Unified Repository for University/College Projects

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Abstract— Collaborative advancement stages, similar as GitHub, GitLab, Bitbucket, CodePen, and Replit, have revolutionized program structure by empowering circulated collaboration, form control, and law sharing among contrivers. Be that as it may, small is known roughly how these stages impact computer program enhancement fully different settings and scripts. This paper presents a comprehensive case consider of a GitHub-suchlike stage, looking at its effect on program advancement hones, adventure administration, and community inflow. The generators examine the crucial highlights and functionalities of the stage, similar as drag demands, issues, spoons, branches, and workflows. They too probe the challenges and openings related with its selection in different program structure settings, similar as open source, scholarly, mechanical, and instructional gambles. Through a mixed- styles approach, counting private interviews, quantitative disquisition, and relative thinks about, the generators give gests into the benefits and restrictions of exercising cooperative advancement stages for program designing gambles. They distinguish the factors that impact stage selection and fulfilment, the leading hones, and risks of exercising the stage, and the impacts of the stage on computer program quality, effectiveness, and development. This paper will contribute to the developing body of probe on the part of cooperative enhancement stages in program structure and offers feasible suggestions for professionals, administrators, and originators.

Index Terms- Cooperative Development Platforms, Github, Gitlab, Bitbucket, Codepen, Replit, Software Engineering, Distributed Collaboration, Project Operation, Community Dynamics, Waterfall Methodology, Nimble Methodology, Productivity, Innovation, Practical Counteraccusations , Unborn Exploration.

I. INTRODUCTION

Design- grounded literacy and invention have come decreasingly current in educational institutions, owing to the rapid-fire advancement of technology. scholars of colourful situations, from council and university to academy and freshman, seek openings to show their systems, unite with peers, and admit feedback from the community. To address this growing demand, this paper proposes a new depository website that caters to the requirements of this different and dynamic followership. This work presents the development and perpetration of the depository website, which serves as a centralized platform for scholars to parade their systems, covering a wide diapason of disciplines and stages. The website provides a comprehensive suite of features, similar as design details, platoon information, multimedia means, and interactive engagement options, to grease knowledge sharing, collaboration, and skill development among scholars of all situations. The main objects of this exploration are twofold originally, to attack the challenge faced by scholars in effectively showcasing their systems and penetrating applicable coffers, and secondly, to foster a vibrant community of learners, preceptors, and suckers who can change ideas, give formative feedback, and unite on innovative systems. In this paper, the authors illustrate the design, perpetration, and implicit impact of the design, pressing its mileage in enhancing the educational experience, fostering creativity, and promoting interdisciplinary collaboration. By using the power of technology and community- driven engagement, the authors believe that the design has the implicit to revise the way scholars showcase their systems and inspire unborn generations of originators.

II. LITERATURE SURVEY

1. A social media platform in advanced education This paper reports on the successful use of Graasp, a social media platform, by university scholars for their cooperative work. Graasp features a number of inventions, similar as director-free creation of cooperative spaces, a environment- apprehensive recommendation and sequestration operation. In the

environment of a EU- funded design involving large test beds, we've been suitable to extend this platform with featherlight tools(contraptions) aimed for literacy and capability development and to validate its utility in a cooperative literacy environment(1).

2. Digital Project Repository A Community for scholars to Collaborate Research systems The paper outlines the creation of a web- grounded digital design depository to address the absence of accessible exploration design libraries in sodalities and universities in the Sultanate of Oman. This depository aims to serve as an open platform where scholars and academic staff can partake and showcase their exploration work. crucial features include stoner biographies, design operation capabilities, and the capability for educational institutions to produce their own exploration community runners. The systems are distributed by exploration areas for easy association. The depository's primary thing is to promote collaboration, invention, and knowledge sharing among experimenters in the Sultanate of Oman(2).

3. Web Grounded Repository System for Graduation systems The end of this study is to develop a web- grounded depository system for scale systems of Jamhuriya University of Science & Technology, Somalia. The systems which are developed can increase the parties to manage the systems which are designed in this website and enables the stoner to arrange their tasks. The website may help pupil administrators to fluently keep track of their scholars, performance, and give them feedback through a mailing system(mailing system is enforced in our website to insure that each and every one to communicate each other). The observers have a authorization to cover all tasks of their assigned scholars and eventually give grades(3).

4. Knowledge participating in Higher Education Institutions A Methodical Review. The purpose of this paper is to help in furnishing a better understanding on knowledge sharing amongst academics in advanced education institutions(HEIs). The end of this study is realized by profiling being literature to understand the determinants of knowledge sharing, exploration trends, propositions, and unborn exploration openings. Design/ methodology/ approach After

precisely examining the extant literature and by exercising applicable academic based exploration databases, a aggregate of 73 papers published in peer-reviewed journals Dept. of ECE, BITM, Ballari Page| 3 UNIFIED Depository FOR UNIVERSITY/ council systems over the last decade were reviewed and analysed using well- established methical literature review methodology. Findings The espoused methical review revealed that there are limited benefactions in understanding knowledge sharing in HEIs when compared with other sectors. The review provides a number of avenues for unborn exploration including technological, artistic, organizational, and behavioural aspects at different situations. Practical counteraccusations This study helps in offering a focal point to elderly operation in HEIs for realizing the conditions for developing applicable strategies and programs to promote knowledge sharing among academics and accordingly enhance their institutions ' performance. Originality/ value This study employed Jesson etal .(2011) in presenting a comprehensive methical review of knowledge sharing specifically in the environment of HEIs. This paper offers some theoretical and practical perceptivity on what contributes toward understating the determinates affecting knowledge sharing practices among academics.(4).

5. Fostering Innovation in Higher Education One of the most important places of institutions of advanced education is to serve as well springs of invention and creativity. But if we anticipate institutions to play this important part in society and the frugality, also mechanisms are demanded to estimate the extent to which they're achieving this purpose. Indeed, at the recent Barcelona Conference on Higher Education, an important theme that surfaced is the need for delegation systems that value and promote invention in advanced education. The traditional standard based view of delegation has been blamed as stifling invention, but the lack of incitement to introduce remains indeed with the further ultramodern and liberal fitness- for- purpose- grounded approach to delegation. While the fitness- for- purpose approach accommodates further variety in approaches to advanced education, it still doesn't directly measure and award invention and creativity in advanced education. A medium is demanded to assess the extent to which the terrain at an institution fosters invention.

Good propositions of what constitutes such an terrain can be set up in the large body of literature on entrepreneurship. This paper outlines propositions on the entrepreneurial mindset as motorist in new knowledge creation and invention, shows how they can be counterplotted to an academic setting, and provides several case studies of universities, sodalities, and exploration agencies where these generalities have been successfully applied.(5).

III. METHODOLOGY

Use Case Diagram:
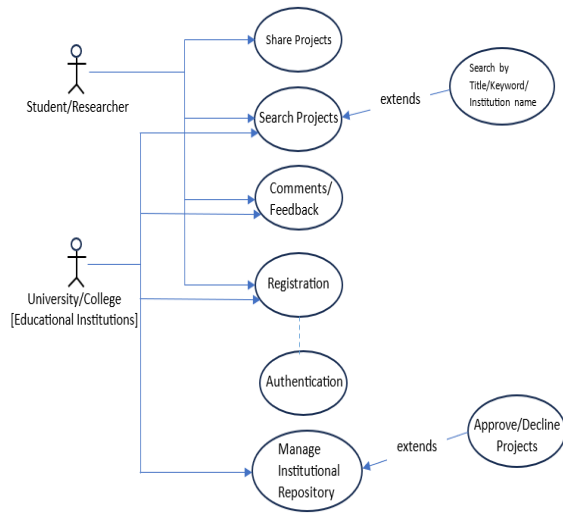
As shown in the above case diagram, the students/researchers/teachers or anyone who is willing to search or upload a project in a repository. Firstly, if someone visits our website(repository), they should create an account. If the account is already created, then they can directly login using their login credentials. To know the user identity, we use the process called authentication (it is a process in which the user verification to access service of the website or an application). The user enter his/her email ID and phone number where the OTP (one time password) is generated to their registered email ID and phone number. When successfully account has created it goes back home page automatically. In home page there is a search option where we can search different types of projects using different filters (keywords, title, institution name and course). They can upload projects in the website. For better understanding of the user who is using this website and the person who has uploaded his/her projects, they can know the feedback

of the project or any of the quarries in the comment section. In college/universities there will be set of projects where the college staff can upload the project details in the repository by this there will be advantages to all the students who are yet to search in the repository to find different and variety of projects. The college has login credentials of the students who are studying in that college/university.

IV. TECHNOLOGY USED

React JS: It is a popular java script library for building user interfaces, it is mainly preferred for single page applications. It allows developers to create own UI components and manage the state of those components. The main feature of react is virtual DOM (Document Object Model) implementation. It also promotes declarative programing style, means developers can describe how the UI should look on the current situation. React is widely used in web development community due to its performance and its features.

Node JS: It is mostly used in web development and it is commonly used to build backend of web applications. Node JS is often chosen for developing APIs due to which light weight and fast nature. Node JS excel is building real time applications such as online gaming platforms chat applications like Microsoft teams and stack and so on. Node JS enables full stack java script. By this there will be smoother communication between frontend and backend teams. It is a popular choice for web development because of its performance.

Amazon Web Service (AWS): Offers broad set of tools and services to support development for work flow for Java script developer. It is responsible to protect the infrastructure which runs all the services that is offered in AWS cloud. It provides a wide range of modern web hosting services for different types of web applications.

Mongo DB: Mongo DB is a document database.. It is very popular with developer for all kind of evolving data scheme Mongo DB make it easy for developers to store structured or unstructured data. Mongo DB offers a flexible frame work for creating data processing pipeline called aggregation pipeline. It can
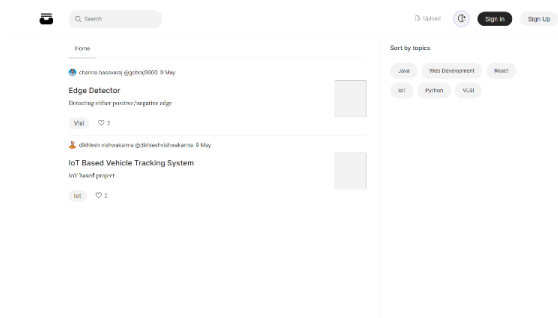
access you to process, transform, and analyze data of any structure at scale. It performs hundred times faster than other relational databases and provides high performances.
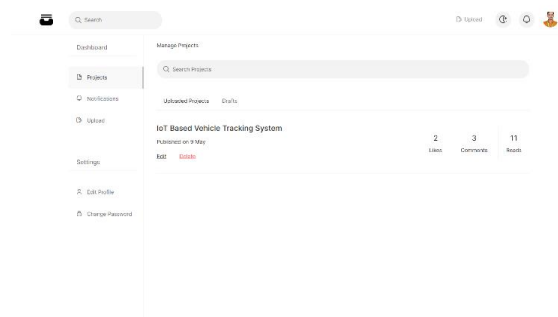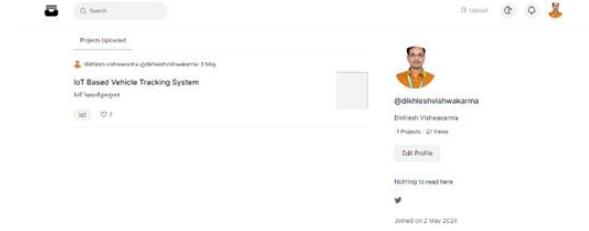
V. RESULTS

1. Signup page
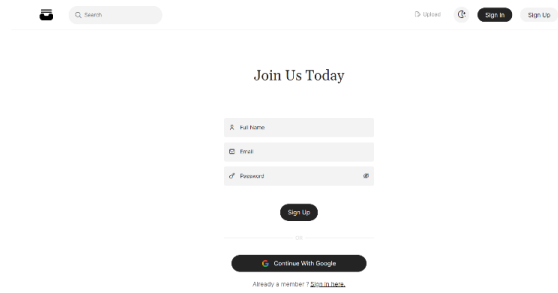
2. Home page

3. Dashboard

4. User Profile page

CONCLUSION

The project aims to develop an online integrated platform for projects taken up by the students of various universities/colleges in India. The platform would showcase the innovation and creativity of the student community and enable peer learning and crossfunctional research. The platform would also provide features such as feedback, rating, ranking, and certification to ensure the quality and originality of the projects. The project would benefit the students, teachers, researchers, and employers who are interested in the learning experience, innovation culture, and employability of the students. The project would also contribute to the advancement of knowledge and practice in the field of higher education.

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