**UNLOKING DIGITAL POTENTIAL**: **Raising Awareness on Application Software**

Community Service Project Report Submitted to the Faculty of Engineering of

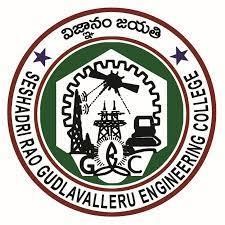
**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA, KAKINADA**

In partial fulfilment of the requirements for the award of the Degree of

## BACHELOR OF TECHNOLOGY

IN

## INFORMATION TECHNOLOGY



By

|  |  |
| --- | --- |
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Under the Supervision of

**Mrs.T.HemaLatha, M.Tech.,(Ph.D)**

# Assistant Professor

DEPARTMENT OF INFORMATION TECHNOLOGY

## SESHADRI RAO GUDLAVALLERU ENGINEERING COLLEGE

(An Autonomous Institute with Permanent Affiliation to JNTUK, Kakinada)

SESHADRIRAO KNOWLEDGE VILLAGE, GUDLAVALLERU – 520001.

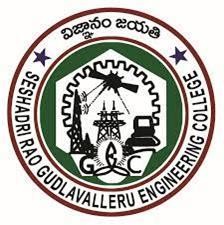
ANDHRAPRADESH

2024-2025

Program Book

for

Community Service Project



**Name of the Student:** Ch.Vaishnavi

**Name of the College:** Seshadri Rao Gudlavalleru Engineering College

**Registration Number:** 22481A1237

**Period of CSP:** 8 weeks **From:** 20-05-2024 **To:** 29-06-2024

and

**From**: 15-07-2024 **To**:27-07-2024

### Name & Address of the Community/Habitation:

Hyni Home(p),Lakshmi Talkies Center,Machilipatnam(m),Krishna(d),520001.

**Community Service Project Report**

Submitted in accordance with the requirement for the degree of Bachelor of Technology

**Name of the College:** Seshadri Rao Gudlavalleru Engineering College

**Department:** Information Technology

**Name of the Faculty Guide:** Mrs.T.Hemalatha,M.Tech(Ph.D)

**Duration of the CSP: From:** 20-05-2024 **To:** 29-06-2024

and

**From**: 15-07-2024 **To**:27-07-2024

**Name of the Student:** Chintalapudi Vaishnavi

**Programme of Study:** Bachelor of Technology

**Year of Study:** III. B.Tech., I Sem

**Register Number:** 22481A1237

**Date of Submission:** 15-11-2024

### Student’s Declaration

I, **Ch.Vaishnavi**, a student of the Community Service Project Program, **Registration No.** **22481A1237,** from the **Department of Information Technology** at **Seshadri Rao Gudlavalleru** Engineering College, hereby declare that I have completed the mandatory community service from **From:** 20-05-2024 **To:** 29-06-2024 and **From**: 15-07-2024 **To**:27-07-2024 in Machilipatnam. This service was conducted under the guidance of **Mrs.T.Hemalatha** , Faculty of the **Department of Information Technology**, **Seshadri Rao Gudlavalleru Engineering College, Gudlavalleru.**

**(Signature and Date)**

### Endorsements

Faculty Guide: **Mrs.T.HemaLatha**

Master of Trainer (s): **Mr Md .Rafi Khan**

Head of the Department: **Dr. D. N. V. S. L. S. Indira**

Principal: **Dr. B. Karuna Kumar**

### Certificate from Official of the Community

This is to certify that **Ch.Vaishnavi**, **Reg. No 22481A1237** of **Seshadri Rao Gudlavalleru Engineering College** underwent community service in Machilipatnam, Krishna district of Andhra Pradesh from**:** 20-05-2024 to**:** 29-06-2024 and from: 15-07-2024 to:27-07-2024.

The overall performance of the Community Service Volunteer during his community service is

found to be good.

**Authorized Signatory with Date and Seal**

## ACKNOWLEDGEMENTS

Completing this project has been a rewarding journey, and it would not have been possible without the invaluable support of several individuals. First and foremost, we extend our heartfelt gratitude to **Mrs. T. HemaLatha**, Assistant Professor in the Department of Information Technology, for her unwavering guidance and encouragement throughout this project. Her expertise and mentorship have been instrumental in our success.

We are also deeply thankful to **Dr. D.N.V.S.L.S. Indira**, Head of the Department, whose insightful feedback and constructive criticism enriched our analysis and helped us refine our work. His encouragement inspired us to strive for excellence.

Our sincere appreciation goes to our esteemed principal, **Dr. B. Karuna Kumar**, for his continuous support and for providing us with the opportunity to undertake this project. We would like to acknowledge the faculty of our department and the programmers in our computer lab, whose assistance has been crucial in our project development.

Lastly, we express our gratitude to our families, the non-teaching staff, and our friends. Their belief in us made a significant difference in completing this project on time. Thank you all!

**Project Associates**

Ch. Vaishnavi (22481A1237)

B. RupaSree(22481A1223)

Ch. Latha (22481A1233)

B. Manikanta (22481A1224)

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**CHAPTER 1: EXECUTIVE SUMMARY**

This community service project is dedicated to raising awareness about applications that can support orphanages in addressing key challenges. By showcasing useful apps, the project highlights tools that improve the mental well-being of children in orphanages and support their educational needs. These applications aim to help orphanages provide a nurturing environment, address mental health needs, and promote overall development, making a positive impact on the lives of the children.

**Learning Objectives:**

* Learn to recognize applications that address the unique needs of orphanages, particularly focusing on mental health, education, and general well-being.
* Explore applications that emphasize mental health, helping orphanage caregivers provide emotional support for children.
* Develop skills to create platforms and resources that raise awareness about the usefulness of specific applications in orphanages.
* Create and share strategies to promote apps that support the mental and emotional needs of orphanage children, making these tools accessible to caregivers and stakeholders.

**Learning Outcomes:**

* Participants will understand the types of applications that address the needs of orphanage children, particularly in areas impacting mental health.
* Learners will gain insights into the importance of mental health applications in orphanages, supporting a focus on emotional well-being.
* Participants will be able to explain how various apps aid orphanage staff in creating supportive environments through mental health, educational, and well-being tools.
* Participants will create strategies to raise awareness of applications that aid in the development and well-being of orphanage children, ensuring these tools reach communities.

## CHAPTER 2: OVERVIEW OF THE COMMUNITY

**Overview :**

Hyny Home, Lakshmi Talkies Center,Machilipatnam, Krishna District.

**Historical Profile:**

**HYNY HOME,** in Machilipatnam, AndhraPradesh, was founded by Aune Hyny, a finnish missionary known locally as “Mother Hyny”. She arrived in India in 1951 and dedicated herself to helping orphans and undeserved communities.Her work continues to influence the area through institutions like Hyny High School and various social welfare programs​

**Community Diversity:**

The orphanage embraces community diversity with children from varied backgrounds, fostering a rich environment of shared experiences and unique perspectives. This inclusive approach reflects the resilience and unity derived from embracing differences among the young residents.

**Traditions, Ethics, and Values:**

The orphanage is built on a foundation of traditions, ethics, and values, promoting a compassionate environment. Rooted in care and respect, these principles guide daily interactions, emphasizing empathy and understanding. The orphanage's commitment to these elements creates a harmonious and positive community for its residents.

**Socio-Economic Conditions:**

The orphanage addresses diverse socio-economic challenges as many children come from economically disadvantaged backgrounds. Beyond providing shelter, the institution focuses on meeting socio-economic needs by offering education, skill development, and empowerment opportunities to break the cycle of poverty. Despite the ongoing socio-economic challenges, the orphanage remains committed to creating a supportive environment that fosters resilience and offers hope for a more promising future for the children under its care.

## CHAPTER 3: COMMUNITY SERVICE PART

The community service project, conducted in the Machilipatnam region of Andhra Pradesh, aimed to support orphanages by raising awareness of application software that could improve the mental well-being of children in these institutions. Working closely with a non-profit organization dedicated to enhancing the lives of orphaned children, the project sought to create a positive impact by highlighting helpful mobile apps in areas such as learning, creativity, and mental health support.

The project began with discussions with the faculty guide and group members to define the objectives and specific community needs. This research laid the groundwork for designing a digital platform that would connect the orphanage community with a range of apps suited to educational and emotional development.

In the following weeks, the team developed a website that categorized various apps beneficial for children, specifically curated for the age group of 6th-10th grade. The website was designed to enable easy navigation, allowing users to explore and download apps directly from the Google Play Store. Special efforts were made to feature apps supporting mental well-being, creative expression, and academic growth.

Workshops were organized to demonstrate the website’s interface and guide staff on how to access these resources for the children. Publicity efforts included social media posts and outreach to local authorities to generate greater awareness and support.

The project culminated with an awareness event to showcase the website’s potential benefits for orphanage communities. By the project’s end, the team had created an accessible platform that supports the holistic development of children in orphanages through technology. This experience also fostered essential life skills, including teamwork, problem-solving, and social responsibility, in each team member.

**ACTIVITY LOG FOR THE FIRST WEEK**

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| --- | --- | --- | --- |
| **DAY & DATE** | **BRIEF DESCRIPTION OF THE**  **DAILYACTIVITY** | **LEARNING OUTCOME** | **Person In-charge Signature** |
| **MONDAY**  **Day – 1**  **20-05-24** | . |  |  |
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| **TUESDAY**  **Day -2**  **21-05-24** |  |  |  |
| **WEDNESDAY**  **Day – 3**  **22-05-24** |  |  |  |
| **THURSDAY**  **Day – 4**  **23-05-24** |  | . |  |
| **FRIDAY**  **Day-5**  **24-05-24** |  | . |  |
| **SATURDAY**  **Day – 6**  **25-05-24** |  |  |  |

**WEEKLY REPORT**

**WEEK – 1 (From Dt 20-05-2024 to Dt 25-05-2024 )**

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| **Objective of the Activity Done:** |
| **Detailed Report:** |
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**ACTIVITY LOG FOR THE SECOND WEEK**

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| **DAY & DATE** | **BRIEF DESCRIPTION OF THE DAILY ACTIVITY** | **LEARNING OUTCOME** | **Person In- charge Signature** |
| **MONDAY**  **Day – 1**  **27-05-24** |  | . |  |
| **TUESDAY**  **Day -2**  **28-05-24** |  |  |  |
| **WEDNESDAY**  **Day – 3**  **29-05-24** |  |  |  |
| **THURSDAY**  **Day – 4**  **30-05-24** |  |  |  |
| **FRIDAY**  **Day-5**  **31-05-24** |  |  |  |
| **SATURDAY**  **Day – 6**  **01-06-24** |  |  |  |

**WEEKLY REPORT**

**WEEK – 2 (From Dt 27-05-2024 to Dt 01-06-2024 )**

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| **Objective of the Activity Done:** |
| **Detailed Report:** |
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**ACTIVITY LOG FOR THE THIRD WEEK**

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| **DAY & DATE** | **BRIEF DESCRIPTION OF THE DAILY ACTIVITY** | **LEARNING OUTCOME** | **Person In- charge Signature** |
| **MONDAY**  **Day – 1**  **03-06-24** |  |  |  |
| **TUESDAY**  **Day -2**  **04-06-24** |  |  |  |
| **WEDNESDAY**  **Day – 3**  **05-06-24** |  |  |  |
| **THURSDAY**  **Day – 4**  **06-06-24** |  |  |  |
| **FRIDAY**  **Day-5**  **07-06-24** |  |  |  |
| **SATURDAY**  **Day – 6**  **08-06-24** |  |  |  |

**WEEKLY REPORT**

**WEEK – 3(From Dt 03-06-2024 to Dt 08-06-2024 )**

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| **Objective of the Activity Done:** |
| **Detailed Report:** |
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**ACTIVITY LOG FOR THE FOURTH WEEK**

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| **DAY & DATE** | **BRIEF DESCRIPTION OF THE DAILY ACTIVITY** | **LEARNING OUTCOME** | **Person In- charge Signature** |
| **MONDAY**  **Day – 1**  **10-06-24** |  |  |  |
| **TUESDAY**  **Day -2**  **11-06-24** |  |  |  |
| **WEDNESDAY**  **Day – 3**  **12-06-24** |  |  |  |
| **THURSDAY**  **Day – 4**  **13-06-24** |  |  |  |
| **FRIDAY**  **Day-5**  **14-06-24** |  |  |  |
| **SATURDAY**  **Day – 6**  **15-06-24** |  | . |  |

**WEEKLY REPORT**

**WEEK – 4 (From Dt 10-06-2024 to Dt 15-06-2024 )**

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| **Objective of the Activity Done:** |
| **Detailed Report:** |
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**ACTIVITY LOG FOR THE FIFTH WEEK**

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| **DAY & DATE** | **BRIEF DESCRIPTION OF THE DAILY ACTIVITY** | **LEARNING OUTCOME** | **Person In- charge Signature** |
| **MONDAY**  **Day – 1**  **17-06-24** |  |  |  |
| **TUESDAY**  **Day -2**  **18-06-24** |  |  |  |
| **WEDNESDAY**  **Day – 3**  **19-06-24** |  |  |  |
| **THURSDAY**  **Day – 4**  **20-06-24** |  |  |  |
| **FRIDAY**  **Day-5**  **21-06-24** |  |  |  |
| **SATURDAY**  **Day – 6**  **22-06-24** |  |  |  |

**WEEKLY REPORT**

**WEEK – 5 (From Dt 17-06-2024 to Dt 22-06-2024 )**

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| **Objective of the Activity Done:** |
| **Detailed Report:** |
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**ACTIVITY LOG FOR THE SIXTH WEEK**

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| **DAY & DATE** | **BRIEF DESCRIPTION OF THE DAILY ACTIVITY** | **LEARNING OUTCOME** | **Person In- charge Signature** |
| **MONDAY**  **Day – 1**  **24-06-24** |  |  |  |
| **TUESDAY**  **Day -2**  **25-06-24** |  |  |  |
| **WEDNESDAY**  **Day – 3**  **26-06-24** |  |  |  |
| **THURSDAY**  **Day – 4**  **27-06-24** |  | . |  |
| **FRIDAY**  **Day-5**  **28-06-24** |  |  |  |
| **SATURDAY**  **Day – 6**  **29-06-24** |  |  |  |

**WEEKLY REPORT**

**WEEK – 6 (From Dt 24-06-2024 to Dt 29-06-2024 )**

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| **Objective of the Activity Done:** |
| **Detailed Report:** |
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**ACTIVITY LOG FOR THE SEVENTH WEEK**

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| **DAY & DATE** | **BRIEF DESCRIPTION OF THE DAILY ACTIVITY** | **LEARNING OUTCOME** | **Person In- charge Signature** |
| **MONDAY**  **Day – 1**  **15-07-24** |  |  |  |
| **TUESDAY**  **Day -2**  **16-07-24** |  |  |  |
| **WEDNESDAY**  **Day – 3**  **17-07-24** |  |  |  |
| **THURSDAY**  **Day – 4**  **18-07-24** |  |  |  |
| **FRIDAY**  **Day-5**  **19-07-24** |  |  |  |
| **SATURDAY**  **Day – 6**  **20-07-24** |  |  |  |

**WEEKLY REPORT**

**WEEK – 7 (From Dt 15-07-2024 to Dt 20-07-2024 )**

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| **Objective of the Activity Done:** |
| **Detailed Report:** |
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**ACTIVITY LOG FOR THE EIGTH WEEK**

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| **DAY & DATE** | **BRIEF DESCRIPTION OF THE DAILY ACTIVITY** | **LEARNING OUTCOME** | **Person In- charge Signature** |
| **MONDAY**  **Day – 1**  **22-07-24** |  | . |  |
| **TUESDAY**  **Day -2**  **23-07-24** |  |  |  |
| **WEDNESDAY**  **Day – 3**  **24-07-24** |  |  |  |
| **THURSDAY**  **Day – 4**  **25-07-24** |  |  |  |
| **FRIDAY**  **Day-5**  **26-07-24** |  |  |  |
| **SATURDAY**  **Day – 6**  **27-07-24** |  |  |  |

**WEEKLY REPORT**

**WEEK – 8 (From Dt 22-07-2024 to Dt 27-07-2024 )**

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| **Objective of the Activity Done:** |
| **Detailed Report:** |
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**CHAPTER 5: OUTCOMES DESCRIPTION**

**Details of the Socio-Economic Survey of the Village/Habitation. Attach the questionnaire prepared for the survey.**

1. How well do you understand what an app is?
2. Can you explain in your own words what an app does?
3. What are some examples of apps you know about?
4. Have you ever used a messaging app like WhatsApp or Messenger?
5. Do you understand how to send a message using a messaging app?
6. How comfortable are you using video call apps like Zoom or Skype?
7. Do you think educational apps are easy to use?
8. What kind of entertainment apps do you use (e.g., YouTube, Netflix)?
9. How often do you use entertainment apps?
10. Do you find it easy to search for your favorite shows or videos on these apps?
11. What are some games you like to play on your phone?
12. How do you feel about the difficulty level of the games you play?
13. Do you understand how to download new games?
14. Have you used any health or fitness apps, like MyFitnessPal or Headspace?
15. Do you find health and fitness apps helpful in staying healthy?
16. Are these apps easy to understand and follow?
17. Do you have accounts on any social media apps like Facebook or Instagram?
18. How often do you use social media apps?
19. Do you feel safe using social media apps?
20. Have you ever used shopping apps like Amazon or eBay?
21. How easy do you find it to search and buy things on these apps?
22. Do you understand how to compare prices on shopping apps?
23. Do you know what financial apps are, like PayPal or banking apps?
24. Have you ever used a financial app to send or receive money?
25. How secure do you feel using financial apps?
26. How often do you check news apps?
27. Have you used productivity apps like Google Calendar or Evernote?
28. How helpful do you find these apps in organizing your tasks?
29. Which type of app do you find most useful in your daily life?
30. Which type of app do you find most difficult to understand?
31. How do you feel about the explanations provided for different types of apps?
32. What type of app would you like to learn more about?
33. Do you think having more apps explained to you would be beneficial?

**Describe the problems you have identified in the community**

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| **Lack of Awareness of Digital Resources**: Many orphanages were unaware of the available digital resources that could benefit children's learning and mental health. Staff were often unfamiliar with app-based tools that could offer educational and emotional support. |
| **Insufficient Educational Support:** Limited access to engaging educational materials made it challenging to provide a stimulating learning environment. This often led to children missing out on essential skills and knowledge needed for their development. |
| **Minimal Mental Health Resources**:Mental health support in orphanages was minimal, with few resources available to help children manage their emotions, express themselves, or deal with trauma and anxiety. Without these tools, orphanages struggled to address children’s emotional needs effectively. |
| **Limited Technological Skills Among Staff**: Many orphanage staff members had limited experience with digital tools and applications, which made it difficult to adopt and effectively use technology for the children’s benefit. |
| **Inconsistent Support and Training**: Due to limited resources, orphanages often faced challenges in regularly training staff to use new tools or keep up with advancements in educational and mental health apps. |
| **Lack of Devices and Infrastructure**: Many orphanages lacked sufficient technological infrastructure, such as tablets or computers, making it difficult to integrate digital resources consistently into daily activities. |
| **Financial Constraints**:Budget limitations restricted the ability to access certain premium apps, obtain necessary devices, or even fund basic resources. This was a significant barrier to implementing comprehensive digital solutions. |
| **Overcrowding and Limited Individual Attention**:With many children and few caregivers, providing personalized attention, including assistance with digital tools, was challenging. This often led to children not receiving the support they needed. |
| **Engagement and Motivation Challenges**: Without engaging educational and creative outlets, children in orphanages often felt disengaged and unmotivated. This lack of stimulation negatively affected both their learning and mental well-being. |

**Short-term and longterm action plan for possible solutions for the problems identified and that could be recommended to the concerned authorities for implementation.**

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| **Short term action plan:** |
| * Organize workshops and sessions to introduce orphanage staff and children to educational and mental health apps. |
| * Encourage collaboration with local non-profits and volunteers to promote app usage. |
| * Provide short, easy-to-follow guides on using recommended apps for education, mental health, and entertainment. |
| * Host virtual or in-person training sessions for orphanage staff to familiarize them with app functionality and benefits. |
| * Create a website listing app categories, links, and descriptions, making it easy for orphanages to access and install relevant apps. |
| * Set up a feedback system to gather orphanage staff and children’s input on app effectiveness and usability. |
| **Long Term Action plan:** |
| * Advocate for grants or funding to provide orphanages with basic technology, such as tablets or computers, enabling app access for all children. |
| * Partner with tech companies to support long-term app accessibility and training. |
| * Partner with educational institutions, NGOs, and mental health organizations to support the sustained use of beneficial apps. |
| * Propose policies that support tech-based educational and mental health resources in orphanages, ensuring sustained funding and technology provisions. |
| * Organize annual or biannual community events to raise awareness of technology’s role in supporting orphanages. |
| * Advocate for government initiatives that mandate digital literacy programs in orphanages. |
| * Use these findings to publish reports on the effectiveness of digital resources, advocating for broader support. |

**Description of the Community awareness programme/s conducted w.r.to the problems and their outcomes.**

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| **Description:**  The community awareness program was designed to introduce and educate orphanage staff, volunteers, and community stakeholders about the benefits of using specific application software to support the educational and mental health needs of children in orphanages. |
| * This initiative aimed to provide caregivers and administrators with resources they could implement directly to improve the children’s learning, mental well-being, and engagement. |
| * Emphasized our project's role in empowering kids by raising awareness on apps. |
| **Problems:** |
| **Lack of Awareness of Digital Resources**   * Many orphanage staff were unaware of the range of applications available that could support both educational and emotional needs. |
| **Limited Access to Educational and Mental Health Resources**   * Orphanages often lack adequate resources and materials for children’s learning and emotional support, especially resources that are engaging and child-friendly. |
| **Technical and Logistical Barriers**   * Without guidance, many staff members found it challenging to select, install, and effectively use relevant apps. Concerns about internet access, device availability, and understanding the apps’ functionalities were prevalent. |
| **Inconsistent Support for Mental Health**   * While education is often prioritized, mental health resources are limited in orphanages. Staff lacked tools to support children’s mental well-being and emotional expression. |
| **Outcomes:** |
| **Increased App Awareness and Usage**   * Through the program, orphanage staff gained awareness of various applications that could benefit children’s education and mental health. Several apps, particularly those for guided meditation, interactive learning, and creative activities, saw significant adoption. |
| **Improved Technological Literacy Among Staff**   * The hands-on training improved the staff’s confidence and capability to navigate and utilize technology effectively, allowing them to feel more comfortable integrating digital resources into their daily routines. |
| **Positive Impact on Children’s Engagement and Well-Being**   * Initial feedback from orphanage staff reported that children showed increased engagement with educational apps and benefited from mental health apps designed for relaxation and emotional support. |
| **Foundation for Long-Term Digital Integration**   * The program laid the groundwork for future digital resource implementation in orphanages. With the guidance provided, staff are now better prepared to explore and implement additional digital tools as they become available. |
| **Community Support and Partnerships**   * The program raised awareness among community stakeholders, leading to the formation of partnerships with local tech firms and non-profits, which expressed interest in supporting further digital initiatives for orphanages. |

**Report of the community service project work done in the related subject w.r.t the habitation/village**.

### Project Title :UNLOKING DIGITAL POTENTIAL:Raising Awareness on Application Softwares

**Introduction:**

Orphanages play a crucial role in providing care and support to vulnerable children in India who have lost their parents or been abandoned. While they serve as a safety net for vulnerable children ,they often face several significant problems. Orphanages encounter a complex array of challenges.

This community service project aimed to enhance the mental health, educational engagement, and creative expression of children in orphanages by raising awareness about useful application software. Recognizing the potential of digital tools in supporting both learning and emotional well-being, this project was conducted to introduce orphanages in our local area to specific apps that could positively impact children’s daily lives. By creating a resource website, we made app recommendations easily accessible to orphanage staff and volunteers, providing them with resources they could integrate into their caregiving routines.

### Objectives:

The community service project aimed to not only to investigate the problems of these children and also to implement robust strategies to Effective showcase interface for encouraging these children. This extended report delves into the detailed methodology, strategies implemented, and their outcomes, providing a comprehensive overview of the project's impact.

* **Enhance Educational Support**
  + Provide orphanage staff with digital tools that can improve children’s learning experiences, supporting cognitive development and engagement in educational activities.
* **Promote Mental Health and Emotional Well-being**
  + Raise awareness of mental health apps that help children manage emotions, reduce anxiety, and promote relaxation, contributing to a more supportive emotional environment.
* **Encourage Creative Expression**
  + Introduce apps that allow children to explore and develop creative skills, such as drawing, music, and storytelling, fostering self-expression and building self-confidence.
* **Increase Digital Literacy for Orphanage Staff**
  + Train orphanage staff on the effective use of educational and mental health apps, enhancing their digital literacy and ability to integrate technology into daily caregiving routines.
* **Provide a Sustainable Resource Platform**
  + Develop a website to serve as a long-term resource, giving orphanages easy access to a curated list of apps and enabling them to stay updated with new digital resources.

### Scope:

### The scope of this project focuses on enhancing the quality of care and support in orphanages by raising awareness about valuable application software that addresses educational, mental health, and creative needs. Primarily targeting orphanages within the local community, this initiative aims to create a positive impact on children aged 6-10 by equipping them and their caregivers with easily accessible digital tools. By helping children in orphanages improve their learning and emotional well-being, the project also aims to provide orphanage staff with the resources they need to create a more nurturing and stimulating environment.

### The project includes a dedicated website as a sustainable platform for providing orphanages with easy access to curated app resources. This website categorizes apps into education, mental health, and creativity, and provides descriptions, usage guidance, and direct download links. By building a user-friendly digital platform, we ensure that orphanage staff can access these resources continuously and with minimal technical support. This aspect of the project scope is designed for long-term impact, allowing caregivers to stay updated on new digital tools as they become available.

### Methodology:

### Research and Selection of Apps

### Identified and evaluated a variety of apps across categories such as mental health (calming and relaxation apps), education (interactive learning tools), and creativity (drawing and music apps).

### Shortlisted apps based on usability, content appropriateness for the target age group, and accessibility.

### Community Engagement and Feedback Collection

### Contacted orphanages and set up initial meetings to introduce the project objectives.

### Gathered input from orphanage staff on current challenges and needs, especially concerning children’s mental and educational needs.

### Website Development

### Created a simple website that categorized and described the selected apps, providing direct links to the Google Play Store for each.

### Designed the website with an easy-to-navigate layout to ensure accessibility for all users, regardless of their technical experience.

### Training and Awareness Program

### Conducted training sessions for orphanage staff on navigating the website and using recommended apps.

### Provided hands-on demonstrations for each app category to ensure proper understanding and usage.

### Problems Identified:

### Lack of Awareness about Digital Resources

### Many orphanage staff members were unaware of educational and mental health apps that could be beneficial for children. This gap in knowledge limited their ability to use digital tools for supporting children’s development and well-being.

### Limited Digital Literacy among Caregivers

### Some caregivers had minimal experience with technology, making it challenging for them to navigate and use the recommended apps. This barrier highlighted the need for comprehensive training to build confidence in using digital resources.

### Insufficient Mental Health Support

### Mental health resources were found to be lacking in many orphanages, with limited tools to help children manage emotions, express feelings, or cope with trauma. This was a significant gap affecting children’s emotional well-being.

### Limited Access to Devices and Internet

### Many orphanages had insufficient devices (like tablets or computers) and faced connectivity issues, restricting the accessibility of apps that require internet or more advanced devices.

### Overcrowded Environments

### High child-to-caregiver ratios made it difficult for staff to provide personalized attention and support, which is often needed to assist children with using digital tools effectively.

### Financial Constraints

### Budget limitations hindered orphanages from acquiring premium apps, devices, and other resources, preventing them from fully implementing the project’s recommendations.

### Lack of Follow-Up Support

### Without consistent guidance, orphanages faced difficulties in sustaining the use of digital tools and staying updated with new apps. This underscored the need for ongoing support systems.

### High Demand for Creative Outlets

### There was a noticeable demand for apps and tools that allow children to express themselves creatively. The limited resources in this area restricted children’s ability to explore art, music, and storytelling.

### 

### Language Barriers in App Use

### Some of the recommended apps were not available in local languages, making it difficult for children and caregivers to fully utilize them.

### Privacy and Safety Concerns

### Orphanage staff raised concerns about online safety, especially for apps that required internet access or allowed communication with others. This emphasized the importance of choosing safe, child-friendly apps.

### Proposed Solution:

#### Talent Showcase Interface:

1. **Dedicated Website for App Resources**

* Develop a simple, easy-to-navigate website specifically for orphanage staff, featuring a curated selection of educational, mental health, and creative apps. Each app includes descriptions, usage guidelines, age recommendations, and direct download links to the Google Play Store. This platform allows caregivers to access and implement useful resources at any time.

2. **Training Workshops for Orphanage Staff**

* Conduct hands-on training sessions to improve digital literacy among caregivers. These workshops guide staff in using the recommended apps and navigating the website effectively. Training also covers basic troubleshooting and understanding app safety features, making it easier for staff to support children’s learning and well-being.

3. **Partnership with Local Non-Profits and Tech Organizations**

* Establish partnerships with local non-profits and technology organizations to provide ongoing support and resources. These organizations can offer technical assistance, periodic training, and guidance in app updates, ensuring orphanages have continued access to useful and safe digital tools.

4. **Provision of Devices and Internet Support**

* Explore avenues to secure devices (such as tablets) and internet connectivity for orphanages through grants, donations, or partnerships. This support will allow children and staff to use the recommended apps regularly, bridging the technology gap and making digital resources more accessible.

5. **Focus on Offline and Multilingual Apps**

* Prioritize recommending apps that are available in local languages and have offline capabilities. This makes it easier for children and caregivers to use the resources without language barriers or constant internet access, thus expanding usability and accessibility.

6. **Encouragement of Creative and Mental Health Activities**

* Emphasize apps that encourage creative expression (like art and music apps) and mental well-being (such as relaxation or mindfulness apps). These apps help children explore their creativity and manage emotions, contributing to both educational and emotional support in a way that is engaging and constructive.

7. **Follow-Up and Continuous Support**

* Implement a feedback loop where orphanage staff can regularly share insights and challenges faced while using the recommended apps. This feedback allows for adjustments to the website, updates on relevant new apps, and additional support to ensure the platform remains effective and user-friendly.

8. **Focus on Privacy and Safety**

* Ensure that all recommended apps are safe for children, with privacy settings and features that minimize online risks. Staff training includes safety protocols and guidance on monitoring app usage to protect children’s privacy and ensure a safe digital environment.

**CODE FOR WEBSITE**:

**Index**.**html**:

<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Login Page</title>

    <link

      rel="stylesheet"

      href="https://fonts.googleapis.com/css2?family=Playfair+Display:wght@400;700&display=swap"

    />

    <link

      rel="stylesheet"

      href="https://fonts.googleapis.com/css2?family=Inter:wght@400;700&display=swap"

    />

    <style>

      body {

        margin: 0;

        font-family: "Playfair Display", sans-serif;

      }

      td {

        text-align: left;

      }

      .bg {

        background-image: url("images/img5.jpeg");

        background-color: #154360;

        background-position: right;

        background-repeat: no-repeat;

        background-size: cover;

        display: flex;

        align-items: center;

        justify-content: space-between;

        height: 100vh;

        width: 100vw;

      }

      .div1 {

        width: 50%;

        margin-left: 30px;

        margin-top: 10px;

      }

      .container {

        background-color: rgba(255, 255, 255, 0.6);

        padding: 10px;

        border-radius: 10px;

        text-align: center;

        margin-top: 10%;

        margin-right: 40px;

      }

      .glow {

        font-size: 50px;

        color: red;

        text-align: center;

        animation: glow 2s ease-in-out infinite alternate;

      }

      @keyframes glow {

        from {

          text-shadow: 0 0 3px rgba(255, 255, 255, 0.3),

            0 0 6px rgba(255, 255, 255, 0.3), 0 0 9px rgba(255, 255, 255, 0.3),

            0 0 12px rgba(255, 255, 255, 0.3);

        }

        to {

          text-shadow: 0 0 6px rgba(255, 255, 255, 0.5),

            0 0 9px rgba(255, 255, 255, 0.5), 0 0 12px rgba(255, 255, 255, 0.5),

            0 0 15px rgba(255, 255, 255, 0.5);

        }

      }

      h2 {

        color: rgba(253, 47, 10, 0.961);

        font-size: 1rem;

      }

      p {

        color: white;

        font-size: 1rem;

      }

      form {

        margin-top: 20px;

      }

      label {

        color: #0a2a3c;

        font-weight: bold;

        font-size: 1rem;

      }

      input[type="text"],

      input[type="password"] {

        padding: 10px;

        border-radius: 5px;

        border: 1px solid #ccc;

        width: 100%;

      }

      input[type="submit"] {

        background-color: #0d3b57;

        border: none;

        padding: 10px;

        color: white;

        width: 100%;

        font-size: 1.2rem;

        font-family: "Playfair Display", serif;

        cursor: pointer;

        border-radius: 10px;

        transition: background-color 0.3s ease;

      }

      input[type="submit"]:hover {

        background-color: #0a2a3c;

      }

      a {

        color: #0ca3fa;

        text-decoration: none;

      }

      a:hover {

        text-decoration: underline;

      }

    </style>

  </head>

  <body>

    <div class="bg">

      <div class="div1">

        <p style="text-align: center; font-size: 40px; line-height: 1px">

          Welcome to

        </p>

        <h1 class="glow">STUDENT APP GUIDE</h1>

      </div>

      <div class="container">

        <form onsubmit="submitForm(event)">

          <h2>Sign In & find the info about apps</h2>

          <table cellspacing="10" cellpadding="10">

            <tr>

              <td><label>Username:</label></td>

              <td><input type="text" id="username" name="username" /></td>

            </tr>

            <tr>

              <td><label>Password:</label></td>

              <td><input type="password" id="password" name="password" /></td>

            </tr>

            <tr>

              <td colspan="2">

                <input type="submit" value="Login" />

              </td>

            </tr>

          </table>

        </form>

        <br />

      </div>

    </div>

    <!-- JavaScript for form validation -->

    <script>

      function validateUsername() {

        var username = document.getElementById("username").value;

        var usernamePattern = /^[a-zA-Z\-]+$/;

        if (!usernamePattern.test(username)) {

          alert("Only alphabets are allowed in the username.");

          document.getElementById("username").focus();

          return false;

        }

        return true;

      }

      function validatePassword() {

        var password = document.getElementById("password").value;

        var passwordPattern =

          /^(?=.\*\d)(?=.\*[A-Z])(?=.\*[a-z])(?=.\*[~`!@#$%^&\*()--+={}\[\]|\\:;"'<>,.?/\_₹])[a-zA-Z0-9~`!@#$%^&\*()--+={}\[\]|\\:;"'<>,.?/\_₹]{10,16}$/;

        if (!passwordPattern.test(password)) {

          alert(

            "Password must be 10-16 characters long with at least 1 digit, 1 uppercase letter, and 1 special character."

          );

          document.getElementById("password").focus();

          return false;

        }

        return true;

      }

      function submitForm(event) {

        event.preventDefault();

        var isUsernameValid = validateUsername();

        var isPasswordValid = validatePassword();

        if (isUsernameValid && isPasswordValid) {

          alert("Login successful!");

          window.location.href = "home.html";

        } else {

          alert("Please enter a valid username and password.");

        }

      }

    </script>

  </body>

</html>

**Home.html:**

<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Student App Guide</title>

    <link

      href="https://cdn.jsdelivr.net/npm/bootstrap@5.0.2/dist/css/bootstrap.min.css"

rel="stylesheet”

integrity="sha384EVSTQN3/azprG1Anm3QDgpJLIm9Nao0Yz1ztcQTwFspd3yD65VohhpuuCOmLASjC"

      crossorigin="anonymous"

    />

    <link

    href="https://cdnjs.cloudflare.com/ajax/libs/bootstrap-icons/1.10.0/font/bootstrap-icons.min.css"

      rel="stylesheet"

    />

    <style>

      .list-group-item {

        cursor: pointer;

        display: flex;

        justify-content: space-between;

        align-items: center;

      }

      p {

        text-align: justify;

      }

    </style>

  </head>

  <body>

    <div class="container-fluid">

      <div class="row" style="background-color: blue; overflow: hidden">

        <img

          src="https://gecgudlavalleru.ac.in/images/admin/1673251111\_SRGEC\_HEADER.png"

          alt=""

        />

      </div>

      <div class="text-center">

        <h3>

          <em>STUDENT APP GUIDE</em>

        </h3>

      </div>

    </div>

    <div class="row">

      <ul class="list-group">

        <head>

          <link rel="stylesheet" href="centered-item.css" />

          <link rel="stylesheet" href="style.css" />

        </head>

        <li

          class="list-group-item centered-item text-white bg-warning fw-bold"

          style="font-family: 'Times New Roman', Times, serif"

          onclick="toggleContent(1)"

        >

          Social Media Apps

          <i class="bi bi-chevron-down" id="arrow1"></i>

        </li>

        <div id="content1" class="collapse content mt-2 mx-3">

          <div

            class="container-fluid my-2"

            style="background-color: rgb(74, 193, 74); border-radius: 10px"

          >

            <h2><u>WhatsApp</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

                src="https://www.youtube.com/embed/fjVlDYu6erU?si=FnIVHZpqHjmWlnYZ"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              WhatsApp is a popular messaging app owned by Meta (formerly

              Facebook), allowing users to send text messages, voice messages,

              images, documents, and make voice and video calls. It works over

              both Wi-Fi and mobile data, enabling communication across

              different devices worldwide. One of WhatsApp's defining features

              is its end-to-end encryption, ensuring privacy in messages and

              calls.

            </p>

            <p>

              Initially launched in 2009, WhatsApp has grown to become one of

              the most widely used messaging apps, with over 2 billion active

              users. It’s available on Android, iOS, Windows, and web platforms.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.whatsapp"

              class="btn btn-success mb-4"

              target="\_blank"

              >Download WhatsApp from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(223, 23, 179); border-radius: 10px"

          >

            <h2><u>Instagram</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

                src="https://www.youtube.com/embed/2YSB468mn4M?si=gZkZt0fwrDdPt3dC"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay;

                  clipboard-write;

                  encrypted-media;

                   gyroscope;

                   picture-in-picture;

                   web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p>

              Instagram is a social media platform launched in 2010 that allows

              users to share photos and videos, connect with friends, and

              discover content from around the world. Users can upload photos,

              videos, and reels, which can be edited with filters and captions,

              and shared with their followers. The platform also features

              Stories, which are temporary posts that disappear after 24 hours.

              In addition to sharing content, users can send private messages,

              participate in group chats, and make video calls through Instagram

              Direct.

            </p>

            <p>

              Over the years, Instagram has expanded its features, adding the

              Explore page to help users discover new content, and integrating

              shopping options for businesses to sell products directly on the

              platform. Hashtags and user tagging increase visibility and

              engagement with posts, and the introduction of short-form Reels

              has made Instagram a strong competitor to TikTok. With over a

              billion monthly active users, Instagram has become a key platform

              for influencers, brands, and everyday users alike.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.instagram.android"

              class="btn btn-danger mb-4"

              target="\_blank"

              >Download Instagram from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(109, 94, 212); border-radius: 10px"

          >

            <h2><u>Facebook</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

                src="https://www.youtube.com/embed/xu8rh9Ref4Y?si=Pog2R-o-zPlNhxrd"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p>

              Facebook, launched in 2004 by Mark Zuckerberg and his college

              roommates, is one of the largest and most influential social media

              platforms globally. Initially created as a social networking site

              for college students, it quickly expanded to include users from

              around the world. The platform allows users to create profiles,

              connect with friends, share posts, photos, and videos, and engage

              with a wide variety of content, including news, entertainment, and

              live events. Facebook's user base has grown to billions, making it

              a central hub for personal communication and a key player in

              digital marketing and advertising.

            </p>

            <p>

              Over the years, Facebook has evolved to include many features,

              such as Facebook Messenger, groups, pages for businesses and

              public figures, and its Marketplace for buying and selling goods.

              It also acquired other popular platforms like Instagram and

              WhatsApp, further expanding its reach. However, Facebook has faced

              criticism for issues related to privacy, data security, and the

              spread of misinformation. Despite these challenges, it remains a

              dominant force in shaping how people interact and consume

              information online.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.facebook.katana"

              class="btn btn-primary mb-4"

              target="\_blank"

              >Download Facebook from Play Store</a

            >

          </div>

        </div>

        <!-- Item 2 -->

        <li

          class="list-group-item centered-item text-white bg-info fw-bold"

          style="font-family: 'Times New Roman', Times, serif"

          onclick="toggleContent(2)"

        >

          Entertainment Apps

          <i class="bi bi-chevron-down" id="arrow2"></i>

        </li>

        <div id="content2" class="collapse content mt-2 mx-3">

          <div

            class="container-fluid my-2"

            style="background-color: rgb(242, 96, 70); border-radius: 10px"

          >

            <h2><u>YouTube</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

                src="https://www.youtube.com/embed/mTerLFDGjnM?si=UG19TRoyIDXMUIWY"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              YouTube is one of the most popular platforms for entertainment,

              offering a vast range of content from music videos and movie

              trailers to vlogs, tutorials, and live streams. Launched in 2005,

              YouTube allows users to upload, share, and watch videos for free.

              It has evolved into a space where creators can build massive

              audiences, and its algorithm helps personalize video

              recommendations for users based on their viewing history.

            </p>

            <p>

              To watch entertainment shows on YouTube, simply search for your

              favorite show or content creator in the search bar. Many TV

              networks and independent creators upload full episodes, clips, or

              recaps of shows. You can also explore YouTube’s Trending section

              to see the latest popular entertainment videos.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.google.android.youtube"

              class="btn btn-danger mb-4"

              target="\_blank"

              >Download youtube from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(233, 242, 62); border-radius: 10px"

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            <h2><u>Netflix</u></h2>

            <div style="float: right; margin-left: 10px">

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                height="315"

                src="https://www.youtube.com/embed/q4VYy8RlvEI?si=5PfwsqJhi4dno3h3"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                 encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Netflix is a leading streaming service that offers a vast library

              of movies, TV shows, documentaries, and original content across

              various genres. With a subscription-based model, Netflix provides

              users with on-demand access to thousands of hours of

              entertainment, accessible from smartphones, tablets, smart TVs,

              and other devices. It has become a global phenomenon with

              localized content, allowing viewers from different regions to

              enjoy shows in multiple languages.

            </p>

            <p>

              For entertainment purposes, Netflix stands out due to its diverse

              range of content that caters to all age groups and preferences.

              Whether you're looking for the latest blockbusters, critically

              acclaimed series, or original films and shows like Stranger

              Things, The Crown, or Money Heist, Netflix offers something for

              everyone.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.netflix.mediaclient"

              class="btn btn-danger mb-4"

              target="\_blank"

              >Download Netflix from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(6, 166, 35); border-radius: 10px"

          >

            <h2><u>Spotify</u></h2>

            <div style="float: right; margin-left: 10px">

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                width="560"

                height="315"

                src="https://www.youtube.com/embed/cvfrG3CzlhM?si=vt7E\_0M4Elup0Cfd"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                 encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Spotify is a leading music streaming service that offers millions

              of songs, albums, and podcasts, catering to diverse tastes and

              preferences. Available on smartphones, tablets, and computers,

              Spotify allows users to easily search for music, create playlists,

              and explore curated content based on genres, moods, and

              activities. With a free, ad-supported version and a premium

              subscription option, Spotify appeals to both casual listeners and

              dedicated audiophiles.

            </p>

            <p>

              Using Spotify is straightforward. After downloading the app and

              signing up, users can search for specific artists, albums, or

              podcasts or discover new music through the platform's personalized

              recommendations.You can create your own playlists, follow others,

              or explore popular playlists crafted by Spotify’s editorial team.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.spotify.music"

              class="btn btn-success mb-4"

              target="\_blank"

              >Download spotify from Play Store</a

            >

          </div>

        </div>

        <!-- Item 3 -->

        <li

          class="list-group-item centered-item text-white bg-success fw-bold"

          style="font-family: 'Times New Roman', Times, serif"

          onclick="toggleContent(3)"

        >

          Educational Apps

          <i class="bi bi-chevron-down" id="arrow3"></i>

        </li>

        <div id="content3" class="collapse content mt-2 mx-3">

          <div

            class="container-fluid my-2"

            style="background-color: rgb(9, 204, 155); border-radius: 10px"

          >

            <h2><u>Khan Academy</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

                src="https://www.youtube.com/embed/hopq0lq-qu4?si=6SxQTisVi0lJuRUA"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                   encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Khan Academy is a nonprofit educational organization that offers a

              free, world-class education for anyone, anywhere. Founded in 2008

              by Salman Khan, the platform provides an extensive library of

              instructional videos, practice exercises, and a personalized

              learning dashboard that allows learners to study at their own

              pace. The subjects covered range from math, science, and economics

              to arts.

            </p>

            <p>

              The platform has partnered with various educational institutions

              and organizations to enhance its offerings and reach. By

              leveraging technology and a community-driven approach, Khan

              Academy empowers users to take charge of their own education,

              fostering a love for learning and a growth mindset.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=org.khanacademy.android"

              class="btn btn-light mb-4"

              target="\_blank"

              >Download Khan Academy from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(196, 8, 181); border-radius: 10px"

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            <h2><u>BYJU's</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

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                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                   encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              BYJU'S is an innovative educational platform that offers engaging

              learning experiences for students in grades 6 to 10. It provides a

              comprehensive curriculum that aligns with various educational

              boards, including CBSE and ICSE in India. The platform features

              interactive video lessons, quizzes, and personalized learning

              paths that cater to the individual needs of students.

            </p>

            <p>

              BYJU'S also incorporates gamified learning elements to motivate

              students and enhance their problem-solving skills. The platform

              allows students to track their progress, receive feedback, and

              access additional resources to strengthen their understanding.

              Moreover, BYJU'S has launched several initiatives, such as live

              classes and doubt-clearing sessions, to provide students with a

              holistic learning experience.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.byjus.thelearningapp"

              class="btn btn-light mb-4"

              target="\_blank"

              >Download BYJU's from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(245, 234, 244); border-radius: 10px"

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            <h2><u>Brainly</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

                src="https://www.youtube.com/embed/CYcUuhem4YY?si=baalIcB856HS1-HX"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                   encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Brainly is an online learning platform designed to support

              students from grades 6 to 10 in their academic pursuits. It

              functions as a community-driven question-and-answer site where

              students can ask questions related to their school subjects,

              including math, science, English, and social studies. Users can

              post their queries, and other students, teachers, or knowledgeable

              community members provide answers, explanations, and resources.

            </p>

            <p>

              Brainly offers a variety of learning resources, such as study

              guides and educational articles that reinforce key concepts taught

              in school. The platform's gamified elements, such as points and

              rewards for participation, motivate students to engage actively in

              their learning process. By fostering a supportive learning

              environment, Brainly helps students build confidence in their

              knowledge and encourages them to become independent learners.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=co.brainly"

              class="btn btn-dark mb-4"

              target="\_blank"

              >Download Brainly from Play Store</a

            >

          </div>

        </div>

        <!-- Item 4 -->

        <li

          class="list-group-item centered-item text-white bg-dark fw-bold"

          style="font-family: 'Times New Roman', Times, serif"

          onclick="toggleContent(4)"

        >

          Gaming Apps

          <i class="bi bi-chevron-down" id="arrow4"></i>

        </li>

        <div id="content4" class="collapse content mt-2 mx-3">

          <div

            class="container-fluid my-2"

            style="background-color: rgb(220, 84, 84); border-radius: 10px"

          >

            <h2><u>Subway Surfers</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

                src="https://www.youtube.com/embed/m6XF3ILE1cM?si=fgg3RbHoMKVOD-W8"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                   encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Subway Surfers is an endless runner mobile game developed by Kiloo

              and SYBO Games. Released in 2012, the game has become one of the

              most downloaded games globally, gaining immense popularity due to

              its fun and fast-paced gameplay. The objective of the game is to

              run as far as possible, dodging trains, barriers, and other

              obstacles while collecting coins and power-ups.

            </p>

            <p>

              The platform has partnered with various educational institutions

              and organizations to enhance its offerings and reach. By

              leveraging technology and a community-driven approach, Khan

              Academy empowers users to take charge of their own education,

              fostering a love for learning and a growth mindset.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.kiloo.subwaysurf"

              class="btn btn-danger mb-4"

              target="\_blank"

              >Download Subway Surfers from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(221, 243, 56); border-radius: 10px"

          >

            <h2><u>Temple Run</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

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                height="315"

                src="https://www.youtube.com/embed/TuGv1WIyUK4?si=lXnv7uwnhPQTJEQx"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                   encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Temple Run, developed by Imangi Studios, is another hugely popular

              endless runner game. Released in 2011, the game sets players in a

              temple scenario where they control an explorer fleeing from

              demonic monkeys after stealing a cursed idol. The game's premise

              draws inspiration from classic adventure movies like Indiana

              Jones, and its jungle temple setting enhances the feeling of

              danger and excitement. Players swipe to turn, jump, or slide to

              avoid obstacles like tree roots, cliffs, and fire traps while

              trying to outrun the pursuing creatures.

            </p>

            <p>

              The simple controls and immersive 3D environment made Temple Run a

              groundbreaking game at the time of its release. The game's

              addictive nature stems from its challenge to beat one's high score

              and run as far as possible. Power-ups, coins, and unlockable

              characters add extra layers of gameplay, offering variety and

              rewards for continued play.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.imangi.templerun"

              class="btn btn-light mb-4"

              target="\_blank"

              >Download Temple Run from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(186, 205, 200); border-radius: 10px"

          >

            <h2><u>My Talking Tom 2</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

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                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                   encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              My Talking Tom 2 is a virtual pet game developed by Outfit7, and

              it's a sequel to the original My Talking Tom. Released in 2018,

              the game allows players to adopt a virtual kitten named Tom and

              take care of him as he grows up. Players can interact with Tom by

              feeding him, taking him to the bathroom, playing with him, and

              putting him to sleep. Tom also mimics players’ voices, adding a

              fun, interactive element.

            </p>

            <p>

              My Talking Tom 2 encourages creativity as players can personalize

              Tom's home, choose his outfits, and explore new places

              together.The game introduces mini-games that help players earn

              in-game currency, which can be used to buy food, clothing,

              furniture, and other items for Tom.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.outfit7.mytalkingtom2"

              class="btn btn-secondary mb-4"

              target="\_blank"

              >Download My Talking Tom 2 from Play Store</a

            >

          </div>

        </div>

        <!-- Item 5-->

        <li

          class="list-group-item centered-item text-white bg-primary fw-bold"

          style="font-family: 'Times New Roman', Times, serif"

          onclick="toggleContent(5)"

        >

          Fitness Apps

          <i class="bi bi-chevron-down" id="arrow5"></i>

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        <div id="content5" class="collapse content mt-2 mx-3">

          <div

            class="container-fluid my-2"

            style="background-color: rgb(229, 123, 123); border-radius: 10px"

          >

            <h2><u>Fitify</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

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                height="315"

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                title="YouTube video player"

                frameborder="0"

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                  encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Fitify is a comprehensive fitness app that provides users with

              personalized workout plans and a wide range of exercises tailored

              to their fitness goals. The app offers over 900 exercises and

              various types of workouts, including bodyweight routines, strength

              training, cardio, yoga, and recovery sessions. Whether you're

              looking to build muscle, improve flexibility, or burn fat, Fitify

              has customizable programs for different fitness levels, all of

              which can be done at home or in the gym.

            </p>

            <p>

              Fitify also features a highly intuitive interface, making it easy

              for users to track their progress over time. The app creates

              workout plans based on your goals and adjusts them as you improve.

              It also includes a built-in calendar, reminders, and a workout

              log, ensuring you stay consistent with your fitness routine. With

              video instructions for each exercise and the ability to work out

              offline, Fitify makes achieving fitness goals flexible and

              accessible for everyone, from beginners to advanced athletes.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.fitifyworkouts.bodyweight.workoutapp"

              class="btn btn-danger mb-4"

              target="\_blank"

              >Download Fitify from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(113, 114, 99); border-radius: 10px"

          >

            <h2><u>Homeworkouts-no equipment</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

                src="https://www.youtube.com/embed/Q7RgG9kDCqc?si=gWOUaI3C9N68bOCW"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                  encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Home Workouts – No Equipment is an app designed to help users stay

              fit without the need for any gym equipment, making it perfect for

              home-based exercises. The app offers a wide range of bodyweight

              workouts targeting different muscle groups, including the chest,

              arms, legs, abs, and core. With varying levels of intensity, it

              caters to beginners as well as those looking for more advanced

              routines.

            </p>

            <p>

              The app also features personalized workout plans that adapt to

              your fitness goals, whether it's weight loss, muscle building, or

              overall strength improvement. Users can set daily reminders to

              stay consistent and track their progress over time. With a focus

              on short, high-impact routines that fit into any schedule, Home

              Workouts – No Equipment is ideal for those seeking to maintain or

              improve their fitness from home, without the hassle of a gym

              membership or expensive equipment.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=homeworkout.homeworkouts.noequipment&pcampaignid=web\_share"

              class="btn btn-light mb-4"

              target="\_blank"

              >Download Homeworkouts from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(50, 221, 176); border-radius: 10px"

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            <h2><u>workout for women</u></h2>

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                   encrypted-media; gyroscope; picture-in-picture; web-share"

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                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Workout for Women: Fit at Home is a convenient fitness app

              designed specifically for women who want to work out from the

              comfort of their own home. It offers a variety of workouts

              targeting different fitness goals such as toning, weight loss, or

              overall strength. The app provides clear, guided exercises with

              animations and voice instructions, making it accessible even for

              beginners.

            </p>

            <p>

              One of the key features of this app is its personalized training

              plans, which adapt to your fitness level and progress over time.

              Whether you’re aiming to improve cardio, build muscle, or increase

              flexibility, the app adjusts its recommendations to suit your

              needs. With progress tracking, motivational reminders, and a

              user-friendly interface, Workout for Women: Fit at Home helps you

              stay consistent and motivated in achieving your fitness goals.

            </p>

            <!-- Play Store link -->

            <a

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              target="\_blank"

              >Download workout for women from Play Store</a

            >

          </div>

        </div>

        <!-- Item 6-->

        <li

          class="list-group-item centered-item text-white bg-danger fw-bold"

          style="font-family: 'Times New Roman', Times, serif"

          onclick="toggleContent(6)"

        >

          Shopping Apps

          <i class="bi bi-chevron-down" id="arrow6"></i>

        </li>

        <div id="content6" class="collapse content mt-2 mx-3">

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            <h2><u>Meesho</u></h2>

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                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Meesho is a popular online shopping app in India that allows users

              to buy and sell a wide range of products at affordable prices.

              It’s particularly known for empowering small businesses and

              individuals to resell products via social media platforms like

              WhatsApp, Facebook, and Instagram. Meesho offers a variety of

              categories including clothing, electronics, home decor, beauty

              products, and more

            </p>

            <p>

              One of Meesho’s key features is its zero-investment reselling

              model, allowing users to start their own business without any

              upfront cost. Sellers can choose products from the app, share them

              with their network, and earn a commission on each sale. Meesho

              handles all the logistics, including inventory, packaging, and

              shipping, making it simple for anyone to start earning money.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.meesho.supply"

              class="btn btn-danger mb-4"

              target="\_blank"

              >Download meesho from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(220, 238, 83); border-radius: 10px"

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            <h2><u>Flipkart</u></h2>

            <div style="float: right; margin-left: 10px">

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                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Flipkart is one of India’s largest e-commerce platforms, offering

              a wide range of products across various categories such as

              electronics, fashion, home appliances, books, and more. With its

              easy-to-use mobile app, Flipkart provides a convenient shopping

              experience where users can browse through millions of items, read

              customer reviews, and compare prices before making a purchase.

            </p>

            <p>

              One of the standout features of the Flipkart app is its secure and

              flexible payment options, including cash on delivery, UPI,

              credit/debit cards, and EMI plans. It also offers a smooth return

              and refund process, giving users confidence in their purchases.

              The app provides personalized recommendations based on browsing

              and purchasing history, and its Flipkart Plus loyalty program

              rewards frequent shoppers with benefits like free shipping and

              early access to sales.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.flipkart.android"

              class="btn btn-light mb-4"

              target="\_blank"

              >Download Flipkart from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(236, 143, 13); border-radius: 10px"

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            <h2><u>Amazon</u></h2>

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                   encrypted-media; gyroscope; picture-in-picture; web-share"

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                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              The Amazon app is a globally popular online shopping platform that

              offers an extensive range of products across categories such as

              electronics, fashion, books, groceries, home essentials, and much

              more. The app provides a seamless shopping experience with

              features like personalized product recommendations, detailed

              product descriptions, and user reviews, helping customers make

              informed purchase decisions.

            </p>

            <p>

              In addition to shopping, the Amazon app offers multiple services

              such as Amazon Prime, which provides benefits like faster

              delivery, access to Prime Video, Prime Music, and exclusive deals.

              The app’s secure payment options, including credit/debit cards,

              net banking, UPI, and cash on delivery, make transactions safe and

              convenient. Its easy-to-use interface, efficient order tracking,

              hassle-free returns, and 24/7 customer service make the Amazon app

              a trusted choice for millions of users worldwide.

            </p>

            <!-- Play Store link -->

            <a

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              target="\_blank"

              >Download Amazon from Play Store</a

            >

          </div>

        </div>

        <!-- Item 7 -->

        <li

          class="list-group-item centered-item text-white bg-secondary fw-bold"

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          onclick="toggleContent(7)"

        >

          Banking Apps

          <i class="bi bi-chevron-down" id="arrow7"></i>

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          <div

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            <h2><u>Paytm</u></h2>

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                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              The Paytm app is a versatile digital payment platform in India,

              offering a wide range of services, from mobile recharges, utility

              bill payments, and money transfers to online shopping and travel

              bookings. It is highly popular for its seamless UPI integration,

              allowing users to send and receive money instantly. Paytm also

              supports a digital wallet, which can be used to make contactless

              payments at stores, pay bills, or book movie tickets.

            </p>

            <p>

              Beyond payments, Paytm offers services like Paytm Mall for

              shopping, Paytm Money for investment and mutual funds, and Paytm

              Insurance. The app also provides cashback offers, deals, and

              rewards on various transactions, making it an attractive option

              for users.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=net.one97.paytm"

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              >Download Paytm from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(211, 45, 205); border-radius: 10px"

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            <h2><u>phonepe</u></h2>

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                   encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              The PhonePe app is one of India’s leading digital payment

              platforms, offering a fast and secure way to make transactions

              using UPI, bank transfers, or digital wallets. It allows users to

              send and receive money instantly, pay utility bills, recharge

              mobiles, and even invest in mutual funds and insurance. PhonePe’s

              user-friendly interface and wide acceptance at both online and

              offline stores make it convenient for handling everyday

              transactions.

            </p>

            <p>

              In addition to payments, PhonePe provides users with a variety of

              services, including online shopping, travel bookings, and the

              option to buy gold. With features like transaction history

              tracking, secure PIN-based authentication, and 24/7 customer

              support, PhonePe ensures a smooth and reliable digital payment

              experience for millions of users in India.

            </p>

            <!-- Play Store link -->

            <a

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              class="btn btn-light mb-4"

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              >Download Phonepe from Play Store</a

            >

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            <h2><u>Googlepay</u></h2>

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                   encrypted-media; gyroscope; picture-in-picture; web-share"

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                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              Google Pay is a widely used digital payment app that enables fast

              and secure transactions via UPI (Unified Payments Interface),

              allowing users to send and receive money directly from their bank

              accounts. The app simplifies everyday tasks such as paying utility

              bills, mobile recharges, and shopping at online and offline

              stores.

            </p>

            <p>

              Beyond payments, Google Pay offers users rewards and cashback on

              various transactions. It also provides features like tracking past

              payments, setting reminders for bill payments, and adding multiple

              bank accounts for easy management. With its integration across

              multiple services, including Google Play, and compatibility with

              major banks, Google Pay has become a popular choice for managing

              finances, offering a secure and effortless way to handle money

              digitally.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.google.android.apps.nbu.paisa.user&pcampaignid=web\_share"

              class="btn btn-secondary mb-4"

              target="\_blank"

              >Download Googlepay from Play Store</a

            >

          </div>

        </div>

        <!-- Item 7 -->

        <li

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        >

          Travelling Apps

          <i class="bi bi-chevron-down" id="arrow8"></i>

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            <h2><u>RedBus</u></h2>

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                frameborder="0"

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                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              The RedBus app is a convenient platform for booking bus tickets

              across various routes in India and other countries. With its

              user-friendly interface, users can browse schedules, compare

              ticket prices, and select from a wide range of bus operators,

              ensuring they find a service that fits their preferences and

              budget. The app also provides detailed bus information, including

              amenities, boarding points, and live tracking options, helping

              users make informed travel decisions.

            </p>

            <p>

              In addition to booking tickets, the RedBus app offers features

              such as trip reminders, e-tickets, and 24/7 customer support,

              making it a reliable companion for road travel. Users can easily

              manage bookings, apply discounts, and enjoy a seamless travel

              experience through the app’s secure payment options and real-time

              updates, ensuring a smooth journey from booking to boarding.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=in.redbus.android"

              class="btn btn-danger mb-4"

              target="\_blank"

              >Download RedBus from Play Store</a

            >

          </div>

          <div

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            style="background-color: rgb(45, 164, 211); border-radius: 10px"

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            <h2><u>Where is My Train</u></h2>

            <div style="float: right; margin-left: 10px">

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                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              The Where is My Train app provides real-time updates on train

              schedules, locations, and arrival times across India. With

              GPS-based tracking, users can see their train's exact location,

              find accurate platform numbers, and estimate arrival and departure

              times without relying on the internet. The app works seamlessly

              offline, allowing passengers to check train statuses even without

              network access.

            </p>

            <p>

              The app also offers additional features, like checking live PNR

              status, finding coach positions, and setting alerts for specific

              stations. Designed with user convenience in mind, Where is My

              Train ensures travelers have essential train information at their

              fingertips, making it easier to plan their journeys and stay

              informed on-the-go.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.whereismytrain.android"

              class="btn btn-info mb-4"

              target="\_blank"

              >Download Where is My Train from Play Store</a

            >

          </div>

          <div

            class="container-fluid my-2"

            style="background-color: rgb(229, 247, 31); border-radius: 10px"

          >

            <h2><u>APSRTC</u></h2>

            <div style="float: right; margin-left: 10px">

              <iframe

                width="560"

                height="315"

                src="https://www.youtube.com/embed/GPeI7qdFv-k?si=V9nPpj9LMUTsReiE"

                title="YouTube video player"

                frameborder="0"

                allow="accelerometer; autoplay; clipboard-write;

                 encrypted-media; gyroscope; picture-in-picture; web-share"

                referrerpolicy="strict-origin-when-cross-origin"

                allowfullscreen

              ></iframe>

            </div>

            <p class="text-justify">

              The APSRTC (Andhra Pradesh State Road Transport Corporation) app

              is a comprehensive platform for booking bus tickets across Andhra

              Pradesh and beyond. Designed for ease of use, the app allows users

              to search for routes, compare timings, and book tickets directly

              from their mobile devices. It offers a variety of options from

              deluxe to sleeper coaches, ensuring travelers can find a suitable

              bus that meets their comfort and budget preferences.

            </p>

            <p>

              Beyond ticket booking, the APSRTC app includes features such as

              live bus tracking, seat selection, and notifications for bus

              timings and boarding points. The app also provides secure payment

              methods and customer support for a seamless travel experience.

              With real-time updates on bus schedules and easy access to

              e-tickets, APSRTC makes bus travel planning efficient and reliable

              for both regular commuters and occasional travelers.

            </p>

            <!-- Play Store link -->

            <a

              href="https://play.google.com/store/apps/details?id=com.apsrtc.online"

              class="btn btn-warning mb-4"

              target="\_blank"

              >Download APSRTC from Play Store</a

            >

          </div>

        </div>

      </ul>

    </div>

  </body>

  <script>

    function toggleContent(id) {

      var content = document.getElementById("content" + id);

      var arrow = document.getElementById("arrow" + id);

      if (content.classList.contains("collapse")) {

        content.classList.remove("collapse");

        arrow.classList.replace("bi-chevron-down", "bi-chevron-up");

      } else {

        content.classList.add("collapse");

        arrow.classList.replace("bi-chevron-up", "bi-chevron-down");

      }

    }

  </script>

</html>

**Centereditem.css:**

.centered-item {

  display: flex;

  justify-content: center; /\* Centers the entire content \*/

  align-items: center; /\* Vertically centers the content \*/

  position: relative; /\* Allows absolute positioning of the icon \*/

}

.item-text {

  margin: 0 auto; /\* Ensures the text is centered \*/

}

.centered-item i {

  position: absolute;

  right: 20px; /\* Positions the chevron icon to the right \*/

}

.list-group-item {

  width: 100%;

  text-align: center; /\* Centers text within the list item \*/

}

.centered-container-fluid {

  margin: 20px; /\* Adds consistent margin around each card \*/

  padding: 20px;

  border-radius: 10px;

}

**Style.css:**

body {

  margin: 0;

  font-family: Arial, sans-serif;

}

.container {

  display: flex;

  height: 100vh;

}

.left-sidebar {

  width: 20%;

  background-color: #f0f0f0;

  padding: 20px;

  box-shadow: 2px 0 5px rgba(0, 0, 0, 0.1);

}

.logo img {

  max-width: 100%;

  height: auto;

}

.categories ul {

  list-style-type: none;

  padding: 0;

}

.categories li {

  margin: 15px 0;

  cursor: pointer;

  transition: color 0.3s ease, background-color 0.3s ease; /\* Smooth transition on hover \*/

}

.categories li:hover {

  color: #fff;

  background-color: #007bff;

  padding: 5px;

  border-radius: 5px;

}

.main-content {

  flex-grow: 1;

  display: flex;

  justify-content: center;

  align-items: center;

  background-color: #fff;

}

.dropdown select {

  padding: 10px;

  font-size: 16px;

  transition: box-shadow 0.3s ease; /\* Smooth transition on focus \*/

}

.dropdown select:focus {

  box-shadow: 0 0 5px rgba(0, 123, 255, 0.5);

}

**WEBSITE IMAGES ARE SHOWN BELOW:**



Fig1:Login page

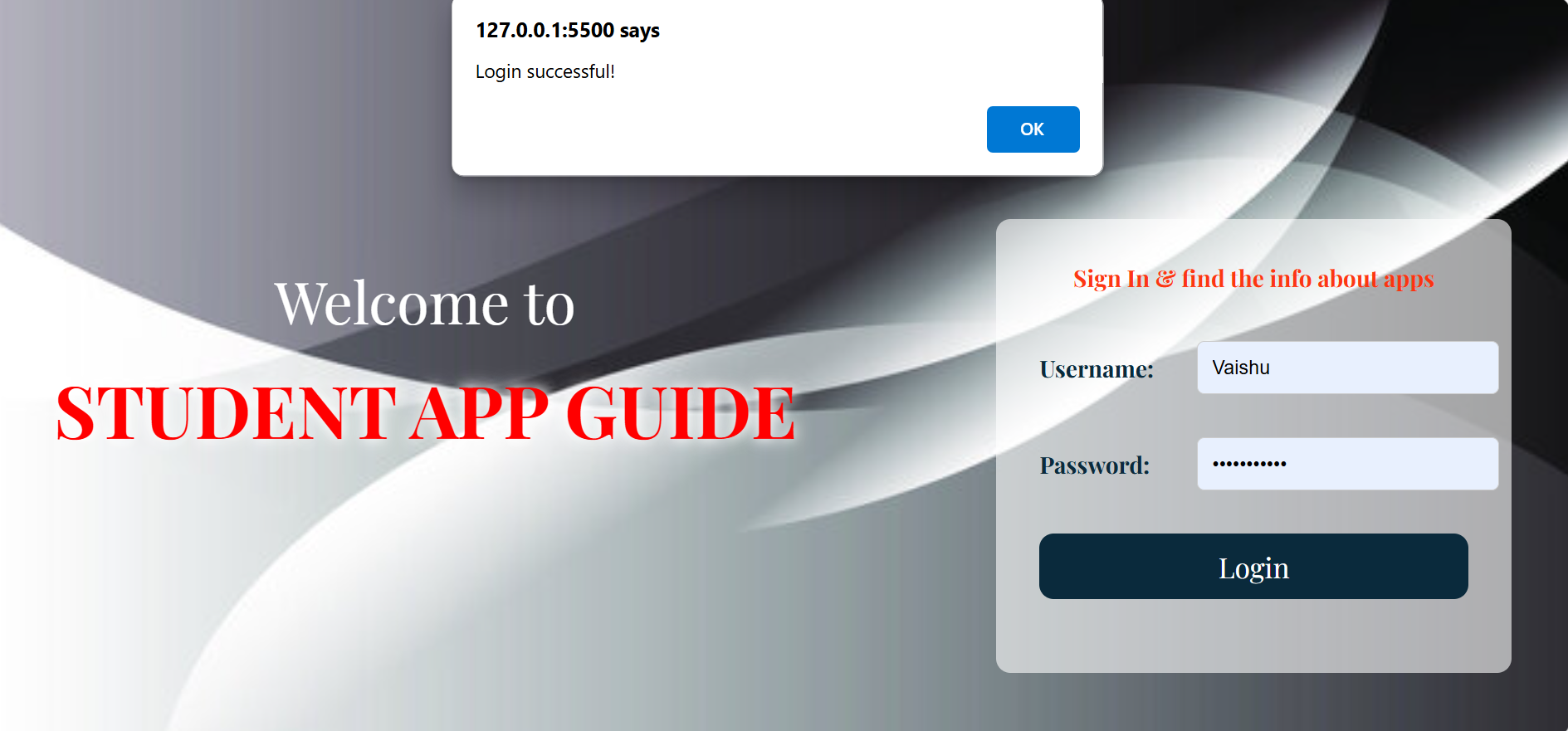


Fig2:After login

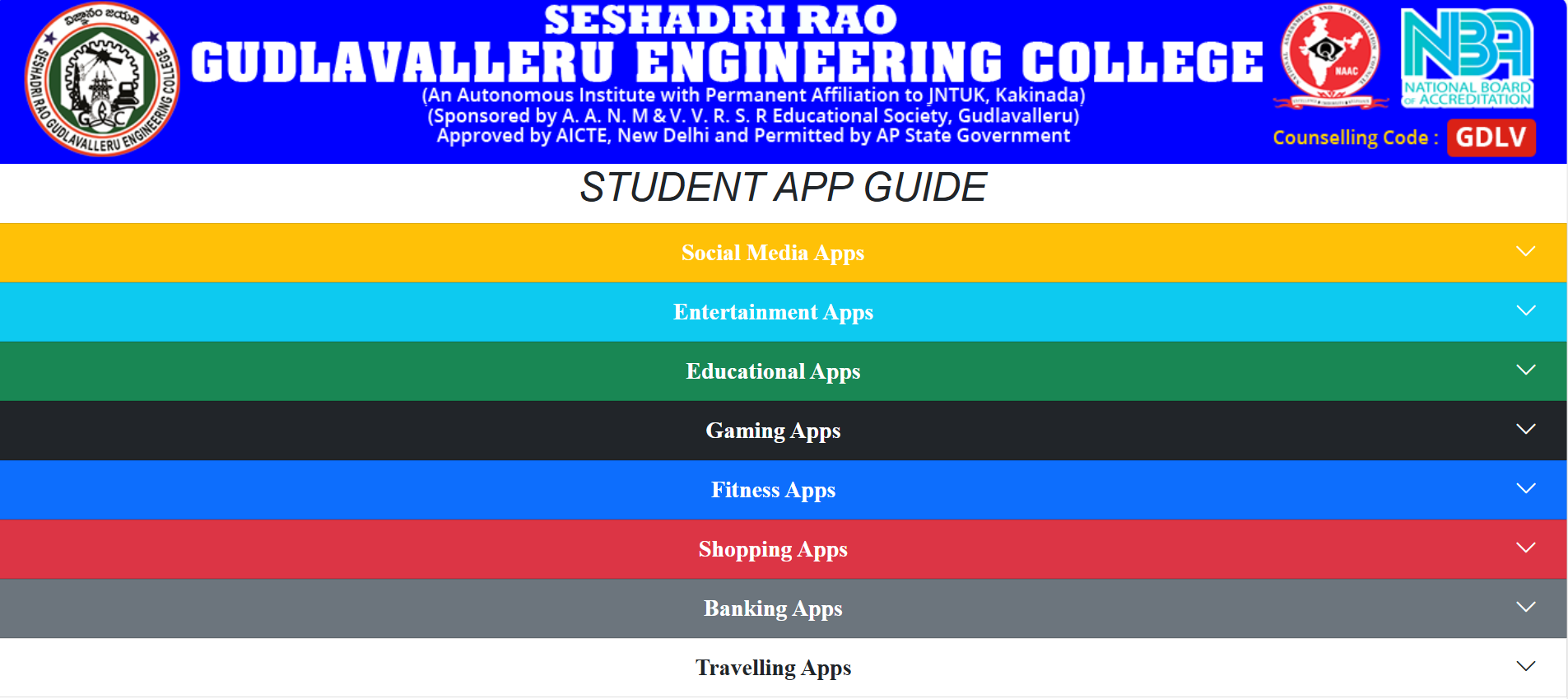


Fig3:Home page



Fig4:After clicking social media apps

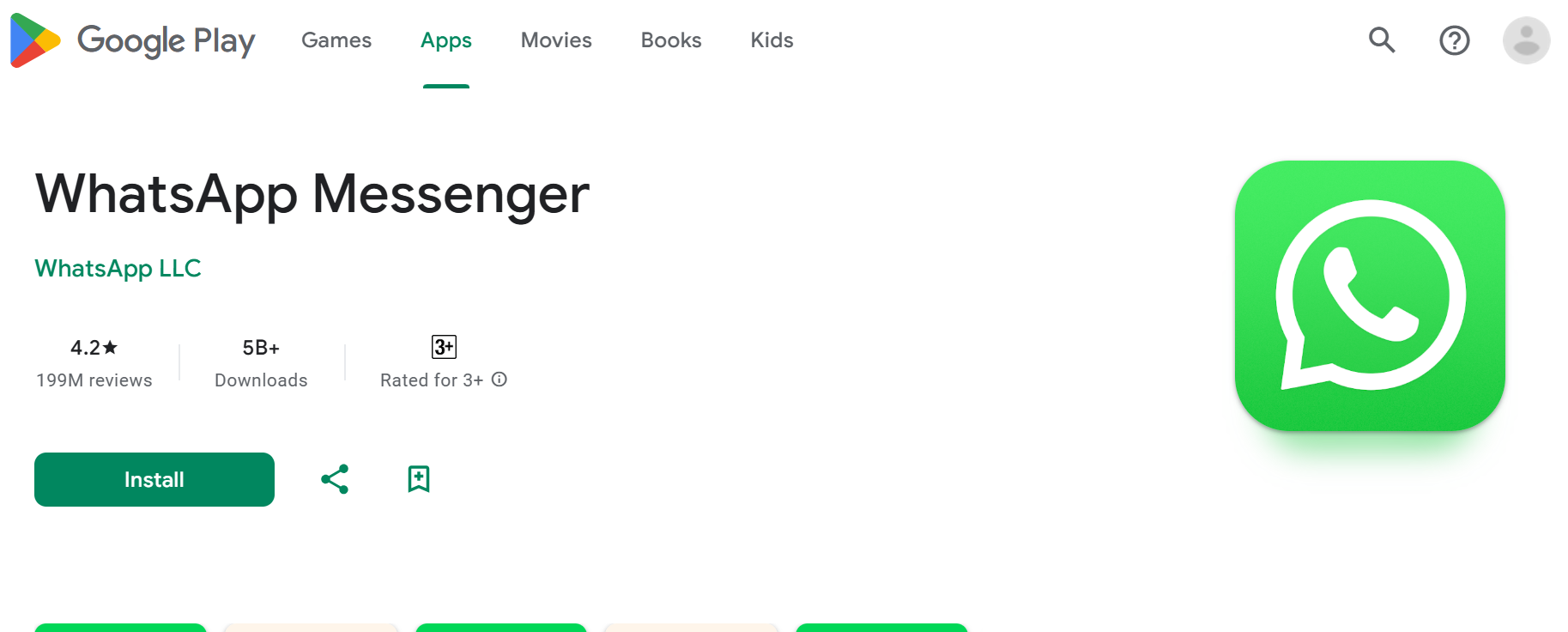


Fig5:After clicking download button

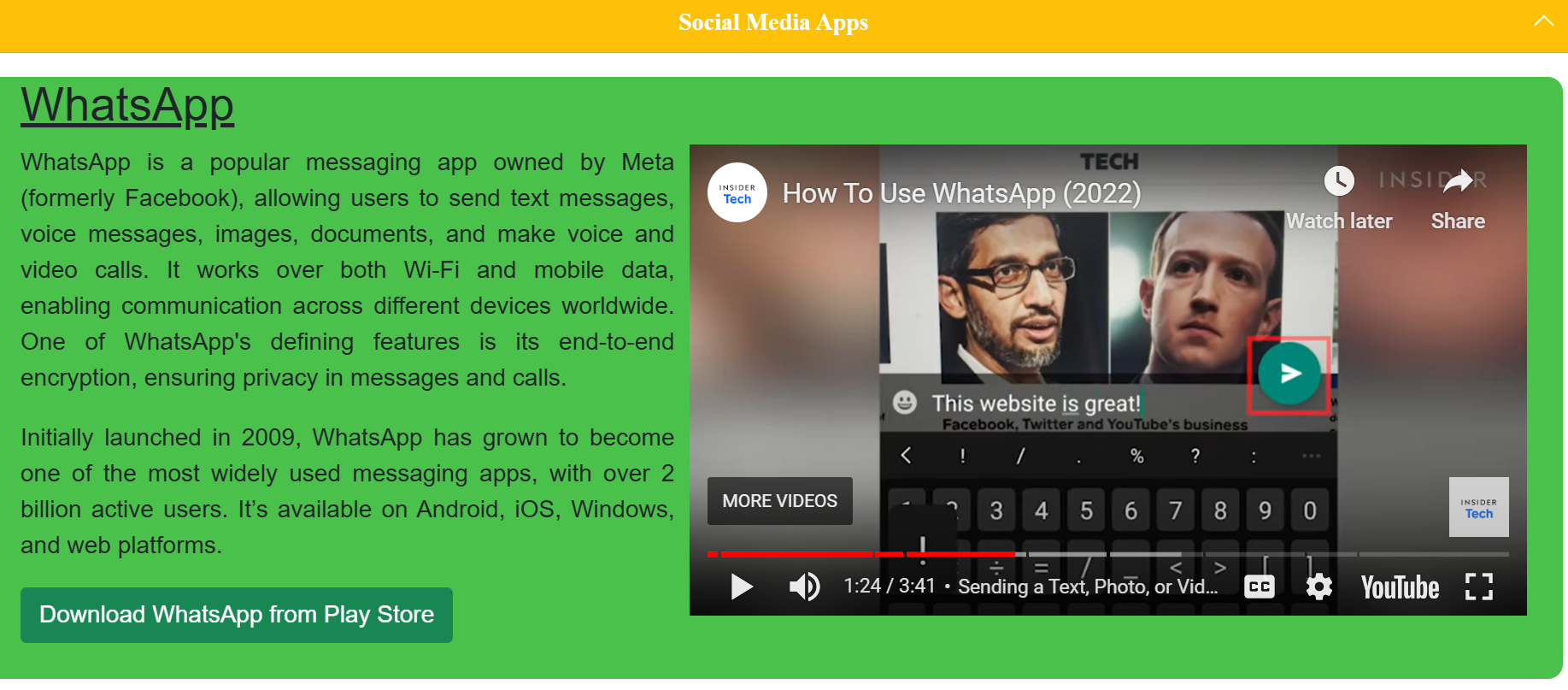


Fig6:after clicking on video

**CHAPTER 6: RECOMMENDATIONS AND CONCLUSIONS OF THE COMMUNITY SER VIC E PROJECT**

### Recommendations:

1. Conduct regular digital literacy training for orphanage staff.
2. Form partnerships to secure devices and internet access.
3. Prioritize offline and multilingual apps for accessibility.
4. Implement a feedback system for app effectiveness.
5. Focus on mental health and creativity apps for children.
6. Ensure all recommended apps meet safety and privacy standards.

**Conclusion**

This project highlights the importance of digital resources in supporting the educational and emotional well-being of children in orphanages. By raising awareness and providing accessible tools, we empower caregivers to create a more nurturing environment. With ongoing support and continuous resource updates, this initiative can have a lasting, positive impact on orphanage communities.

**Student Self-Evaluation for the Community Service Project**

Student Name: Ch. Vaishnavi

Registration No: 22481A1237

Period of CSP: **From:** 20-05-2024 **To:** 29-06-2024 and **From**: 15-07-2024 **To**:27-07-2024

Date of Evaluation:15-11-2024

Name of the Person in-charge: Address with mobile number:

**Please rate your performance in the following areas:**

**Rating Scale: 1 is lowest and 5 is highest rank**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **1) Oral communication** | **1** | **2** | **3** | **4** | **5** |
| **2) Written communication** | **1** | **2** | **3** | **4** | **5** |
| **3) Proactiveness** | **1** | **2** | **3** | **4** | **5** |
| **4) Interaction ability with community** | **1** | **2** | **3** | **4** | **5** |
| **5) Positive Attitude** | **1** | **2** | **3** | **4** | **5** |
| **6) Self-confidence** | **1** | **2** | **3** | **4** | **5** |
| **7) Ability to learn** | **1** | **2** | **3** | **4** | **5** |
| **8) Work Plan and organization** | **1** | **2** | **3** | **4** | **5** |
| **9) Professionalism** | **1** | **2** | **3** | **4** | **5** |
| **10) Creativity** | **1** | **2** | **3** | **4** | **5** |
| **11) Quality of work done** | **1** | **2** | **3** | **4** | **5** |
| **12) Time Management** | **1** | **2** | **3** | **4** | **5** |
| **13) Understanding the Community** | **1** | **2** | **3** | **4** | **5** |
| **14) Achievement of Desired Outcomes** | **1** | **2** | **3** | **4** | **5** |
| **15) OVERALL PERFORMANCE** | **1** | **2** | **3** | **4** | **5** |

**Date: Signature of the Student**

**Evaluation by the Person in-charge in the Community/Habitation**

Student Name: Ch. Vaishnavi

Registration No: 22481A1237

Period of CSP: **From:** 20-05-2024 **To:** 29-06-2024 and **From**: 15-07-2024 **To**:27-07-2024

Date of Evaluation:

Name of the Person in-charge: Address with mobile number:

**Please rate the student’s performance in the following areas:**

**Please note that your evaluation shall be done independent of the Student’s self- evaluationRating Scale: 1 is lowest and 5 is highest rank**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **1) Oral communication** | **1** | **2** | **3** | **4** | **5** |
| **2) Written communication** | **1** | **2** | **3** | **4** | **5** |
| **3) Proactiveness** | **1** | **2** | **3** | **4** | **5** |
| **4) Interaction ability with community** | **1** | **2** | **3** | **4** | **5** |
| **5) Positive Attitude** | **1** | **2** | **3** | **4** | **5** |
| **6) Self-confidence** | **1** | **2** | **3** | **4** | **5** |
| **7) Ability to learn** | **1** | **2** | **3** | **4** | **5** |
| **8) Work Plan and organization** | **1** | **2** | **3** | **4** | **5** |
| **9) Professionalism** | **1** | **2** | **3** | **4** | **5** |
| **10) Creativity** | **1** | **2** | **3** | **4** | **5** |
| **11) Quality of work done** | **1** | **2** | **3** | **4** | **5** |
| **12) Time Management** | **1** | **2** | **3** | **4** | **5** |
| **13) Understanding the Community** | **1** | **2** | **3** | **4** | **5** |
| **14) Achievement of Desired Outcomes** | **1** | **2** | **3** | **4** | **5** |
| **15) OVERALL PERFORMANCE** | **1** | **2** | **3** | **4** | **5** |

**Date: Signature of the Supervisor**

**PHOTOS AND VIDEO LINKS**

|  |  |
| --- | --- |
| Fig: Discussion | Fig: Explanation on various apps |
| Fig: Explanation | Fig: Group photo of survey |
|  |  |