Bansal Institute of Science & Technology
(Deptt. Of Computer Applications)

(RAJIV GANDHI PROUDOYOUGIKI VISHVIDHYALAYA)
BHOPAL (M.P.)

MINOR PROJECT REPORT ON

"Online Whiteboard"

SUBMITTED FOR PARTIAL FULLFILMENT OF THE REQUIREMENT FOR

MASTER OF COMPUTER APPLICATIONS

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SUBMITTED TO-:   **SUBMITTED BY-:**

Dr. Rajneesh Choubey   RITIK DESH., CHANDRESH
HOD-MCA   **(0112CA221109), (0112CA221042)**
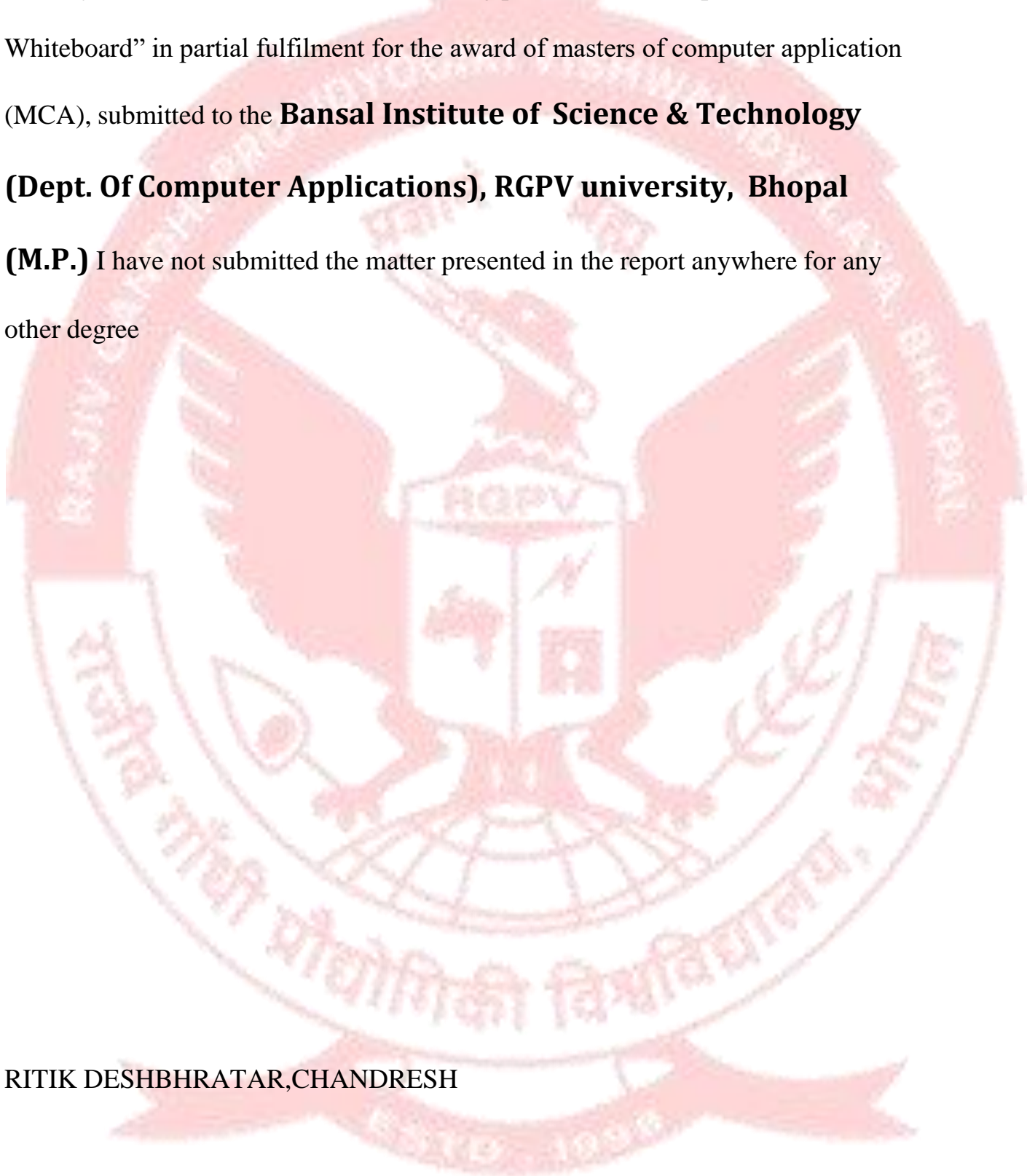
DECLARATION

I hereby declare that the work which is being presented in the report, entitled "Online Whiteboard" in partial fulfilment for the award of masters of computer application (MCA), submitted to the **Bansal Institute of Science & Technology (Dept. Of Computer Applications), RGPV university, Bhopal (M.P.)** I have not submitted the matter presented in the report anywhere for any other degree

RITIK DESHBHRATAR,CHANDRESH

ACKNOWLEDGEMENT

This paper describes the uses of interactive whiteboard in English as a Foreign Language (EFL) primary classroom. The purpose is to explore the potential of the Interactive Whiteboard (IWB) as a learning pedagogical tool to support the development of primary school students" ability to reach a considerable level while learning in their classes. Additionally, this paper tries to answer the following questions: First, what is an interactive whiteboard? Second, how can interactive whiteboards promote student engagement? Third, what are the interactive whiteboard activities in the EFL classroom? The researcher's impression is that the interactive whiteboard can easily employ the three learning style in a way that positively reflect upon the individual learner. Results implicated that the IWB could be used to support the students" abilities development in other subject matters and provide a very interesting choice for importing the Internet into every EFL classroom. Further studies are presented accordingly.

Table of Content

INTRODUCTION

Project detail-

"Real Time Collaborative Whiteboard" is a simple web application that simply helps people to collaborate on various ideas and sketch it out. The users may be Students discussing any study topic, Teachers explaining students through whiteboarding and Professionals sharing their ideas while brainstorming. This whiteboard helps each and every user.

1.1: WHAT IS MY PROJECT IDEA

The idea behind my project is very nice and. I thought that I should make something that is "useful" for everyone in some way and also "easy to use", so the idea for this collaborative whiteboard came up. So far I have implemented some of the useful features that will be handy to use for users.

1.2: WHY I CHOSE THIS TOPIC

I chose this whiteboard web application as my topic because I wanted to make a product that is "unique" and "helpful" for the people. Also the other reason is that I am excited and motivated about making this web app and I like this kind of products and so this helped me to complete the project so far.

1.3: PURPOSE OF THIS PROJECT

The Main purpose of this web application is to provide ease to users while they are discussing any important or casual topic. And also to provide easy access to users by directly providing the service through web, means there are various whiteboard websites out there but they require account but in our case, the user can directly send the website link to the people that want to collaborate, discuss anything or sketch together.
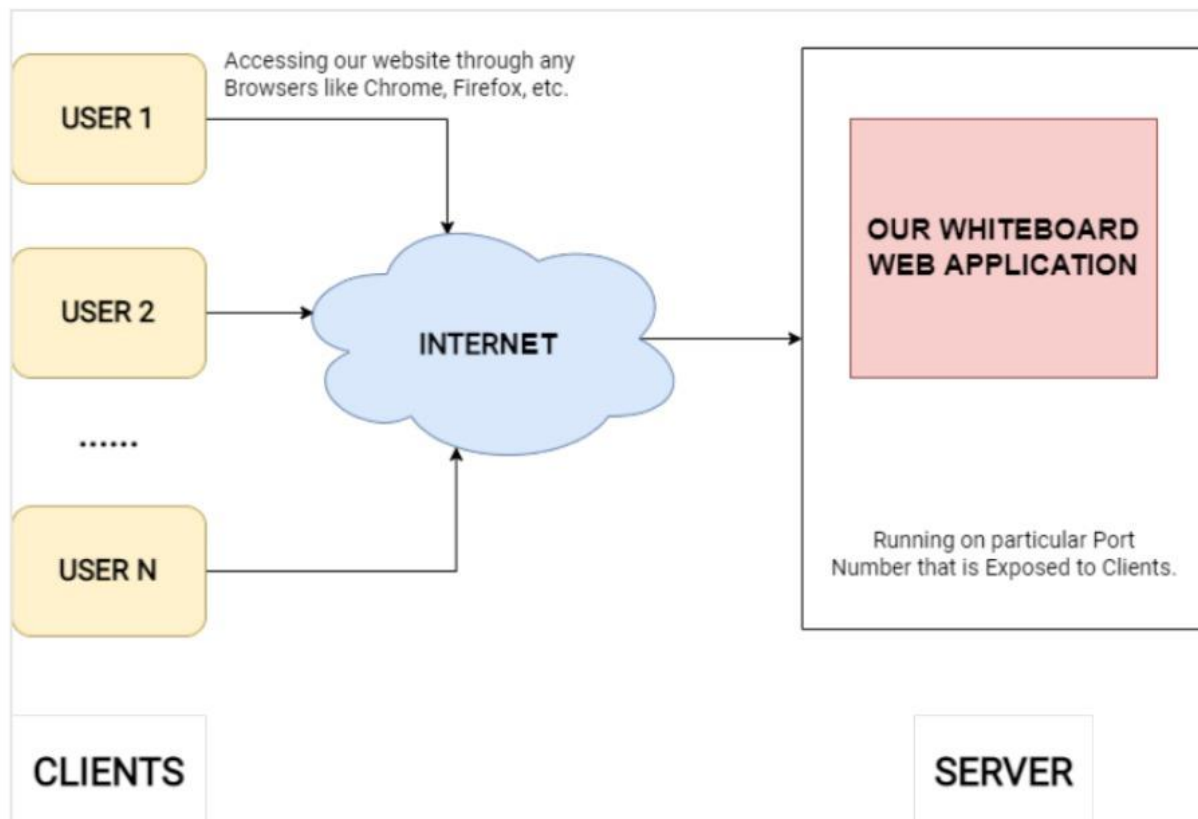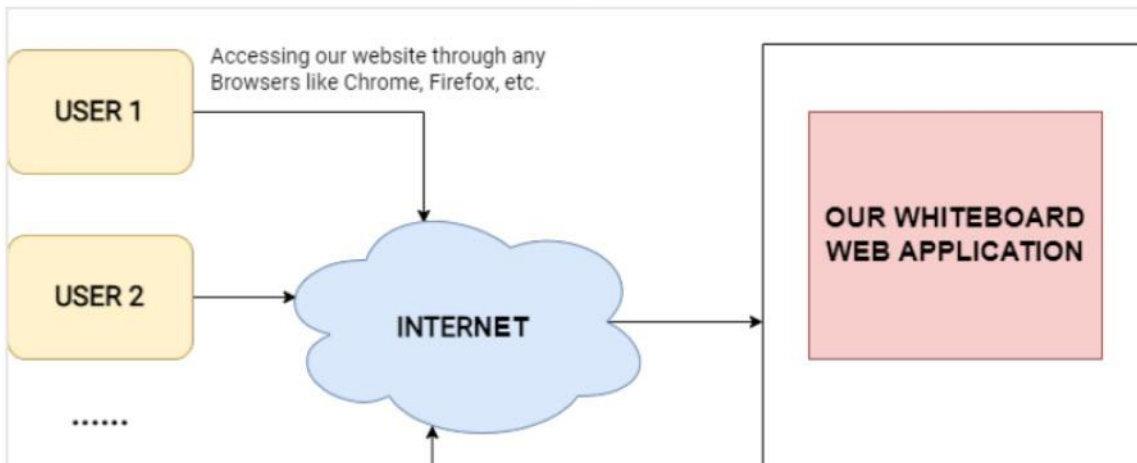
1.4: NEED OF THIS PROJECT

1) If the user is in hurry and don't want to create a new account on web for using whiteboard type of services then my web application fulfils this need.

2) The web application has the download option as well so that the user can save his/her work or sketch or any brainstorming idea on their Local computer.

3) Other websites don't allow you to download the board until you login, but in my case, the user can easily download without any login required.

2.1: WHAT TECHNOLOGIES I USED

For my project, I have used various technologies as follows:

❖ Frontend Technologies - HTML, CSS, Bootstrap, JavaScript
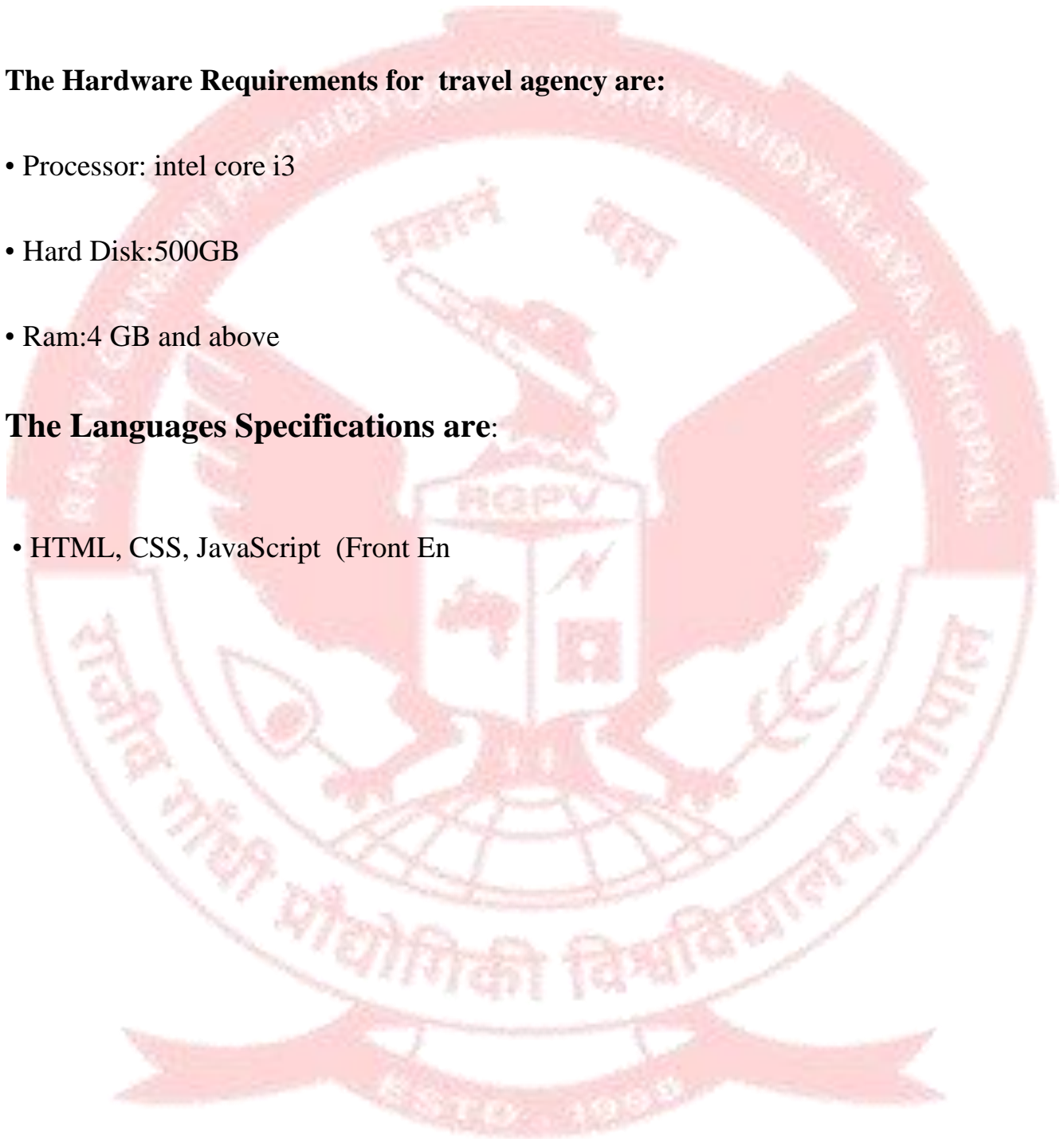
3.2: DATA FLOW DIAGRAM (DFD)

USER 1

Accessing our website through any Browsers like Chrome, Firefox, etc.

USER 2

......

INTERNET

OUR WHITEBOARD
WEB APPLICATION

USER 1

Accessing our website through any Browsers like Chrome, Firefox, etc.

USER 2

......

USER N

INTERNET

OUR WHITEBOARD
WEB APPLICATION

Running on particular Port
Number that is Exposed to Clients.

CLIENTS

SERVER

Hardware and software requirement

The Hardware Requirements for travel agency are:

• Processor: intel core i3
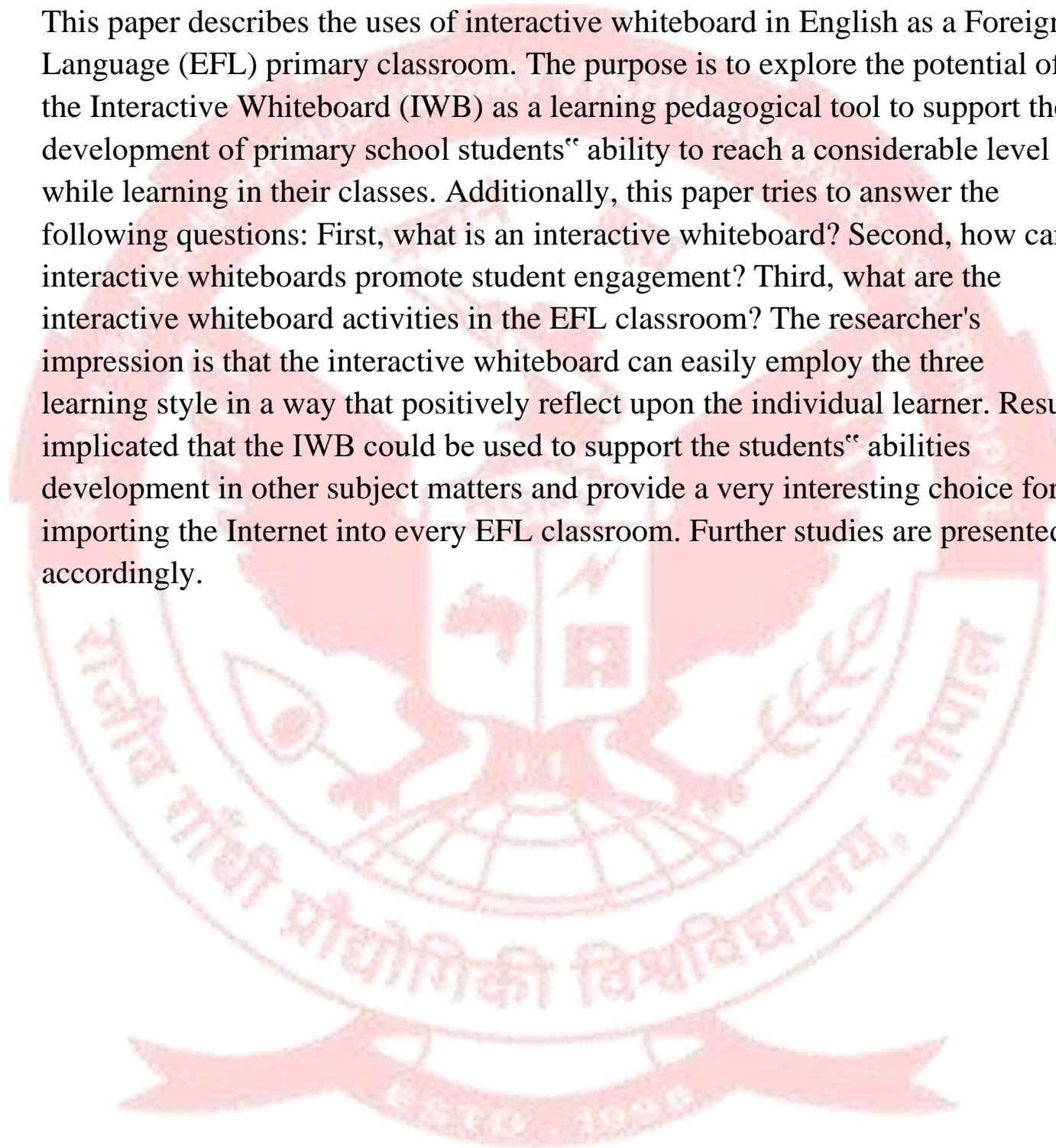
• Hard Disk:500GB

• Ram:4 GB and above

The Languages Specifications are:

 • HTML, CSS, JavaScript (Front En

Future scope

This paper describes the uses of interactive whiteboard in English as a Foreign Language (EFL) primary classroom. The purpose is to explore the potential of the Interactive Whiteboard (IWB) as a learning pedagogical tool to support the development of primary school students" ability to reach a considerable level while learning in their classes. Additionally, this paper tries to answer the following questions: First, what is an interactive whiteboard? Second, how can interactive whiteboards promote student engagement? Third, what are the interactive whiteboard activities in the EFL classroom? The researcher's impression is that the interactive whiteboard can easily employ the three learning style in a way that positively reflect upon the individual learner. Results implicated that the IWB could be used to support the students" abilities development in other subject matters and provide a very interesting choice for importing the Internet into every EFL classroom. Further studies are presented accordingly.

CONCLUSION

I would like to conclude that it was amazing experience while making this project. Though some of the things were tough to achieve and implement but finally it has been a great learning. I was able to make the web app look pretty good and decent as possible by keeping in mind various things like Colour Combinations, Fonts, etc. The main objective of making this project easy to use and useful is achieved so far. Reliability was also one of the objectives that I was trying to provide to users. At the end, I can say that my web application is "Useful for People".