

MECHANIC FINDER

A MINI PROJECT REPORT

SUBMITTED BY

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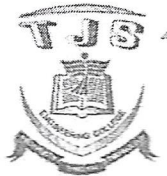
In partial fulfilment for the award of the degree

Of

BACHELOR OF ENGINEERING

In

COMPUTER SCIENCE AND ENGINEERING



T.J.S. ENGINEERING COLLEGE, PERUVOYAL



ANNA UNIVERSITY: CHENNAI 600 025

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Peruvoyal, Kavaraipettai,
Gummidipoondi Taluk,
Thiruvallur Dist - 601 206.

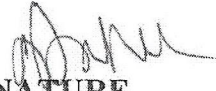
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BONAFIDE CERTIFICATE

Certificate that this project report "MECHANIC FINDER" bonafide work of the following students.

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Who carried out the project work under my supervision


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Submitted for viva voce held on 18/6/2022 at T.J.S. Engineering College, Peruvoyal.




INTERNAL EXAMINER


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EXTERNAL EXAMINER

ABSTRACT:

The Challenges involved when the vehicle comes to a halt in unexpected circumstances are my. In such an adverse situation, user may not exactly know the location to find the nearest available mechanic. This vehicle management system is fully customized web application where company staff can view each customer order and give a solution to those vehicle problems. The locating system allows you to search Mechanics from different locations. Admin handles and can access the user details as well as the Mechanic details. Admin has the access to allow/block and view the mechanics. This online mechanic locator reduces your work and can easily find the mechanics from various areas. Reduces your time and cost.




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OBJECTIVES:

- To understand Object Oriented Programming concepts and basic characteristics of Java
- To know the principles of packages, inheritance and interfaces
- To define exceptions and use I/O streams
- To develop a java application with threads and generics classes
- To design and build simple Graphical User Interfaces

UNIT I INTRODUCTION TO OOP AND JAVA FUNDAMENTALS 10

Object Oriented Programming - Abstraction – objects and classes - Encapsulation- Inheritance - Polymorphism- OOP in Java – Characteristics of Java – The Java Environment - Java Source File -Structure – Compilation. Fundamental Programming Structures in Java – Defining classes in Java – constructors, methods-access specifiers - static members -Comments, Data Types, Variables, Operators, Control Flow, Arrays , Packages - JavaDoc comments.

UNIT II INHERITANCE AND INTERFACES 9

Inheritance – Super classes- sub classes –Protected members – constructors in sub classes- theObject class – abstract classes and methods- final methods and classes – Interfaces – defining an interface, implementing interface, differences between classes and interfaces and extending interfaces - Object cloning -inner classes, Array Lists - Strings

UNIT III EXCEPTION HANDLING AND I/O 9

Exceptions - exception hierarchy - throwing and catching exceptions – built-in exceptions, creating own exceptions, Stack Trace Elements. Input / Output Basics – Streams – Byte streams and Character streams – Reading and Writing Console – Reading and Writing Files

UNIT IV MULTITHREADING AND GENERIC PROGRAMMING 8

Differences between multi-threading and multitasking, thread life cycle, creating threads,synchronizing threads, Inter-thread communication, daemon threads, thread groups. Generic Programming – Generic classes – generic methods – Bounded Types – Restrictions and

UNIT V EVENT DRIVEN PROGRAMMING 9

Graphics programming - Frame – Components - working with 2D shapes - Using color, fonts, and images - Basics of event handling - event handlers - adapter classes - actions - mouse events -AWT event hierarchy - Introduction to Swing – layout management - Swing Components – Text Fields , Text Areas – Buttons- Check Boxes – Radio Buttons – Lists- choices- Scrollbars – Windows –Menus – Dialog Boxes.

TOTAL: 45 PERIODS**OBJECTIVES:**

Upon completion of the course, students will be able to:

- Develop Java programs using OOP principles
- Develop Java programs with the concepts inheritance and interfaces
- Build Java applications using exceptions and I/O streams
- Develop Java applications with threads and generics classes
- Develop interactive Java programs using swings

TEXT BOOKS:

1. Herbert Schildt, –Java The complete reference||, 8th Edition, McGraw Hill Education, 2011.
2. Gary S. Hartzmann, Gary cornell, –Core Java Volume –I Fundamentals||, 9th Edition, Prentice Hall, 2013.



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