

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY
JNANASANGAMA, BELAGAVI – 590018**



INTERNSHIP REPORT

Submitted in partial fulfilment for the award of degree of

BACHELOR OF ENGINEERING

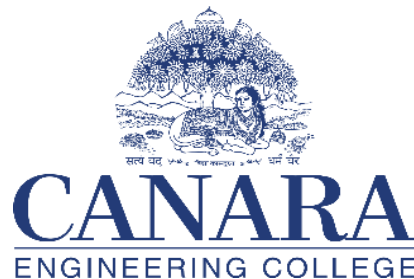
In

COMPUTER SCIENCE AND ENGINEERING

Submitted by

S SREENIVASA SHENOY

4CB19CS087



Department of Computer Science and Engineering

Canara Engineering College, Benjanapadavu

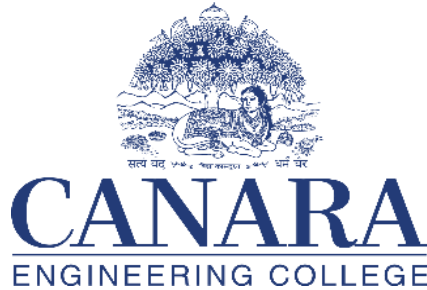
Bantwal – 574219

2022 – 23

CANARA ENGINEERING COLLEGE

Benjanapdavu - 574219

Department of Computer Science and Engineering



CERTIFICATE

This is to certify that **S SREENIVASA SHENOY** bearing **USN: 4CB19CS087**, a bonafied student of **Canara Engineering College** has undergone four weeks of **INTERNSHIP** at **QSpiders Campus Connect, Bengaluru**. This internship report is submitted in partial fulfilment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the **Visvesvaraya Technological University, Belagavi** during the academic year **2022-2023**.

.....
Signature of Internal Guide
Prof.

.....
Signature of HOD
Dr. Sunil Kumar B L

.....
Signature of Principal
Dr. Ganesh V. Bhat

Examination:

Name of the Examiners

Signature with date

1)

1).....

2)

2).....

Qspiders CampusConnect

A Unit of Test Yantra Software Solutions India Pvt Ltd



Qspiders Campus

CERTIFICATE OF INTERNSHIP

This is to certify that **Mr. S SREENIVASA SHENOY** bearing USN **4CB19CS087**, student of the Computer Science and Engineering Department, Canara Engineering College, Benjanapadavu Mangaluru, has successfully completed his internship with **QSpiders Campus Connect, Bengaluru** from **22.08.2022** to **17.09.2022** for four weeks.

During the internship, he has shown a keen interest in learning, was found to be sincere, and completed all assigned tasks on time.

We wish him all the best in his future endeavors.

Place: Bengaluru

Date: 22.09.2022

L Devika Rani Shelke

Business Manager



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info@campus.qspiders.com



01, Hayavadana Rao Rd, Basappa Layout, Gavipuram Extension,
Kempgowda Nagar, Bengaluru, Karnataka 560019

ACKNOWLEDGEMENT

It is my great pleasure to acknowledge the assistance and contributions of all the people who helped me to make my internship successful. Training would not have been so successful without the dedicated assistance given by these individuals.

I wish to express my deepest gratitude to internship guide **Prof. Shatananda Bhat P, Department of Computer Science and Engineering, CEC, Mangalore**, for the guidance and suggestions.

I extend my thanks to **Prof. Sushma, Internship coordinator, Department of Computer Science & Engineering, CEC, Mangalore**, for her valuable suggestions throughout the Internship.

I am extremely grateful to **Dr. Sunil Kumar B L, Head of the Computer Science & Engineering Department, CEC, Mangalore**, for his moral support and valuable suggestions throughout the Internship.

I thank **Dr. Demian Antony D'Mello, Professor and Dean Academics, CEC, Mangalore**, for his valuable suggestions throughout the Internship.

I sincerely thank our **Principal Dr. Ganesh V Bhat** for giving me the permission to pursue internship, which helped me to gain excellent practical knowledge carried out in an industry.

I heartily thank **Mr. Keshava D E, Director of QSpiders**, for giving opportunities to undergo internship at **QSpiders** and guiding throughout the internship.

I thank all the faculty and technical staff of **Department of Computer Science & Engineering** for their kind help.

S SREENIVASA SHENOY
4CB19CS087


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CHAPTER 1**COMPANY PROFILE**

Name	QSpiders Campus Connect
Address	No. 369/b,41st Cross Road old Police station stop, 4th Block, Rajajinagar, Bengaluru, Karnataka, 560010
Contact Number	+91-9845687781
Email	onlineenq@qspiders.com
Website	http://www.qspiders.com
Company Registration Number	U72200KA2007PTC044701
Type of the Company	Private
Nature of the Company	Information Technology
Company Logo	
Vision	Aim to bridge the gap between the demand of the industry and the curriculum of educational institutions.
Company Operational Status	Multi-National

CHAPTER 2

ABOUT THE COMPANY

QSpiders is the world's ace software testing training organization founded in 2003 by Girish, a seasoned executive leader, founder & CEO of Test Yantra Software Solutions, QSpiders, JSpiders, and Flagroot. The mantra of QSpiders is "Quality" and this is reflected in the way they train, in the way they function, and more so in their name "QSpiders".

2.1. History/ Milestones of the company

QSpiders is a training platform for software testing that offers various courses for individuals and educational institutions. QSpiders was founded in 2003. QSpiders' headquarters is located in Bangalore, Karnataka, IN 560019. QSpiders' Founder & CEO, Girish Shivanna, currently has an approval rating of 60%. QSpiders has an estimated 100 employees and estimated annual revenue of 11.5M. From its humble beginnings, Qspiders has exponentially grown to be the world's largest software testing training organization spread across countries. At Qspiders, they ensure specialists impart training with proven subject matter expertise and who have spent over a decade in their area of specialization. Besides training, they also provide placement assistance to the trainee and most of the big corporates in the corporate world hire trained talent. It is indeed a pleasure to mention that their trainee is placed in various IT firms across India over the years with an aim to place thousands more.

2.2. Achievements in business

QSpiders is where talent meets opportunity and they believe a trainee who comes over here in search of his dream job or the dream professional ends here. Qspiders in order to provide the job opportunity and make a student into a professional IT candidate has extended its branches into 19 parts of the world. Here they provide some kind of learning and get training over the same sort of knowledge. Currently, it has branches in Bangalore (Basavanagudi, Old Airport road, Rajajinagar, Hebbal, BTM-Layout), Mysore, Chennai (Vadapalani, Chromepet), Pune (Deccan-Gymkhana, Hadapur), Mumbai, Hyderabad (JNTU, Punjagutta), Bhubaneshwar, Chandigarh, Noida, Bhopal, UK, USA. QSpiders are among the largest software testing and development training organizations across the globe with branches in North America, Europe, and Asia Pacific.

They are "finishing schools" that up-skill job aspirants across streams to match industry standards. QSpiders and JSpiders also have incubation centers across India. The major milestones achieved by QSpiders are as follows:

- To this day They have trained 5.2 lakh Engineers on Software.
- Training 90,000 engineers every year across the world.
- Training 3000 to 4000 Engineering students Free every year.
- Only Training organization deployed 3.7 lakh engineering students to the IT industry.
- Upskill 22,000 software engineers every year.
- 2400+ companies Hire Engineers from QSpiders.
- Around 82% of IT companies in the country Hire engineers from QSpiders.
- An average of 16 companies hiring per DAY across India.
- An average of 3 companies hiring per DAY in the rest of India.
- An average of 600 to 1200 students attend interviews every day across the centers.
- Has its footprints across the globe with branches in the US, UK, Ireland, Germany,
- Australia, Bangalore, Chennai, Mumbai, Pune Noida, Hyderabad, and Bhubaneswar.

2.3. Overall turnover/ revenue of the company

QSpiders is a training platform for software testing that offers various courses for individuals and educational institutions. QSpiders headquarters is located in Bangalore, Karnataka. QSpiders generates \$115.4K in revenue per employee.

2.4. Number of departments and number of employees

At present, there are 487 employees working in QSpiders all over the branches extended. Faculty are highly competent, skilled, and dedicated to giving their best towards the professional development of students and building competency into over 5000 students a month.

QSpiders have incubation centers across India. These incubation centers prepare students in the final semester of their graduate studies so that they are deployable as soon as they graduate. QSpiders holds the record of supplying the highest number of industry-ready technical resources. They supply over 3500 technical resources at any time to meet the industry's demand. Professional development happens when professionals improve their

skills which will enhance their performance and the means of achieving it would be through corporate training.

They have experience in providing on-site and offshore corporate training programs and have successfully delivered many corporate training programs so far. They work with many organizations to provide corporate training in courses including Software Testing & Development. After the training, if the engineers start implementing the topics learned during training, they provide free guidance to identify the gaps and fine-tune the understanding for half a day (if required). The trainers have more than 6 years of experience in the area of Software Testing & Development.

2.5. About the Department

QSpiders is the world's ace software testing training organization with an aim to bridge the gap between the demands of the industry and the curriculum of educational institutions. With centers across India, the institute is a platform where young minds are given the opportunity to build successful careers. "QSpiders is a place where businesses find talent and dreams take flight."

Software testing is defined as an activity to check whether the actual results match the expected results and to ensure that the software system is Defect free. It involves the execution of a software component or system component to evaluate one or more properties of interest. Software testing also helps to identify errors, gaps or missing requirements contrary to the actual requirements. It can be either done manually or using automated tools.

2.6. Nature of customers

Deloitte, Capgemini, Genpact, Mahindra, Quinnox, Atos, Unisys, Integra Micro System, Toshiba. At present, 487 employees are working in QSpiders all over the branches extended. Faculty are highly competent, skilled and dedicated to giving their best towards the professional development of the students. Professional development happens when professionals improve their skills which will enhance their performance and means of achieving it would be through corporate training. They work with many organizations to and provide corporate training in courses including Software Testing & Development. After the training, if the engineers start implementing the topics learned during training, they provide free guidance to identify the gaps and fine-tune the understanding for a half day. The trainers have more than 6 years of experience in the area of Software Testing & Development.

CHAPTER 3

TASK PERFORMED

All the tasks performed during the internship program were based on JAVA and Web development. The new concept learned in this program was the JavaScript Programming language and its various frameworks. Few assignments were given related to Web designing.

3.1 Java

Java is a popular programming language that was developed by James Gosling at Sun Microsystems in the mid-1990s. It is an object-oriented language that is known for its platform independence, which allows developers to write code once and run it on multiple platforms. Java is widely used for building web applications, mobile applications, desktop applications, and enterprise applications.

The Java assignments encompassed a comprehensive range of topics, including both fundamental and challenging concepts. The assignments covered all essential Object-Oriented-Concepts, such as Inheritance, Polymorphism, Abstraction, and Encapsulation, which are considered the cornerstones of Java programming. Inheritance allows developers to create new classes by inheriting the properties and methods of an existing class. Polymorphism enables the creation of multiple methods with the same name, but different implementations, based on the context. Abstraction helps to hide the implementation details of a program, while Encapsulation ensures data security by preventing unauthorized access. These concepts are vital to building complex software systems and require a deep understanding of the Java language.

Some Java-based tasks that were assigned to the intern are listed below.

Task #1:

Write a function to print an array

```
public class arrFunc {  
    public static void displayArray(int[] a) {  
        for (int i = 0; i < a.length; i++) {  
            System.out.println(a[i] + " ");  
        }  
    }  
}
```

```
    }  
}  
  
public static void main(String[] args) {  
    int[] a = new int[3];  
    a[0] = 1;  
    a[1] = 2;  
    a[2] = 3;  
    displayArray(a);  
}  
}
```

Task#2

Program to demonstrate Tree Set and Tree Map

package day4;

```
import java.util.TreeMap;  
import java.util.TreeSet;  
public class treeSetTreeMap {  
    public static void main(String[] args) {  
        // Sorts the ele and doesnt allow duplicate values  
        TreeSet<Integer>treeSet=new TreeSet<Integer>();  
        treeSet.add(1);  
        treeSet.add(0);  
        treeSet.add(8);  
        treeSet.add(5);  
        treeSet.add(3);  
        System.out.println(treeSet);  
        // Sorts the eles and stores in maps form  
        TreeMap<Integer,String>treeMap=new TreeMap<Integer,String>();  
        treeMap.put(10, "Apple");  
        treeMap.put(1, "Vegetable");  
        treeMap.put(87, "Mango");  
        treeMap.put(6, "Apple");  
        treeMap.put(10, "Orange");  
        System.out.println(treeMap);  
    }  
}
```

```
}  
  
}
```

3.2 Web Development

Learning Web development was the basis for this project. Web development is the process of creating websites and web applications for the internet or an intranet. It involves several disciplines, such as web design, web programming, server-side scripting, and network security. The internship tasks were based on HTML, CSS, and JavaScript which are the fundamental technologies for Web development.

HTML (Hypertext Markup Language) is a markup language used to create the structure and content of web pages. HTML is the foundation of most websites and is used to create text, images, links, and other media that are displayed on web pages.

CSS (Cascading Style Sheets) is a style sheet language used to describe the presentation and visual appearance of HTML documents. CSS separates the content of a web page from its presentation, allowing developers to create dynamic and responsive web pages. CSS is used to style HTML elements, such as fonts, colors, layouts, and animations.

JavaScript (JS) is a high-level programming language that is commonly used to create interactive web pages and dynamic web applications. JS allows developers to add interactivity, animations, and advanced functionality to web pages. JS is a client-side language, meaning that it runs on the user's computer rather than the web server. JS is also used on the server side, using platforms such as Node.js. This allows developers to create full-stack web applications using a single language.

Some of the tasks that became the basis for the project are listed below. These tasks were assigned to the interns which helped them to strengthen their foundation and build upon them.

Task#1

Text-To-Speech Web Application

HTML File

```
<!DOCTYPE html>  
  
<head>
```

```
<title>Text tp Speech</title>
</head>
<body>
  <textarea name="" id="text" cols="30" rows="10"></textarea>
  <button id="btn">Text To Speech</button>
  <script src="./app.js"></script>
</body>
</html>
```

JS File

```
const btn=document.querySelector("#btn")
const textarea=document.querySelector("#text")
var speech=new SpeechSynthesisUtterance()
console.log(speech);
btn.addEventListener("click",()=>{
  console.log(textarea.value);
  speech.text=textarea.value
  speech.pitch=0.5
  speech.volume=1
  speech.lang="en-US"
  speech.rate=1
  speechSynthesis.speak(speech)
})
```

Task#2**Random Color Generator Web Application****HTML File**

```
<!DOCTYPE html>
<head>
  <title>Random Color Gen</title>
</head>
<style>
  *{
    margin: 0;
    padding: 0;
  }
```

```
body{
  height: 100vh;
  display: flex;
  justify-content: center;
  align-items: center;
  flex-direction: column;
  gap: 20px;
}
input{
  padding: 10px;
  text-align: center;
}
button{
  padding: 15px;
}
</style>
<body>
  <input type="text" id="input" readonly>
  <button id="btn">
    Change Color
  </button>
  <script src="./rcolor.js"></script>
</body>
</html>
```

JS File

```
const btn = document.getElementById('btn')
const input=document.getElementById('input')
const getcolor = () => {
  var letters = "0123456789ABCDEF"
  var color = "#"
  for (let i = 0; i < 6; i++) {
    color += letters[Math.floor(Math.random() * 16)]
  }
  return color
}
```

```
btn.addEventListener('click',()=>{  
    var c=getcolor()  
    document.body.style.backgroundColor=c  
    input.value=c  
})
```

Task#3

HTML Form using various input methods

```
<!DOCTYPE html>  
<html lang="en">  
<head>  
    <title>Form</title>  
</head>  
<body>  
    <form action="#">  
        <fieldset>  
            <legend>Registration form</legend>  
            <table>  
                <tr>  
                    <td>  
                        <label for="">Name</label>  
                    </td>  
                    <td>  
                        <input type="text">  
                    </td>  
                </tr>  
                <tr>  
                    <td>  
                        <label for="">Phone</label>  
                    </td>  
                    <td>  
                        <input type="number">  
                    </td>  
                </tr>  
            </table>  
        </fieldset>  
    </form>
```



```
<td>
    <label for="">Email</label>
</td>
<td>
    <input type="email" name="" id="">
</td>
</tr>
</table>
<fieldset>
    <legend>
        Which taxi do you require?
    </legend>
    <input type="radio" name="taxi" id="">Car
    <br>
    <input type="radio" name="taxi" id="">Van
    <br>
    <input type="radio" name="taxi" id="">Tuk Tuk
    <br>
</fieldset>
<fieldset>
    <legend>
        Extras
    </legend>
    <input type="checkbox" name="extra" id="">Baby Seat
    <br>
    <input type="checkbox" name="extra" id="">Wheelchail access
    <br>
    <input type="checkbox" name="extra" id="">Stock Tip
</fieldset>
<table>
<tr>
<td>
        Pickup Date Time:
    </td>
<td>
```

```
<input type="date" name="" id="">
</td>
</tr>
<tr>
<td>
Pickup place:
</td>
<td>
<select name="place" id="">
<option value=""></option>
<option value="mlore">Mangalore</option>
<option value="blor">Bangalore</option>
</select>
</td>
</tr>
<tr>
<td>
Dropoff place:
</td>
<td>
<input type="text">
</td>
</tr>
</table>
</fieldset>
</form>
<br>
<hr>
<br>
</body>
</html>
```

3.3 Project Work

Kool Screen [Flutter Wallpaper App]

Kool Screen is a Flutter wallpaper app that provides users with an extensive collection of high-quality wallpapers from Pexels. With its intuitive user interface and seamless user experience, Kool Screen allows users to personalize their devices with ease. The app features a wide range of wallpaper categories, including nature, abstract, sports, and movies, and users can search for wallpapers based on keywords, colors, and orientation. The app also includes customization options, social media sharing capabilities, and the ability to download wallpapers for offline use.

One of the key features of Kool Screen is its integration with the Pexels API. The API provides the app with a vast collection of high-quality wallpapers, ensuring that users always have access to fresh and exciting content. The integration with the Pexels API also enables users to search for wallpapers based on various criteria, including color and orientation. This feature ensures that users can find wallpapers that match their preferences and complement their device's design.

The app's user interface is designed to be simple and easy to navigate, allowing users to quickly find the wallpapers they want. The app's search and category features make it easy for users to discover new wallpapers and keep their wallpaper collection fresh. The app also includes customization options, allowing users to crop or resize wallpapers to fit their device's screen, ensuring a perfect fit every time.

Overall, Kool Screen is an excellent option for users looking to personalize their devices with high-quality wallpapers. Its seamless user experience, extensive collection of wallpapers, and customization options make it an ideal choice for anyone looking to spice up their device's wallpaper collection. With its integration with the Pexels API, users can rest assured that they always have access to fresh and exciting content.

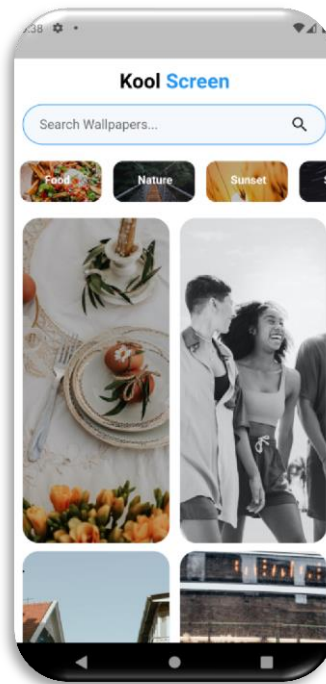


Figure 3.3.1: Home Section

The home section of the app contains vast collection of high-quality wallpapers, ensuring that users always have access to fresh and exciting content.

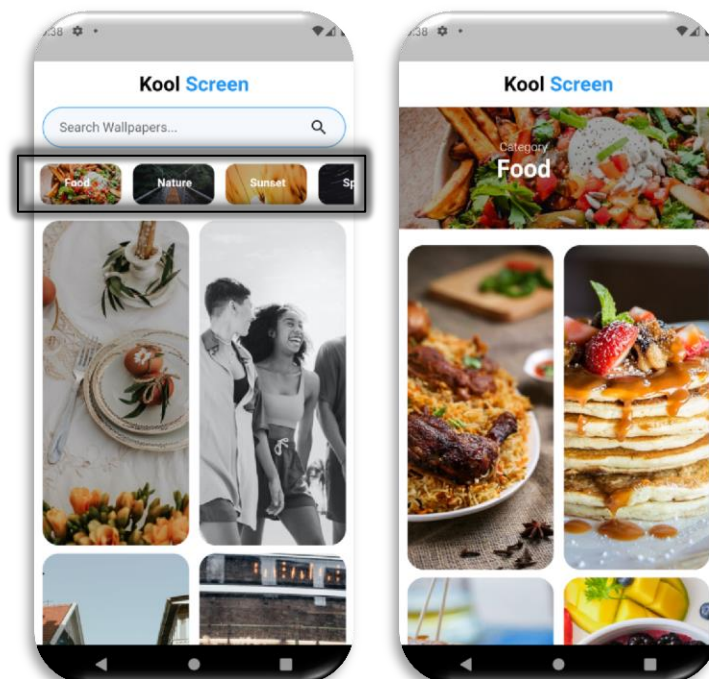


Figure 3.3.2: Category Section

The app's category features make it easy for users to discover new trending category wallpapers and keep their wallpaper collection fresh.

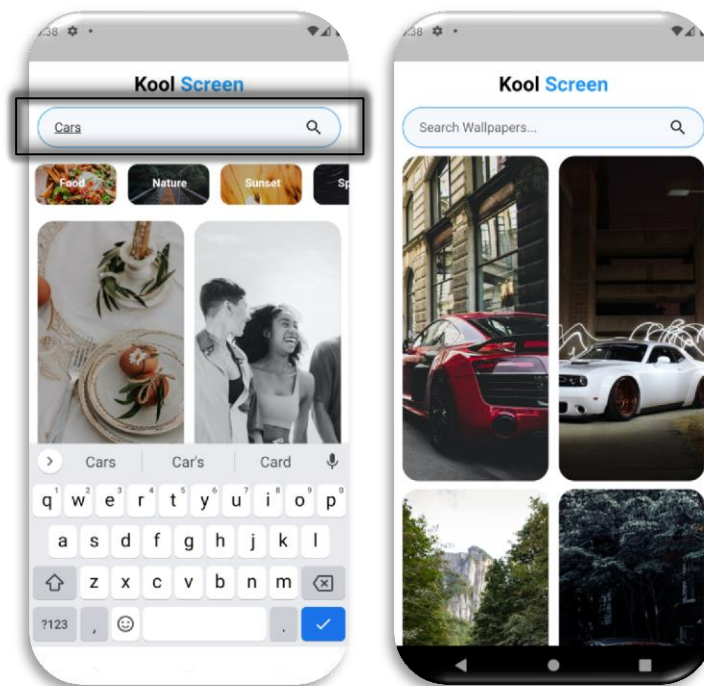


Figure 3.3.3: Search Section

The app's search feature makes it easy for users to search wallpapers based on their own visual taste and various criteria, including colours and orientation etc.



Figure 3.3.4: Save Wallpaper Section

The app provides “Save Wallpaper” option which helps users to save their most liked wallpaper into their device gallery and then customize accordingly and set their mobile wallpaper, ensuring a perfect fit every time.

CHAPTER 4**REFLECTION**

My internship at Qspiders Campus Connect was a valuable experience that not only improved my technical skills but also helped me develop essential interpersonal skills. During the internship, I assisted with the testing and debugging of software applications and collaborated with team members on various technical projects. I was also given the opportunity to work on real-world projects, such as developing a mobile application, which helped me understand the nuances of software development in a professional setting.

While the technical tasks were challenging, I also faced personal challenges, such as adjusting to a new work environment and managing my workload. However, I learned to overcome these challenges by prioritizing my tasks and seeking help when necessary.

In addition to technical skills, the internship also helped me improve my communication and teamwork skills. I worked with a diverse team, which required me to be more open-minded and adapt to different communication styles. I also learned the importance of being consistent and delivering high-quality work, which has helped me in my personal and professional life.

Moving forward, my internship experience has solidified my passion for software development, and I plan to pursue a career in this field. I am confident that the skills I gained during my internship, such as problem-solving, collaboration, and effective communication, will help me achieve my future goals.

CHAPTER 5**CONCLUSION**

The internship provided an excellent opportunity to learn new skills and knowledge. I now have grown in my comprehension of the professional standards currently promoted by the industry, have learned about the various facets of working in a respectable field, and have improved my understanding of project development, database connectivity, and other study-related topics. This internship programme was an opportunity for knowledge, ideas, and opinions to be shared. Additionally, I have learned more about the field of Full-Stack web development as a whole. I am sure that the skills I've developed during this internship will be useful to me in my future endeavours. My desire to work in core industries has increased as a result of this internship.

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

Jnana Sangama, Belagavi, Karnataka – 590014

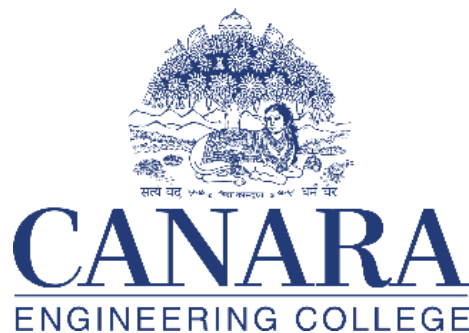


INTERNSHIP DIARY 2022-2023

STUDENT NAME: S SREENIVASA SHENOY

USN: 4CB19CS087

COMPANY NAME: QSpiders Campus Connect



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

(Accredited by National Board of Accreditation, New Delhi.)

CANARA ENGINEERING COLLEGE

(Affiliated to Visvesvaraya Technological University, Belagavi, recognized by Government of Karnataka and approved by AICTE, New Delhi.)

Benjanapadavu, Bantwal Taluk, D.K. District, Karnataka – 574219

INTERNSHIP DIARY

Student Information

Student Name: S SREENIVASA SHENOY

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Industrial Supervisor

Name: Mr.Sudesh Designation: Technical Trainer

Company/Organization: Qspiders Campus Connect

Address: No 369/b, 41st Cross Road old Police Station stop, 4th Block, Rajajinagar, Bengaluru
Karnataka 560010

Phone: 9845687781 Email: onlineenq@qspiders.com

Faculty Mentor

Name: Prof. SHATANANDA BHAT P Designation: Assistant Professor

Phone: +91 94817 69355

Email: shatananda.bhat@canaraengineering.in

Academic Credit / Marks Information

Course: Internship

Course Code: 18CSI85

Credits: 3

Beginning Date: 22-08-2022

Ending Date: 17-09-2022

Total No. of Days: 27

CIE Marks:

Maximum Marks: - 40

Marks Awarded: _____

(In words: _____)

Signature of Faculty Mentor

Signature of Head of the Department

INTERN'S DAILY LOG

Day	Date	Areas where student exposed / worked / main points of the day	Intern's Sign.	Supervisor Sign. / Faculty Mentor
1	22-08-2022	Basics of Java and Installation of JDK		
2	23-08-2022	Creation, compilation and execution of Java program		
3	24-08-2022	Data Types; Primitive and Non-Primitive		
4	25-08-2022	Methods and their types; Pre-defined and User Defined		
5	26-08-2022	Scanner class and memory diagram		
6	27-08-2022	Control Statements and Collection Arrays		
7	28-08-2022	Object Creation, Object classes and methods		
8	29-08-2022	Types of variables, Introduction to blocks		
9	30-08-2022	Constructors and their types		
10	31-08-2022	Constructor overloading and chaining		
11	01-09-2022	Introduction to Object Oriented Principles		
12	02-09-2022	Encapsulation and Inheritance with Examples		
13	03-09-2022	Polymorphism; Method overloading and overriding		
14	04-09-2022	Abstraction with Example		
15	05-09-2022	Collections in Java		
16	06-09-2022	Abstract class, Interface, Abstract vs Interface		
17	07-09-2022	Introduction to HTML		
18	08-09-2022	Semantic Tags		
19	09-09-2022	HTML Forms		
20	10-09-2022	Introduction to CSS and positioning		
21	11-09-2022	CSS animations		
22	12-09-2022	Introduction to JavaScript		
23	13-09-2022	Functions in JavaScript		
24	14-09-2022	Control Statements in JavaScript		
25	15-09-2022	String and Array functions in JavaScript		
26	16-09-2022	Document Object Model (DOM)		
27	17-09-2022	Asynchronous JavaScript and XML		

Signature of Company internship supervisor
Or Faculty mentor:

STUDENT FEEDBACK OF INTERNSHIP

Intern's Name: S SREENIVASA SHENOY

USN: 4CB19CCS087

Rating Scale:

5 – Strongly Agree

4 – Agree

3 – No Opinion

2 – Disagree

1 – Strongly Disagree

Indicate the degree to which you agree or disagree with the following statements.

This experience has:	5	4	3	2	1
Allowed me to apply classroom theory to practice					
Helped me to explore, analyze a real-world problem, decision-making and problem-solving skills					
Provided a chance to use leadership skills (influence others, develop ideas with others, stimulate decision-making and action)					
Given me a chance to improve my interpersonal skills and to develop my oral communication skills					
Given me the opportunity to explore a career field and helped me to clarify my career goals					
Expanded my sensitivity to the ethical implications of the work involved					
Helped me develop my written communication skills					
Helped me to write a good academic, technical paragraph and organize them in specified format					

Considering your overall experience, how would you rate this internship? _____
(Satisfactory/ Good/ Excellent)

Was your internship experience related to your major area of study? _____
(Yes, to a large degree / Yes, to a slight degree / No, not related at all)

Signature of Intern with date:

INTERNSHIP EVALUATION RUBRICS

Evaluation Component	Evaluation Levels			
Presentation Skill (10 Marks)	Excellent	Good	Satisfactory	Poor
	Uses graphics that explain and reinforce text and presentation. Refers to slides to make points, engaged with audience. Length and Pace of presentation is Appropriate and well-paced throughout.	Uses graphics that explain text and presentation. Refers to slides to make points, eye contact majority of time. Length and Pace of presentation is Adequate and most of the seminar well-paced.	Uses graphics that relate to text and presentation. Refers to slides to make points; occasional eye contact. Length and Pace of presentation is Short OR long. Rushed OR dragging in parts.	Uses graphics that rarely support text and Presentation. Reads most slides. No or just occasional eye contact. Length and Pace of presentation is Rushed OR dragging throughout.
	9-10	5 – 8	1-4	0
Question and Answer Session (10 Marks)	Demonstrated full knowledge. Sufficient for understanding and exceptionally answered for all the questions.	Demonstrated knowledge. Sufficient for understanding and answered for all the questions.	Demonstrated some knowledge. Insufficient for understanding and answered for few questions.	Does not have grasp of Information and not answered for even one question.
	9 – 10	5 – 8	1-4	0

Internship Report	Excellent	Good	Satisfactory	Poor
Organization of the report (20 Marks)	Well documented content and followed all specified formats.	Documented content and followed almost all specified formats.	Fair document. Specified formats are not followed.	Poor document content. Specified formats are not followed, Submitted after deadline.
	16 - 20	10 – 15	1 – 9	0