Full Stack Developer and Frontend Developer

A Project Report

Submitted by

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Under the guidance of

SUNIL KUMAR SAHOO

Asst. Prof,CSE

in partial fulfilment for the award of the degree

of

BACHELOR OF COMPUTER APPLICATIONS(Gaming & Graphics)

At

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This is to certify that the University Project 1 report "Full Stack Developer and Frontend Developer " is being submitted by *NIRANJANA D, HARSHA VARDHAN, GAJJALA VAMSI, KIRANMAYEE KEERTHI, P VAISHNAVI* bearing roll number *20201BCG9001, 20201BCV0019, 20201BCV0020*, *20201BCV0021* in partial fulfillment of requirement for the award of degree of Bachelor of Computer Applications **is a bonafide work carried out under my supervision.**

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ACKNOWLEDGMENT

The completion of project work brings with great sense of satisfaction, but it is never completed without thanking the persons who are all responsible for its successful completion. First and foremost we indebted to the GOD ALMIGHTY for giving us the opportunity to excel our efforts to complete this project on time. We wish to express our deep sincere feelings of gratitude to our Institution, Presidency University, for providing us opportunity to do our education.

We express our sincere thanks to our respected dean **Dr. Md. Sameeruddin Khan,** Dean, School of Computer Science and Information Science , Presidency University for getting us permission to undergo the project.

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Abstract

This project trains us towards the domain for the pigging. In the training process we are trained with reactive programing, and other concepts to make a software as a service application which can leverage the manageability of the oil and gas industries. Development of Shopnix Responsive Admin Panel makes the Shopnix admin panel Responsive. Shopnix is a cutting-edge SaaS platform that enables merchants across India to create and run their own eCommerce stores.

TABLE OF CONTENTS

Digital Marketing For Chithrakoota Ayurveda and Fruit Treat

A Project Report

Submitted by

Preetham G Gowda	*20201BCG0016*
Rohith S	*20201BCG0018*
Satyajit Borgohain	*20201BCG019*
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This is to certify that the University Project 1 report "Digital Marketing For Chithrakoota Ayurveda and Fruit Treat" is being submitted by *Preetham G Gowda, Rohith S, Satyajit Borgohain, Srajan Patel, Subham Agarwal* **bearing roll number** *20201BCG0016, 20201BCG0018, 20201BCG0019, 20201BCG0020, 20201BCG0021* **in partial fulfillment of requirement for the award of degree of** Bachelor of Computer Applications **is a bonafide work carried out under my supervision.**

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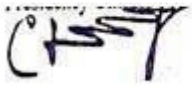

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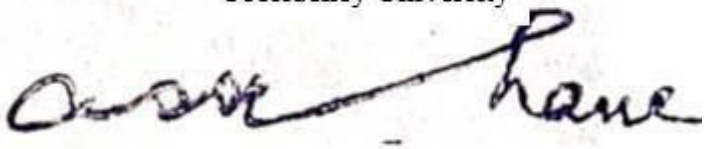

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Abstract

Digital Marketing for Chithrakoota Ayurveda and Fruit Treat deals with the various marketing strategies that are to be implemented for a given particular website. Various techniques involved in this process are done very effectively and efficiently . Scope and goal of the project includes the users requirements and strategies are implemented accordingly. Certain measures are to be followed in dealing with digital marketing , to make a good business deal with the customer or client.phase 1 includes company profile and literature survey. Phase 2 includes various digital marketing strategies . Final phase of report includes various digital marketing strategies used for Chithrakoota Ayurveda and Fruit Treat.

TABLE OF CONTENTS

LIST OF FIGURES

LIST OF TABLES

Biometric Authentication Using Finger Vein Recognition Method

A Project Report

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This is to certify that the University Project I Report "**Biometric Authentication Using Finger Vein Recognition Method** " being submitted by **Abhishek Gowda, ADITHYA BINU, B. VIGNESS, BHAVANI VIJAYENDRAN, kohinoor suthar** bearing roll number **20201BCG0002, 20201BCG0003, 20201BCG0006, 20201BCG0007, 20201BCG0011** in partial fulfilment requirement for the award of degree of **Bachelor of Computer Applications** is a bonafide work carried out under my Supervision.

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ABSTRACT

From the past few years, almost everything started working with biometric authentication from mobile phone unlocking to attendance monitoring and many more. This has been the most popular research topic for many years. Biometrics separates each person's identification from that of others, validating a person's data against that of other biometric data stored in databases. Vein biometrics is a group of related modalities - finger, palm, and wrist vein technologies are all unique, making it difficult to make broad judgments about their effectiveness. Internally, vein patterns make passive observation difficult, making it harder for the attacker to locate a loophole. In limited testing, the palm and finger vein biometrics performed well. Finger vein recognition (FVR) is a biometric authentication technique that analyses the patterns of finger veins. Finger vein capture, preprocessing, feature extraction, and authentication are all part of the proposed intelligent deep learning-based FVR (IDL-FVR) model. Infrared imaging methods have been used extensively to study the patterns and flow of finger veins. We apply bidirectional long–short-term memory to fine-tune the hyperparameters. Finally, the features of the finger print vein image are compared to those in the database using a Euclidean distance-based authentication approach. Authentication is successful when the Euclidean distance is minimal, and vice versa.

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We record our heartfelt gratitude to our beloved professor **Dr. Mohamadi Begum**, Associate Dean, **Dr. R Mahalakshmi**, Associate Professor and Program Head, and **Prof. Isaac Joel Raj**, Assistant Professor and Program Chair, Presidency University for rendering timely help for the successful completion of this project.

We sincerely thank our project guide, **Ms. Galiveeti Poornima**, Assistant Professor, Department of Computer Science and Engineering, for his guidance, help and motivation. Apart from the area of work, we learnt a lot from him, which we are sure will be useful in different stages of our life. We would like to express our gratitude to Faculty Coordinators and Faculty, for their review and many helpful comments.

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CONTENTS

CHAPTER 1

INTRODUCTION

ALRIC – THE EXPLORER
(2D PLATFORMER GAME)

A Project Report

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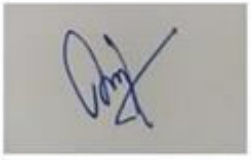

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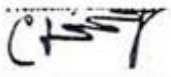

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Table of Content

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Abstract

A 2D platformer game is a type of video game that involves a character moving through a two-dimensional environment while overcoming obstacles and enemies. These games are often characterized by their simple, side-scrolling gameplay, which involves the player controlling the character's movement and jumping abilities to navigate through the game's levels.

To design and implement a 2D platformer game, you will need to define the concept and gameplay mechanics, create the game's assets, set up the levels and environments, implement the gameplay mechanics and player controls, and test and debug the game. It is also important to consider the overall player experience, including the difficulty, pacing, and aesthetic of the game, as well as the story and characters.

By following a structured process and focusing on these key areas, you can create a successful and enjoyable 2D platformer game that players will love.

MAZE HUNTER

A Project Report

Submitted by

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Ishita Rathod	*20201BCV0007*
Rajeshwari Sahani	*20201BCV0012*
Yash Sharma	*20201BCG0028*
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Under the guidance of

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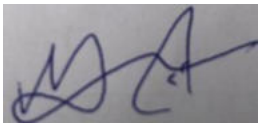
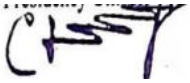
This is to certify that the University Project 1 report **"Title"** being submitted by ***Ishita Rathod, Aditya Chowdhury, Rajeshwari Sahani, Yash Sharma, and Khyati Komre*** bearing roll number ***20201BCV0007, 20201BCG0004, 20201BCV0012, 20201BCG0028, 20201BCV0008***, in partial fulfillment of requirement for the award of degree of **Bachelor of Computer Applications** is a bonafide work carried out under supervision.

 **Mr. Nithyanantham Sampath Kumar** Assistant Professor Department of, School Presidency University		 **Dr. R Mahalakshmi** HOD (SOIs), Department of CS&E, SoE, Presidency University
 **Dr. C Kalaiarasan** Associate Dean Department of CS&E, SoE, Presidency University		 **Dr. Md. Sameeruddin Khan** Dean, SCS&IS, Presidency University REGISTRAR

ABSTRACT

The goal of our game project is to design a 3-D graphical computer game using Unity. For our project, we decided to design a 3-D maze game where the objective of the game is to find a way to escape out of the maze. The user, played as a Demo Knight, has to find a way to get out of the maze without getting killed or caught in the given period of time and if the player fails, player will again be back at the start. The game is designed in a Windows environment and written in C# Unity with use of Visual Studio Code 2019.For our project, we have implemented several C# programming functions as taught in BCA273.As a result , we have created a 3-D maze game that is fun and enjoyable.

Key Words: Unity Game Engine, Visual Studio Code, Maze runner,

TABLE OF CONTENTS

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Last but not the least we thank the almighty for the generosity to grant us all these success.

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