SHORT READS APP

Submitted in partial fulfillment of the requirements for the award of the degree of

BACHELOR OF ENGINEERING
IN
COMPUTER SCIENCE & ENGINEERING

Submitted to:
Er. Aparna

Submitted By:

Rahul Choudhary

(19BCS1202)

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
Chandigarh University, Gharuan

BONAFIDE CERTIFICATE

This is to certify that the work embodies in this dissertation entitled "**Short Reads Application**" being submitted by **Rahul Choudhary (19BCS1202)** ,for partial fulfillment of the requirement for the award of Engineering in Computer Science & Engineering" discipline to, Chandigarh University, Punjab during the academic year 2023 is a record of bona fide piece of work, undertaken by the and guidance of "Department of Computer science and Chandigarh University"

Student Name and Signature :RAHUL CHOUDHARY

Mentor and Project Teacher Name and Signature :Er. Aparna

Supervisor Name and Signature :Er. Sukhvir

DECLARATION

I Rahul Choudhary , student of Bachelor of Engineering in Computer Science & Engineering, 6th Semester, Session: Feb-May 2022, Chandigarh University, hereby declare that the work presented in this Project Report entitled "**Short Reads**" is the outcome of my own work, is Bonafede and correct to the best of my knowledge and this work has been carried out taking care of Engineering Ethics. The work presented does not infringe any patented work and has not been submitted to any other university or anywhere else for the award of any degree or any professional diploma.

Student details:

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19BCS1202

ACKNOWLEDGEMENT

We express our deep sense of gratitude to our respected and learned guide, **Er. Aparna** for her valuable help and guidance. We are thankful to her for the encouragement. We are also thankful to all the other faculty & staff members of our department for their kind cooperation and help. Lastly, we would like to express our deep appreciation towards our classmates and our parents for providing us with moral support and encouragement.

Rahul Choudhary
(19BCS1202)

Table of Contents:

Introduction

This game project is on android development using Java(native app) using android sdk. Suppose we have a score and everytime we propose to add a number to our score the request may get accept or reject resulting in final score = prev_score + number or prev_score - final if we are sure that our request will get accept k times out of n times we propose, there will be a highest score above which it is theoretically impossible to score given both players play optimally. The main idea is to challenge the accuracy of the user for this highest score approximation.

Tools and Tech used

User Interface:

XML: XML stands for Extensive Markup Language. **XML** is the standard markup language for creating Android UI. **XML** describes the structure of a Activity(Page) in android app. **XML** consists of a series of elements. **XML** elements tell the ART how to display the content.

Why XML?

● XML is the standard mark-up language for creating Android Activity(page) UI

● XML describes the structure as well as styling of a Android Activity(page) UI

● XML consists of a series of elements

● XML elements tell the ART how to display the content

● XML elements label pieces of content such as "this is a heading", "this is a paragraph", "this is a link",

● XML is also used for styling various components defined

● XML is also used for creating custom drawables

● It is the same tech used while creating custom styles and themes to whole app

  ● The main Manifest File in Android by which the play store gets to know the target APIs and permissions and ART gets to know many important things about App, is also created using this.

Java:

Java is a high-level, class-based, object-oriented programming language that is designed to have as few implementation dependencies as possible. It is a general-purpose programming language intended to let programmers write once, run anywhere (WORA), meaning that compiled Java code can run on all platforms that support Java without the need for recompilation.

Backend:

Why Java?

● Platform Independent

● Secure

● Object Oriented

● Efficient

● Robust

● Huge Community

● Android API uses this and kotlin only and kotlin is still new

Software And Hardware Requirements

The software and hardware required for the same are as follows:

Browser

● Chrome

Operating System

● **Android** 6 (Marshmallow) or above

● Ubuntu

IDE

● Android Studio

Hardware:

● PC with 4 GB RAM

● 500 MB disk space

- 1 GB for Android SDK
- A sufficiently fast processor

Feasibility study

1. Operational feasibility

The main purpose of this project is to provide a platform that will help and assist the students. All the requirements for this program are necessary for customer applications. Therefore, the androidapp receives input from the user and generates posts so that the resource that client shared can be views by students.
The purpose of this androidapp is to facilitate the convenience of the students who wants to excel in academics. The information obtained from the user will be stored securely in a single database and carefully monitored.

2. Technical feasibility

This project is completely feasible as it uses android development (FULL STACK) and uses latest technology such as Django and python for development. All the technology in detail used in this project are as follows:

• JavaScript
• Node.Js
• Python
• Yarn
• AJAX
• JAVA
• CSS
• JQuery
• Mongodb

All the above technologies are completely feasible and up to the mark as per the standards in the industry. So, we can develop a androidapp using all the required technologies.

3. Schedule feasibility
Systematic planning has looked at whether it is possible to build a successful solution to a given problem, within the allotted time. Since the deadlines shows the time frame that we are expected to benefit from. We have developed our project plan by looking at the given timeline.

4. Economic feasibility

When considering the economic feasibility of a plan the cost analysis looks at the benefits of the plan in relation to its costs.

Methodology/ Planning of work

The methodology or the steps taken for the project planning are as follows:

1. Purpose and goals

The purpose of this androidapp is to present my resume and showcase my skills in an intuitive manner. I will integrate the backend with Mongodb database which is NoSql database so as to manage my projects and then host the androidapp so it can be accessible with a link.

2. Budget.

This is a file sharing androidapp so it will require a domain afterwards so that it can be used professionally but until then I will use free domains available.

3. Content strategy.

The kind of content I would be displaying on our androidapp will be my skills, education, projects, certifications and in future work experience.

5. Structuring android app.

Our androidapp will have a home page consisting of home, where user can browse or drop the file he want to share via generated link.

7. Designing.
- • We will make our navigation easy to understand and easy to find.
- • We will make our app responsive.

8. Testing

Testing is important for getting out bugs out and catching details that we might have missed initially. We will make sure that our androidapp shows up the way we want it to in all browsers, including Chrome, Firefox, Internet Explorer, and mobile android browsers like Safari and Opera Mini. We will also test it on our cell phone, your tablet, and our colleague's cell phones and tablets too.

9. Maintain your app.
We also have a plan for maintaining the androidapp, such as who is responsible for posting new content or monitoring app security.

Module wise Distribution of work

It is systematically and equally divided with all the team members.
- Language and Framework
- Frontend developer
- Content writer and/or editor
- JAVA professionals
- android and graphic designer
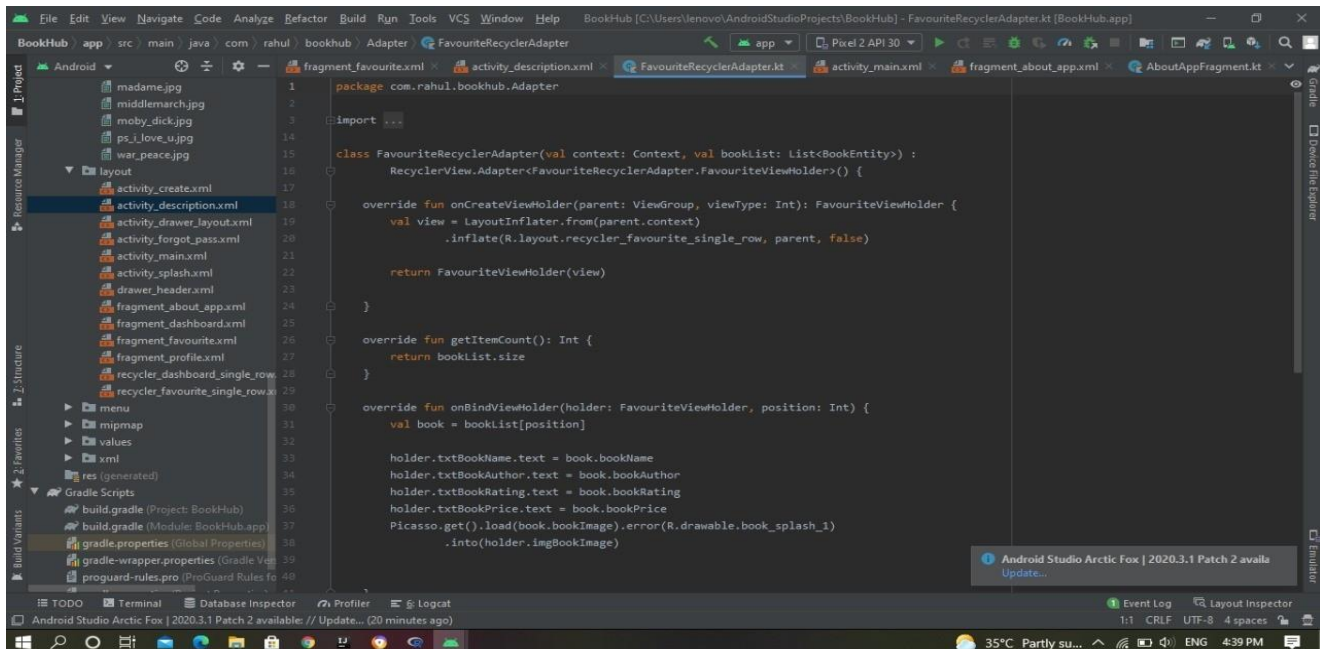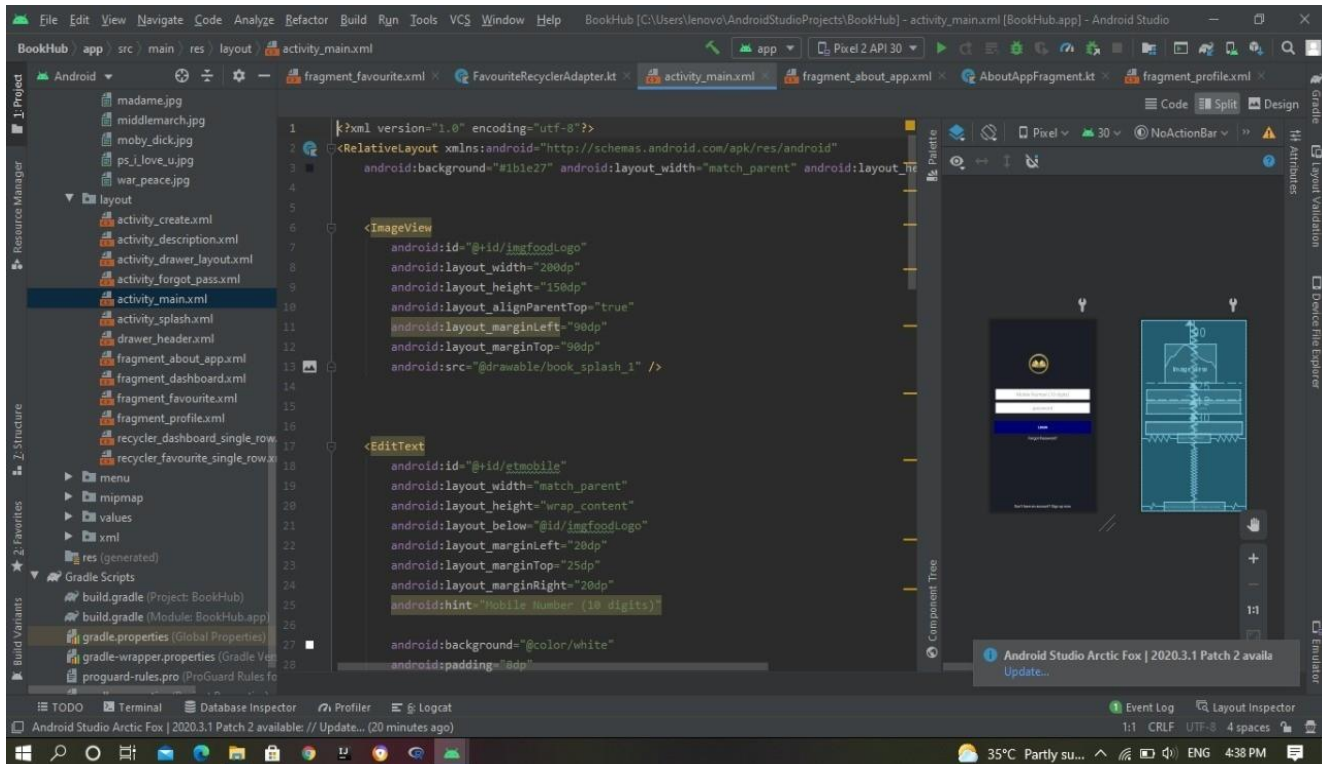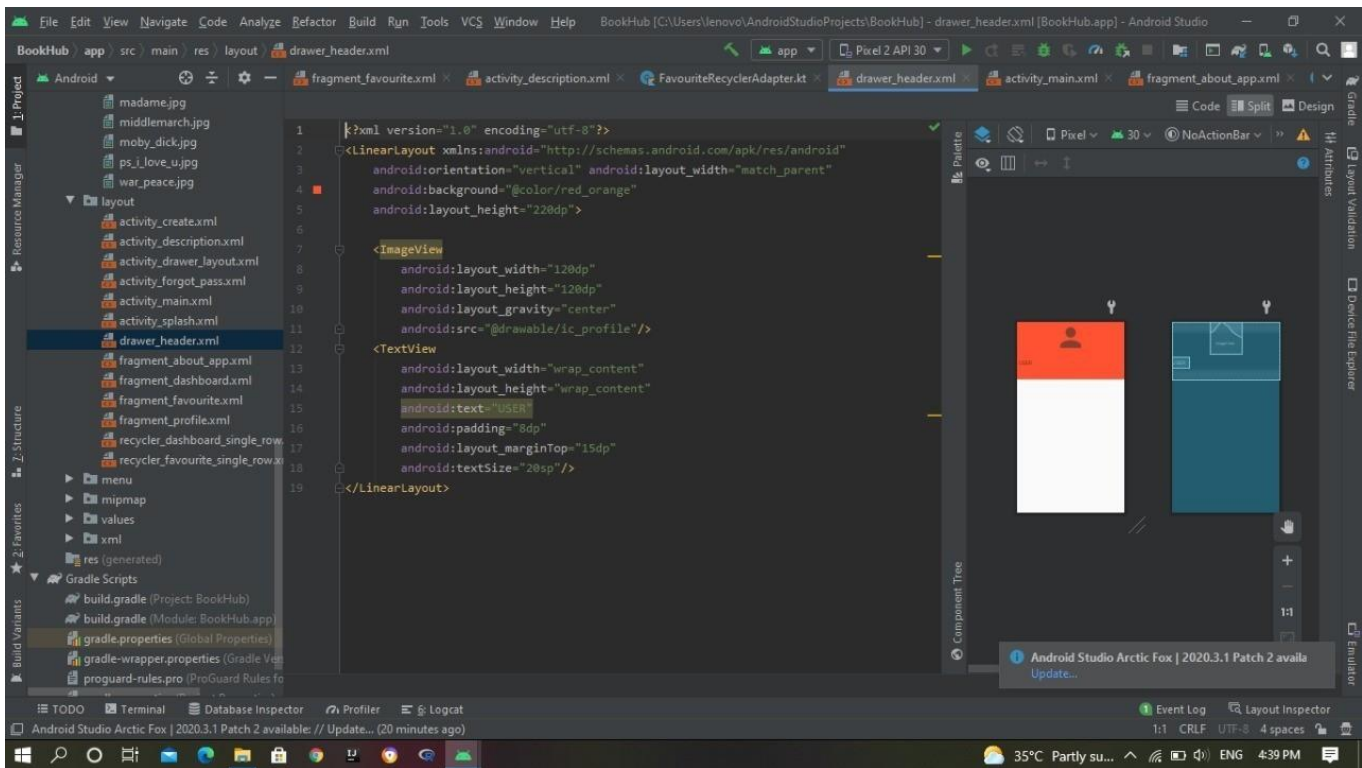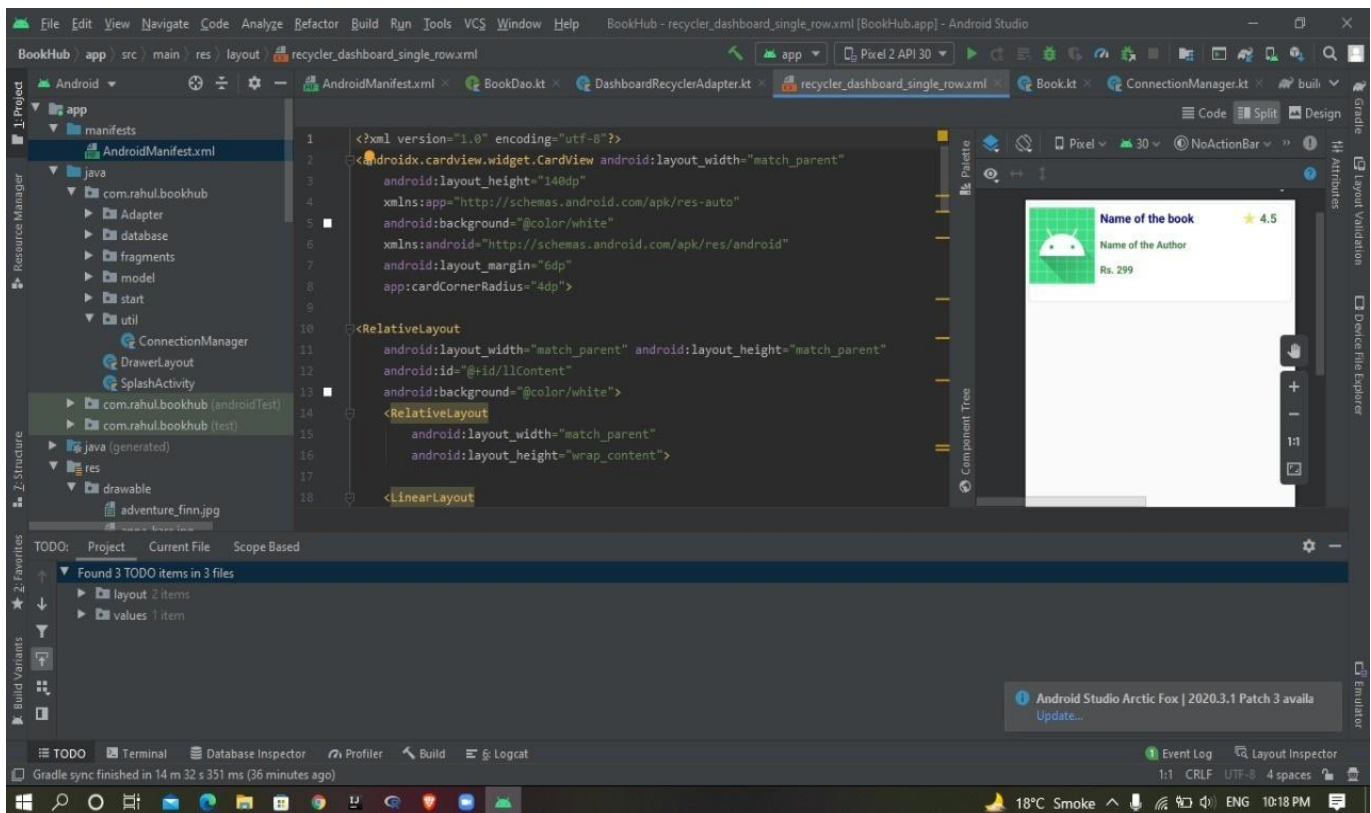- Backend Developer

Flowchart:
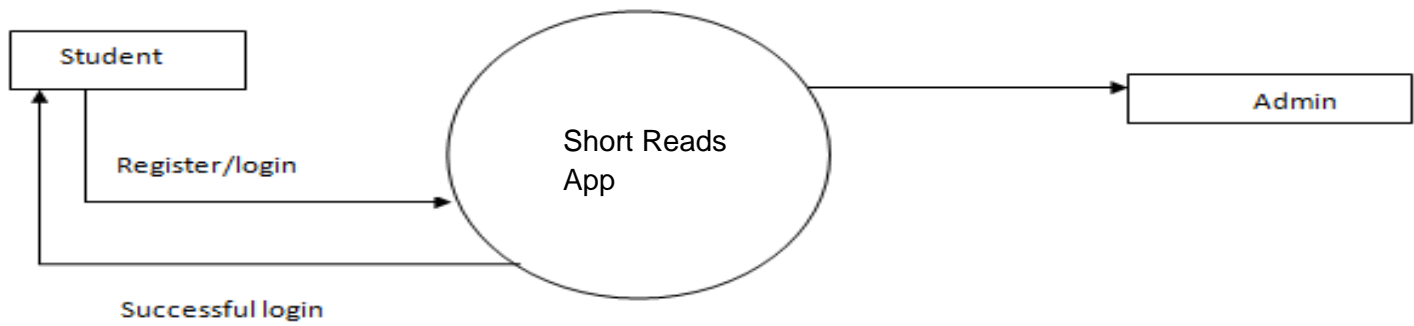
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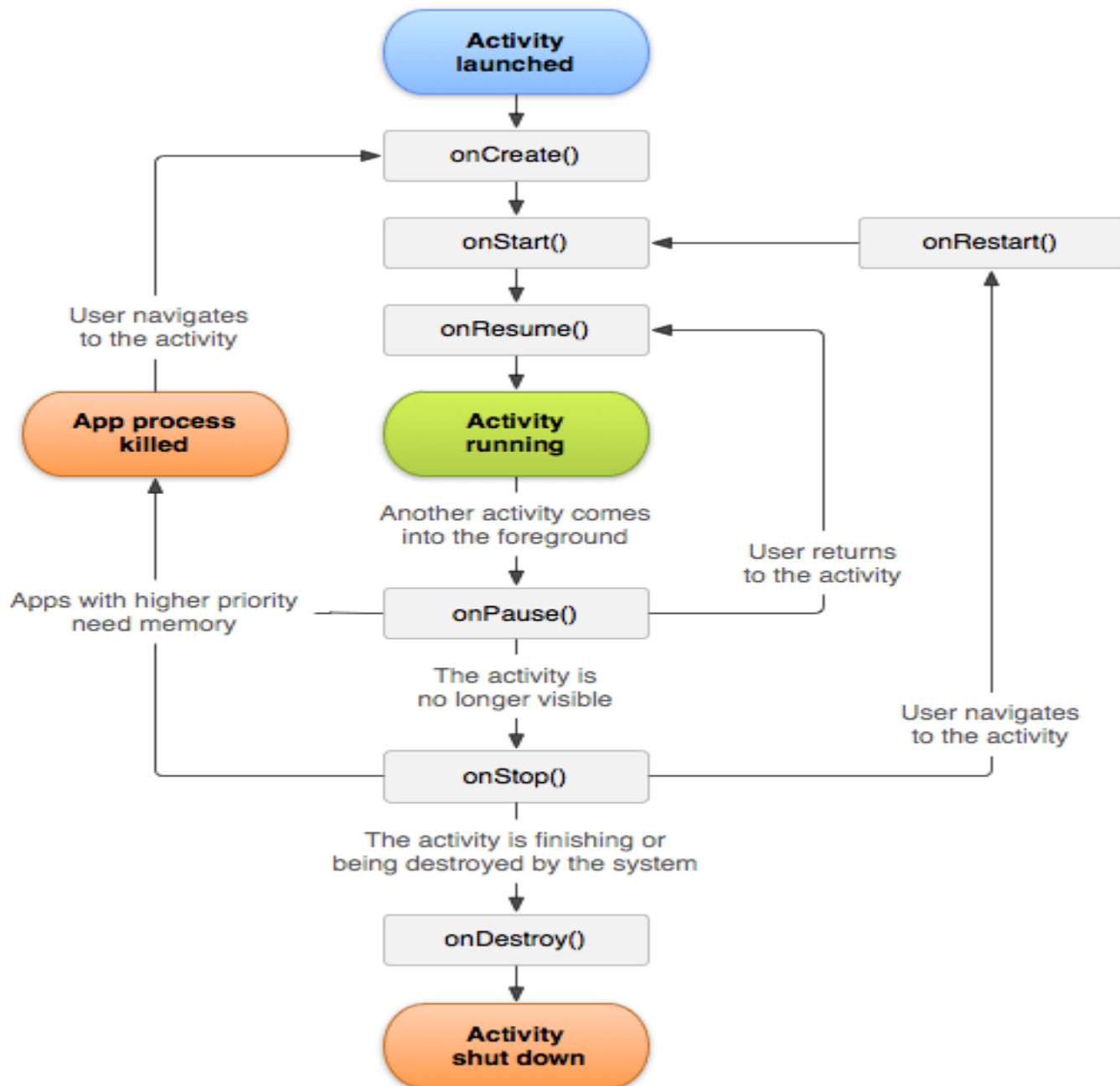
Implementation of Project :

Android Manifest Files:

FRONT END
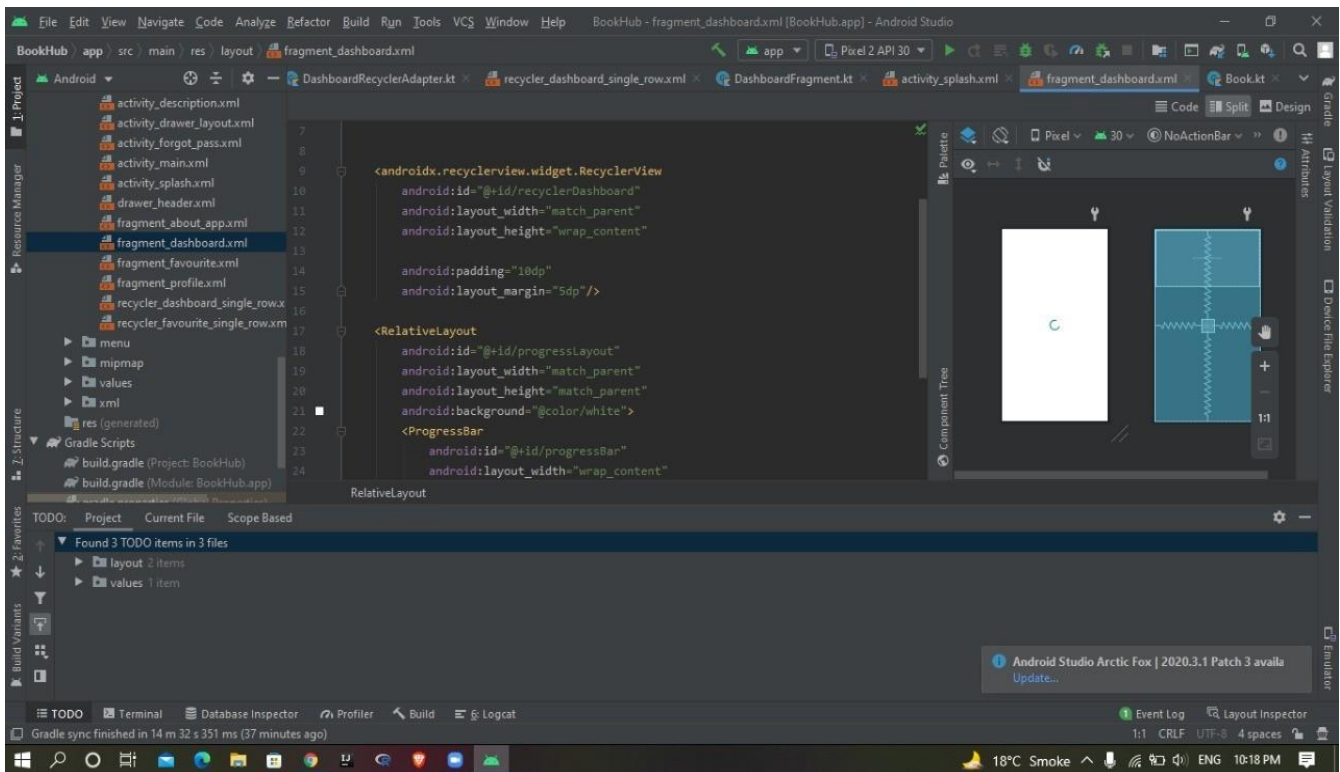
BACK END
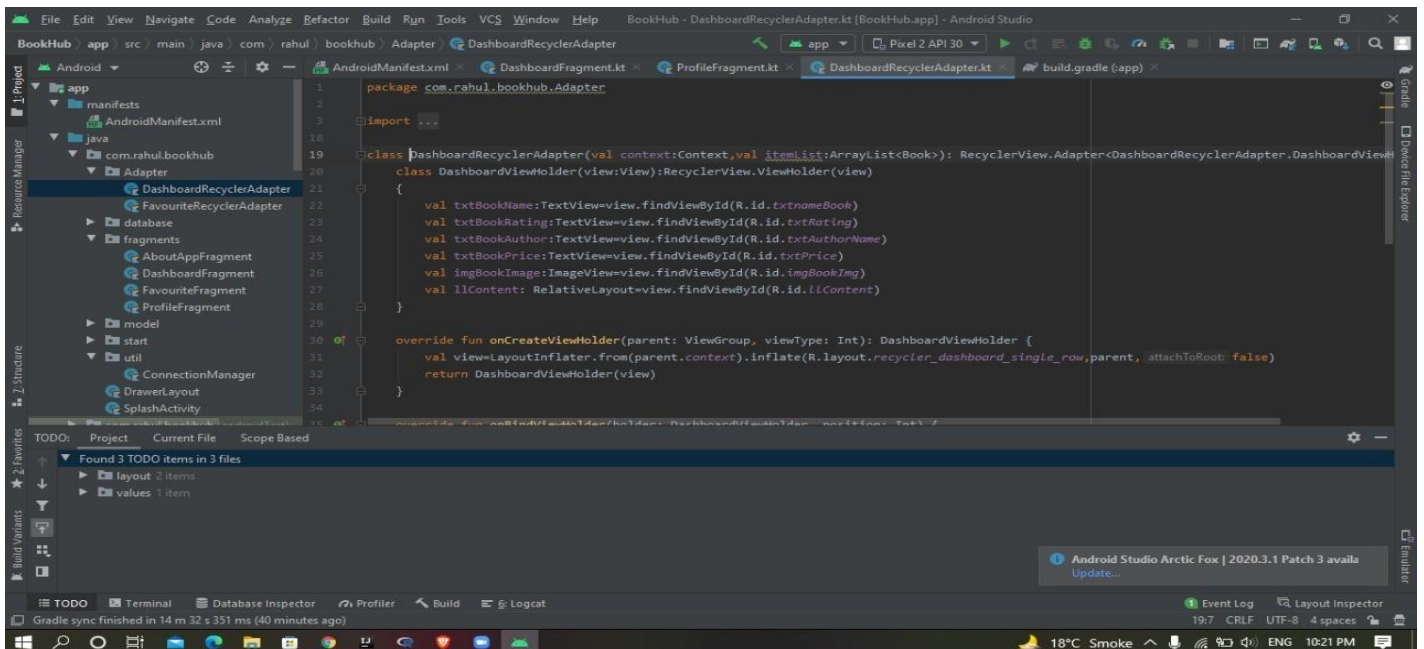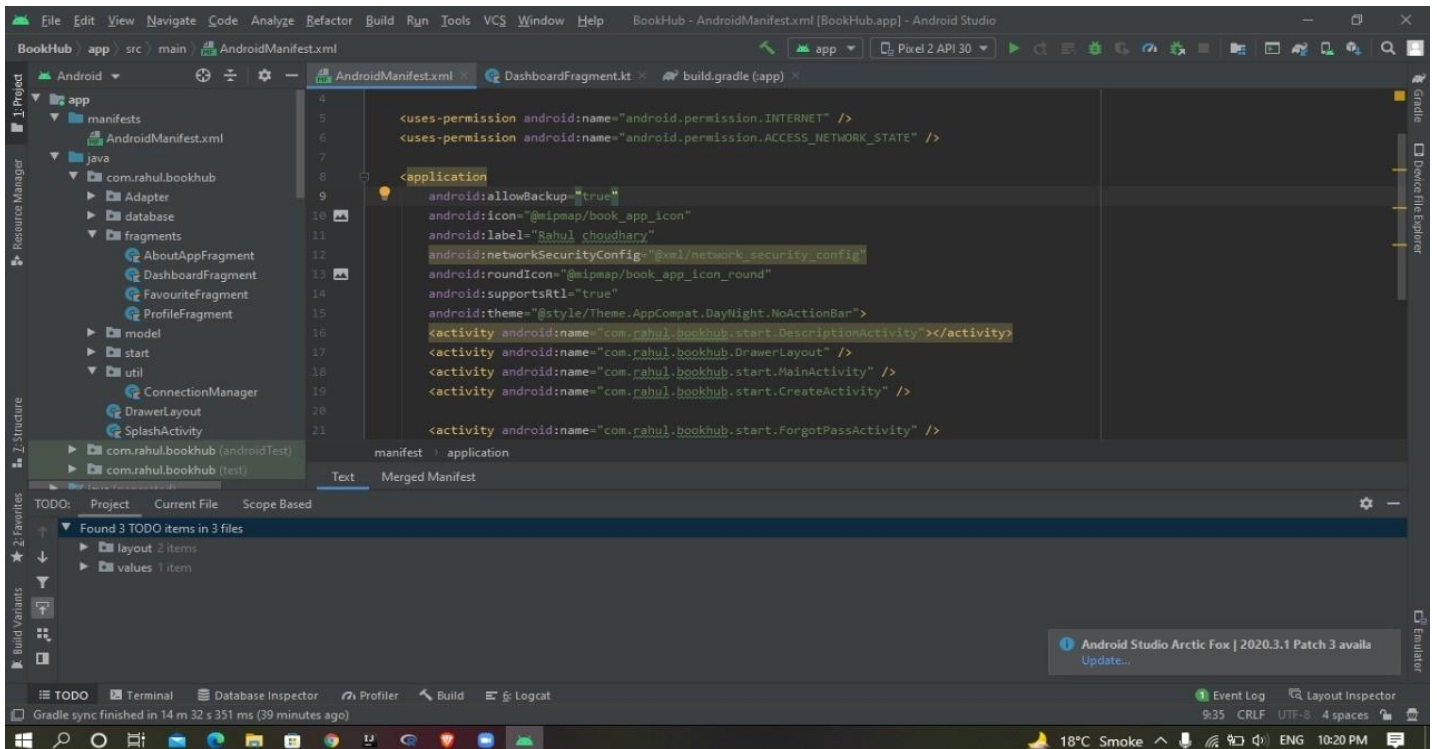
Database deployment(Mongodb)
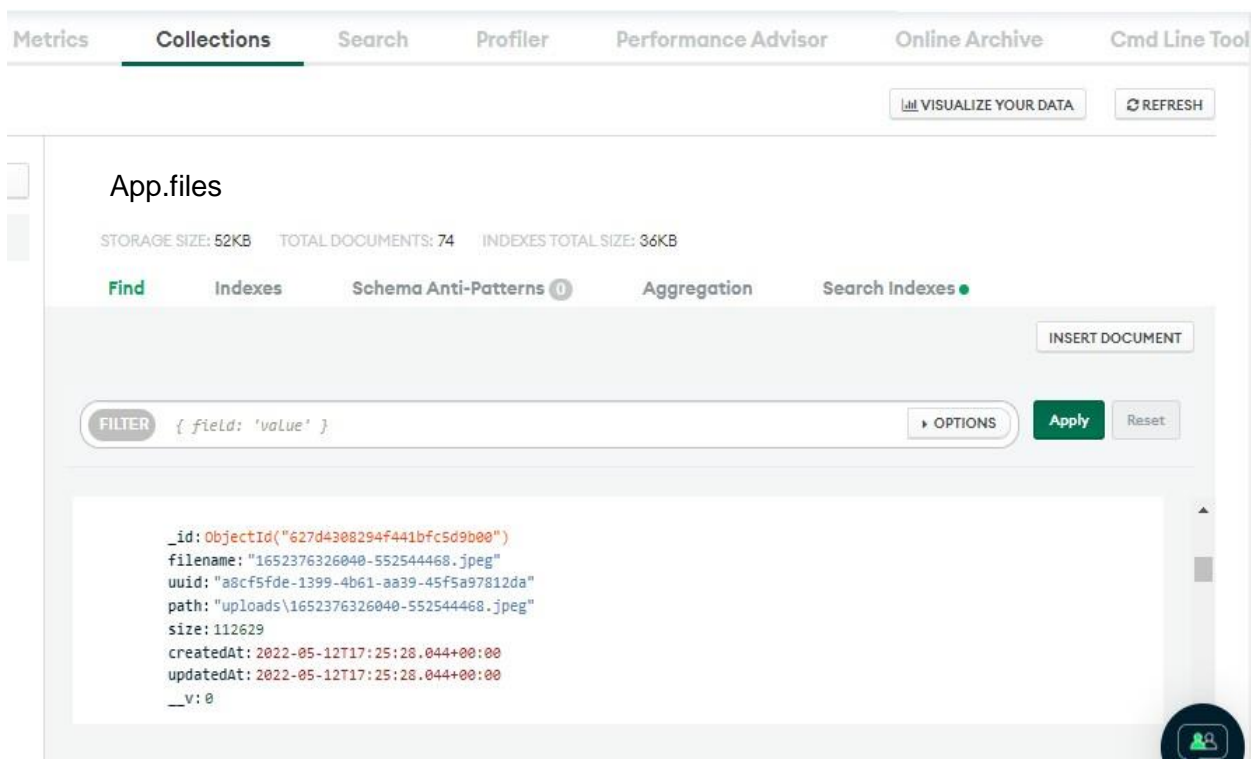
Product View:

Splash screen

login page
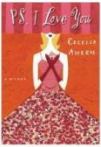
Registration page

Register Yourself

Name (min 3 characters)

Email Address

Mobile Number (10 digits)

Delivery Address

password (Min 4 characters)

Confirm password

REGISTER

8850703968

•••••

LOGIN

Forgot Password?

Don't have an account? Sign up now

DashBoard Fragment

Dashboard

P.S. I love you ★ 4.0
Cecelia Ahem
Rs. 299

The Great Gatsby ★ 3.9
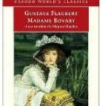F.Scott Fitzgerald
Rs. 399

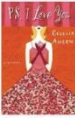**Anna Karenina** ★ 4.1
Leo Tolstoy
Rs. 199

Madame Bovary ★ 3.6
Gustave Flaubert

Favourite Fragment
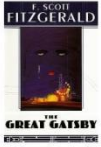
Favourite Books

P.S. I love you
Cecelia Ahem
4.0
★ Rs. 299

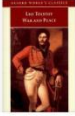**Anna Karenina**
Leo Tolstoy
4.1
★ Rs. 199

War and Peace
Leo Tolstoy
4.2
★ Rs. 249

Description Fragment

Book Detail

P.S. I love you ★ 4.0
Cecelia Ahem
Rs. 299

About The Book

Holly couldn't live without her husband Gerry, until the day she had to. They were the kind of young couple who could finish each other's sentences. When Gerry succumbs to a terminal illness and dies, 30-year-old Holly is set adrift, unable to pick up the pieces. But with the help of a series of letters her husband left her before he died and a little nudging from an eccentric assortment of family and friends, she learns to laugh, overcome her fears, and discover a world she never knew existed.

The kind of enchanting novel with cross-generational appeal that comes along

REMOVE FROM FAVOURITES

Navigation bar :
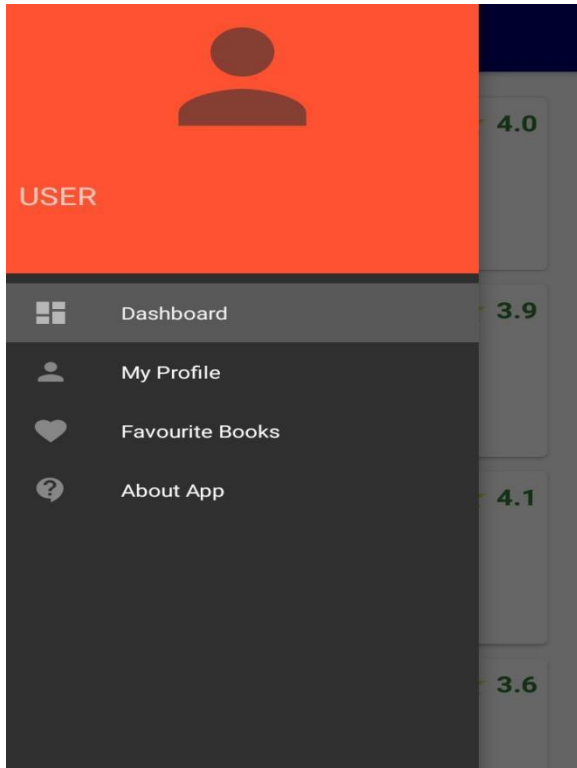
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(Mentor Signature)