

# **Report of Internship Done at SOFTMONKS (OPC) PVT LTD**

An Internship Report for

Course code and Course Title: CSA-652 - Industry Internship / Software Project Development

Credits: 16

Submitted in partial fulfilment of MCA Degree  
for Semester IV.

By

**SHUBHAM GANESH GAONKAR**

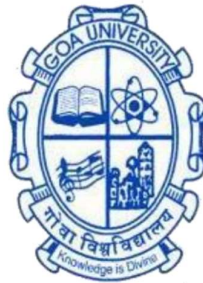
Seat Number: 22P0320017

PR Number: 201703483

Under the supervision of

**Ms. SHRADHA BHAGAT**

Discipline of Computer Science and Technology,  
Goa Business School,  
Goa University.



**Goa University**

**Date: June 2024**

Examined by:

Seal of the School

## **DECLARATION BY STUDENT**

I hereby declare that the data presented in this Internship report entitled, “**Report of Internship Done at SOFTMONKS (OPC) PVT LTD**” is based on the results of investigations carried out by me in the Discipline of Computer Science and Technology, Goa Business School, Goa University, under the mentorship of Dr. P. Payaswini and the same has not been submitted elsewhere for the award of a degree or diploma by me. Further, I understand that Goa University or its authorities will not be responsible for the correctness of observations / experimental or other findings given the internship report/work. I hereby authorise the University/college authorities to upload this dissertation on the dissertation repository or anywhere else as the UGC regulations demand and make it available to any one as needed.

Mr. Shubham Ganesh Gaonkar  
22P0320017  
Master of Computer Application  
Goa Business School

Date:

Place: Goa University

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## **COMPLETION CERTIFICATE**

This is to certify that the Internship report, “**Report of Internship Done at SOFTMONKS (OPC) PVT LTD**” is a bonafide work carried out by **Mr. Shubham Ganesh Gaonkar** under my mentorship in partial fulfilment of the requirements for the award of the degree of Master of Computer Application in the Discipline of Computer Science and Technology at the Goa Business School, Goa University.

Dr. P Payaswini  
Assistant Professor, MCA  
Goa Business School

Date:

Signature of Dean of School/HoD

School/Department Stamp

Date:

Place: Goa University

## INTERNSHIP OFFER LETTER



### SoftMonks (OPC) Private Limited

CIN: U72200GA2015OPC007747

GSTIN: 30AAWCS3196E1Z4

Office #12, 5th Floor, Buildmore Business Park,  
Khorlim-Xim, Mapusa - Goa (India) - 403507

Mobile: +91-982-211-3668  
info@softmonks.com

Ph: +91-832-297-6622  
www.softmonks.com

Date: December 22, 2023

To,  
Shubham Gaonkar  
D-14-E, Govt. Qtrs. Altinho,  
Panaji-Goa 403001

Dear Shubham,

SoftMonks (OPC) Private Limited (SOFTMONKS) is pleased to offer you a short term assignment as "Intern" effective January 1, 2024.

The internship will be a maximum of six months ending on or before June 30, 2024. You will be paid a monthly stipend of INR 10,000.00 paid in accordance with our normal payroll practices.

During your internship period you will be working on our client project. The project should be completed at our office and during office hours. The completed project will be sole property of SOFTMONKS and should not be shared with anyone outside SOFTMONKS. Due to the non-disclosure agreement with our client, you will not be able to present the project in full or in parts to anyone outside SOFTMONKS.

Upon joining, you will have to sign the Employee Confidentiality Agreement and abide by the rules and regulations of the company.

As per company norms, you will have to submit 2 photographs, photo copies of 2 ID proofs, graduation certificates and certificates for any other courses obtained.

If you would like to accept the internship, please sign and return a copy of this letter along with the documents mentioned.

It is a pleasure to make you this offer to join the Team SOFTMONKS.

Sincerely,

SoftMonks (OPC) Private Limited

Managing Director

Shivprasad Mangesh Ajgaonkar

software design & development | database | content management system | web design & development | online services  
customer relationship management system | android | iOS | e-commerce | search engine optimization | user experience

## INTERNSHIP CERTIFICATE



**SoftMonks (OPC) Private Limited**

CIN: U72200GA2015OPC007747

Office #12, 5th Floor, Bulldmore Business Park,  
Khorlim-Xim, Mapusa, Goa - 403507 (INDIA)

Cell: +91 982-211-3668 Phone: +91 832-297-6622  
info@softmonks.com www.softmonks.com

### TO WHOMSOEVER IT MAY CONCERN

This is to certify that **Mr. Shubham Ganesh Gaonkar** was employed with us as an **"Intern"** from January 1, 2024 to May 31, 2024 in the capacity of **Software Developer**.

During his tenure of service with us we found him sincere, hardworking and enterprising. He was efficient in his work and capable of handling the work assigned to him, effectively.

His project was titled "App Based Internal Employee Management System."

His major contributions during the internship were as follows:

- Developing Android version of the above-mentioned application.
- Acquired in depth knowledge of Kotlin Android mobile application development, etc.
- Worked to create test cases to debug and test the application.

We issue this certificate thanking him on being such a good addition to the team and the company here. For whatever small time and wish him all the best in his future endeavors.

SoftMonks (OPC) Private Limited

Managing Director

**Shivprasad Mangesh Ajgaonkar**

Place: Mapusa, Goa

Date: May 31, 2024

software design & development | database | content management system | web design & development | online services  
customer relationship management system | android | iOS | e-commerce | search engine optimization | user experience

## **ACKNOWLEDGEMENT**

The Internship at **SOFTMONKS (OPC) PVT LTD** was truly transformative, marking a pivotal moment in my journey toward becoming an Android Mobile Application Developer. It ignited a passion for Application development that will undoubtedly shape my future career.

**SOFTMONKS (OPC) PVT LTD** provided me with an invaluable launchpad for my professional aspirations in Android Application Development. The skills and knowledge I acquired during my time here will undoubtedly play a crucial role in achieving my goals in this field.

I am immensely grateful for the incredible individuals I had the privilege to work with. I extend my heartfelt thanks to my mentors, whose unwavering support and guidance were instrumental throughout this transformative internship. Special recognition is owed to **Mr. Shivprasad Mangesh Ajgaonkar (Managing Director)** for his trust in me and invaluable mentorship.

My deepest gratitude to **Ms. Shradha Bhagat (Team Lead)**, who served as my mentor. Their insightful suggestions, generous spirit, and constant encouragement were a constant source of motivation. Their expertise and dedication were truly inspiring, and I am privileged to have learned from them.

I am also thankful to **Ms. Devayani Sirsat (Project Lead)** and **Ms. Shabri Teli (Software Engineer)** for fostering a positive, welcoming, and dynamic work environment that made me feel valued at ease even as a newcomer also for constant support as I navigated my internship.

I wouldn't be here without the unwavering support of the amazing faculty at Goa Business School, Goa University. A big thank you to **Mrs. Jyoti Pawar (Dean)**, **Mr. Ramdas Karmali** (Prof. and TPO, MCA), **Mr. Ramrao Wagh** (Program Director, MCA), **Mr. Hanumant Redkar** (Assistant Prof, MCA), and the entire MCA faculty for their constant encouragement and guidance throughout this project.

Finally, to my parents, teachers, and friends – your unwavering support and belief in me made this internship possible. Thank you for everything.

The SOFTMONKS family holds a special place in my heart. Their support has been invaluable, giving me the confidence and skills for future challenges in Android Application Development. I am deeply grateful for the positive impact on my career journey.

## **EXECUTIVE SUMMARY**

This report details my internship experience from January 01, 2024, to June 03, 2024. During this time, I concentrated on Mobile Application Development, specifically contributing to an "App-Based Internal Employee Management System". I primarily used Android Studio as my development environment and leveraged Kotlin for programming logic. Additionally, I utilized XML for designing layouts. To ensure smooth API interaction, I also gained experience with tools like Postman.

### **Organization**

The organization provided a dynamic and collaborative environment where creativity and technical skills were equally valued. Projects ranged from redesigning websites and apps to developing backend support. Regular meetings, such as scrum meetings and team cohesion.

### **Tasks Handled**

Android Development: I contributed to the development of an 'App-based Internal Employee Management System'. Leveraging Android Studio, the industry-standard development environment, I crafted the application logic using Kotlin, a modern and efficient language. Furthermore, I utilized XML to design the user interface (UI), ensuring a visually appealing and intuitive user experience for employees interacting with the app.

### **Learning Outcomes**

Throughout this internship, I gained a strong foundation in Android development using Kotlin. I mastered core concepts like the Android Studio environment, app lifecycles, activities, intents, and UI components (views). I became proficient in Kotlin, understanding syntax, data structures, and applying object-oriented programming principles to build user interfaces. I also learned to design and implement those user interfaces using XML layouts, working with various UI elements and layouts to handle user interactions. Furthermore, I honed my skills in fetching and utilizing data from external servers through remote APIs. I am confident in my ability to contribute to the development of functional and user-friendly Android applications.

Additionally, I improved my communication and presentation skills, project management and team collaboration.



### **Challenges Faced**

1. **Project Management:** While working on the Project, I honed my project management skills. This included effectively managing my time and prioritizing tasks to ensure timely completion of features. I also developed strong organizational skills to keep track of project requirements and progress.
2. **Technical Challenges:** Grasping Android development in a short timeframe. Despite the initial learning curve, I effectively mastered the necessary tools (Kotlin & Android Studio) to contribute to the project. Beyond the new language, ensuring the app worked flawlessly across various devices tested my ability to adapt to different screen sizes and hardware. This experience significantly broadened my technical skillset.

All things considered, this internship was a worthwhile educational opportunity that greatly improved my technical proficiency, creativity, and professional growth. The difficulties I had during this time helped me gain useful insights into technical debugging, project management, and collaborative development, which helped me be ready for my next professional ventures.

# **CHAPTER I : ORGANIZATION**

## 1.1 BIRD-EYE-VIEW



**Name of the Company:** SOFTMONKS (OPC) PVT LTD

**Address:** Office #12, 5th Floor, BuildMore Business Park, Khorlim-Xim, Mapusa, Goa - 403507.

**Phone Number:** +91-832-945-2046

**Email:** [info@softmonks.com](mailto:info@softmonks.com)

**Website:** [www.softmonks.com](http://www.softmonks.com)

SOFTMONKS (OPC) PVT LTD was established on October 25, 2015, as a private company. It is registered with the Registrar of Companies in Goa and is categorized as a non-government corporation. It is involved in operating systems software, business & other application software, software publishing, consulting, and software supply.

Overall, the company's proficiency with marketing, content management, and cross-platform e-commerce allows them to create comprehensive programs that seamlessly integrate each of these components. Their primary areas of competence are web-based software using PHP, MySQL, HTML/CSS, JavaScript, and Android and IOS platforms. This integrated strategy encourages customer satisfaction and engagement, which eventually boosts company expansion and success.

SOFTMONKS is an idealist company. They adhere to the "Software Development Life Cycle" and make sure that their usability experts thoroughly evaluate every product they build. To obtain the best quality, deploy software through a complex sequence of permutations and combinations, selecting the best technology based on the needs of the client.

To differentiate themselves, the corporation mainly uses three letters:

- **"LISTEN"**: In order to create flawless software, the organization pays attention to all needs, investigates the client's business model, comprehends their questions, and identifies their target market.
- **"THINK"**: Following the receipt of all requirements, analysing the business plan, and identifying the intended user base for the software development project.
- **"DEVELOP"**: They use the best technology available to design your program based on needs and study.

## **1.2 SERVICES**

- Mobile Application Development: Developing user friendly mobile applications for both android and iOS platform.
- Web Development: Creating full stack websites that are dynamic and improve user engagement and business expansion.
- IT Support and Consultancy: Offering expert IT support and consultancy services to enhance business operations.
- CMS and CRM: CMS lets you create and edit website content easily. CRM focuses on customers, tracking interactions and managing relationships. They can even work together for a more powerful online presence.

## **CHAPTER II : TASKS HANDLED**

## **2.1 APP BASED INTERNAL EMPLOYEE MANAGEMENT SYSTEM** **(ANDROID APPLICATION)**

### **Problem Statement:**

Developing a Mobile Application for Android devices. This app should streamline core HR functionalities for office employees, improving accessibility, efficiency, and transparency.

### **App functionalities:**

- **Employee Self-Service:**
  - **Profile Management:** View and update user details, designation, and change password.
  - **Time Tracking:** Clock in, take breaks, clock back in, and clock out functionality.
  - **Leave Management:** Apply for leave, edit existing leave requests, and view leave balance.
  
- **Company Information:**
  - **Calendar:** View company holidays, employee birthdays, and applied leaves.
  - **Salary Receipts:** Download salary receipts directly on the mobile device.
  - **Company Policies:** Access and view company policies conveniently.
  
- **Target Users:** This application is designed for office employees of the company.

### **Tasks in Android Application Development for Employee Self-Service**

- Analysed the provided project brief and identified core functionalities for employee self-service. Researched and selected appropriate Android Application Development tools and frameworks based on project requirements.
- Created mock-ups to visualize the layout and flow of the app
- Developed the app's user interface (UI) for an intuitive and user-friendly experience on Android devices using Android Studio. Utilized different layouts such as Linear Layout, Relative Layout, and Constraint Layout, and implemented various views such as Button, Text View, Card View, and Edit Text accordingly.
- Developed a secure login screen for user authentication Implemented user credential validation using appropriate techniques.
- Developed time tracking features with clock in/out, break management, and functionality for tracking work hours.
- Built leave management functionalities for applying for leave, edit/delete existing leave requests, and viewing leave balance.
- Established secure communication channels using APIs to exchange data between the app and the company's backend server.
- Implemented logic for data retrieval and storage, ensuring user information, leave requests, and other relevant data are handled securely and efficiently.
- Conducted testing of all functionalities on various Android devices to identify and resolve bugs or errors in the app's code to ensure smooth operation.
- Refactored code throughout the development process to improve reusability and enhance overall application performance. This involved techniques such as creating reusable functions, utilizing appropriate data structures, and optimizing algorithms for efficiency



## **2.2 INTERNSHIP TIMELINE**

**01 January 2024 - 01 June 2023**

- **Week 1:**
  - Formal Introduction
  - Introduction to their different clients and projects.
  - Revision of HTML, CSS & JavaScript
  
- **Week 2:**
  - Task to create Student Registration Form
  - Revision of DBMS & PHP
  - CRUD operations on Student Registration Form using PHP
  
- **Week 3:**
  - Cont... of CRUD operations
  - Dropdown, Radio Buttons, Date Picker, Check Boxes. Image
  - Converting JavaScript Code in to jQuery in CRUD Operations
  
- **Week 4:**
  - Implementation of AJAX in the CRUD Project
  - File Separation
  
- **Week 5:**
  - Company's CMS Application
  - Learning about layouts in Android
  - To create Log in Page
  - Passing data from One Screen to Another
  
- **Week 6:**
  - Transparent Activity, Date Picker
  - Working on CMS
  - Types of Layouts
  - Log In Screen Layout

- **Week 7:**
  - Fundamentals of Kotlin Language
  - Working on Main Menu
  - GridView, Adapters
- **Week 8:**
  - Creating Check IN/OUT Activity
  - Working with visibility
  - Learning About Basic Activity
- **Week 9:**
  - Animations
  - Shared Preferences
- **Week 10:**
  - Leave Request Module
  - ListView & RecyclerView
  - Transparent Activity, Dropdown, Datepicker
- **Week 11:**
  - Implementation of Errors
  - View Binding
  - Conversion of hardcoded Strings, Font Size, Margin, Padding, Colors
- **Week 12:**
  - Forgot Password Screen Layouts
  - Recover Password, Verification, Visibility
  - Custom Image layout for Forgot Password Screens
- **Week 13**
  - Contd. Forgot Password Screens
  - Implementation of Logic
  - Countdown, Functions & Errors

- **Week 14:**
  - Implemented API calls with Volley, displaying data in the console and creating data models/classes.
  - Displayed data with RecyclerView and images using Picasso; enabled detailed news view in a new activity.
  - Conducted R&D on Retrofit; implemented successfully.
  
- **Week 15:**
  - Implemented MVVM architecture.
  - Fetched response from "logIn module" using API.
  - Implemented API calls and validations, both client-side and using API.
  - Conducted R&D on GitHub and added a loader function.
  
- **Week 16:**
  - Completed login module and updated main menu activity details.
  - Successfully Completed implementation of initial mode & save clock mode for Check Counter Module
  
- **Week 17:**
  - Completed break mode and check-in/out module.
  - Initiated leave request mode and completed inflating two layouts in the RecyclerView.
  - Finished init and delete modes for leave requests; made significant changes to the leave request activity, including CMS updates and day calculation logic.
  - Successfully implemented applying for leave and started with the edit leave request feature.
  
- **Week 18:**
  - Completed edit leave request feature; updated activity layout and added buttons for "Apply Leave" and "Save Edit Changes."
  - Implemented data passing and API calls for button actions ("Apply Leave" and "Save Changes").

- Updated layout for in-process leaves requests, Fixed default values to prevent app crashes during API calls.
- **Week 19:**
  - Research and Development on Bottom Navigation (Implemented with example)
  - Research and Development on Tab Layout (Implemented with example)
  - Research and Development on Implementation of Custom Tab Layout using ViewPager
- **Week 20:**
  - Created custom tab layout for fragment navigation.
  - Explored gradient colour options for tab icons.
  - Completed profile fragment layout with dynamic image sizing and scrollable info.
  - Enhanced layout with separate image and data sections and dynamic toolbar text.
- **Week 21:**
  - Designed user-friendly Document and password screens.
  - Integrated APIs for profile details and password updates.
  - Implemented transparent activity for password verification.
  - Enabled smooth navigation to the login screen after password change
- **Week 22:**
  - Conducted R&D on sending photos via API.
  - Started with the forgot password module, Completed email confirmation.
  - Investigated issue of receiving 2 OTPs instead of 1 by switching from Volley to Retrofit for API calls.
  - Conducted R&D on handling internal API calls in Volley.

## **CHAPTER III : LEARNINGS**

This internship marked a significant turning point in my professional journey. The experience of diving headfirst into Android development ignited a clear passion for this field. Beyond the technical skills acquired, the internship provided invaluable lessons on transitioning from the academic world to the professional landscape.

Throughout the internship, I embarked on a fast-paced learning curve, mastering Kotlin and Android Studio to become a contributing member of the development team. This journey involved not only building the app from scratch, but also understanding how to design layouts that adapt seamlessly across various screen sizes, ensuring a consistent user experience for everyone. Furthermore, I delved into API integration using the Volley library, gaining hands-on experience with data retrieval and handling API responses effectively. Moreover, the internship fostered a deeper understanding of code optimization. By creating reusable functions and streamlining code structure, I gained valuable insights into code maintainability and efficiency.

This internship wasn't solely about technical skills. It provided a crucial bridge between my college life and the corporate world. By collaborating with experienced mentors and a supportive team, I gained valuable insights into professional work culture and communication. Their guidance, alongside their willingness to share their knowledge, played a pivotal role in shaping my skills and perspective. I am incredibly grateful for their mentorship and support throughout this journey.

As I reflect on this enriching experience, I leave with a deep sense of accomplishment and a renewed sense of purpose. The internship equipped me with a robust technical foundation, solidified my passion for Android development, and instilled a strong work ethic. I am eager to leverage these learnings as I embark on the next chapter of my career, armed with the confidence and skills gained during this transformative experience.

### 3.1 TOOLS & TECHNOLOGIES



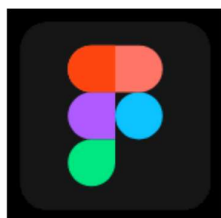
**Android Studio** is an integrated development environment (IDE) designed for developing Android applications. It provides the tools needed to create, test, and debug Android apps, and it includes features like a code editor, an Android emulator, and a variety of templates and libraries to streamline the app development process.



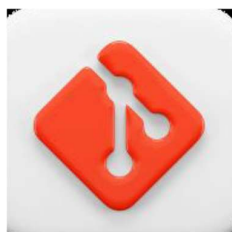
**Kotlin** is an open-source, statically-typed programming language that supports both object-oriented and functional programming. Kotlin provides similar syntax and concepts from other languages, including C#, Java, and Scala, among many others.



**XML (Extensible Markup Language)** in Android is used to define the layout and structure of user interfaces. It allows developers to specify the design of UI elements, such as buttons and text fields, and their arrangement on the screen in a hierarchical manner.



**Figma** is a web-based design tool for UI/UX featuring real-time collaboration and functionalities for mockups, prototypes, and design systems.



**Git** is a free and open-source version control system for tracking changes in computer files and code. It's particularly popular for collaborative software development.



**Postman** is a software platform for building and using APIs (Application Programming Interfaces). It simplifies creating, testing, and managing APIs throughout their lifecycle.



**HTML (Hyper Text Markup Language)** is the fundamental building block of web pages. It defines the structure and content of web content, like headings, paragraphs, images, and links. Imagine it as the skeleton of a web page.



CSS (Cascading Style Sheets) is the language that styles and beautifies web pages built with HTML. It controls the visual aspects of a web page, like fonts, colours, layout, and spacing.



JS, which stands for JavaScript, is the programming language that brings web pages to life. It adds interactivity, animation, and dynamic behaviour to what would otherwise be static HTML and CSS content.



jQuery is a popular JavaScript library that simplifies interacting with HTML, CSS, and the Document Object Model (DOM).



PHP (originally stood for Personal Home Page, now a recursive initialism for PHP: Hypertext Preprocessor) is a popular open-source scripting language specifically geared towards web development.



## **CHAPTER IV : CHALLENGES**

1. Rapid Skill Acquisition: Learning Android development from scratch was an intense learning curve. Initially, I struggled with understanding concepts like Activities and Intents. However, by diligently studying tutorials, actively participating in team discussions, and seeking guidance from mentors, I was able to grasp these concepts effectively.
2. Adapting Layouts for Diverse Screens: Ensuring my layouts functioned flawlessly across various screen sizes, from small phones to large tablets, was initially challenging. Inconsistencies often arose during testing. To overcome this, I delved into responsive design techniques and experimented with different layout configurations (e.g., ConstraintLayout) to achieve optimal adaptability.
3. Crafting Custom Popups/Dialog Boxes: Creating custom popups or dialog boxes that were both functional and visually appealing presented a hurdle. I lacked experience with custom views and implementing animations. To address this, I researched various approaches, explored existing libraries (e.g., Material Design components), and studied examples to design and implement effective popups that aligned with the app's design language.
4. MVVM Implementation: Integrating the Model-View-ViewModel (MVVM) architectural pattern into the project proved to be a substantial challenge. Understanding the separation of concerns and effectively managing data flow between layers required a significant learning curve. To overcome this, I actively studied MVVM principles, consulted with mentors, and utilized online resources to grasp the concepts and implement the pattern successfully within the app's architecture.
5. Developing a Custom Tab Layout: Creating a custom tab layout with advanced functionalities presented a significant task. Building such a component from scratch required in-depth understanding of UI components and custom view creation. To tackle this challenge, I broke down the functionality into smaller tasks, researched existing solutions, and experimented with custom views to achieve the desired outcome. This process significantly broadened my understanding of custom UI development.

These challenges not only tested my technical skills but also fostered my problem-solving abilities, research habits, and ability to adapt to new concepts. Overcoming these obstacles allowed me to grow as a developer and gain valuable insight into the development process.

## **CHAPTER V : REFERENCES**

1. Android Development Documentation  
<https://developer.android.com/>
2. Kotlin Programming Language Documentation  
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3. Geeks for Geeks  
<https://www.geeksforgeeks.org/introduction-to-android-development/>
4. Stack Overflow (Android Development)  
<https://stackoverflow.com/>
5. Volley Documentation (API Library)  
<https://google.github.io/volley/>
6. Retrofit Documentation (API Library)  
<https://square.github.io/retrofit/>
7. YouTube (Android Development Videos)  
<https://youtube.com/>

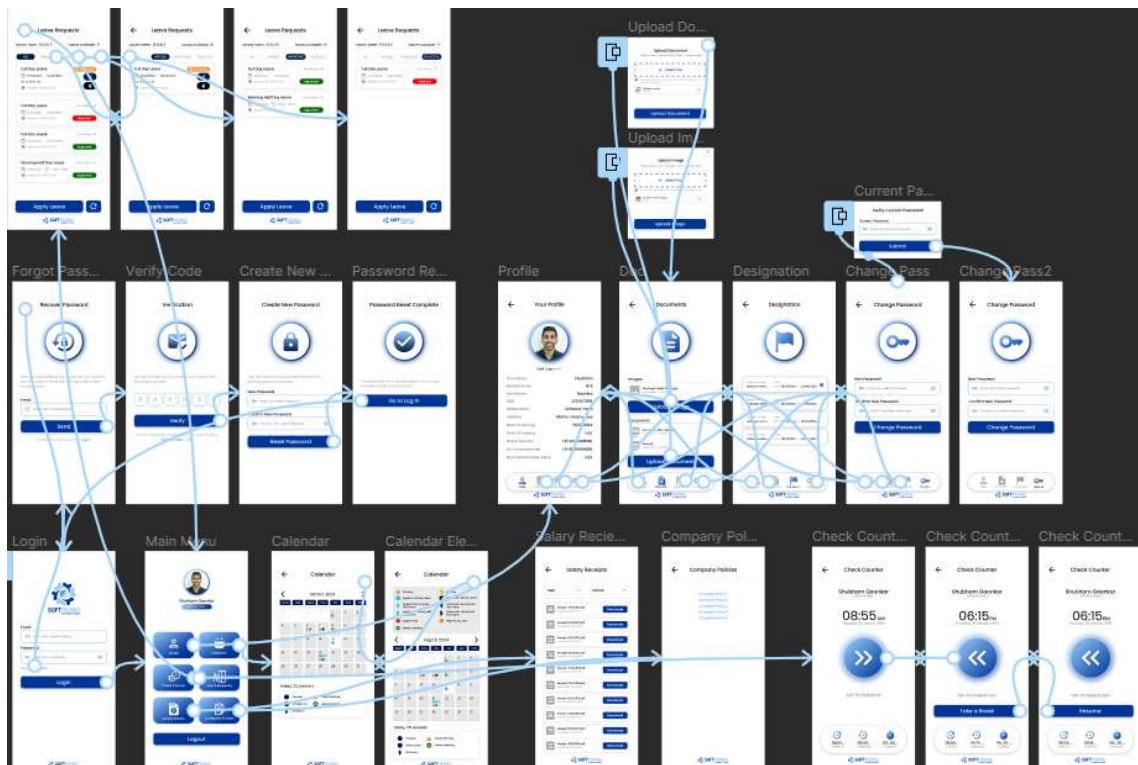
## **APPENDIX I**

Sample of work done

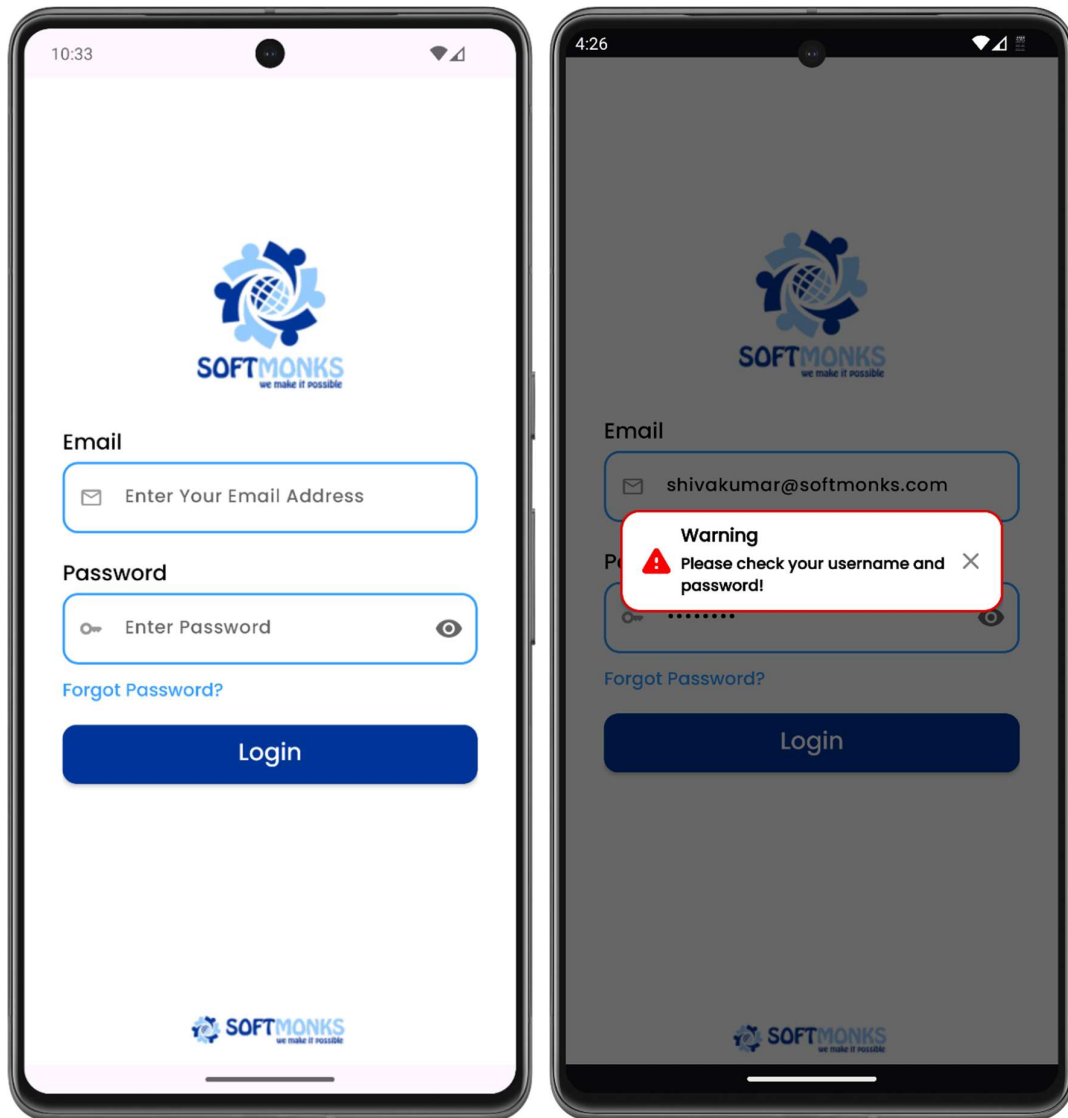
## • Wireframes



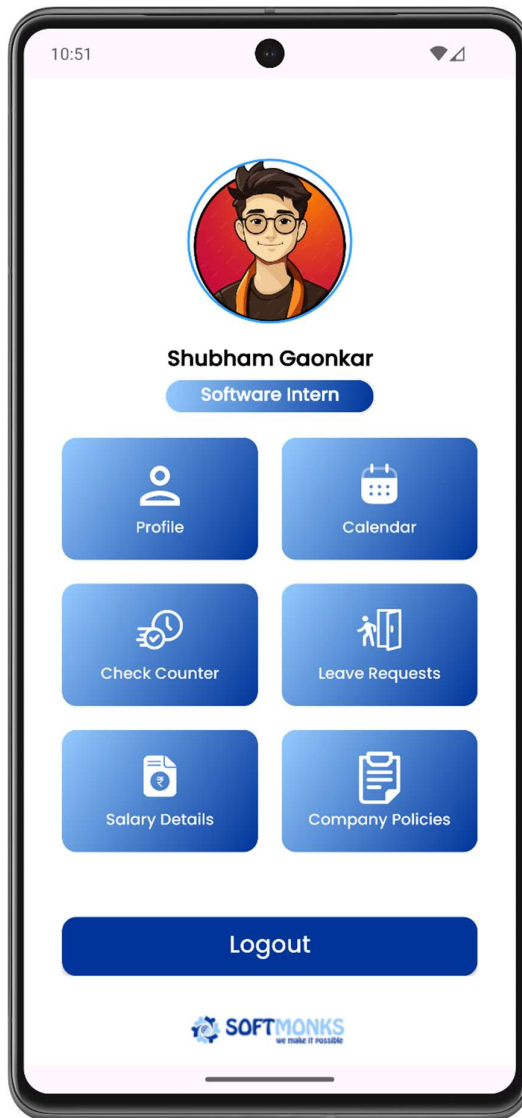
## • Prototyping



- Log In Screen

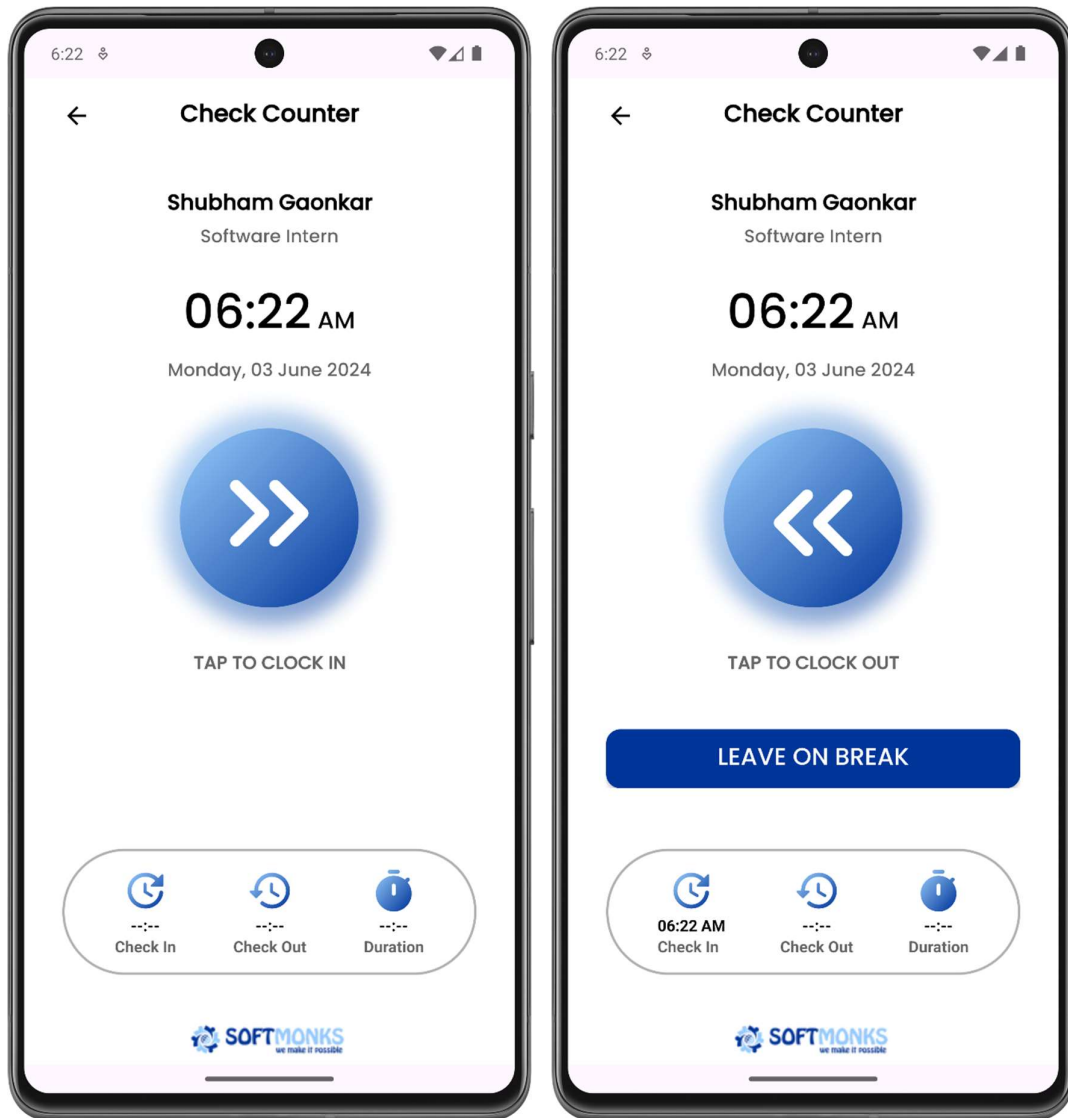


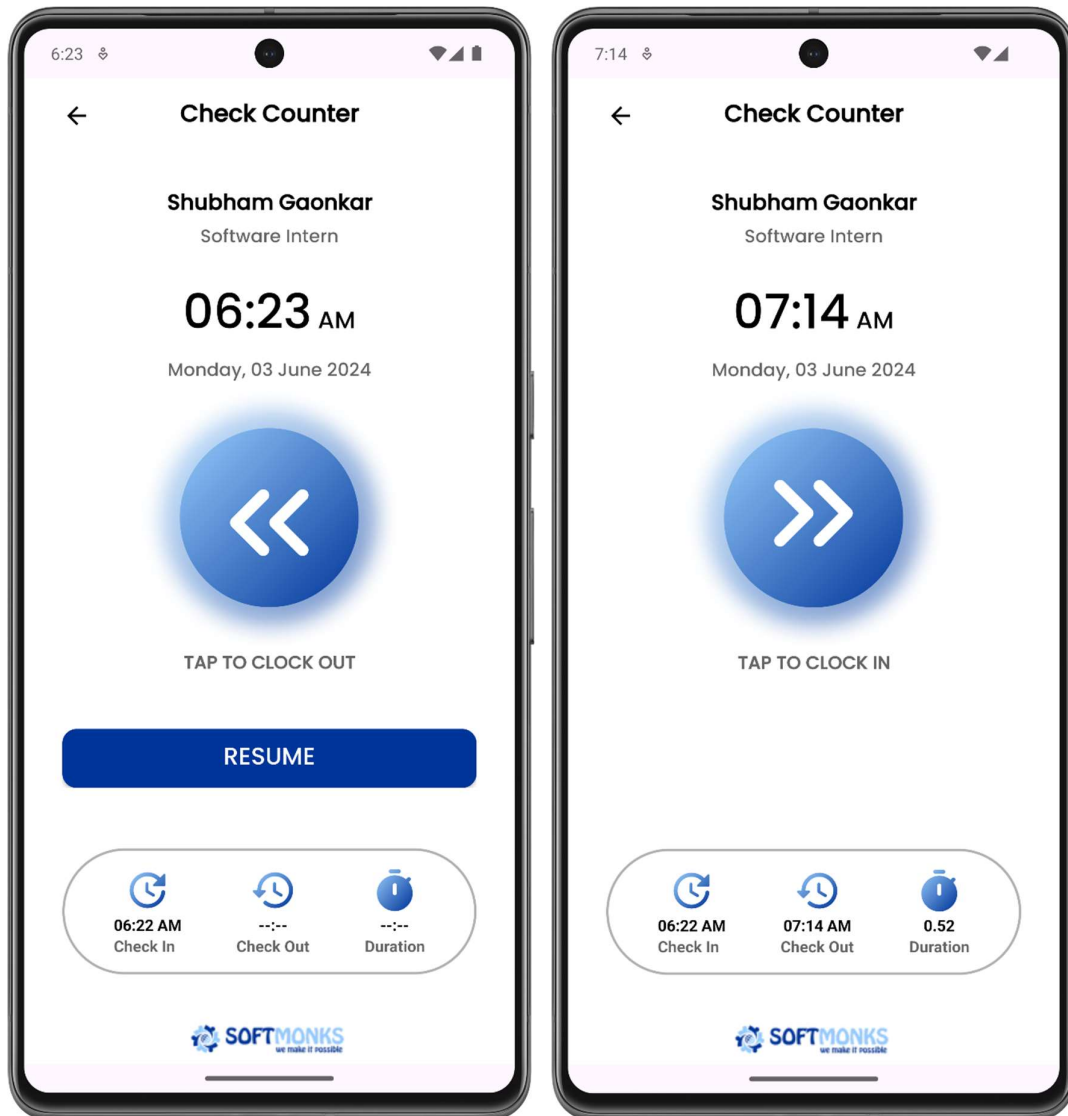
- Main Menu Screen



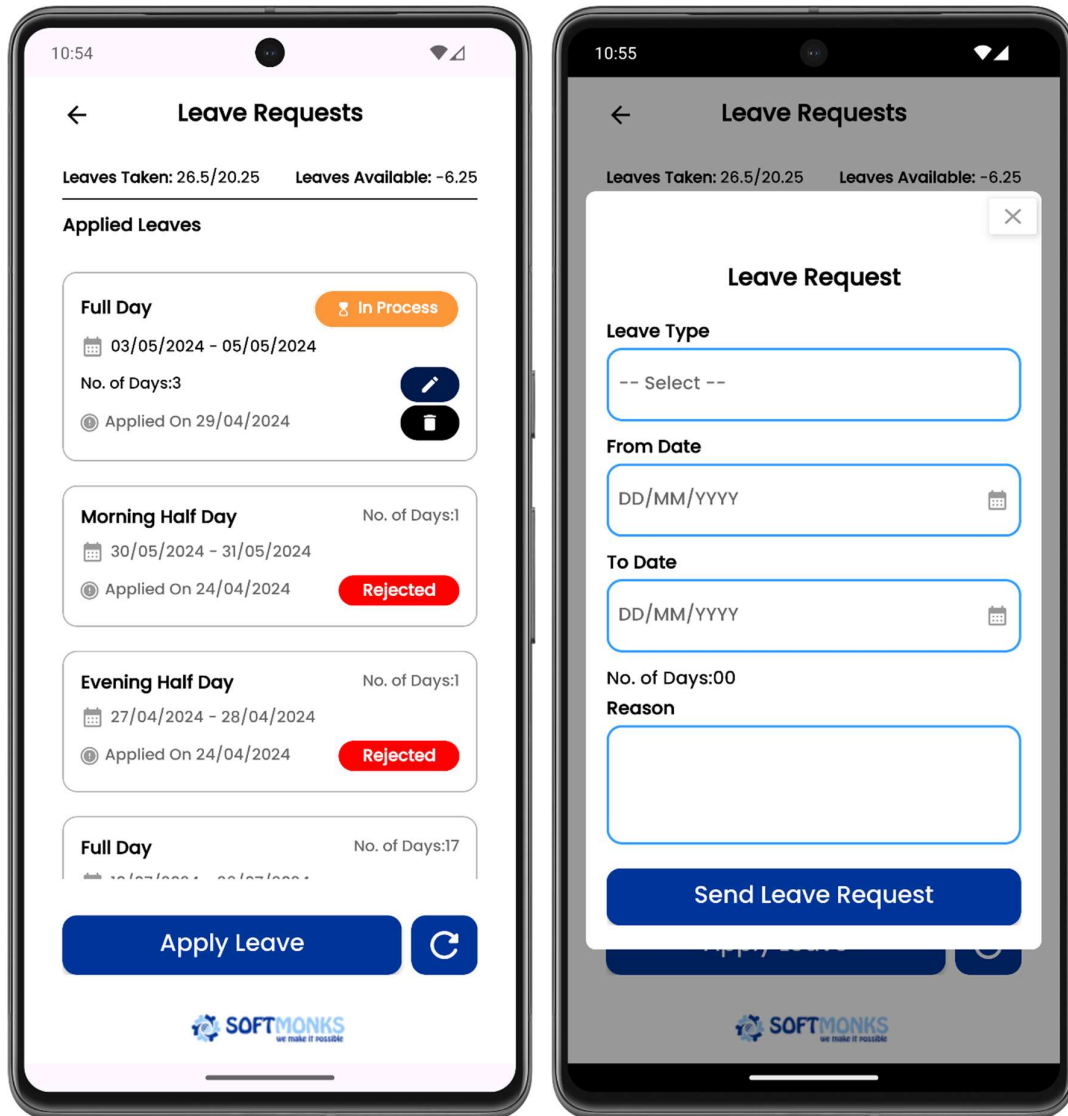


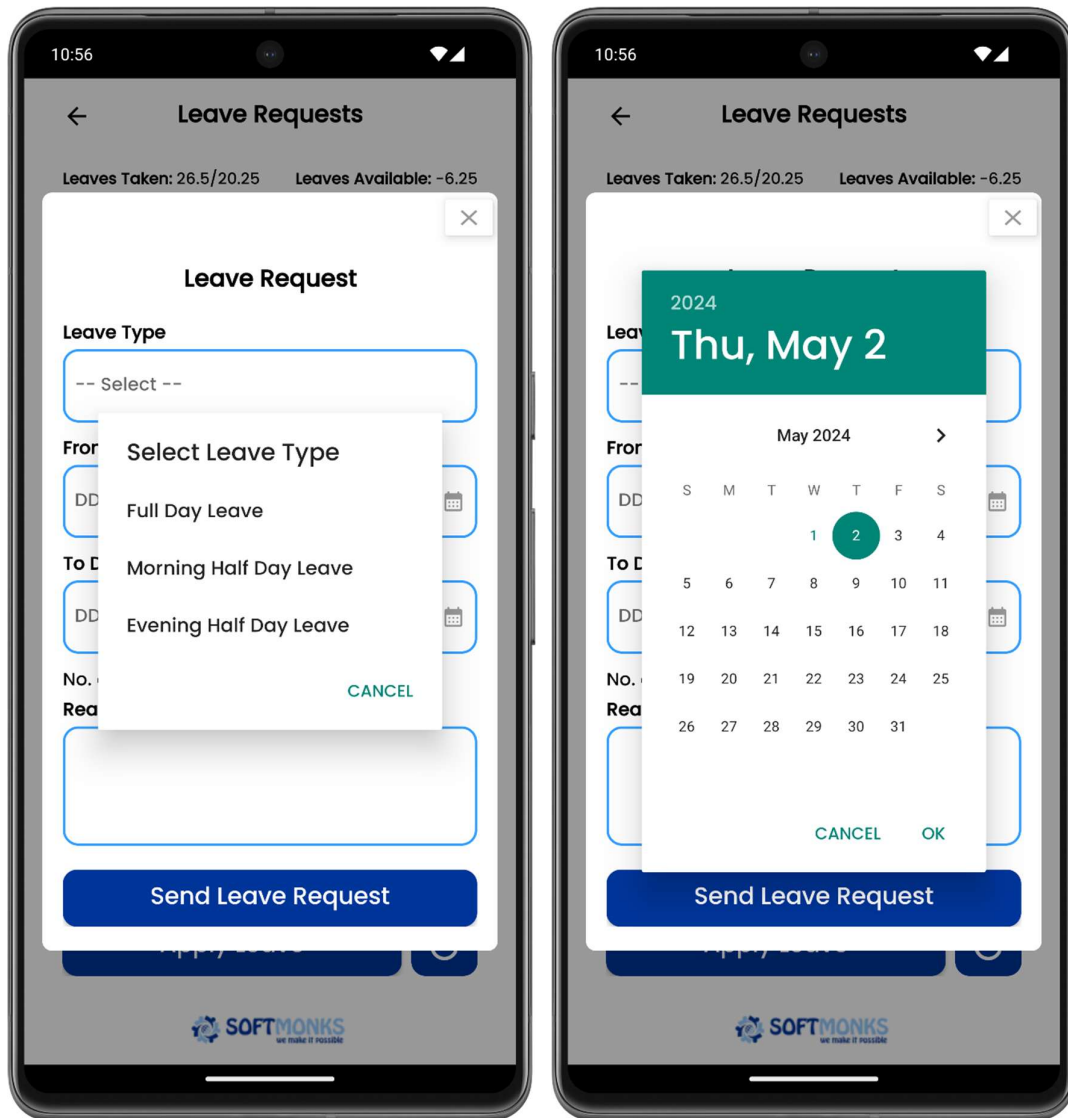
- Check Counter (Clock In/Out) Module





- Leave Request Screens





**Leave Requests**

Leaves Taken: 26.5/20.25    Leaves Available: -6.25

**Leave Request**

Leave Type  
Full Day Leave

From Date  
10/05/2024

To Date  
14/05/2024

No. of Days: 5.0

Reason  
wedding

**Send Leave Request**

**Leave Requests**

Leaves Taken: 11/15    Leaves Available: 4

**Edit Leave Request**

Leave Type  
Full Day Leave

From Date  
26/06/2024

To Date  
26/06/2024

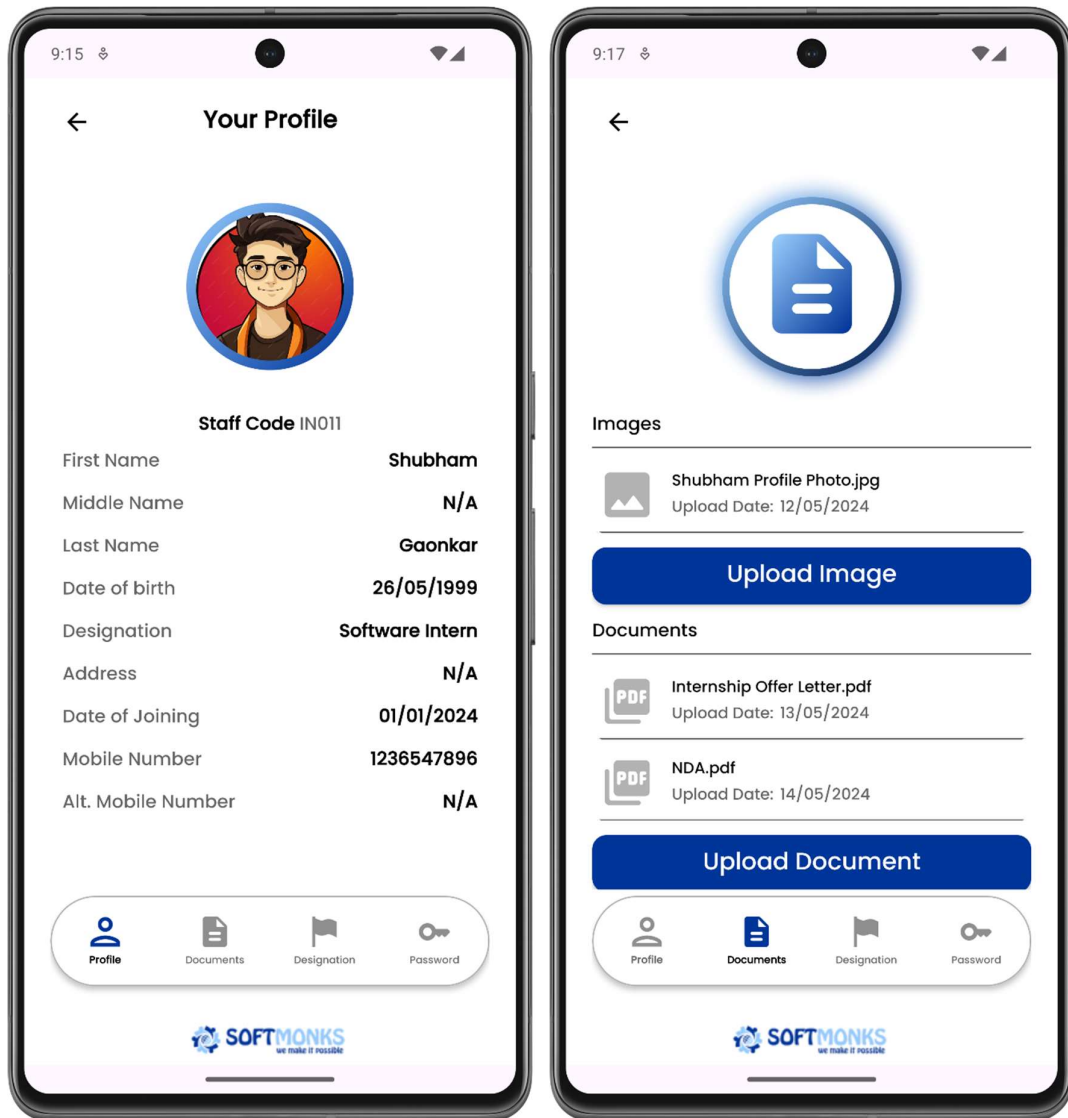
No. of Days: 1

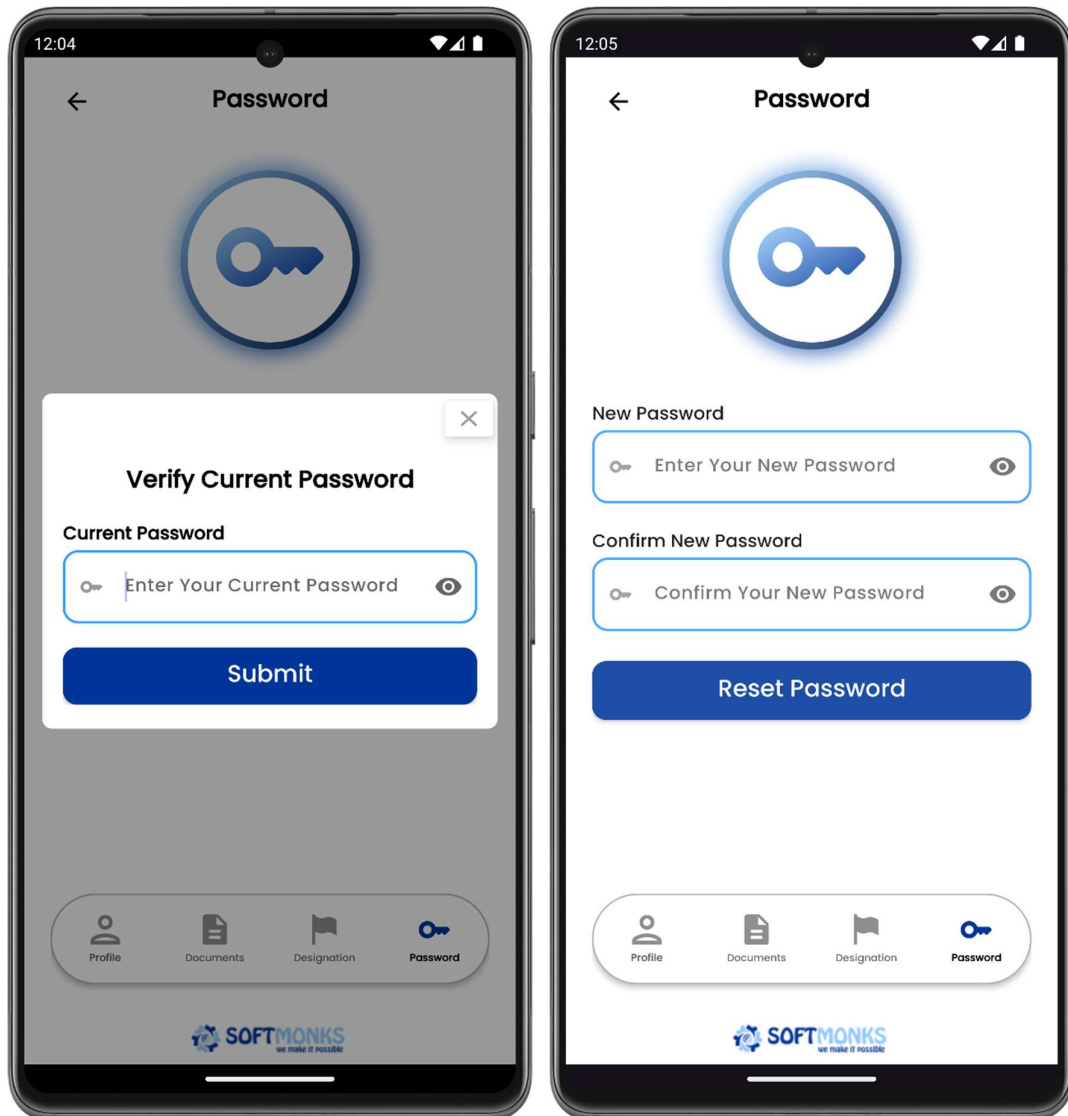
Reason  
Dentist Appointment

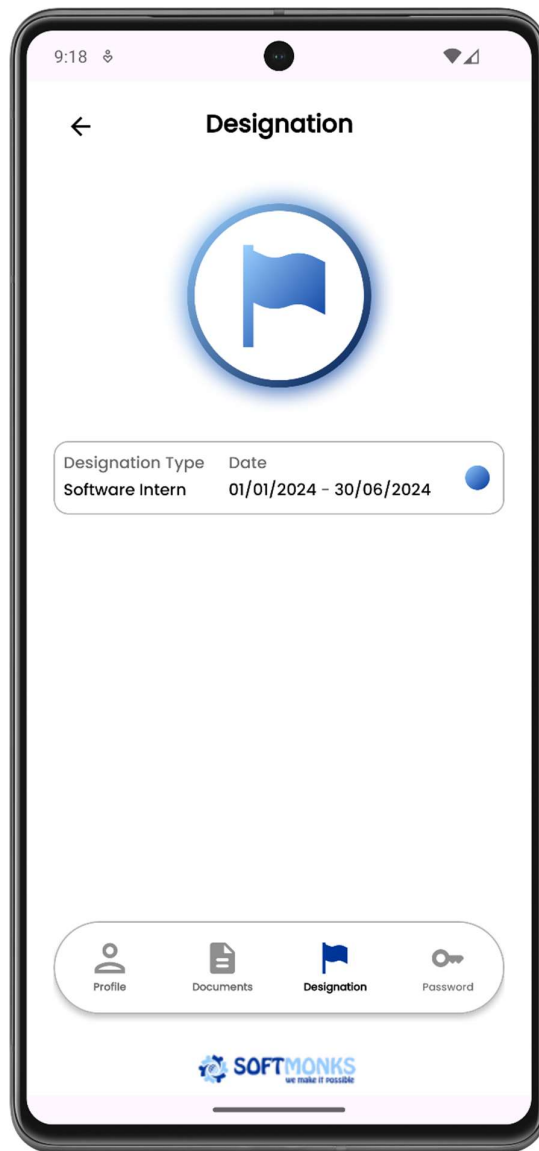
**Save Changes**

**SOFTMONKS**  
WE MAKE IT POSSIBLE

- Profile Module









- Forgot Password

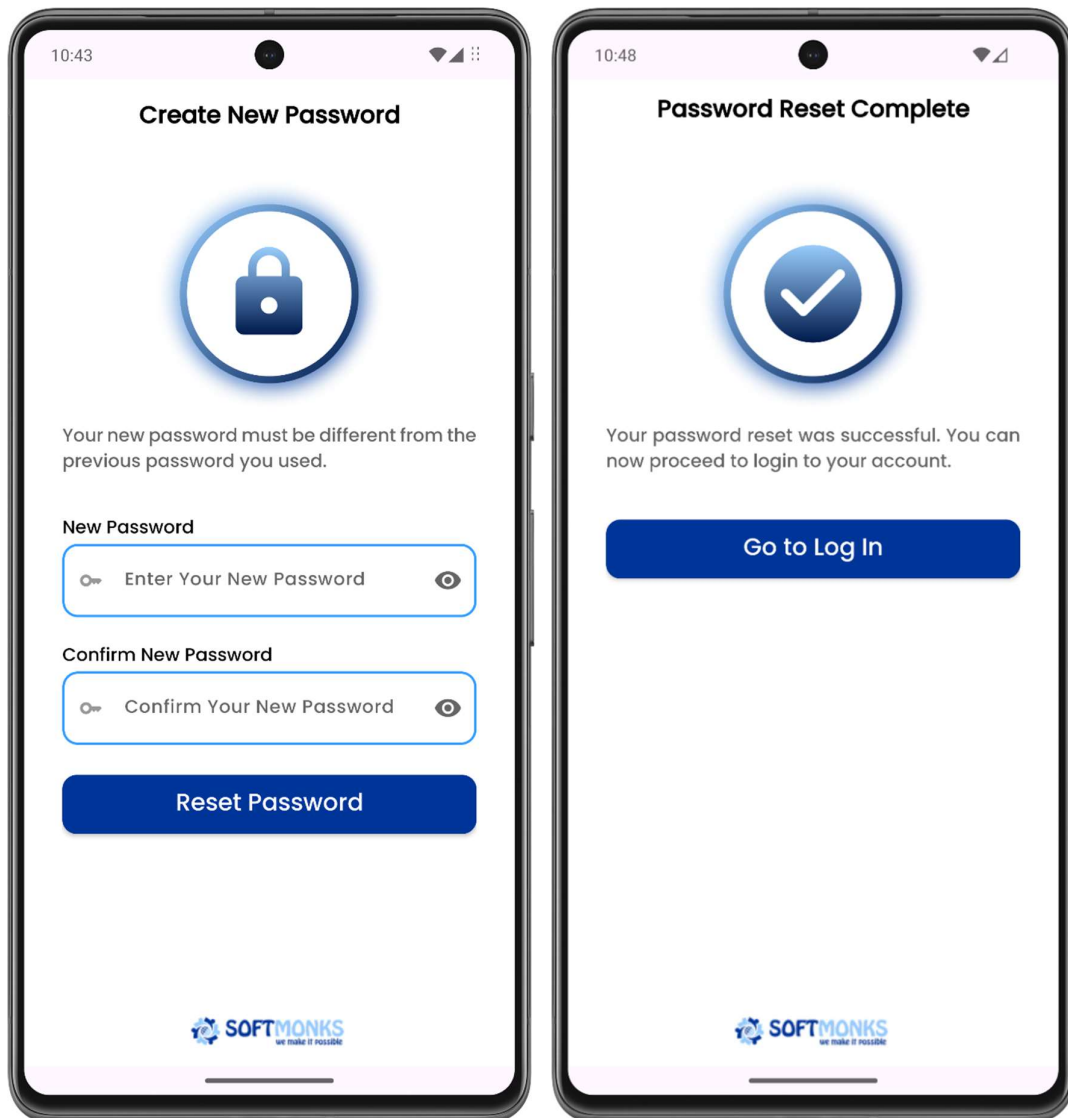
The image displays two smartphone screens side-by-side, illustrating the 'Forgot Password' process for the SOFTMONKS application.

**Left Screen: Recover Password**

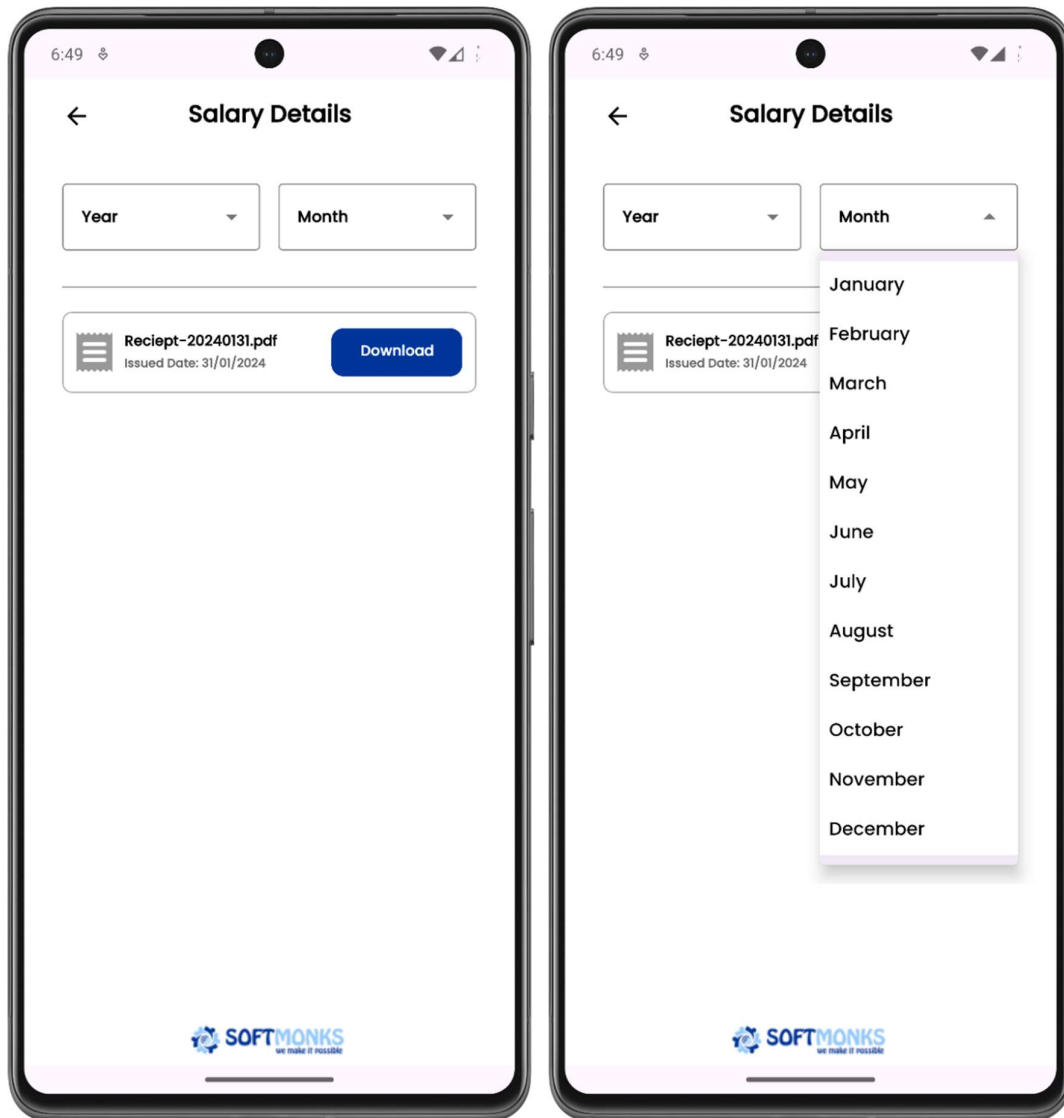
- Header:** Recover Password
- Icon:** A circular icon with a padlock and a circular arrow, indicating a password reset process.
- Text:** Enter the email address associated with your account and we'll send an email with a 6 digit code to reset your password.
- Form:** An input field labeled 'Email' with a placeholder text 'Enter Your Email Address'.
- Button:** A blue button labeled 'Send'.
- Text:** Already have an account ? [Log in](#)
- Footer:** SOFTMONKS logo with the tagline 'we make it possible'.

**Right Screen: Verification**

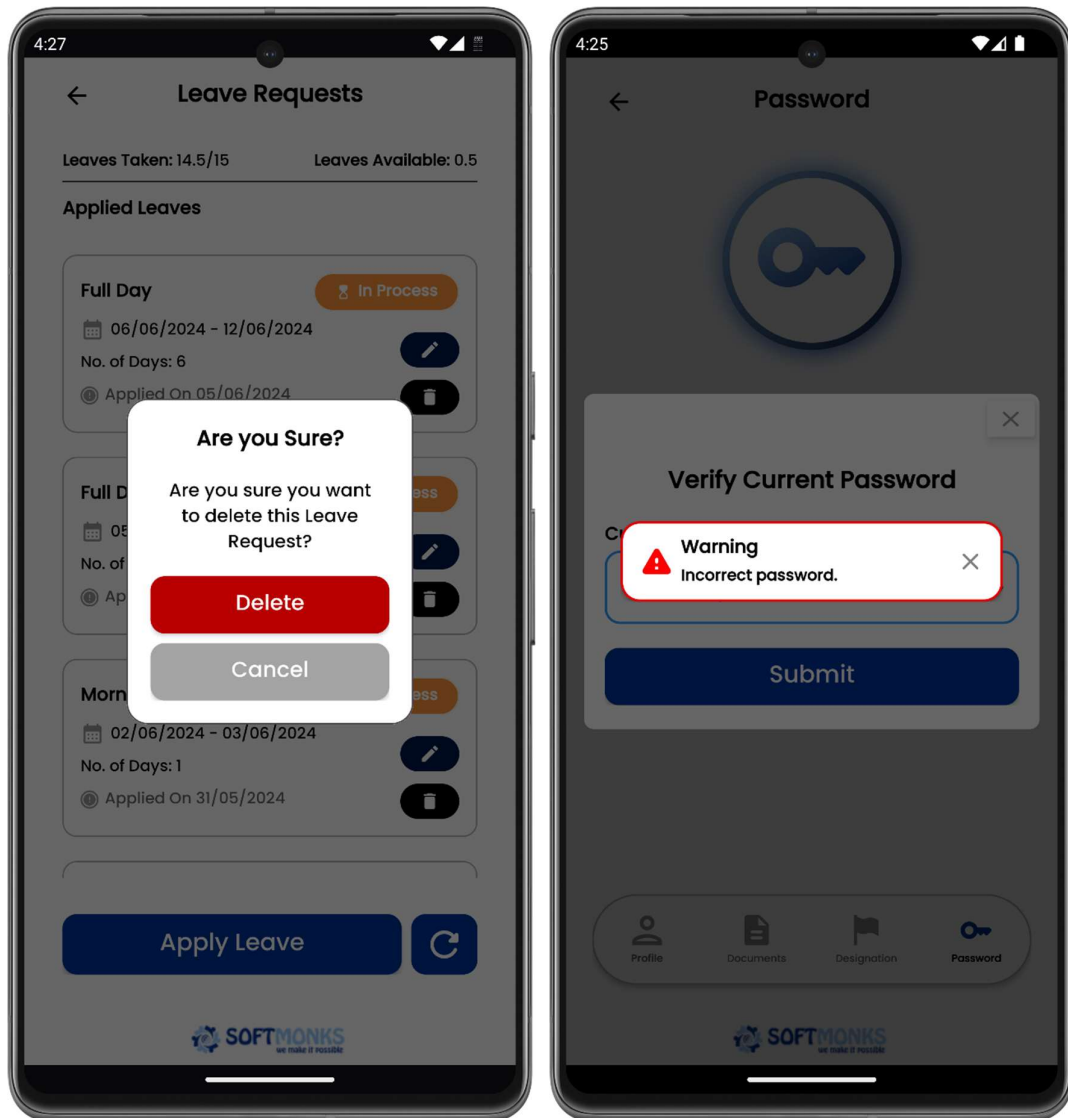
- Header:** Verification
- Icon:** A circular icon with an envelope and a checkmark, indicating email verification.
- Text:** We sent a 6-digit recovery code to your email. Verify the code to proceed.
- Form:** A row of six input boxes containing the digits 1, 3, 4, 6, 2, and 8.
- Button:** A blue button labeled 'Verify'.
- Text:** Did not receive the email? Check your spam folder or [Resend Code in 45s](#)
- Footer:** SOFTMONKS logo with the tagline 'we make it possible'.



- Salary Details



- Custom Alert Box



## **APPENDIX II**

Photos while at work

