VISVESVARAYA TECHNOLOGICAL UNIVERSITY,

BELAGAVI - 590018

Mini Project Report

On

" QR CODE SCANNING"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP68)

in

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

Submitted by

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ABSTRACT

QR (Quick Response) code scanning has become increasingly popular in recent years due to its convenience and versatility. This technology allows users to scan QR codes using their smartphones or dedicated scanners, enabling quick access to information or performing various actions. This abstract explores the process of QR code scanning, highlighting its key components and applications.

The process of QR code scanning involves three main steps: code recognition, decoding, and action execution. Code recognition involves detecting and identifying the QR code within an image or physical object. Once the code is recognized, decoding takes place, where the encoded information within the QR code is extracted and translated into a readable format. The decoded information typically includes URLs, text, contact information, or other data types.

Once the QR code is decoded, the final step is executing the desired action associated with the code. This can involve opening a website, displaying additional information, making a payment, adding a contact, or initiating various other interactive functions. The specific action depends on the purpose of the QR code and the intention of the code creator.

QR code scanning finds applications in various domains. In marketing, QR codes are used to provide quick access to product information, promotions, or discounts. They can also be utilized for mobile ticketing, allowing users to access event tickets or boarding passes directly on their smartphones. In the retail sector, QR codes enable easy payment through mobile wallets or provide product details and reviews. Furthermore, QR codes have become prevalent in contactless menus at restaurants, reducing physical contact and enhancing the dining experience.

Overall, QR code scanning simplifies information retrieval and enables seamless interactions between the physical and digital worlds. With the ubiquity of smartphones and the ease of QR code creation, this technology continues to gain traction and offers limitless possibilities for user engagement and enhanced convenience.

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI - 590018

Mini Project Report

On

"QUIZ APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP68)

in

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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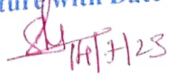
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ABSTRACT

The rapid growth of mobile applications has transformed various aspects of our lives, including education and learning. In this abstract, we present the development of a Quiz App for Java mobile applications, aimed at providing an interactive and engaging learning experience.

The Quiz App is designed to be user-friendly and intuitive, allowing users to test their knowledge and learn new concepts through a series of multiple-choice questions. The application incorporates key features such as a vast question bank, user authentication, progress tracking, and a scoring system.

The Quiz App is developed using Java programming language, leveraging the capabilities of mobile devices running on the Java platform. The application utilizes a combination of user interface components, database management, and data handling techniques to ensure a seamless user experience.

The question bank, consisting of various categories and difficulty levels, is stored in a database that can be updated and expanded as needed. Users can select specific categories or opt for a random selection of questions to challenge themselves. The app provides immediate feedback on each question, displaying the correct answer and the user's response, enabling learners to identify areas that require improvement.

User authentication ensures that only registered users can access the Quiz App, enabling personalized tracking of progress and scores. The application securely stores user data, allowing learners to resume quizzes from where they left off. Progress tracking features provide insights into the user's performance, including overall score, time taken, and success rates for different categories.

The scoring system awards points based on correct answers and time taken, promoting healthy competition among users. Users can compare their scores with friends or participate in global leaderboards, fostering a sense of achievement and motivation to excel.

The development of the Quiz App in Java showcases the potential of mobile applications in enhancing the learning experience. By leveraging the ubiquity of Java mobile platforms, this application provides a convenient and accessible tool for individuals to expand their knowledge and test their understanding in a fun and interactive manner.

Keywords: Quiz App, Java mobile application, learning, multiple-choice questions, user authentication, progress tracking, scoring system.

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Mini Project Report

On

"PARA-GPT ANDROID APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP68)

in

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ABSTRACT

The Para-GPT Android app is a novel and user-friendly application developed to streamline the process of generating contextually relevant paragraphs based on user input words. Leveraging the power of a language model API, such as GPT-3, the app offers users the ability to effortlessly produce coherent and meaningful paragraphs in real-time.

The development process of Para-GPT involved seamless integration of the language model API into the Android app, complemented by a well-designed user interface that facilitates smooth word input and paragraph display. The app's algorithm efficiently processes user inputs and sends requests to the language model API, ensuring that the generated paragraphs align accurately with the intended context.

Throughout the implementation journey, the project faced several challenges, including API limitations, contextual understanding, and maintaining the quality of the generated content. These challenges prompted a meticulous approach to ensure the app's performance and coherence, driven by valuable user feedback and iterative improvements.

The Para-GPT app caters to a diverse range of users, offering customizable options to adjust paragraph length, tone, and style, making it a versatile tool for various writing contexts. By addressing user preferences and ensuring a user-friendly experience, Para-GPT aims to empower users seeking quick and precise paragraph generation.

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Mini Project Report

On

"GOVERNMENT SCHEMES APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY WITH MINI PROJECT (18AIMP68)

in

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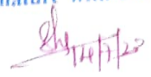**Mr. Shrikanth N G**
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ABSTRACT

The "Government Schemes Information" Android app is designed to be user friendly and comprehensive, providing users with a convenient platform to access information about various government schemes available in different countries. Its primary aim is to serve as a valuable resource for citizens seeking knowledge about government initiatives and welfare programs.

The app categorizes schemes into different areas such as healthcare, education, agriculture, employment, and more. Each scheme entry includes a concise description, eligibility criteria, application process, and benefits. These details enable users to understand the purpose and requirements of each scheme thoroughly.

To ensure the information remains current, the app synchronizes with real-time data from government authorities. This constant synchronization ensures that users have access to the latest announcements and modifications related to the schemes.

The app also provides useful features such as search functionality, bookmarking, and sharing options. These features enhance user experience by allowing them to easily find specific scheme details, save schemes for future reference, and share information with others who may benefit from it.

User privacy is a top priority for the app developers, and they have implemented measures to safeguard user data and ensure confidentiality.

Furthermore, the app is designed to be compatible with a wide range of Android devices, ensuring that users can access the information conveniently regardless of their device specifications.

Overall, the primary objective of the "Government Schemes Information" app is to bridge the information gap and empower citizens to make informed decisions. By providing easy access to scheme details, the app enables users to take full advantage of the benefits and opportunities offered by their respective governments.

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Mini Project Report

On

"MUSIC PLAYER APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVEPLOPMENT LABORATORY(18AIMP58)

in

ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

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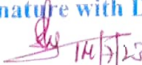Moodubidire - 574 225, D.K. Karnataka, India

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ABSTRACT

The Music Player is an advanced music playback system that offers a seamless listening experience. With its intuitive interface and essential features such as play, pause, forward, backward, and a seek bar, it allows users to enjoy their favorite music with ease. The player is designed for simplicity and convenience, providing a user-friendly interface for effortless navigation and control. It enhances the overall music listening experience by offering precise control over playback and the ability to quickly navigate through songs. The Music Player aims to provide a straightforward and enjoyable music playback solution for users without any complex functionalities.

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Project Report

On

"CAR EMI CALCULATOR ANDROID APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP68)

in

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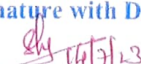**Mr. Shrikanth N G**
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ABSTRACT

The Car EMI Calculator is a Java-based mini project aimed at providing a user-friendly interface to calculate Equated Monthly Installments (EMIs) for car loans. The project focuses on implementing key financial formulas and concepts to help users determine the monthly repayment amount based on the loan amount, interest rate, and loan tenure. The project utilizes the object-oriented programming paradigm and incorporates various Java features such as user input validation, exception handling, and graphical user interface (GUI) development. The graphical interface allows users to input the necessary loan details and receive instant EMI calculations. The project begins with the creation of a user-friendly GUI using Java's Swing library. The GUI includes input fields for loan amount, interest rate, and loan tenure, along with a calculate button to initiate the EMI calculation process. User input validation is implemented to ensure accurate data entry and prevent erroneous calculations.The core functionality of the project involves performing the EMI calculation based on the user's inputs. The necessary financial formulas, including the calculation of interest, principal, and EMI, are implemented using Java programming concepts. The project takes into account factors such as compound interest, loan duration, and monthly installment deductions to accurately calculate the EMI.

Additionally, the project includes exception handling mechanisms to handle potential errors or invalid inputs entered by the user. Error messages are displayed to guide users in correcting their inputs, ensuring a smooth and error-free calculation process. The Car EMI Calculator mini project serves as a practical demonstration of fundamental financial concepts and Java programming techniques. It provides an interactive and efficient tool for individuals seeking to estimate their monthly car loan repayments. By utilizing Java's object-oriented approach, user input validation, and GUI development, the project offers a valuable learning experience for aspiring Java developers and finance enthusiasts.

Keywords: Car EMI Calculator, Java, mini project, Equated Monthly Installments, GUI, object-oriented programming, user input validation, exception handling.

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Mini Project Report

On

"CHAT-GPT ANDROID APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP68)

in

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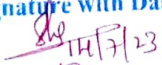|	
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ABSTRACT

Online voting apps have emerged as a transformative solution for modernizing the electoral process. Our online voting app revolutionizes the way elections are conducted by providing a secure and convenient platform for citizens to cast their votes remotely. The user-friendly interface of the app makes it accessible to voters of all backgrounds, enabling a seamless and inclusive voting experience. Through the app, voters can easily register, verify their identity, and participate in elections from anywhere, eliminating the need for physical polling stations. By eliminating geographical barriers and long queues, the app promotes increased voter turnout, fostering greater civic engagement and democratic participation.

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI-590018

A MINI PROJECT REPORT ON

"BMI CALCULATOR ANDROID APP"

IN

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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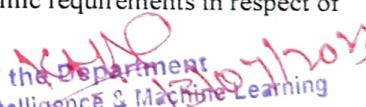## DEPARTMENT OF ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

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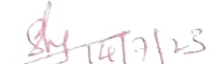Head of the Department
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hereby declare that the dissertation entitled, **"BMI CALCULATOR ANDROID APP"** is completed and written by us under the supervision of my guide **Mr. SHRIKANTH N G, Assistant Professor**, Department of Artificial Intelligence and Machine Learning, Alva's Institute of Engineering And Technology, Moodbidri, **DEPARTMENT OF ARTIFICIAL INTELLIGENCE & MACHINE LEARNING** of the **VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI** during the academic year 2022-2023.The dissertation report is original and it has not been submitted for any other degree in any university.

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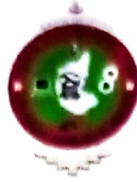
Mini Project Report

On

"E- BANKING APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP67)

in

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2021 – 2022

ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY

MIJAR, MOODBIDRI D.K. -574225

KARNATAKA

DEPARTMENT OF ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

CERTIFICATE

This is to certify that the Mini Project entitled " **E BANKING APP**" has been successfully completed by

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JESWIN	4AL20AI018
MALINI K A	4AL20AI023
PRATHEEK P SHEETY	4AL20AI033

in the partial fulfillment for the award of Degree of Bachelor of Engineering in Artificial intelligence and machine learning and Engineering of the Visvesvaraya Technological University, Belagavi during the year2022-2023. It is certified that all corrections/suggestions indicated have been incorporated in thereport. The Mini project report has been approved as it satisfies the academic requirements in respect of Mini Project Work prescribed for the award of Bachelor of Engineering Degree.

Head of the Department
Dept. of Artificial Intelligence & Machine Learning

Mr. SRIKANTH N G
Project Guide

Prof. HARISH KUNDER
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Name of the Examiners   Signature with Date

1. SHRIKANTH N h.

2. Rada E. d

1.1 INTRODUCTION ABOUT E-BANKING APP

A Banking app made for Android using Android Studio. No real money is involved, it is a project to showcase my knowledge and practical skill in Android development with Java. The Application was developed using a MVC approach, using proper programming conventions, including documentation, error/exception handling, through program structure and memory efficiency. The app starts out with a login screen, in which the user can either log in with an existing profile, or click a button and create a new profile. When signed in, the user will be brought to their dashboard page, which (when first creating a profile), will prompt them to make their first account. Additionally, there is a menu that slides from the left which includes all of the options for the app, including Dashboard, Account Overview (and subsequently Transactions), Deposits, Payments, Transfers, Profile Settings and Logout.

1.2 INTRODUCTION ABOUT ANDROID

Android is a Linux-based mobile operating system which was developed by Google. It was aimed to be designed primarily for touch screen devices such as smart phones and tablets. The initial version of Android was released on September 23, 2008, while the latest release was on August 6, 2018, while I write this introduction to android post. It is called Android —9 Piel. Android Studio can be installed on Windows operating systems, OSX and Linux and is recommended by Google itself that the hardware must have at least 4 GB of memory and 1GB of free hard disk space, but we recommend that you have more memory because it was noted that Android Studio is still a little slow. You must have Java installed on the machine via the JDK (JavaDevelopment Kit), not the JRE, as it is usually installed, once to develop on Android is necessary for all Java development classes to be present on the machine.

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI - 590018

Mini Project Report

On

"VOTMAX"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP68)

in

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

Submitted by

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Under the Guidance of

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2023 – 2024

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04/07/2023

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ABSTRACT

Online voting apps have emerged as a transformative solution for modernizing the electoral process. Our online voting app revolutionizes the way elections are conducted by providing a secure and convenient platform for citizens to cast their votes remotely. The user-friendly interface of the app makes it accessible to voters of all backgrounds, enabling a seamless and inclusive voting experience. Through the app, voters can easily register, verify their identity, and participate in elections from anywhere, eliminating the need for physical polling stations. By eliminating geographical barriers and long queues, the app promotes increased voter turnout, fostering greater civic engagement and democratic participation.

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Mini Project Report

On

"MEDICAL DATABASE APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVEPLOPMENT LABORATORY(18AIMP58)

in

ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

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ABSTRACT

Rapid advancements in communication technology have spread to medicine also. Particularly, smartphone technology has made medical provisioning through mobile systems a reality. Innovations in mobile software application are potential benefits to the public health since the mobile platforms became more user-friendiy, computationally powerful and are affordable. The innovative mobile apps can contribute in clinical consultation complementing face-to-face interaction in the health care at lower risk to the public. We have developed and evaluated mobile app for smartphone on Android platform to facilitate interaction between the patient and doctor where the patient seeks advice, diagnosis and treatment from the doctor from remote places.

The Graphic User Interface (GUI) display screens of the smartphones are incorporated the medical data needed by the clinician to interpret and respond to information. This Applications insert the medicine data and stored in the database. We can also fetch the data with the our given timing.

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Mini Project Report

On

" CHATTING APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP68)

in

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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ABSTRACT

This abstract outline the key features and functionalities of a modern chatting app designed to provide seamless communication and enhanced user experiences. The app aims to offer a versatile and intuitive platform for individuals to connect, engage, and interact with each other in real-time, regardless of their geographical location. Leveraging the advancements in technology and user-centric design, the app prioritizes privacy, security, and convenience while fostering meaningful connections among its users.

The chatting app provides a range of essential features, including real-time messaging, multimedia sharing, and group chats. Users can send and receive text messages, images, videos, documents, and audio files, enabling dynamic and expressive conversations. The app also supports voice and video calling capabilities, allowing users to connect face-to-face or have voice conversations, transcending traditional text-based communication.

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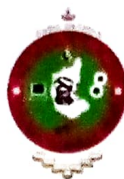
Mini Project Report

On

"IMAGE GALLERY APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP68)

in

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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ABSTRACT

The project aims to develop an image gallery application using Android Studio, a widely used integrated development environment (IDE) for Android app development. The image gallery app provides users with a platform to organize, view, and manage their collection of images on their Android devices. The app offers a user-friendly interface with various features such as image uploading, categorization, searching, and sharing.

The development process involves leveraging the capabilities of Android Studio to build a robust and efficient application. The Android Studio IDE provides a comprehensive set of tools and libraries for developing Android applications, including a visual layout editor, code editor, and an emulator for testing.

To create the image gallery app, the project utilizes key Android components such as activities, fragments, and Recycler Views for displaying the images in a grid layout. The app incorporates features like image selection, zooming, and swipe gestures for smooth navigation and enhanced user experience. Additionally, the app integrates various APIs and libraries to implement functionalities like image caching, thumbnail generation, and image compression for optimized performance

VISVESVARAYATECHNOLOGICALUNIVERSITY,

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MiniProjectReport

On

"GROUP CHAT APP"

Areportsubmittedinpartialfulfillmentoftherequirementsfor

MOBILEAPPLICATIONDEVELOPMENTLABORATORY(18AIMP68)

in

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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ABSTRACT

Chat application is a feature or a program on the Internet to communicate directly among Internet users who are online or who were equally using the internet. Chat applications allow users to communicate even though from a great distance