**Department of Information Technology**

**INTERNSHIP/MINI PROJECT REPORT ON**

**AN HTML, CSS AND JAVASCRIPT WEBSITE:**

**travel**

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**OBJECTIVE/AIM:**

The aim of this project is to design and implement a single-page website in

JavaScript using Html and CSS. The core motivation is to expose the good underlying features of HTML, CSS and JavaScript and capitalize on its ubiquity in a unified and terse syntax, while providing a layer of abstraction for its weaknesses and idioms.

The syntax of the language should be designed, as much as possible, with the

programmer in mind and not the compiler. It should be uniform and consistent,

with as few anomalies as possible. The language should be terse and expressive,

allowing the programmer to write less while achieving more.

* To create a far more immersive experience for the gamer.
* To Identify the Level of Knowledge Necessary to Achieve Gaming Development using JavaScript.
* To provide gaming experience and satisfaction to the user.
* To understand the basics of working with objects in JavaScript: creating objects, accessing, and modifying object properties, and using constructors.

**LEARNING OUTCOMES:**

* Integrate theory and practice.
* Understand and employ web development.
* Learning about JavaScript prototypes.
* Build a record of project experience.
* Explore more sources like websites, books, and articles.
* Learning JS Compiler implementation.

**UTILITY:**

* Creating Interactive Websites

The concepts covered lay the foundation for adding interactivity to websites and can help you bridge the gap between learning JavaScript principles and actually applying JavaScript to real web development projects.

* Building Applications

Modern JavaScript Frameworks like Angular, React and Vue.js makes it very easy to build complex single page web applications. However, using a those frameworks is not mandatory and you can also go with plain and pure JavaScript.

* Developing Engaging Games

JavaScript can be used to develop a bunch of different types of games. And games created with JavaScript can run on almost any device with a web browser.

**REFERENCES:**

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