





STUDENT NAME: E.shanmuga priya

REGISTER NO AND

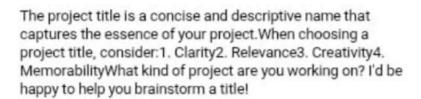
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DEPARTMENT: BACHELOR OF ARTIFIAL INTELLIGENS

NAME OF THE COLLEGE &CODE:409 ARC VISHWANATHAN COLLEGE,

UNIVERCITY: ANNAMALAI UNIVERCITY

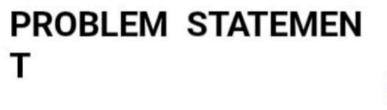
PROJECT TITLE



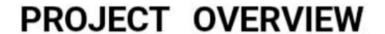
AGENDA

- 1. Problem Statement
- 2. Project Overview
- 3. End Users
- 4. Tools and Technologies
- 5. Portfolio design and Layout
- 6. Features and Functionality
- 7. Results and Screenshots
- 8. Conclusion
- 9. Github Link





A problem statement is a clear and concise description of a problem or challenge that needs to be addressed. It typically includes:1. Description of the problem2. Impact of the problem3. Goals or objectivesA well-defined problem statement helps guide the development of solutions and ensures everyone involved is working towards the same goal. Would you like to share a specific problem statement you're working on?



To provide a project overview, I'll need more context. Could you please share:1. Project type (e.g., software, research, creative)2. Project goals3. Key stakeholders4. Current statusWith this info, I can help you summarize your project's main aspects.

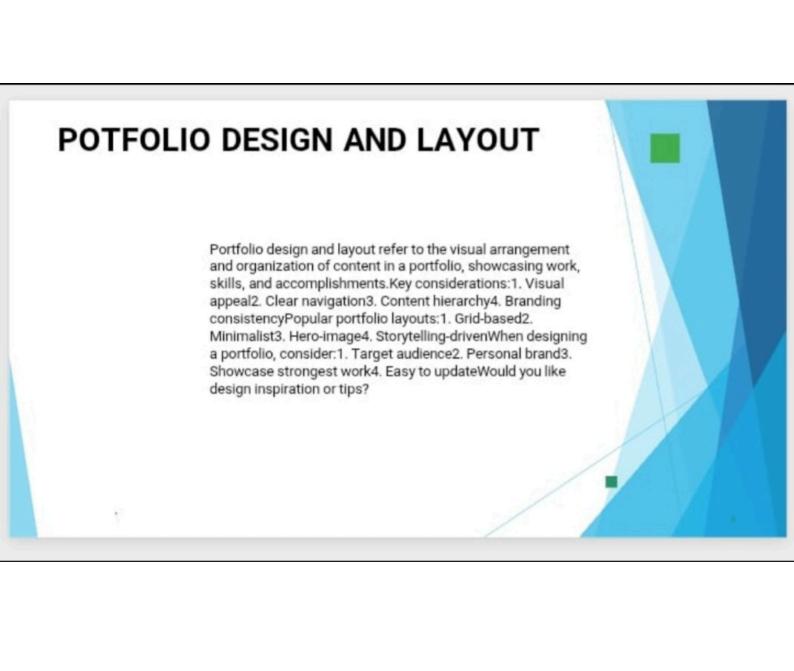
WHO ARE THE END USERS?

The end-users are the individuals who will ultimately interact with or benefit from a product, service, or system. They are typically the target audience or customers. Examples of end-users include:1. Consumers using a mobile app2. Employees using a company's internal software3. Customers visiting a websiteUnderstanding end-users' needs, preferences, and behaviors is crucial for designing and developing effective solutions.





Tools and techniques refer to the methods, software, and technologies used to achieve a specific goal or complete a task. Some examples of tools and techniques include:1. Project management tools (e.g., Asana, Trello)2. Design tools (e.g., Adobe Creative Cloud, Figma)3. Development tools (e.g., coding languages, IDEs)4. Data analysis tools (e.g., Excel, Tableau)Techniques might include:1. Agile methodologies2. User experience (UX) design3. Data visualization4. Version control (e.g., Git)What specific tools and techniques are you interested in?



FEATURES AND FUNCTIONALITY

Features and functionality refer to the capabilities and characteristics of a product, system, or service. Features might include: 1. User interface elements 2. Functionalities (e.g., search, filtering) 3. Integration with other tools 4. Customization options Functionality can encompass: 1. Performance 2. Security 3. Usability 4. Scalability When designing or evaluating features and functionality, consider: 1. User needs 2. Technical requirements 3. User experience 4. Competitive landscape What specific product or system are you interested in discussing?

RESULTS AND SCREENSHOTS



Results and screenshots can help showcase the outcome of a project or product.

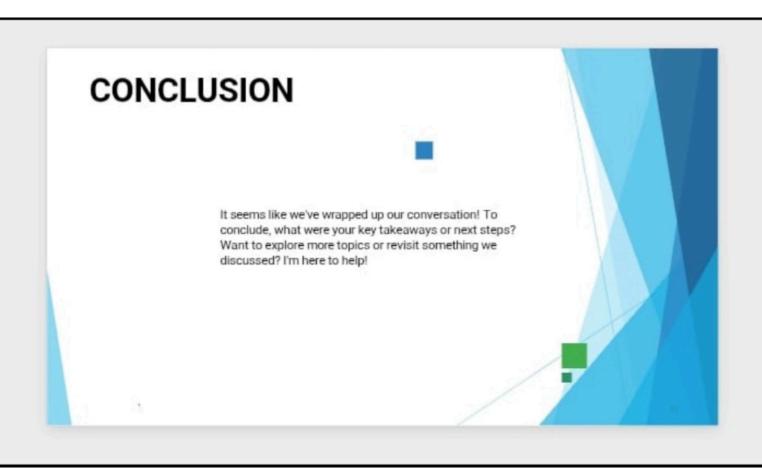
When sharing results, consider including:

- 1. Key achievements
- 2. Metrics or data
- 3. User feedback
- 4. Visuals like screenshots or videos

Screenshots can effectively demonstrate:

- 1. User interface
- 2. Features and functionality
- 3. Design elements

Would you like tips on presenting results or creating effective screenshots?



GITHUB LINK

https://github.com/priyaelango2007-stack/E.-Shanmugapriya-TNSDC-FWD-DP