 MB
- Cache Memory: 512 KB
- Monitor: 14inch Colour Monitor
- Keyboard: 108 Keys
- Mouse: Optical Mouse
- Hard Disk: 160 GB

b) Software Requirements Specification

- Programming Language: HTML,
  CSS,
  JavaScript
- Additional Tools: Visual Studio Code / Sublime text
- Operating System: Windows 10

4. Software design

1) System Design

Design is the first step into the development phase for any engineered product or system. Design is a creative process. A good design is the key to effective system. The term "design" is defined as "the process of applying various techniques and principles for the purpose of defining a process or a system in sufficient detail to permit its physical realization". It may be defined as a process of applying various techniques and principles for the purpose of defining a device, a process or a system in sufficient detail to permit its physical realization. Software design sits at the technical kernel of the software engineering process and is applied regardless of the development paradigm that is used. The system design develops the architectural detail required to build a system or product. As in the case of any systematic approach, this software too has undergone the best possible design phase fine tuning all efficiency, performance and accuracy levels. The design phase is a transition from a user-oriented document to a document to the programmers or database personnel. System design goes through two phases of development:

- Logical Design
- Physical Design

2) Logical Design

The logical flow of a system and define the boundaries of a system. It includes the following steps:

- Reviews the current physical system – its data flows, file content, volumes, frequencies etc.
- Prepares output specifications – that is, determines the format, content and frequency of reports.
- Prepares input specifications – format, content and most of the input functions.
- Prepares edit, security and control specifications.
- Specifies the implementation plan.
- Prepares a logical design walk through of the information flow, output, input, controls and implementation plan.
- Reviews benefits, costs, target dates and system constraints.

3) Physical Design

Physical system produces the working systems by define the design specifications that tell the programmers exactly what the candidate system must do. It includes the following steps.

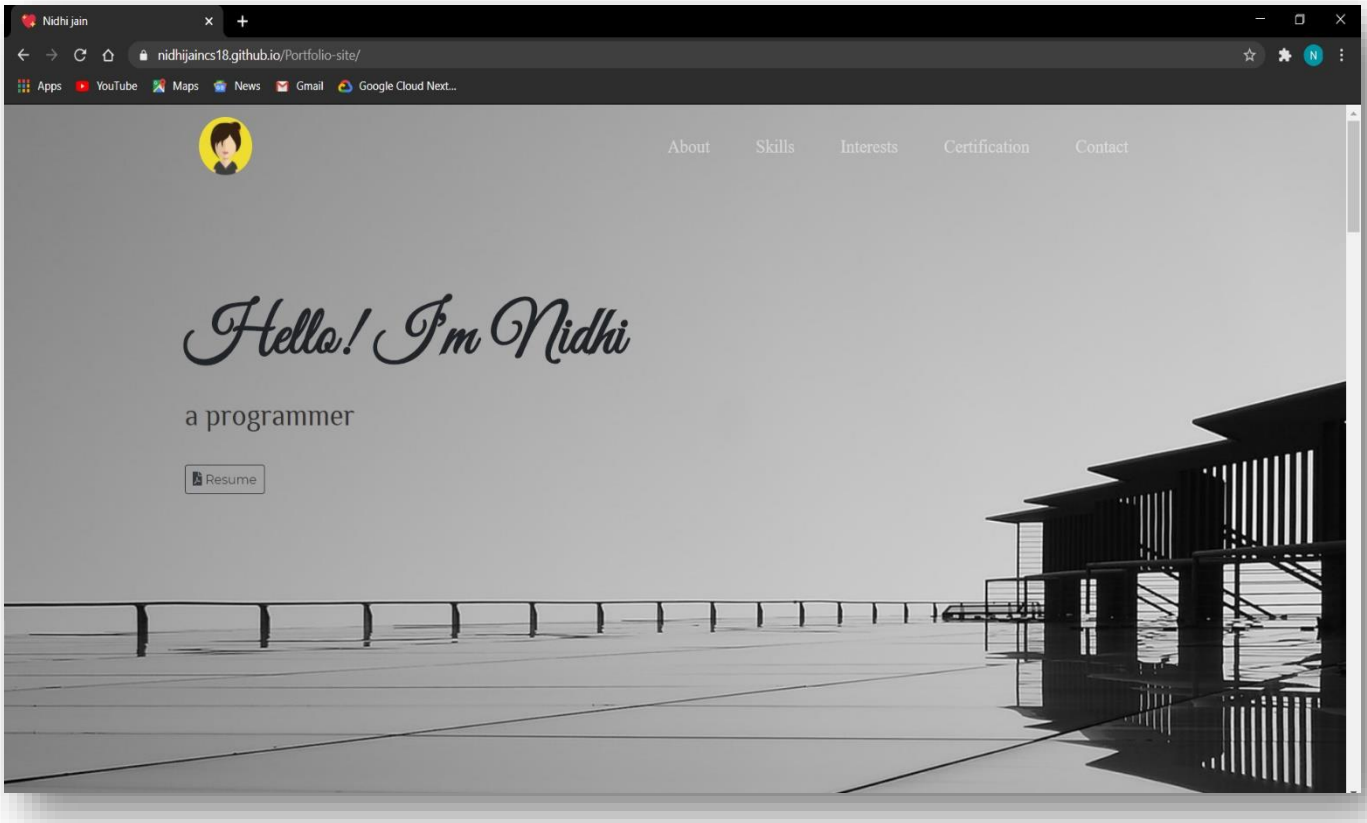
- Design the physical system.
- Specify input and output media.
- Design the database and specify backup procedures.
- Design physical information flow through the system and a physical design.
- Plan system implementation.
- Prepare a conversion schedule and target date.
- Determine training procedures, courses and timetable.
- Devise a test and implementation plan and specify any new hardware/software.

4) Database design

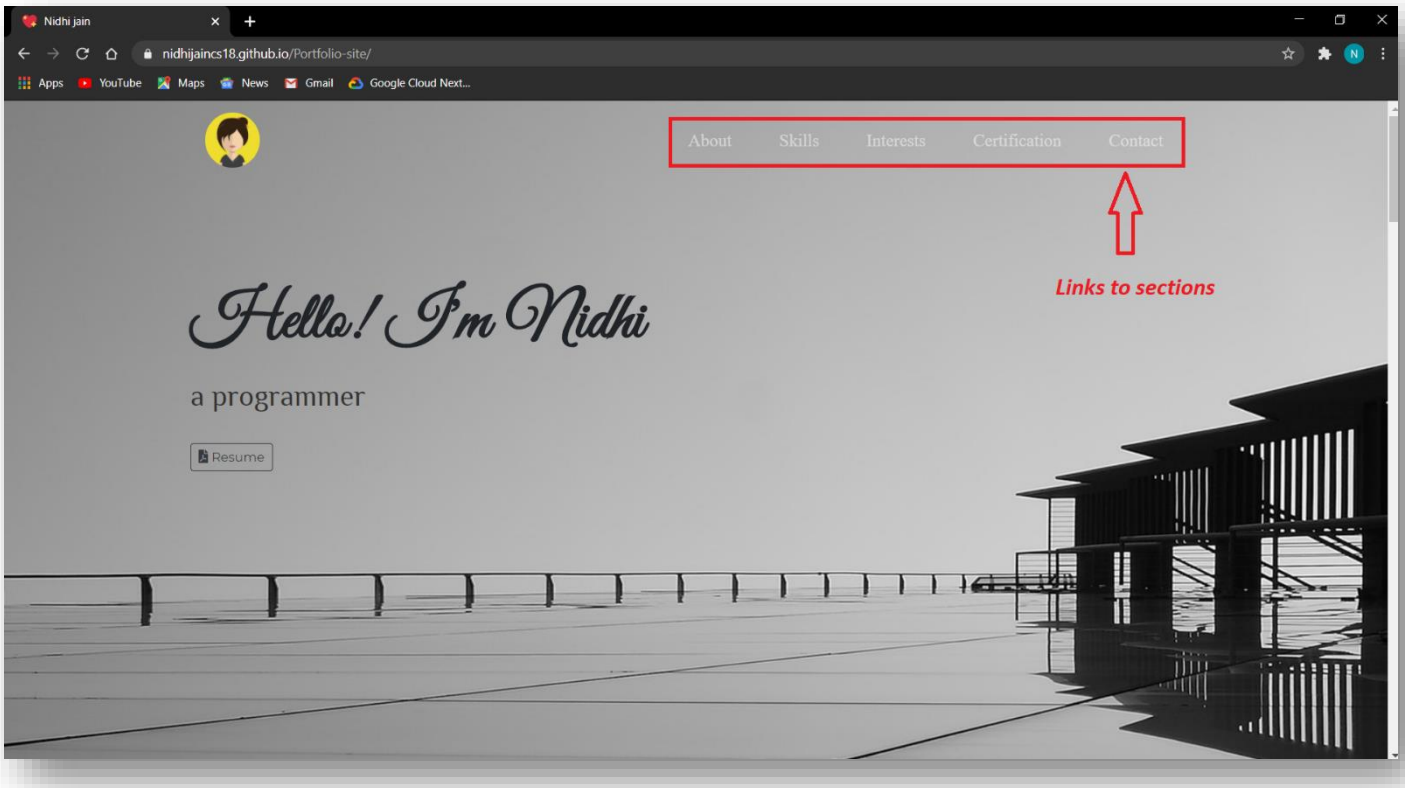
Database Design is a collection of processes that facilitate the designing, development, implementation and maintenance of enterprise data management systems. Properly designed database is easy to maintain, improves data consistency and are cost effective in terms of disk storage space. The main objectives of database designing are to produce logical and physical designs models of the proposed database system.

5. Implementation:

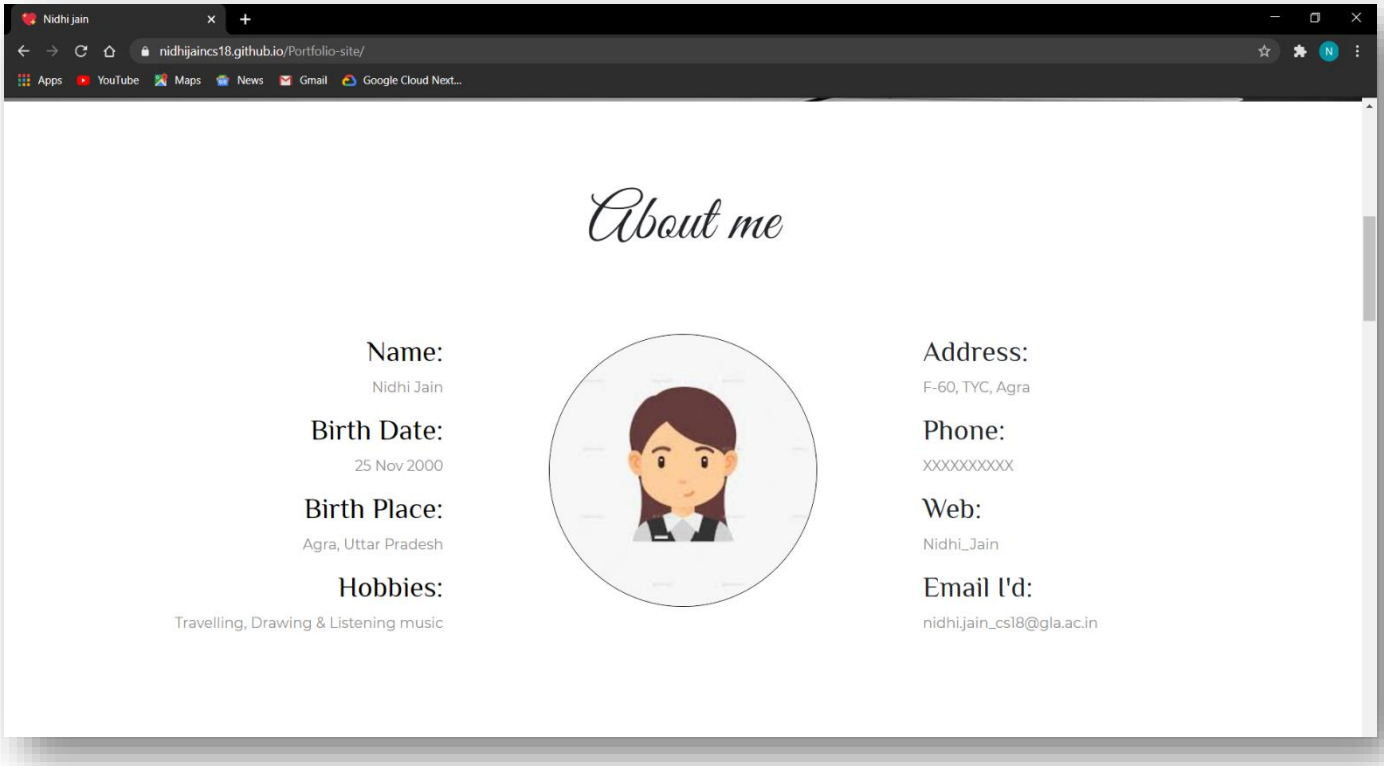
a. In my Project of Portfolio-site, initially I have created a home page where I have inserted a simple and decent background image with my name as a heading. And a navigation bar at the top of the page. I also add a button to download my resume file if someone want to know more about me, they can download my resume too.



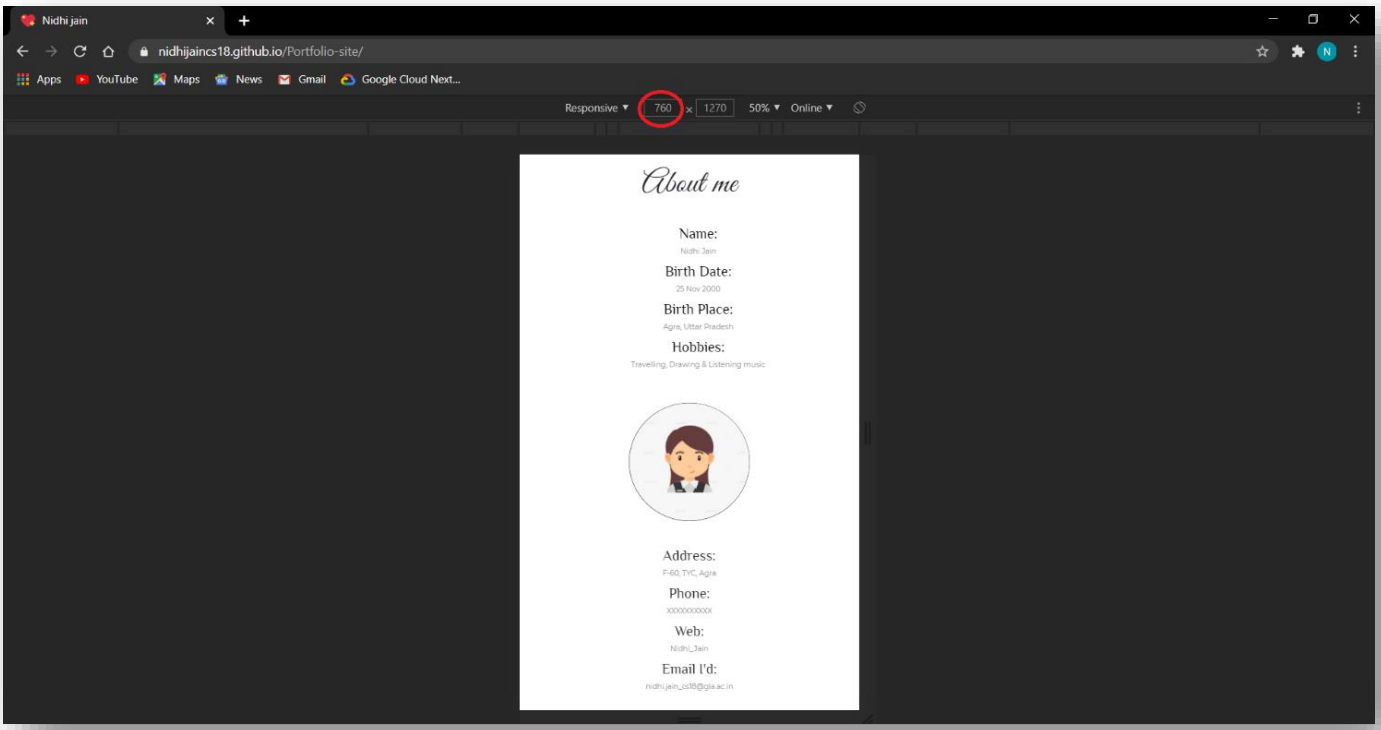
b. In this home page, there are some links on navigation bar, which navigate the user to that section with a smooth scrolling effect.



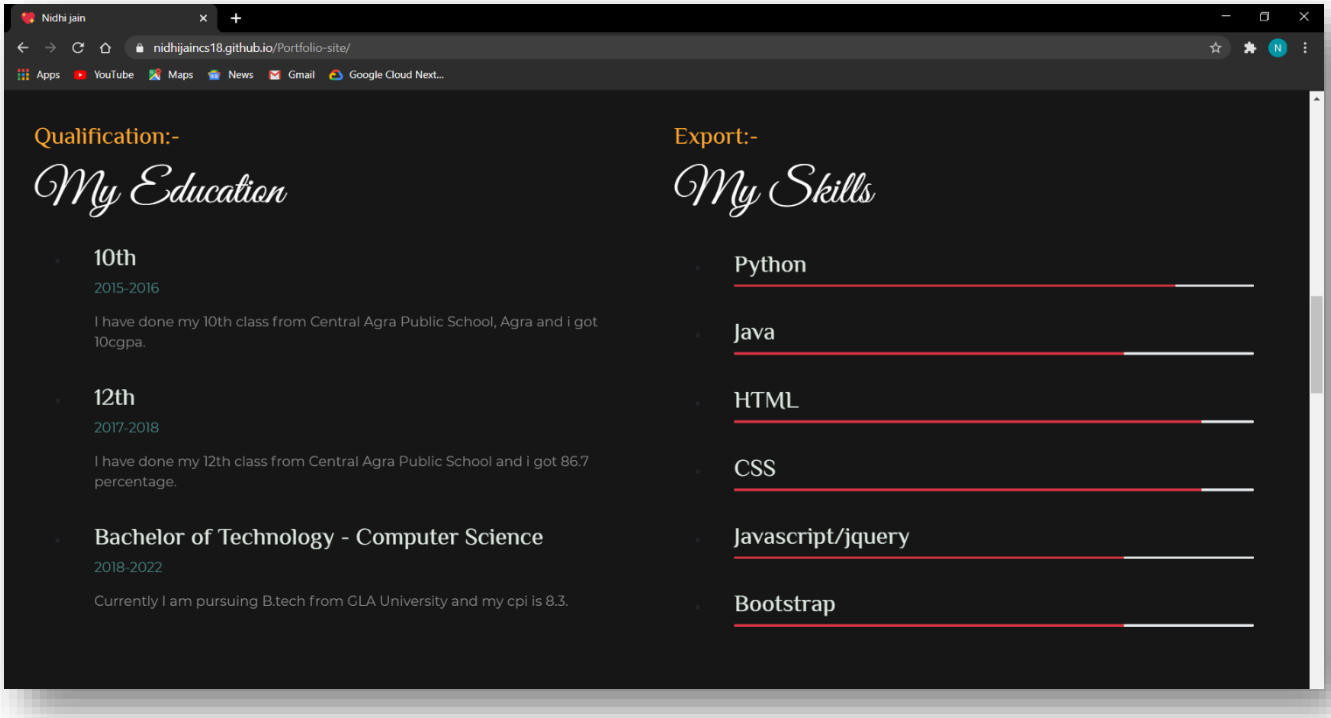
c. Next is the About Section, where I introduce myself.

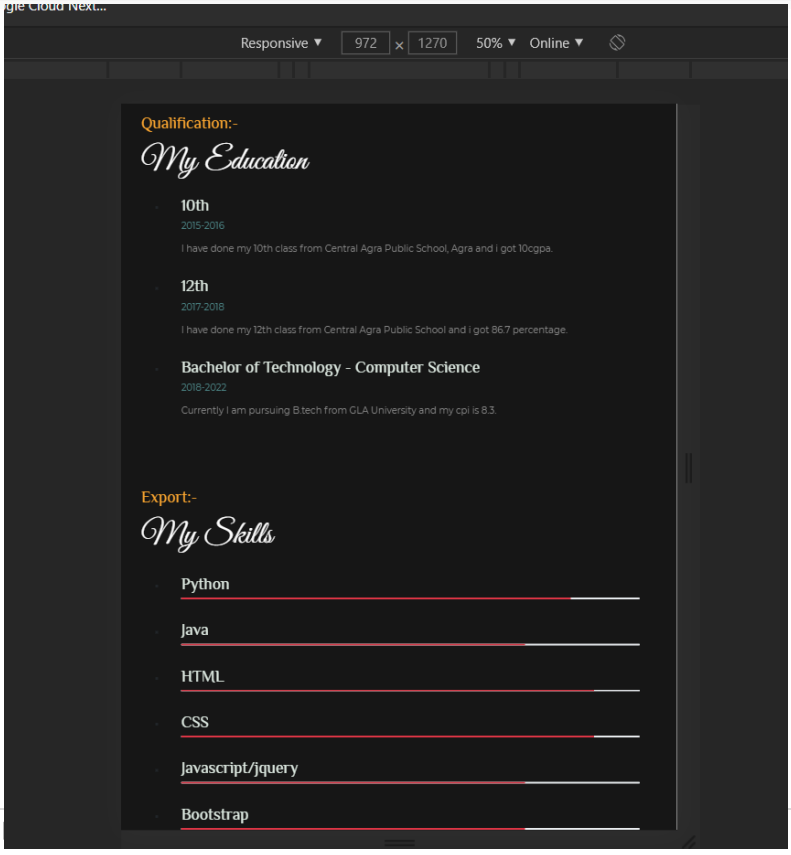


d. This section is responsive. When I move the screen resolution below 761px in width, all the text get center aligned and those three columns split into 3 rows. 1 item each row.

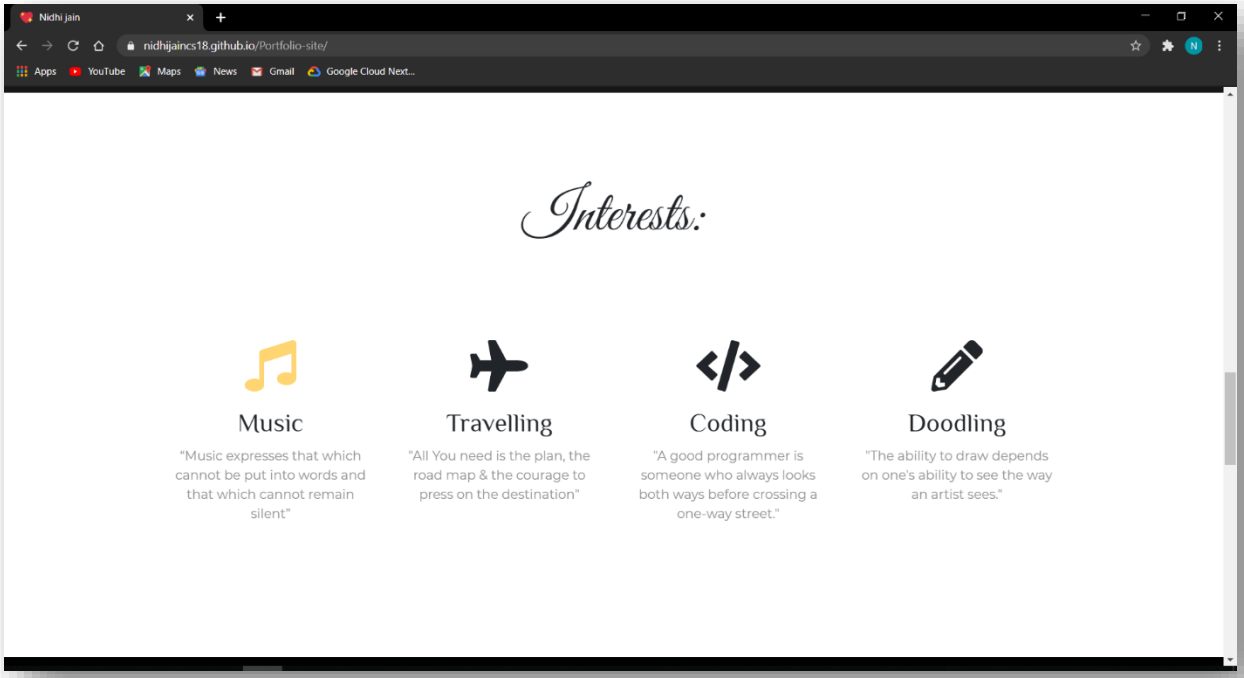


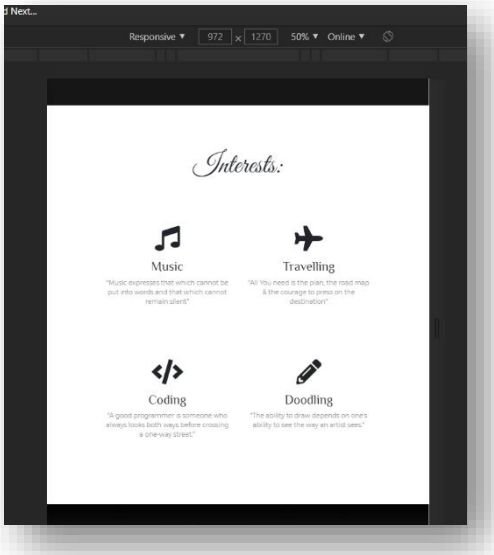
e. Next is Skills Section, where I have written about my education and my skills. I have also used progression bars to show my progress in different skills.

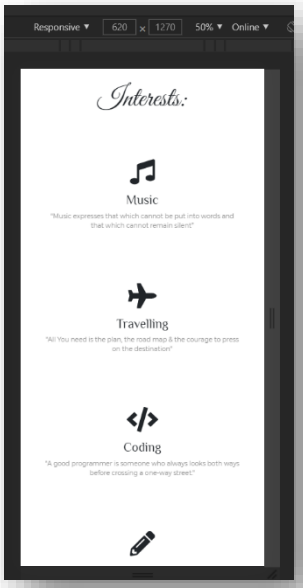




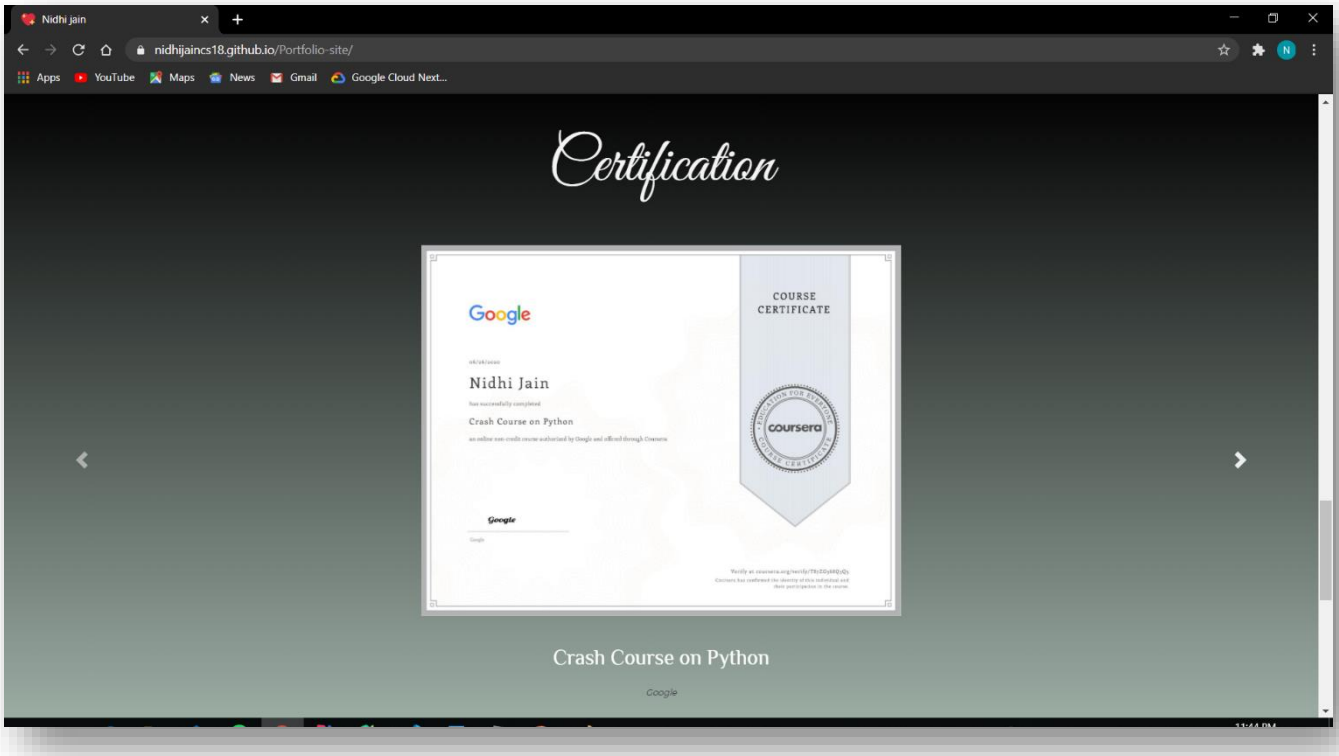
f. This is my Interest section, where I have written what I love to do. There icons have a hover effect also. And it is also responsive. These 4 columns split into rows.



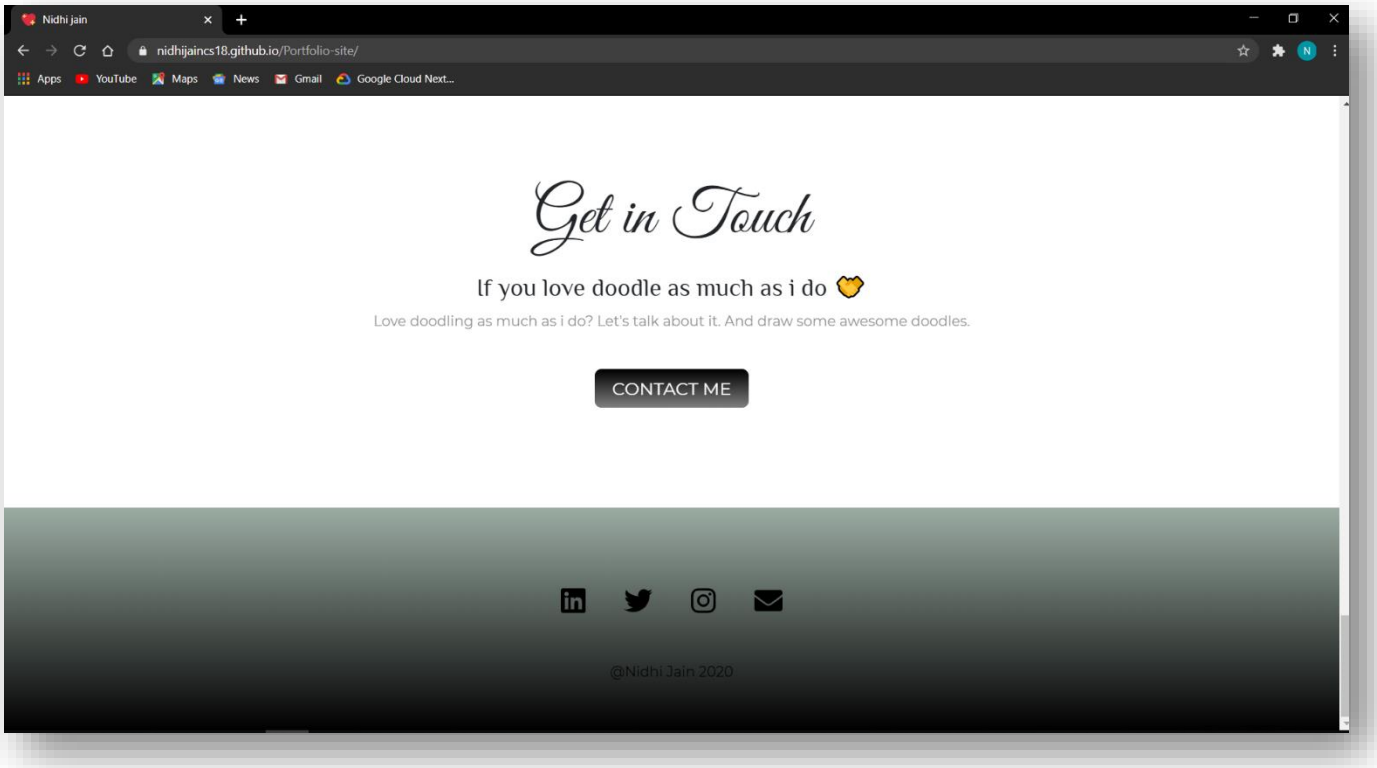




g. Next is Certification Section, where I attached my certificates in the form of carousel. In this image automatically change to the next within 5 seconds and if we hover an image, it doesn't change. I also use a gradient image in the background.



h. At last, there is a contact me section, where I linked my social media accounts and a contact me button, where user can directly mail me. And there is a hover effect over the button as well as the links.



Link for the code:

https://github.com/nidhijaincs18/Portfolio-site

Link for the Portfolio-Site:

https://nidhijaincs18.github.io/Portfolio-site/

7. Future Scope of the Project:

There are various modifications and transformations that can be done to this project.

8. REFERENCES

1) http://www.udemy.com/
2) https://www.fontawesome.co
3) https://colorhunt.co/
4) http://www.stackoverflow.com
5) http://www.w3schools.com
6) https://www.quora.com