

INTERNSHIP REPORT

TITLE OF THE PROJECT: Travel Studio



Full Name Of The Student: Avin Deepak Naik Roll No: 2101

Open Destinations

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Goa University

Travel Studio

Completed by:

Avin Deepak Naik RollNo: 2101

for the partial fulfillment of MCA Degree for Semester IV Discipline of Computer Science and Technology, Goa Business School, Goa University

At

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Open Destinations 6th & 7th Floor, Kamat Grand, Behind Caculo Mall, St Inez, Panjim Goa. India. 403001

Under the guidance of Swapnil Kamat (Development Manager, Open Destinations) &

> Pritoria Dmello (HR, Open Destinations)

> > &

Nagesh Patil (Bootcamp/Product Technical Trainer, Open Destinations)

> & Alfredo Fernandes (Product Trainer, Open Destinations)

& Rupesh Korgaukar (Team Lead and Mentor (OJT), Open Destinations)

&

Sagar Bhate (Team Project Manager, Open Destinations)

> & Mayur Keni (Team leader, Open Destinations)



powering global travel solutions since 1999

Date: 13-Jun-23

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TO WHOMSOEVER IT MAY CONCERN

This is to certify that Mr. Avin Deepak Naik, a student of the Master of Computer Applications (MCA) course at Goa University, Goa, has completed his final semester project at our company Open Destinations from 01-Feb-23 to 12-Jun-23.

Avin has successfully completed the internship and has met the expectations of his Team Leader and guide.

This certificate is being issued as requested and is to be submitted as the internship project report at Goa University.

For Open Destinations.

Swaphil Kamat Development Manager



Open Destination Infotech Pvt Ltd. 3rd Floor, Casa Del Sol, Building, No.III, Opp Marriott Hotel, Miraman, Panjim, Goa+403:001. India Tell: +91 96079 10285 /86 /87 Email: hr@opendestinations.com Web: www.opendestinations.com



GOA BUSINESS SCHOOL

CERTIFICATE OF EVALUATION

This is to certify that Ms. <u>Avin Deepak Naik</u> has successfully completed his internship at Open Destinations Pvt. Ltd, 6th & 7th Floor, Kamat Grand, Behind Caculo Mall, St Inez,Panjim Goa. India. 403001, in partial fulfillment of the award of the degree in Master of Computer Application.

Examiner 1

Place: Goa University Date: 15/06/2023

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Examiner 2

Dean, Goa Business School

ACKNOWLEDGEMENT

The internship opportunity in Open Destination was a great chance for learning and improving my coding skills. It has provided me a chance to meet so many professional people who have helped me through this internship period. I am glad to get this opportunity to express my deepest gratitude and special thanks to everyone who has guided me in this internship period.

First and foremost I would like to thank my teachers of the Computer Science and Technology Department, Goa University. I thank Mr. Hanumant Harichandra Redkar Sir (MCA, Goa University) and all the faculty members of Goa University for the guidance, support, help and encouragement during placements.

I would also like to thank Mr. Swapnil Kamat (Manager, Open Destinations) and Mrs. Pretoria Dmello (HR, Open Destinations) for giving me the opportunity to showcase my skills and passion towards my work in the company. Special thanks to my trainers Nagesh Patil (Product Technical Trainer, Open Destinations), Alfredo Fernandes (Product Trainer, Open Destinations), Rupesh Korgaukar (On Job Trainer(OJT), Open Destinations) who had patiently taught the concepts and given good guidance on how to work with the given task. Also thanks to my Team Project Manager Mr.Sagar Bhate and Team Leader Mr.Mayur Keni, Open Destinations for giving me the opportunity to work in their Team.

I even like to thank my team members for their guidance and help which were extremely valuable.



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Open Destinations

Goa University

Travel Studio

Completed by:

Avin Deepak Naik RollNo: 2101

for the partial fulfillment of MCA Degree for Semester IV Discipline of Computer Science and Technology, Goa Business School, Goa University

> At Open Destinations 6th & 7th Floor, Kamat Grand, Behind Caculo Mall, St Inez, Panjim Goa. India. 403001

Under the guidance of Swapnil Kamat (Development Manager, Open Destinations) &

Pritoria Dmello (HR, Open Destinations)

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Nagesh Patil (Bootcamp/Product Technical Trainer, Open Destinations) &

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Alfredo Fernandes (Product Trainer, Open Destinations)

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Rupesh Korgaukar (Product Trainer & Mentor, Open Destinations)

&

Sagar Bhate (Team Project Manager, Open Destinations) & Mayur Keni (Team leader, Open Destinations)



powering global travel solutions since 1999

Date: 10-06-2023

TO WHOMSOEVER IT MAY CONCERN

This is to certify that Mr./Ms. <u>Avin Deepak Naik</u>, student of Master of Computer Applications (MCA) of Goa University, Goa, is currently undergoing/has completed his\her final semester project (Semester IV/VI) at our company, *Open Destinations* from 01-02-2023 to 10-06-2023.

During her tenure she has met the expectations of his\her team lead/mentor/guide and found to be regular and sincere.

This certificate is being issued on her request to be submitted with the project report at Goa University.

For Open Destinations

<<Signing Authority>> <<Company Name and Seal>>

GOA UNIVERSITY



GOA BUSINESS SCHOOL

CERTIFICATE OF EVALUATION

This is to certify that Ms. <u>Avin Deepak Naik</u> has successfully completed her internship at Open Destinations Pvt. Ltd, 6th & 7th Floor, Kamat Grand, Behind Caculo Mall, St Inez,Panjim Goa. India. 403001, in partial fulfillment of the award of the degree in Master of Computer Application.

Examiner 1

Examiner 2

Place: Goa University Date: 15/06/2023

Dean, Goa Business School

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I even like to thank my team members for their guidance and help which were extremely valuable.

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INTRODUCTION

This report describes the tasks carried out during a four-month full-time employment period by Mr. Avin Deepak Naik, which commenced on 1st February 2023 at Open Destinations Infotech Pvt Ltd, Panaji. The full-time position was undertaken in accordance with the curriculum of the VI semester Industrial Training of the MCA program at Goa University, Goa.

An internship program has become the bridge for me to enter the corporate level from college life. Through internship I got to know the real working environment of the company and it has been a very important and good experience of my life. During my internship, I got a chance to get an excellent training from my trainers about all old and new concepts and also an opportunity to work in the development team where the employees take an effort to develop new features in the product and solve the issues/bugs found in the product. The time I spent at Open Destinations was more engaged with the learning part through tasks and assignments.

Thus, the internship duration provided me with the opportunity to broaden my knowledge that would be more helpful to shape up my career in the future.

As partial fulfillment of the requirement of the Masters of Computer Application program of Goa University, I was assigned to Open Destinations for internship program. The primary objective of the internship is to generate an understanding of the workplace environment, the different tasks/activities of the developers. In a way, it was more to get practical experience of all the studies, theories that I had acquired so far. This would help me a way towards growth in my academics as well as a developer.

COMPANY PROFILE

Open Destinations is an established travel technology player with more than 25 years real-world experience and 500+ travel tech experts, solving the biggest technological issues that tour and rail operators face. It was founded in 1999 by Kevin O'Sullivan, the founder and the CEO of the company. Over 10,000 travel professionals log into use our technology every single day. They choose us because our technology is richer, more complete and more customer centric than any other in the marketplace.

Working at Open Destinations

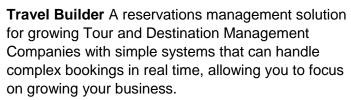
Open Destinations is constantly looking to recruit talented, motivated people who can add value to the business. They are a rapidly expanding company and are always looking for new people with demonstrated travel and technology experience. They have the diverse international teams spread between Goa and London enjoying an active social calendar, opportunities for global travel, offsite meetings in inspiring locations, central office locations with great transport links, and much more.

Products:



Travel Studio A powerful, easy to use browser based end-to-end reservations management platform with rich functionality, all connected smoothly to our huge supplier network. As easy as 'click & drag'!







Rail Studio A fully developed Rail Management, Product Packaging, and Reservations System designed to help luxury, heritage, regional, and sleeper trains sell rail experiences through all distribution channels.

Tineri

Tineri A white-label mobile itinerary app, Tineri is an ultra user-friendly solution that makes it easy to communicate with your customers before, during and after their trip. Even better, it's built to easily incorporate your company's brand identity.

The projects I have worked on are:

Travel Studio from Open Destinations is an industry-leading end-to-end Reservation Management system, it is a website that enables Tour Operators to look forward to a future of long-term financial growth and business sustainability. It deals with booking of packages and services like hotels, travels and other entertainment for your successful tour.

It has a range of features like:

- Simple user interface
- Time-Saving features
- 24/7 user support
- Dedicated training programs
- Access any upgrades as part of Travel Studio's user community
- Unrivaled supplier connections
- Lightning fast searches
- Full workflow support and automation
- A highly flexible system tailored to your needs
- Packages, FIT and Group functionality

MY DESIGNATION IN COMPANY AND IMPORTANT ROLES PERFORMED AS AN INTERN

Issue Fixing:

Issues can occur when new functionality or some changes are done to existing product code. The issue can occur either due to changes to existing code or changes to stored procedure or sometimes new functionality can also hamper the existing functionality.

Once the ticket is assigned to me, I had to take the proper repository links required to work on the issue and I have to send a mail to ask for Access Rights for the Repositories from authorized person. Upon getting the proper repository of TS, TSV2 and API code streams than I have to start with the fixing process. Once I start working on the issue, I have to change the status of the ticket to "In development".

Firstly, I have to replicate the issue on my local system. Then I have to analyze and find the cause of the bug by going through the code and debugging it. Once a fix is verified I have to make sure my fix does not lead to more errors somewhere else in the product.

Open Destinations Infotech Pvt. Ltd follows some strict coding standards which are necessary for the code maintenance as many developers work on same products. This avoids inconsistency and promotes code readability.

Implementation Tickets: Once the issue is fixed I had to create a patch which mainly contains dil, compile files and have to provide this patch to Support team. Then the support team member will apply the patch and test it. If the testing is successful then ticket is marked as passed testing otherwise testing failed.

UAT Tickets:

This tickets are reported by client during User Acceptance Testing (UAT). The support team first verifies if the issue is indeed occurring on client server, if so then the support team changes the status to Marked for Development. Client also provides the issue details and attaches the related documents.

I had to create a patch which contains the merged files such as .dll's, compile files and modified files. This patch needs to be applied on UAT server for client to test it from his end, once client says its resolved, he closes the ticket or else converts the status to testing failed and assigns it back to support team. I learned how to debug a code and stored procedure and how to provide an accurate fix which does not affect other functionality.

JIRA Tickets:

This tickets are logged by QA team which occur when they do QA testing. They provide us with the required information about the tickets raised like which type of Issue defect (regression defect, QA defect or CR defect), specifies the priorities of each ticket rating from 1-5. They also provide ticket description, document and video on how to replicate the issue.

Merging:

Merging takes place when we have to move the developed code from Developer stream to Production stream.

Some of the issues that I fixed had to be merged in the trunk

BOOTCAMP AND TRAINING

On 1 February 2023, Before starting with bootcamp we had a short Introduction section by the HR and the trainer about the company, its products, management and the protocols.

Bootcamp

Bootcamp was started on 1 February 2023 by Nagesh Patil (Product Technical Trainer).

The training started with the basic introduction to .NET Framework and their two components and little information about .NET Core.

Then he introduced the Client Side Languages that are HTML, CSS and JavaScript. And aso The ServerSide Language that is ASP (Active Server Pages). Through the ASP.NET framework I even came across Page Life Cycle and State Management. I was also introduced to web services and API and other tools such as Microsoft Visual Studio and Microsoft SQL Server Management Studio.

The trainer had also covered some basic topics which were already taught to us such as Arrays, OOPs Concepts, Constructors, Access modifiers and much more. I was told to write the code using all the concepts taught by following all the coding guidelines and I was getting evaluated for it.

Then the trainer even introduced the basics of SQL queries and then he taught us about how to create Stored Procedures and he also introduced the concept of ADO.net which was again new to me. Later he started with Three-layer architecture and AJAX. During Bootcamp I was told to submit the daily report on the topics covered which was again used in future to memorize the topics.

As Bootcamp was coming to end I was told to create an Online Sports Website using all the concepts covered in bootcamp. The website was created using Three-Tier Architecture and other concepts taught to us. This website includes 3 users: Admin, Seller and Customer each can login/logout with the respected account registered. The Admin have the option to check the Supplier Details, Product Details, Customer Details and Order Details. The Seller has the option to check his entered products and their product details, to add a new category for his product if it does not exist, to add new products, and also to view and edit the category. The customer has the option to browse the products which are sold by the seller, can view the details of a single product, can search for the product, can view each category of product, can add to cart, can order the products from cart, can check the order history.

The Bootcamp ended on 21 February 2023 with the MCQ test and followed by giving the demo along with the explanation of the website created to our manager.

Training

Product Training

The Product training was started on 22 February 2023 by Alfredo Fernandes (Product Trainer).

ODL is a product based company, that is we were not needed to create any additional product in the company we were assigned and have to work on the same product which already exists. The trainer had given a brief knowledge about the product of ODL and how it works. The main product I had to work on was Travel Studio. He also guided us in installing and setting up the whole product in our system.

The Travel Studio product is based on the travel domain which includes different entities such as Passengers, Agents, Services and Suppliers. And all these entities are part of Travel Studio and all play a very important role in this product. I was given a daily task and on each and everyday I was told to submit the report on what I have understood and the task performed.

The Product training ended on 7 March 2023 with the MCQ test based on the topics covered in the product training.

After the product training ended we had a break from 8 March 2023 to 14 March 2023. In this period we were told to revise and brush up on all the topics covered from the beginning of bootcamp and Product Training. Here also I was told to submit a daily report on the topics learned and covered on each day to the manager.

Product Technical Training

The Product Technical Training was started on 15 March 2023 by Nagesh Patil.

This training was based on the technical knowledge of the functionality of the product. The knowledge of main code and the SQL queries and Stored Procedures included in the product Travel Studio. We were introduced to the development process and different development guidelines along with the SVN (SubVersion) Software and their structure, it is the software that helps software developers to work together and maintain a complete history of their work. It is used for fast-changing projects, it is a Version Control System to track changes made to the project. Our product has two repositories one for API and another for Website (TSV2), if we are changing the code or the functionality of any these repositories then we have to take permission from the special team that is SVN Rights Team by sending mail requesting for committing the changes is following repositories in a structured format provided.

The training was followed by learning some new concepts like Language Integrated Query (LINQ), jQuery, MVC, AngularJS and NodeJS. The trainer had also explained and taught the basic steps of debugging the code.

The Product Technical Training came to an end on 5 April 2023 after the MCQ Test.

On The Job Training (OJT)

On the Job Training (OJT) was started on 6 April 2023 by Rupesh Korgaukar.

This training was arranged to give work experience, the type of work we will do in the development team and also helps to build confidence in doing tasks.

This training started by introducing how to debug the Stored procedure for a particular functionality in the project. Then the trainer explained about the jira website where the issues are displayed to be solved, it included the ticket number, the issue title, the type of defect, the status of issue (open/in-progress/close), the priority of the issue, Resolution (solved/unsolved), Affected version, fixed version, assignee (the person to whom the issue is assign), Reporter (The one who reports the issue), Technical manager (The manager of assignee), and much more. Then the trainer continued his training by explaining how to debug API code and Website code in the codeflow. The trainer also explained how to upsize the database version. He also had assigned me the daily task to get proper practice.

The On the Job Training (OJT) came to the end on 11 May 2023 and I was assigned to the Development team.

PROBLEM STATEMENT

As part of the Bootcamp section, I was tasked with creating an E-Commerce website that incorporated various concepts covered in the program, including ASP.NET, MVC, SQL Queries, C#, JavaScript, CSS, HTML, and more. The website I developed during this period is called "ONLINE SPORTS STORE," and it encompasses a range of functionalities.

The website caters to three types of users: Admin, Seller, and Customer. The Admin user has access to features such as checking Supplier Details, Product Details, Customer Details, and Order Details. The Seller user, on the other hand, can view their listed products along with their details, add new product categories if necessary, add new products, and manage categories by viewing and editing them. Lastly, the Customer user can browse products sold by sellers, view individual product details, search for products, explore different product categories, add items to their cart, place orders from the cart, and review their order history.

This E-Commerce website encompasses all the fundamental and crucial features one would expect, including user registration and login (with options for admin, seller, and customer), search functionality, product browsing, seller product management, category creation, cart functionality, order history tracking, and much more.

Overall, the development of this E-Commerce website allowed me to apply the concepts learned in the boot camp effectively. It incorporates essential features and functionality required for a fully operational online store, providing a comprehensive user experience.

TOOLS AND TECHNOLOGIES USED

Tools:

1. Microsoft Visual Studio 2013



Visual Studio 2013 introduces a connected IDE experience. Visual Studio 2013 provides the ideal toolset for building modern applications that leverage the next wave in Windows platform innovation (Windows 8.1), while supporting devices and services across all Microsoft platforms.

Creating websites or services on the Microsoft platform provides you with many options, including ASP.NET WebForms, ASP.NET MVC, WCF or Web API services, etc. In the past, working with each of these approaches in Visual Studio meant working with separate project types and tooling isolated to that specific project's capabilities. The One ASP.NET vision unifies your web project experience in Visual Studio 2013 so that you can create ASP.NET web applications using your preference of ASP.NET component frameworks in a single project. This new unified experience includes the ability to easily create hybrid applications that include improved versions of ASP.NET WebForms, MVC or Web API, all in a single project. Now you can mix and match the right tools for the job within your web projects, giving you increased flexibility and productivity when developing for the web.

2. Microsoft SQL Server Management Studio 18



SQL Server Management Studio (SSMS) is an integrated environment for managing any SQL infrastructure. Use SSMS to access, configure, manage, administer, and develop all components of SQL Server. SSMS provides a single comprehensive utility that combines a broad group of graphical tools with many rich script editors to provide access to SQL Server for developers and database administrators of all skill levels.

2. 1. Microsoft SQL Server Profiler

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SQL Server Profiler is an interface to create and manage traces and analyze and replay trace results. Events are saved in a trace file that can later be analyzed or used to replay a specific series of steps when diagnosing a problem. Microsoft SQL Server Profiler is a graphical user interface to SQL Trace for monitoring an instance of the Database Engine or Analysis Services. You can capture and save data about each event to a file or table to analyze later.

3. NodeJs



In 2009, NodeJs was developed by Ryan Dahla and the current version of NodeJs is v16.9.0. Node.js is an open-source, cross-platform JavaScript runtime environment and library for running web applications outside the client's browser. NodeJs is built on Google Chrome's V8 engine. The features of NodeJs:

- Asynchronous in Nature and Event driven: The servers made with the NodeJs never waits for the from an API. Without waiting for the data from the API, it directly moves to the next API. So all the APIs of NodeJS are totally non-blocking in nature.
- Single Threaded Architecture: A single threaded architecture is followed by NodeJs and for this architecture makes NodeJs more scalable.
- Compatibility on the cross platforms: Different types of systems like Windows, UNIX, LINUX, MacOS and other mobile devices can use NodeJs.
- Uses JavaScript: it is a very important aspect of NodeJs that this framework uses JavaScript.
- Fast Data Streaming: NodeJs takes a very short amount of time for data processing and it does it at a very fast rate.
- No Buffering: The data is never buffered in NodeJs application.

4. SoapUI 5.7.0



SoapUI is an open-source web service testing application for Simple Object Access Protocol (SOAP) and representational state transfers (REST). Its functionality covers web service inspection, invoking, development, simulation and mocking, functional testing, load and compliance testing.

5. Tortoise SVN



TortoiseSVN is a really easy to use Revision control / version control / source control software for Windows. It is based on Apache Subversion (SVN), TortoiseSVN provides a nice and easy user interface for Subversion. It is developed under the General Public License (GPL). Which means it is completely free for anyone to use, including in a commercial environment, without any restriction.

6. Microsoft Edge



Microsoft Edge is a cross-platform browser developed by Microsoft. Microsoft Edge features are More modern, lightweight, and reduced resource consumption, Support for "inking" or the ability to write on a web page, Support for Firefox and Chrome add-ons, Faster page rendering, Automatic form fill, or autofill, Private browsing, More security features and No longer includes ActiveX.



7. Internet Information Services IIS Manager

Internet Information Services, also known as IIS, is a Microsoft web server that runs on Windows operating system and is used to exchange static and dynamic web content with internet users. IIS can be used to host, deploy, and manage web applications using technologies such as ASP.NET and PHP. IIS uses various protocols for communication and data exchange with remote clients or computers, such as HTTP, SMTP, and FTP. As a core Windows product, IIS comes integrated with Windows Server and runs on Windows OS.

8. Jira



Jira Software launched in 2002 as an issue tracking and project management tool for teams. Since then, 65,000+ companies globally have adopted Jira for its flexibility to support any type of project and extensibility to work with thousands of apps and integrations. Jira Software helps teams across financial services, retail, software, high tech, automotive, non-profit, government, life sciences, and many more verticals stay organized and efficient.

Technologies:

HTML stands for HyperText Markup Language. It is a standard markup language for web page creation. It allows the creation and structure of sections, paragraphs, and links using HTML elements (the building blocks of a web page) such as tags and attributes. HTML is not considered a programming language as it can't create dynamic functionality.

2. CSS



Cascading Style Sheets, fondly referred to as CSS, is a simple design language intended to simplify the process of making web pages presentable. CSS handles the look and feel part of a web page. Using CSS, you can control the color of the text, the style of fonts, the spacing between paragraphs, how columns are sized and laid out, what background images or colors are used, layout designs, variations in display for different devices and screen sizes as well as a variety of other effects. CSS is easy to learn and understand but it provides powerful control over the presentation of an HTML document. Most commonly, CSS is combined with the markup languages HTML or XHTML.

3. JavaScript



JavaScript is a dynamic computer programming language. It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities.

4. ASP.NET



ASP.NET is a web development platform, which provides a programming model, a comprehensive software infrastructure and various services required to build robust web applications for PC, as well as mobile devices. ASP.NET works on top of the HTTP protocol, and uses the HTTP commands and policies to set a browser-to-server bilateral communication and cooperation. ASP.NET is a part of Microsoft .Net platform. ASP.NET applications are compiled codes, written using the extensible and reusable components or objects present in .Net framework. These codes can use the entire hierarchy of classes in the .Net framework. ASP.NET is used to produce interactive, data-driven web applications over the internet. It consists of a large number of controls such as text boxes, buttons, and labels for assembling, configuring, and manipulating code to create HTML pages.



C# is a modern, general-purpose, object-oriented programming language developed by Microsoft and approved by European Computer Manufacturers Association (ECMA) and International Standards Organization (ISO). C# is designed for Common Language Infrastructure (CLI), which consists of the executable code and runtime environment that allows use of various high-level languages on different computer platforms and architectures. The following reasons make C# a widely used professional language: It is a modern, general-purpose programming language, It is object oriented, It is component oriented, It is easy to learn, It is a structured language, It produces efficient programs, It can be compiled on a variety of computer platforms, It is a part of .Net Framework.

6. AJAX



AJAX stands for Asynchronous JavaScript and XML. AJAX is a new technique for creating better, faster, and more interactive web applications with the help of XML, HTML, CSS, and Java Script. Ajax uses XHTML for content, CSS for presentation, along with Document Object Model and JavaScript for dynamic content display. With AJAX, when you hit submit, JavaScript will make a request to the server, interpret the results, and update the current screen. In the purest sense, the user would never know that anything was even transmitted to the server. AJAX is a web browser technology independent of web server software. A user can continue to use the application while the client program requests information from the server in the background. Intuitive and natural user interaction. Clicking is not required, mouse movement is a sufficient event trigger.

7. Angular JS

5. C#



AngularJS is a structural framework for dynamic web applications. It lets you use HTML as your template language and lets you extend HTML's syntax to express your application components clearly and succinctly. Its data binding and dependency injection eliminate much of the code you currently have to write. And it all happens within the browser, making it an ideal partner with any server technology. AngularJS is an efficient framework that can create Rich Internet Applications (RIA). AngularJS provides developers an option to write client side applications using JavaScript in a clean Model View Controller (MVC) way. Applications written in AngularJS are cross-browser compliant. AngularJS automatically handles JavaScript code suitable for each browser. AngularJS is open source, completely free, and used by thousands of developers around the world. Overall, AngularJS is a framework to build large scale, high-performance, and easy-to-maintain web applications.

8. jQuery



jQuery is a fast and concise JavaScript Library created by John Resig in 2006 with a nice motto: Write less, do more. jQuery simplifies HTML document traversing, event handling, animating, and Ajax interactions for rapid web development. jQuery simplifies various tasks of a programmer by writing less code. Features supported by jQuery are:

 DOM manipulation – The jQuery made it easy to select DOM elements, negotiate them and modify their content by using a cross-browser open source selector engine called Sizzle.

- Event handling The jQuery offers an elegant way to capture a wide variety of events, such as a user clicking on a link, without the need to clutter the HTML code itself with event handlers.
- AJAX Support The jQuery helps you a lot to develop a responsive and feature rich site using AJAX technology.
- Animations The jQuery comes with plenty of built-in animation effects which you can use in your websites.
- Lightweight The jQuery is a very lightweight library
- Cross Browser Support The jQuery has cross-browser support, and works well in IE 6.0+, FF 2.0+, Safari 3.0+, Chrome and Opera 9.0+

IMAGES

Bootcamp: Online Stationery Store LOGIN Page

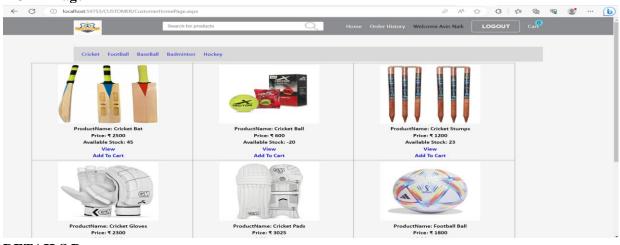
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	Select User Type © Customer O Supplier O Admin	
	LOGIN	ļ
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SIGNUP Page

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	Enter Address	
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CUSTOMER PAGES:

HOME Page



DETAILS Page



CART Page

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Cricket Ball	600	1	600		То	otal Amount elivery Charges		₹4825 free			
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Cricket Pads	3025	1	3025								

ORDER HISTORY Page

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Price Details						
Grand Total		₹4825				
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Thank you for placing order						

SELLER PAGES:

HOME Page

*	Search for products		Sahil Des	iai Lo	OGIN Cart
_Home_Ac	d Category Add Product View Category				
Product Name	Product Description	Product Price	Quantity	Category	Product Image
Cricket Bat	Crafted with Premium Willow Full Size Light Weight Bat with Thick Blade Engraved Innovative Stylish Scoop Design Cricket Bat Ideal for Hard and Soft Tennis Ball Flexible handle good quality cane h	2500	45	Cricket	111
Cricket Ball	Durable Tennis Ball Rebound Technology Core Technology Constant Playability Perfect for practice and training In-Package Contents : 6 Tennis Ball	600	-21	Cricket	<u>e</u>
Cricket Stumps	about-Wooden Cricket Stumps Set of 6 Wooden Color	1200	22	Cricket	
Cricket Gloves	quality Batting Gloves in lightweight series, superior grip and feather light feel, Specifications: multi- flex pre-curved construction in the lead fingers, strategically positioned flex points for u	2300	45	Cricket	

ADD CATEGORY Page

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Home						
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	Category Name					
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ADD PRODUCT Page

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	Enter Product Name				
	Enter Description				
	Choose File No file chosen				
	Enter Price				
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	Cricket				
	ADD PRODUCT				

VIEW CATEGORY Page

-	Search for products LOGIN SIG	NUP	⊂ar ²
Order Details	Product Details User Details Supplier Details Category Details		
Enter text to Sear		FIL	TER
CategoryName	CategoryDescription	Edit	Delete
Cricket	Cricket is a sport that is played with a bat and a ball between two teams of eleven players each. The game originated in England in the 16th century and has since gained popularity in many parts of the world, particularly in countries such as India, Australia, England, South Africa, and the West Indies.	ď	
Football	Football, also known as soccer in some countries, is a team sport played between two teams of eleven players each, using a spherical ball. The objective of the game is to score by maneuvering the ball into the opposing team's goal, using any part of the body except for the hands and arms. The team with the most goals at the end of the game wins.	ď	
BaseBall	Baseball is a team sport that is played with a bat and a ball. It is typically played on a large grass field, called a baseball diamond, with four bases arranged in a square shape. The object of the game is to score runs by hitting the ball with a bat and then running around the bases before the opposing team can critrive the ball and throw it to the next base.	ď	
Badminton	Badminton is a racket sport played by two or four players, where players hit a shuttlecock, also known as a birdie, over a high net and aim to make it land in the opponent's court. The objective of the game is to hit the shuttlecock in a way that the opposing player or team cannot return it before it lands on the ground in their court.	ď	٦
Hockey	Hockey is a team sport that is played on a field or an indoor rink, depending on the variant of the game being played. In its most popular form, ice hockey, two teams of six players, including a goaltender, compete to score goals by shooting a small, hard rubber disk called a uouk into the onoposing team's net.	ď	

Travel Studio Product:

Login Page:					
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Home Page:

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		Denali Star Package (STAR)	On Sale	28 - 31 May	2023 (3 Nights)	USD 150.00			

Jira Issue Tickets:

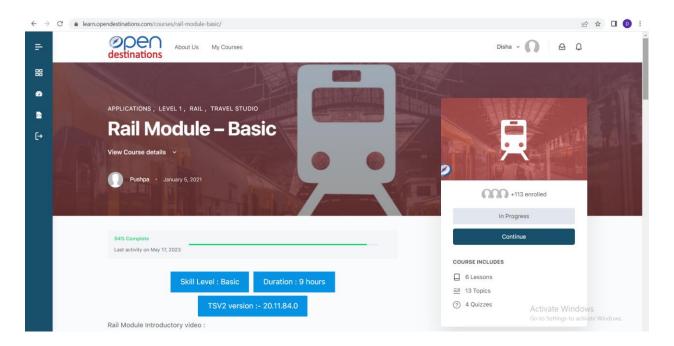
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	Affects Version/s:	Longreach	Fix Version/s:	None	Reporter:	Dixita Shirodkar			
	Labels: Defect Severity:	ARC_Longreach ARC_Release 2 - High	LongReach2020 Purchasel	each2020 PurchaseInvoiceCreation	Technical Project Manager:	Ritu James			
	Development Stream: Defect Type:	General CoD-R13: Issue/UI Fix			Related Developer Name:	Gayatri Nalk			
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Tickets for	(Tick box if yes)	However, only Passenger specific PGI's are loaded under P	assenger tab > Booking			
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COURSE COMPLETED UNDER INTERNSHIP AND SELF STUDY

Rail Module Basics Course



Rail Module Basics course focuses on Setup Rail Module functionality, Create Data for Rail Service, Create Rail Services, Significance of Rail Manager including Routes and Timetable management, Allocations, Departure, Seat Assignments etc. and Converting Rail Service into Booking. The advantages of the Rail module are Handling of Rail business in Travel Studio and Ability to manage Trains, Routes, Seat Assignment, Bookings, Ticket issuance and generation of reports in Rail Manager. It include 6 lessons and 13 topics along with 4 quizzes and at the end of the course there is an assignment to be solved and submitted based on the course content.

SUMMARY

My internship at Open Destinations Company was a valuable learning experience. I was able to develop new skills and gain practical experience in the field of software development. I had also gained the best training from the trainers, the good working environment, and also had a chance to meet many people who had very good skills in their job roles and also a supporting development team.

Overall, my internship in Open Destinations has been a very good opportunity to gain knowledge and to make my skills better. I am grateful for the opportunity to complete my internship at such a successful and dynamic company.

INTERNSHIP TIMELINE

1. February 2023

- 1st Jan 2023

- Formal Orientation Process

- 2nd Jan to 28th Jan

- Started with Bootcamp

2. March 2023

- 1st March to 2nd March

- Mini project demo and viva

- 6th March to 14 th Feb
 - Introduction to Travel studio
 - Setting up of Travel studio V1 and V2 along with API
 - Types of Architecture
 - Service maintenance module
 - Agent maintenance module
 - Bookings Module
 - Service Module
 - Packages Module
 - Demos on the above modules and assignments
 - -Online test

- 15th March to 20st March

-asked to learn about jquery, angular and auto complete ui using jquery

- 27th March to 31st March

- Onjob training begins
- introduction to jira, svn and concepts as committing and merging

repositories

3. April 2023

- 3rd April to 28 th April
 - Product technical training begins
 - MVC in angular
 - components in angular
 - intorduction to jquery
 - autocomplete using jquery

4. May 2023

- 2nd May to 31st May
 - Assigned to CX teams
 - assigned tickets to work on
 - had to merge changes to repositories
 - had to debug Stored Procedures

MY EXPERIENCE OF INTERNSHIP

As a Junior Developer for four months, I made considerable progress and developed personally:

Strengthened C# Proficiency: Through hands-on experience and dedicated learning, I deepened my understanding of C# programming. This allowed me to write cleaner and more efficient code while adhering to industry best practices and standards.

Successful Project Contributions: I made meaningful contributions to various software projects, delivering quality code and meeting project deadlines. By actively participating in problem-solving and decision-making, I gained confidence in tackling complex challenges.

Refined Debugging Skills: Over time, I honed my debugging skills and became proficient in identifying and resolving software issues. This not only improved the quality of my code but also reduced debugging time, resulting in more efficient project delivery.

Effective Teamwork and Communication: Interacting with team members helped me develop strong interpersonal skills and effective communication techniques. I learned how to collaborate effectively, share knowledge, and work harmoniously towards a common goal, fostering a positive team dynamic.

REFERENCES

- 1. http://opendestinations.com
- 2. https://msdn.microsoft.com
- 3. https://docs.microsoft.com
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- 5. http://jqueryui.com
- 6. http://jquery.com
- 7. https://www.tutorialspoint.com
- 8. https://forums.asp.net
- 9. https://angularjs.org
