

**Project Report**

**On**

**JUMBLE JUGGLE**

**Session 2018-19**

**Name of discipline**

**Submitted By**

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**STUDENT’S DECLARATION**

I hereby declare that the work being presented in this report entitled “JUMBLE JUGGLE” is an authentic record of my work carried out under the supervision of Mr. “GOPAL GUPTA”.

The matter embodied in this report has not been submitted by me for the award of any other degree.

**Dated: Signature of students**

**(Rajat Shrivastava)**

**Department:CSE**

This is to certify that the above statement made by the candidates is correct to the best of my knowledge.

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**Signature of Supervisor**

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**CHAPTER 1**

**INTRODUCTION**

It is the first chapter of the Report. The purpose of an introduction in the B. Tech Project Report is to justify the reasons for writing about the report. The goal in this section is to introduce the topic to the reader, provide an overview of previous research on the topic, and identify the own hypothesis. The goals just mentioned could, if abused, lead to write an introduction that is pages and pages long. It can be noted here that the introduction should not contain every bit of detail in the report, and it should not include support for the report. An introduction might, however, include the reasons for supporting the report.

In order for readers to trust the writer, the introduction must be well written with few errors. In order to keep readers reading, the writer needs to catch the attention of the reader and write in an interesting way. The unique language enhancement feature may suggest words to strengthen the writing. Strong writing may hold readers' attention.

It has been observed that the difficulty level to write the Introduction is average and it takes the variable amount of time.

Following sub headings are to be included in this chapter depending on the project-

1.1.Problem Introduction

1.1.1. Motivation

1.1.2. Project Objective

1.1.3 Scope of the Project

1.2.Introduction to Technologies

1.2.1 Language

In this you have to explain the features and history of language used to develop project.

1.2.2 Library / In-built function / package / modules used in your project

List and explain all Library / In-built function / package / modules used in your project

1.2.3. Hardware Requirement

Write hardware requirement for your project

1.2.4. Software Requirement

Write s/w requirement for your project

1.2.5. IDE

Explain about IDE( Integrated Development Tool) / tool used

**SYSTEM DESIGN**

**2.1 Algorithm / Approach**

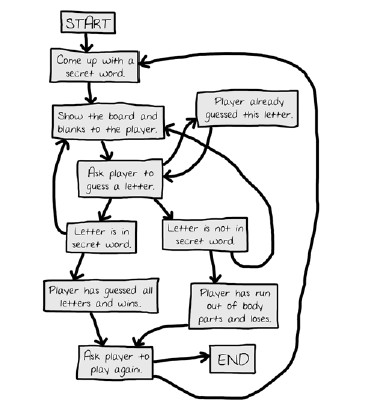
Write detailed algorithm / approach used in project development.

**2.2 Work Flow Diagram**

Explain the detailed implementation steps of your project. Explain all the intermediate steps of your project that give the clear picture of its functioning. Using flow control box and flow

control arrows explain the work flow pattern.

**Sample Work flow**



**2.3. Explain your Code**

Write code with proper comment .

**RESULTS**

**3. Snapshots / Output of Interfaces**

**Display all possible Output.**

**CHAPTER 4**

**CONCLUSION**

**References**

**1.** Doe, N., *Control System Principles*, New York: John Wiley, 1999.

**2**. <https://www.w3schools.com/python/default.asp>

3. https://www.javatpoint.com/data-structure-tutorial