

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR
(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)



Final Year Internship Report
on
Web development using Blockchain at QuadB tech

Submitted By:
Deependra Singh
0901CS181036

Faculty Mentor:
Prof. Mir Shahnawaz Ahmad

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE
GWALIOR - 474005 (MP) est. 1957

MAY-JUNE 2022



Edit with WPS Office

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR
(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)



Web development using Blockchain at QuadB tech

A final year internship report submitted in partial fulfilment of the requirement for the

degree of

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE AND ENGINEERING

Submitted By:

Deependra Singh

0901CS181036

Internship Faculty Mentor:

Prof. Mir Shahnawaz Ahmad

Submitted to:

**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE**




GWALIOR - 474005 (MP) est. 1957

MAY-JUNE 2022



Internship Certificate:

www.quadbtech.com




To Whom It May Concern

This is to certify that **Mr. Deependra Singh (Employee Code 654417)**, is employed with us since 14 December 2021 as Full stack Developer.


The internship program commenced on 14 December 2021 and will end on 30 June 2022.

This certificate is being issued on his request as proof of employment with Quadb Technologies.

Regards,



Aditi Mishra
HR, QuadB Technologies

 QUADB TECHNOLOGIES, Mehmoodpura, 582/1, Adj. Bank Street, Old Madhopuri, Ludhiana, Punjab - 141008
GSTIN - 03AAAFQ8372PIZS



CERTIFICATE

This is certified that **Deependra Singh (0901CS181036)** has submitted the Internship report titled **Full Stack Development** of the work he has done under the mentorship of **Mir Shahnawaz Ahmad**, in partial fulfillment of the requirement for the award of degree of Bachelor of Technology in Computer Science and Engineering from Madhav Institute of Technology and Science, Gwalior.



Mir Shahnawaz Ahmad
Faculty Mentor
Assistant Professor
Engineering Computer Science and Engineering



Dr. Manish Dixit
Professor and Head,
Computer Science and
Dr. Manish Dixit
Professor & HOD
Department of CSE
M.I.T.S. Gwalior



DECLARATION

I hereby declare that the work being presented in this Internship report, for the partial fulfilment of requirement for the award of the degree of Bachelor of Technology in CSE at Madhav Institute of Technology & Science, Gwalior is an authenticated and original record of my work under the mentorship of **Prof. Mir Shahnawaz Ahmad**, Department of CSE.

I declare that I have not submitted the matter embodied in this report for the award of any degree or diploma anywhere else.



Deependra Singh

0901CS181036

IV Year,

Computer Science and
Engineering



ACKNOWLEDGEMENT

The full semester internship has proved to be pivotal to my career. I am thankful to my institute, **Madhav Institute of Technology and Science** to allow me to continue my disciplinary/interdisciplinary internship as a curriculum requirement, under the provisions of the Flexible Curriculum Scheme (based on the AICTE Model Curriculum 2018), approved by the Academic Council of the institute. I extend my gratitude to the Director of the institute, **Dr. R. K. Pandit** and Dean Academics, **Dr. Manjaree Pandit** for this.

I would sincerely like to thank my department, **Department of Computer Science and Engineering**, for **allowing** me to explore this internship. I humbly thank **Dr. Manish Dixit**, Professor and Head, Department of Computer Science and Engineering, for his continued support during the course of this engagement, which eased the process and formalities involved.

I am sincerely thankful to my faculty mentors. I am grateful to the guidance of **Prof. Mir Shahnawaz Ahmad**, Department of Computer Science and Engineering, for his continued support and close mentoring throughout the internship. I am also very thankful to the faculty and staff of the department.



Deependra Singh
0901CS181036

IV Year,
Computer Science and
Engineering



ABSTRACT

The Company:

Our business consulting team will work vigorously to maintain a steady flow and momentum of your business. We are crazy about quality while meeting our clients, highest standards, we strive for excellence without missing the deadlines.

Today's world is reaching peak of IT industries. There is a competitive environment of technology industry. For the same intention most of the times the people need to suffer a lot to get connected and hire a well-professional experience company where they can get the perfect and promising IT services.

So QuadbTech provides a quality of works with high quality content using SEO, because content is more important than the design which supports it. We are trying to satisfy all those you need.

Methodology:

This project is to provide classified information. The website will provide different kinds of facilities to the user like vendor and venue booking for weddings. The user should register to utilize the site.

Each user will be given UserId and password. Using that Id and password user can enter in to the site and can put the ads. Those who want to view the information they can without registration. This project is implemented using HTML, CSS, Bootstrap, React.js, Node.js, Solidity as the front-end and MySQL as back-end.

Learning Objectives/Internship Objectives:

- 1 Internships are generally thought of to be reserved for college students looking to gain experience in a particular field. However, a wide array of people can benefit from Training
- 2 Internships in order to receive real world experience and develop their skills.
- 3 An objective for this position should emphasize the skills you already possess in the area and your interest in learning more
- 4 Internships are utilized in a number of different career fields, including architecture, engineering, healthcare, economics, advertising and many



more.

- 5 Some internship is used to allow individuals to perform scientific research while others are specifically designed to allow people to gain first-hand experience working.
- 6 Utilizing internships is a great way to build your resume and develop skills that can be emphasized in your resume for future jobs. When you are applying for a Training Internship, make sure to highlight any special skills or talents that can make you stand apart from the rest of the applicants so that you have an improved chance of landing the position



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CHAPTER 1: Introduction:

1.1 Overview: -

The premise of 'Web 3.0' was coined by Ethereum co-founder Gavin Wood shortly after Ethereum launched in 2014. Gavin put into words a solution for a problem that many early crypto adopters felt: the Web required too much trust. That is, most of the Web that people know and use today relies on trusting a handful of private companies to act in the public's best interests.

Although it's challenging to provide a rigid definition of what Web3 is, a few core principles guide its creation.

- Web3 is decentralized: instead of large swathes of the internet controlled and owned by centralized entities, ownership gets distributed amongst its builders and users.
- Web3 is permissionless: everyone has equal access to participate in Web3, and no one gets excluded.
- Web3 has native payments: it uses cryptocurrency for spending and sending money online instead of relying on the outdated infrastructure of banks and payment processors.
- Web3 is trust less: it operates using incentives and economic mechanisms instead of relying on trusted third-parties.

1.2 Objectives: -

- To provide a play to earn model based on crypto tokens
- To provide a platform where user can enjoy his favourite game and earn ERC 20 Tokens
- Users can collect items from games while playing and can make NFT and publish them for sale.
- Give an understating of ERC20 tokens to users and how a user can further use them.
- Providing Users, a simple way to users for making NFTs and Publishing them.



1.3 Outcomes: -

- Built a web3 Play to earn model.
- Made a Working model where a user can get Crypto Token in their wallets
- Make website for publishing NFTs





CHAPTER 2: TECHNOLOGY USED

Front-end Details:

1) **HTML** is the language for describing the structure of Web pages. HTML gives authors the means to:

- Publish online documents with headings, text, tables, lists, photos, etc.
- Retrieve online information via hypertext links, at the click of a button.
- Design forms for conducting transactions with remote services, for use in searching for information, making reservations, ordering products, etc.
- Include spread-sheets, video clips, sound clips, and other applications directly in their documents.

2) **CSS** is the language for describing the presentation of Web pages, including colours, layout, and fonts. It allows one to adapt the presentation to different types of devices, such as large screens, small screens, or printers. CSS is independent of HTML and can be used with any XML-based markup language. The separation of HTML from CSS makes it easier to maintain sites, share style sheets across pages, and tailor pages to different environments. This is referred to as the separation of structure (or: content) from presentation.

3) **JavaScript** is commonly used for creating web pages. It allows us to add dynamic behaviour to the webpage and add special effects to the webpage. On websites, it is mainly used for validation purposes. JavaScript helps us to execute complex actions and also enables the interaction of websites with visitors. Using JavaScript, it is also possible to load the content in a document without reloading the webpage.

4) **jQuery** is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers. With a combination of versatility and extensibility, jQuery has changed the way that millions of people write JavaScript.

5) **React.js**: -React.js is an open-source JavaScript library that is used for building user interfaces specifically for single-page applications. It's used for handling the view layer for web and mobile apps. React also allows us to create reusable UI components. React was first created by Jordan Walke, a software engineer working for Facebook. React first deployed on Facebook's newsfeed in 2011 and on Instagram.com in 2012.



React allows developers to create large web applications that can change data, without reloading the page. The main purpose of React is to be fast, scalable, and simple. It works only on user interfaces in the application. This corresponds to the view in the MVC template. It can be used with a combination of other JavaScript libraries or frameworks, such as Angular JS in MVC.

6) **Bootstrap** is a potent front-end framework used to create modern websites and web apps. It's open-source and free to use, yet features numerous HTML and CSS templates for UI interface elements such as buttons and forms. Bootstrap also supports JavaScript extensions.

Back-end Details:

1) **Node.js** is an open-source, cross-platform, back-end JavaScript runtime environment that runs on the V8 engine and executes JavaScript code outside a web browser. Node.js lets developers use JavaScript to write command line tools and for server-side scripting—running scripts server-side to produce dynamic web page content before the page is sent to the user's web browser. Consequently, Node.js represents a "JavaScript everywhere" paradigm,[6] unifying web-application development around a single programming language, rather than different languages for server-side and client-side scripts.

2) **Solidity** is an object-oriented programming language for implementing smart contracts on various blockchain platforms, most notably, Ethereum. It was developed by Christian Reitwiessner, Alex Beregszaszi, and several former Ethereum core contributors. Programs in Solidity run on Ethereum Virtual Machine. Solidity is a statically typed programming language designed for developing smart contracts that run on the Ethereum Virtual Machine (EVM).

Solidity uses ECMAScript-like syntax which makes it familiar for existing web developers however unlike ECMAScript it has static typing and variadic return types. Solidity is different from other EVM-targeting languages such as Serpent and Mutan in some important ways. It supports complex member variables for contracts, including arbitrarily hierarchical mappings and structs. Solidity contracts support inheritance, including multiple inheritance with C3 linearization. Solidity introduces an application binary interface (ABI) that facilitates multiple type-safe functions within a single contract (this was also later supported by Serpent). The Solidity proposal also includes "Natural Language Specification", a documentation system for specifying user-centric descriptions of the ramifications of method-calls



CHAPTER 3: Requirement Analysis

Phase 1: Requirement collection and analysis:

As a part of the standard protocol, we will create a static prototype of the website which will be non – working. This prototype will give you an idea of how the actual website will look like.

Phase 2: Design:

In this third phase, the system and software design documents are prepared as per the requirement specification document. This helps define overall system architecture. We will appoint a designer to provide a user friendly, eye catchy design to your project. To ensure a top-quality design you can give any reference website or template. This will help us to visualize the requirement and help us to provide the website of your choice.

Phase 3: Coding:

Once the system design phase is over, the next phase is coding. In this phase, developers start build the entire system by writing code using the chosen programming language.

Phase 4: Testing:

Once the software is complete, it will be deployed in the testing environment. The testing team starts testing the functionality of the entire system. This will be done to verify that the entire application works according to your requirement.

During this phase, QA and testing team may find some bugs/defects which they will communicate to our developers. The development team will fix the bug and send back to QA for a re-test. This process will continue until the software is bug-free, stable, and working according to your business needs.

Phase 5: Installation/Deployment:

Once the software testing phase is over and no bugs or errors left in the system then the



final deployment process will start.

CHAPTER 4: SYSTEM REQUIREMENT SPECIFICATIONS

4.1 System configurations:

The software requirement specification can produce at the culmination of the analysis task.

The function and performance allocated to software as part of system engineering are refined by established a complete information description, a detailed functional description, a representation of system behaviour, and indication of performance and design constrain, appropriate validate criteria, and other information pertinent to requirements.

4.2 Software requirements:

Operating System: Windows

Coding Language: HTML, CSS, jQuery, React.js, Node.js, Solidity

IDE: Visual Studio Code.

Database: PostgreSQL, MySQL

Package: npm.

4.3 Hardware Requirements:

Processor: Intel core i5

Memory: 8GB RAM

Hard Disk: 1TB



CHAPTER 5: ENHANCEMENT OF THE PROJECT DRAWBACKS

- 1 No automatic backup facilities available.
- 2 To run the application Internet Explorer 5.0 and above is required.
- 3 High bandwidth is required for as the transaction rate is high and third party gateway.

PROPOSED ENHANCEMENT:

Data backup facility will be introduced.

Graphical richness is required for the more user interactivity.



CHAPTER 6: RESPONSIBILITY AND TASKS

6.1 TIMELINE

The duration of the internship is 6 months and it started on 14Dec 2021 and till the completion of the project. Office working hours is flexible, we have to give our some hours daily with weekend-off.

6.2 Tasks

Task I:

- Learning HTML basic syntax and try hands on.
- Experimenting with different HTML tags
- Box model - how margins, padding, and borders work together.
- CSS units - used for expressing lengths.
- Position - specifies the type of positioning method. It also confuses many people so make sure you spend some time on it.

Task II:

- Variables - or Custom properties are entities that can be reused throughout a document. This is my favourite feature in CSS. They make working with CSS so enjoyable and you can create themes with just a few lines of code.
- Media query - decides what to show on different screen sizes. They are a key component of responsive design.
- Animation - lets an element change from one style to another. If you know how to use animation correctly, it makes your site standout. Otherwise, it will make your website look unprofessional.
- Flexbox, CSS Grid - used for building Responsive layouts.



Task III:

- Learning Concepts on java script, functions in Js.
- Installation of server, how to execute program
- How to connect with DB using MYSQL server.
- Designing of Login page, Registration page using HTML, CSS, JAVA SCRIPT, REACT.
- Execute the pages and pages connect with MYSQL database.

Task IV:

- Learning Solidity and Blockchain Development.

My Learning from this Project:

- HTML
- CSS
- JavaScript
- jQuery
- React
- Node
- Solidity
- PostgreSQL





CHAPTER 7: PROJECT DETAILS

Project 1

URL: - <https://test.galaxygaminginu.com/>

Website Visuals: -



GAMES POOL

ON GOING


UPCOMING

**Astray Master**

3d maze

Game Type	Level
Average Coin earned	
Token Released	0 GGI
Access type	Public

Play

**Tower Blocks**

-56 d

Game Type	Highscore
Average Coin earned	
Token Released	0 GGI
Access type	Public

Play

**Coloron**


-56 d

Game Type	Level
Average Coin earned	
Token Released	0 GGI
Access type	Public

Play

**Radius Raid**

**Hextris**

**Fruit Ninja**





● Binance smart Chain ▾



1.9942 BNB



Buy



Send



Swap

Assets

Activity



1.9942 BNB



999999929.99999 GGI



7644 MON




Don't see your token?

[Import tokens](#)




[HOME](#)
[PROJECT](#)
[PROJECT DETAILS](#)

SHARE



Tower Blocks

Total Coins Earned
0




SALE END IN

-56D 22H 58M 22S

Total Raise 75,999.70 BUSD (86%)






Allocation: 500 BUSD Max

Targeted Raise 100,000 BUSD

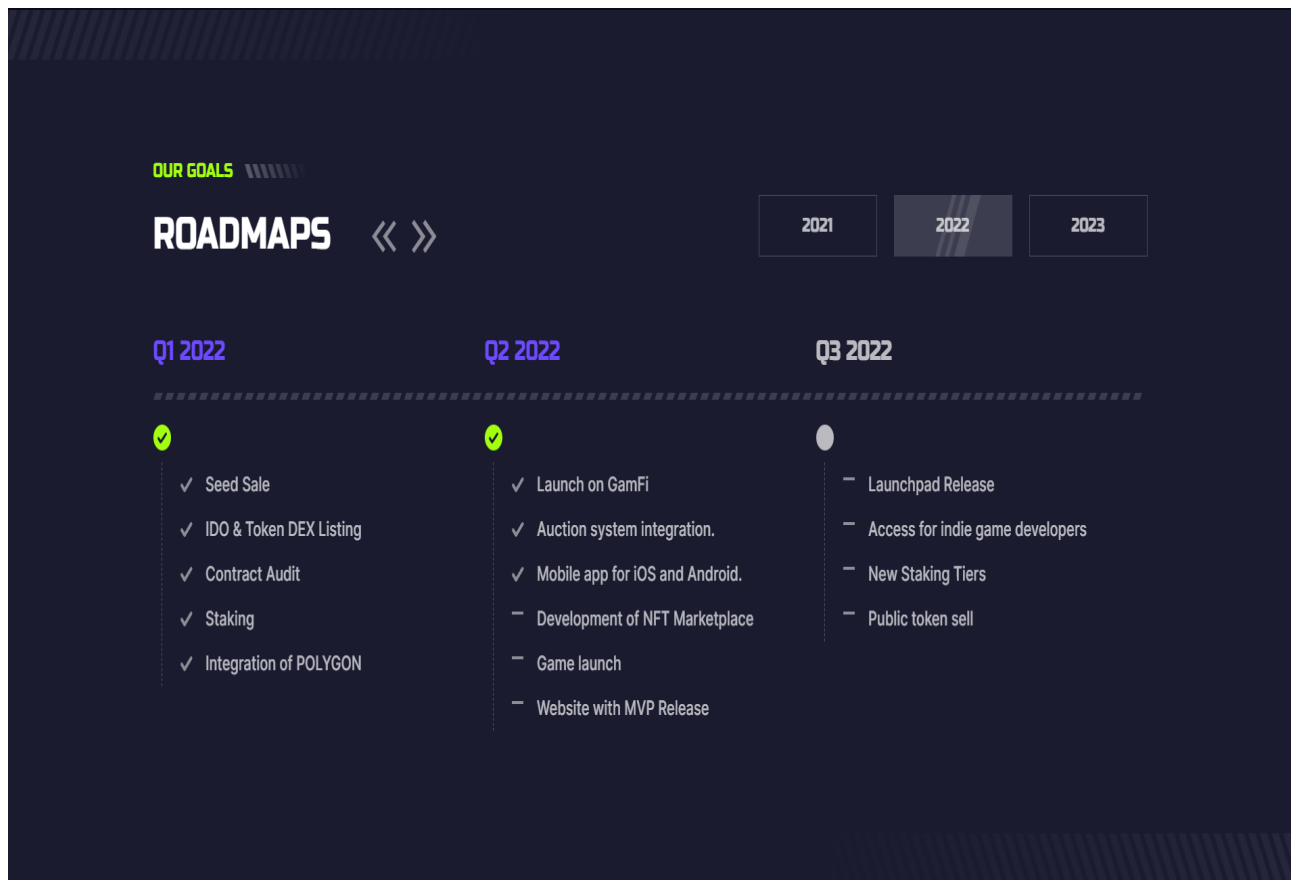


CLAIM TOKEN

Participants 4017/5000

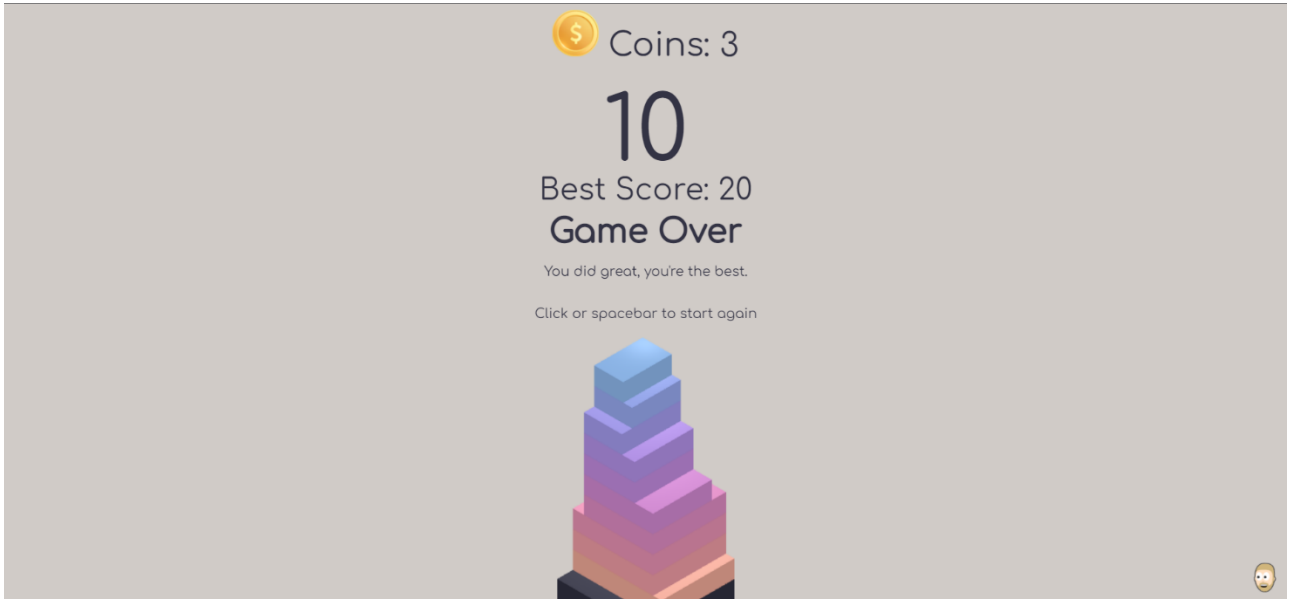










Game Visuals: -

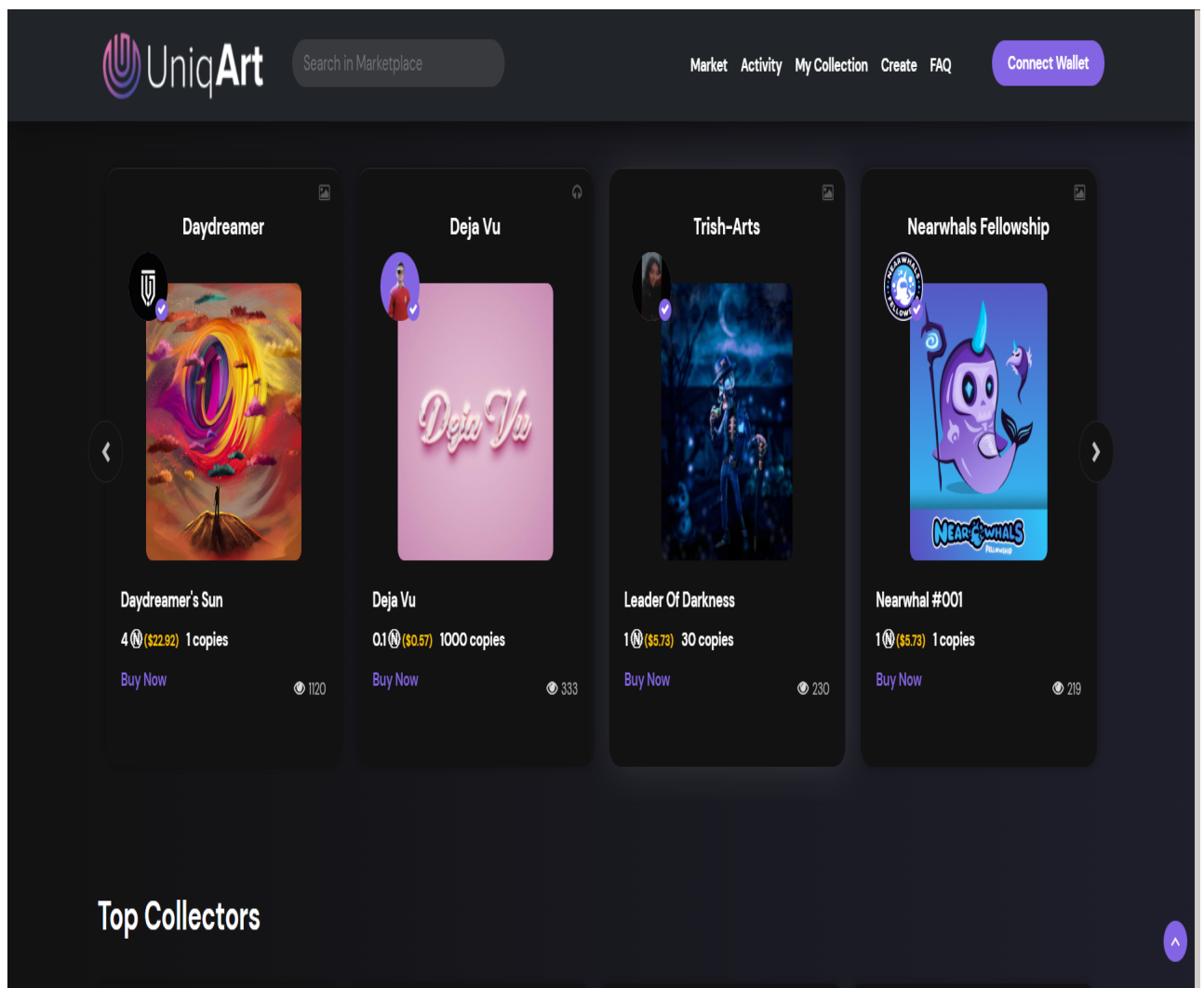




Project 2

URL: - <https://uniqart.io/>

Website Visuals: -





Search in Marketplace

[Market](#) [Activity](#) [My Collection](#) [Create](#) [FAQ](#)

[Connect Wallet](#)



Peppy T Shirt 3 #14

NFT received by [rajabeta.near](#)
on May 26, 2022 12:57 AM



Peppy T Shirt 3 #13

NFT received by [cryptosiuu.near](#)
on May 26, 2022 12:57 AM



Radioevrazia

NFT sold by [radioevrazia.near](#)
on May 26, 2022 12:57 AM



Radioevrazia

NFT sold by [radioevrazia.near](#)
on May 26, 2022 12:57 AM



Peppy T Shirt 3 #12



Database :

pgAdmin 4

pgAdmin File Object Tools Help

Browser

- dealHistory
- deals
- detailValues
- details
- detailsOfOrganisations
- detailsOfPersons
- emails
- files
- invitedUsers
- labels
- leads
- logs
- noteHistory
- notes
- notifications
- organisations
- permissions
- persons
- phones
- pipelineAccessHistory
- pipelineAccesses
- pipelineHistory
- pipelines
- products
- stageHistory
- stages
- twofas
- userHistory
- userPermissions
- users

Dashboard Properties SQL Statistics Dependencies Dependents public.users/crm/postgres@CRM

crm/postgres@CRM

Query Editor Query History

Show queries generated internally by pgAdmin? ☒ Yes

Today - 5/26/2022

SELECT * FROM public.users ORDER BY user_id ASC

01:09:43

This query was generated by pgAdmin as part of a "View/Edit Data" operation

5/26/2022 1:09:43 AM 20 1 secs 913 msec

Date Rows Affected Duration

Copy

Data Output Explain Messages Notifications

user_id	user_fullname	user_email	user_password	user_phone	createdAt	updatedAt
[PK] uuid	character varying (255)	character varying (255)	character varying (255)	bigint	timestamp with time zone	timestamp with time zone
1 017996f5-af4a-4156-b235-71cb28a79bb7	Shrey Pokhriyal	mail2mr.shreypokhriyal@gmail.com	shrey	9759853969	2021-11-22 18:44:35.933+00	2021-11-22 18:44:35.933+00
2 023cddee-7836-4e48-b22c-5eb376e5dedd	Shresthi Yadav	shresthi.finstreet@gmail.com	Password@12345	8941070782	2022-04-27 20:14:56.982+00	2022-04-27 20:14:56.982+00
3 0bfe3053-e0ff-4e7d-879f-44d0afe06a22	Arjits Chakraborty	arjits.chakraborty@gmail.com	Arjits@2019	6290997993	2021-11-01 11:25:15.22+00	2021-11-01 11:25:15.22+00
4 17b26945-712c-4048-9ef7-2ed06964bb6b	Nishant Chawla	nishant@quadb.in	Finstreet@2022	7206246045	2022-04-26 17:00:15.725+00	2022-04-26 17:00:15.725+00
5 2e20174b-8fc5-4c0c-a0ef-c202cc5a0474	Riya	riyacrpytic9@gmail.com	Riya12345	9817812117	2022-02-18 08:02:05.871+00	2022-02-18 08:02:05.871+00
6 482af0fa-1f86-4c5b-a445-4fd6c1fba820	Sakshi Rawat	rawatsakshi702@gmail.com	Test62@	6283630251	2022-02-16 11:51:50.541+00	2022-02-16 11:51:50.541+00
7 511e095b-eca8-4277-9d51-efabf01fee84	user_fullname	deependra@gmail.com	user_password	1234567890	2022-05-13 08:16:14.161+00	2022-05-13 08:16:14.161+00
8 5d2d3192-ec6e-4c78-9d88-344456f6e4b5	Sidharth Saini	sidharthsaini49@gmail.com	Unlock@007	8810559109	2022-05-19 07:13:56.271+00	2022-05-19 07:13:56.271+00
9 6dd2edb9-c773-43c5-9eb2-53f84037e54e	Paras Thapar	parasthapar55@gmail.com	paras	9779205472	2021-09-22 07:20:17.077+00	2021-09-22 07:20:17.077+00
10 719851d3-a4cd-4990-b58a-20fc9c8f1458	Kousik Alam	kousikalam786@gmail.com	Kousik@6273	7797540391	2022-05-19 07:12:00.515+00	2022-05-19 07:12:00.515+00
11 71dda87f-6097-48f4-82be-552bf266baf	Varun mishra	mishravarunmishra31@gmail.com	delhi123@	9625051074	2021-11-17 15:05:20.095+00	2021-11-17 15:05:20.095+00
12 7d480077-1199-4a42-afdd-332b5211e2a6	New User	quadttech960@gmail.com	newuser	8987445669	2021-10-05 07:38:35.403+00	2021-10-05 07:38:35.403+00
13 837f376f-2ec5-4b80-ba8d-82ebeeed6e0	Vinayak Kalra	vinayak.kalra@quadttech.com	vinayak	3939876267	2021-10-06 12:43:12.402+00	2021-10-06 12:43:12.402+00
14 95b1780d-5a1e-4372-bec1-97d8458c4a7b	Aditi Chourasia	aditi.chourasia100@gmail.com	aditi	8827319306	2021-09-22 06:59:36.987+00	2021-09-22 06:59:36.987+00
15 970d20ae-b366-4fe2-bd41-16d49e865d63	Ashmeet Jagdev	ashmeet.cryptic@gmail.com	@Twinkle13	7589045500	2022-02-18 08:04:08.921+00	2022-02-18 08:04:08.921+00
16 a940b90a-59f4-415e-83db-abb4cac1d2f7	Rohit Dhas	rohitdhas666@gmail.com	rohitdhas	9359852174	2022-02-16 08:44:18.935+00	2022-02-16 08:44:18.935+00
17 b325198d-2537-471f-9b4d-8982b9d77840	Sahil Thakur	sahilquadb@gmail.com	sahilquadb			

✓ Successfully run. Total query runtime: 1 secs 913 msec. 20 rows affected.



CHAPTER 8: CONCLUSION

The end of this module brought with it new techniques and tools for organizing websites identifying & grouping specific elements within websites including & embedding multi-media content adding metadata to further define our webpages.

Although it can be hard to come up with a design that is well suited to all of the users, there will be a design that is appropriate for most of the audience. The better the page design, the more hits a page will get. That implies an increase in accessibility and a possible increase in business. By interacting with my trainee and classmates I got to learn a lot. It helped me to enhance my communicative skills and represent my work with confidence. It boosted my confidence to design more webpages and create some great designs just for fun.

RECOMMENDATION

We have successfully implemented the site . With the help of various links and tools, we have been able to provide a site which will be live soon and running on the web. We have been




successful in our attempt to take care of the needs of both the user as well as the administrator. Finally, we hope that this will go a long way in popularizing.

Appendix A: List of FPR

FPR-1



FORTNIGHTLY PROGRESS REPORT (FPR) FROM INDUSTRY MENTOR

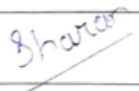
Name of student	Deependra Singh		Department	CSE	
Industry/Organization	QuadBTech		Date/Duration	14/12/2021 to 14/1/2022	
Criterion	Poor	Average	Good	Very Good	Excellent
Punctuality/Timely completion of assigned work			✓		
Learning capacity/Knowledge up gradation				✓	
Performance/Quality of work			✓		
Behaviour/Discipline/Team work			✓		
Sincerity/Hard work				✓	
Comment on nature of work done/Area/Topic	Play to earn model using blockchain metamask and ethereum.				
OVERALL GRADE (Any one)	POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT				
Name of Industry Mentor	Sharan Gopal				
Signature of Industry Mentor					

Receiving Date		Name of Faculty Mentor		Sign	
----------------	--	------------------------	--	------	--

FPR-2



FORTNIGHTLY PROGRESS REPORT (FPR) FROM INDUSTRY MENTOR

Name of student	Dipendra Singh		Department	CSE	
Industry/Organization	QuodbTech		Date/Duration	14/1/2022 to 26/02/2022	
Criterion	Poor	Average	Good	Very Good	Excellent
Punctuality/Timely completion of assigned work			✓		
Learning capacity/Knowledge up gradation			✓		
Performance/Quality of work				✓	
Behaviour/Discipline/Team work			✓		
Sincerity/Hard work			✓		
Comment on nature of work done/Area/Topic	Completed making smart contract for token & credit transfer with web3 & solidity.				
OVERALL GRADE (Any one)	POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT				
Name of Industry Mentor	Sharan Gopal.				
Signature of Industry Mentor					

Receiving Date	Name of Faculty Mentor	Sign	
----------------	------------------------	------	--

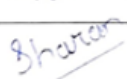


FORTNIGHTLY PROGRESS REPORT (FPR) FROM INDUSTRY MENTOR

Name of student	Deependra Singh		Department	Computer Science and Engineering	
Industry/Organization	QuadbTech		Date/Duration	30-03-202	
Criterion	Poor	Average	Good	Very Good	Excellent
Punctuality/Timely completion of assigned work			✓		
Learning capacity/Knowledge up gradation			✓		
Performance/Quality of work				✓	
Behaviour/Discipline/Team work			✓		
Sincerity/Hard work			✓		
Comment on nature of work done/Area/Topic	Deployment of DApp on Server and Database Deployment				
OVERALL GRADE (Any one)	POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT				
Name of Industry Mentor	Sharan Gopal.				
Signature of Industry Mentor	<u>Sharan</u>				



FORTNIGHTLY PROGRESS REPORT (FPR) FROM INDUSTRY MENTOR


Name of student	Deependra Singh		Department	Computer Science and Engineering	
Industry/Organization	QuadbTech		Date/Duration	12/04/2022	
Criterion	Poor	Average	Good	Very Good	Excellent
Punctuality/Timely completion of assigned work			✓		
Learning capacity/Knowledge up gradation			✓		
Performance/Quality of work				✓	
Behaviour Discipline/Team work			✓		
Sincerity/Hard work			✓		
Comment on nature of work done/Area/Topic	Develop games for Decentralized web apps				
OVERALL GRADE (Any one)	POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT				
Name of Industry Mentor	Sharan Gopal.				
Signature of Industry Mentor					

Receiving Date		Name of Faculty Mentor		Sign	
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FPR-5

FORTNIGHTLY PROGRESS REPORT (FPR) FROM INDUSTRY MENTOR

Name of student	Deependra Singh		Department	CSE	
Industry/Organization	QuadBTech		Date/Duration	29/04/2022	
Criterion	Poor	Average	Good	Very Good	Excellent
Punctuality/Timely completion of assigned work			✓		
Learning capacity/Knowledge up gradation				✓	
Performance/Quality of work			✓		
Behaviour/Discipline/Team work			✓		
Sincerity/Hard work				✓	
Comment on nature of work done/Area/Topic	Made Avatar games for NFTs with unity and JavaScript.				
OVERALL GRADE (Any one)	POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT				
Name of Industry Mentor	Sharan Gopal				
Signature of Industry Mentor					

Receiving Date		Name of Faculty Mentor		Sign	
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