

PROFESSIONAL TRAINING REPORT
AT
Sathyabama Institute of Science and Technology
(Deemed to be University)

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Technology Degree in

Information Technology

By

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DEPARTMENT OF INFORMATION TECHNOLOGY
SCHOOL OF COMPUTING
SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)
Accredited with Grade "A" by NAAC
JEPPIAAR NAGAR, RAJIV GANDHI SALAI, CHENNAI - 600119

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SATHYABAMA

**INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)**

Accredited with Grade “A” by NAAC

(Established under Section 3 of UGC Act, 1956)

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SCHOOL OF COMPUTING

DEPARTMENT OF INFORMATION TECHNOLOGY

BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of **Balsum Diwan(38120020)** who carried out the project entitled “**MEME GENERATOR MASTER**” under my supervision August 2020 to January 2021.

Internal Guide Name

Dr.S.Revathy M.E., Ph.D.,

Head of the Department

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Submitted for Viva voce

Examination held on

Internal Examiner

External Examiner

DECLARATION

I Balsum Diwan(reg no:38120020) hereby declare that the Project Report entitled "MEME GENERATOR MASTER" done by me under the guidance of **Dr. S.REVATHY** and at **Github** is submitted in partial fulfillment of the requirements for the award of Bachelor of Technology degree in INFORMATION TECHNOLOGY.

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DATE:

PLACE: Chennai

SIGNATURE OF THE CANDIDATE

ACKNOWLEDGEMENT

I am pleased to acknowledge my sincere thanks to **Board of Management of SATHYABAMA** for their kind encouragement in doing this project and for completing it successfully. I am grateful to them.

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Certificate of Excellence

This certificate is proudly presented to

Balsum Diwan

for successfully completing the Unschool Community Program
on October 25, 2020 as a **Community Leader** for 4 weeks, an online
internship initiative by



Unschool wishes you the best for your future endeavors.

ABSTRACT

- “Meme” is derived from the ancient Greek word "mimema", which means "something imitated".The modern version in the English language was created in 1976 by evolutionary biologist and author Richard Dawkins (the same guy who wrote the bestselling book The God Delusion).He describes a meme as a cultural thing that is passed from person to person through communication. It is part of cultural evolution, as a counterpart to the gene that is part of biological evolution.The meme generator master It's a free online image maker that allows you to add custom resizable text to images. It operates in HTML canvas, so your images are created instantly on your own device. Most commonly, people use the generator to add text captions to established memes, so technically it's more of a meme "captioner" than a meme maker. However, you can also upload your own images as templates. You can customize the font size and outline color next to where you type your text. The Meme Generator is a flexible tool for many purposes. By uploading custom images and using all the customizations, you can design many creative works including posters, banners, advertisements, and other custom graphics.

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LIST OF ABBREVIATIONS

ABBREVIATIONS	EXPANSION
HTML	HYPERTEXT MARK-UP LANGUAGE
CSS	CASCADING STYLE SHEETS
JS	JAVA SCRIPT

CHAPTER 1

INTRODUCTION

1.1 GENERAL

A **programming language** is our way of communicating with software. The people who use programming languages are often called programmers or developers. The things we tell software using a programming language could be to make a webpage look a certain way, or to make an object on the page move if the human user takes a certain action.

Programming, or coding, is like solving a puzzle. Consider a human language, like English or French. We use these languages to turn thoughts and ideas into actions and behavior. In programming, the goal of the puzzle is exactly the same -- you're just driving different kinds of behavior, and the source of that behavior isn't a human. It's a computer.

1.3 Programming in Web Development

when a web designer is given an end goal like "create a webpage that has this header, this font, these colors, these pictures, and an animated unicorn walking across the screen when users click on this button," the web designer's job is to take that big idea and break it apart into tiny pieces, and then translate these pieces into instructions that the computer can understand -- including putting all these instructions in the correct order or syntax.

Every page on the web that you visit is built using a sequence of separate instructions, one after another. Your browser (Chrome, Firefox, Safari, and so on) is a big actor in translating code into something we can see on our screens and even interact with. It can be easy to forget that code without a browser is just a text file -- it's when you put that text file into a *browser* that the magic happens. When you open a web page, your browser fetches the HTML and other programming languages involved and interprets i

CHAPTER 2

AIM AND SCOPE

2.1 AIM

The main aim of this project is to help people in making and editing pics which represent a joke or limerick.

2.3 SCOPE

It's a free online image maker that allows you to add custom resizable text to images. It operates in HTML, css and javascript canvas, so your images are created instantly on your own device. Most commonly, people use the generator to add text captions to established memes, so technically it's more of a meme "captioner" than a meme maker. However, you can also upload your own images as templates. The Meme Generator is a flexible tool for many purposes. By uploading custom images and using all the customizations, you can design many creative works including posters, banners, advertisements, and other custom graphics.

CHAPTER 3

SYSTEM ANALYSIS

3.1 GENERAL

3.1.1 HTML, CSS, & JavaScript

An overview:

- **HTML** provides the *basic structure* of sites, which is enhanced and modified by other technologies like CSS and JavaScript.
- **CSS** is used to control *presentation, formatting, and layout*.
- **JavaScript** is used to control the *behavior* of different elements.

Now, let's go over each one individually to help you understand the roles each plays on a website and then we'll cover how they fit together. Let's start with good ol' HTML.

HTML

HTML is at the core of every web page, regardless the complexity of a site or number of technologies involved. It's an essential skill for any web professional. It's the starting point for anyone learning how to create content for the web. And, luckily for us, it's surprisingly easy to learn. HTML stands for HyperText Markup Language. "Markup language" means that, rather than using a programming language to perform functions, HTML uses tags to identify different types of content and the purposes they each serve to the webpage. Using HTML, you can add headings, format paragraphs, control line breaks, make lists, emphasize text, create special characters, insert images, create links, build tables, control some styling, and much more.

CSS

CSS stands for Cascading Style Sheets. This programming language dictates how the HTML elements of a website should actually appear on the frontend of the page. HTML provides the raw tools needed to structure content on a website. CSS, on the other hand, helps to style this content so it appears to the user the way it was intended to be seen. These languages are kept separate to ensure websites are built correctly before they're reformatted. If HTML is the drywall, CSS is the paint.

Whereas HTML was the basic [structure of your website](#), CSS is what gives your entire website its style. Those slick colors, interesting fonts, and background images? All thanks to CSS. This language affects the entire mood and tone of a web page, making it an incredibly powerful tool -- and an important skill for web developers to learn. It's also what allows websites to adapt to different screen sizes and device types.

CSS is a list of rules that can assign different properties to HTML tags, either specified to single tags, multiple tags, an entire document, or multiple documents. It exists because, as design elements like fonts and colors were developed, web designers had a lot of trouble adapting HTML to these new features.

JavaScript

JavaScript is a more complicated language than HTML or CSS, and it wasn't released in beta form until 1995. Nowadays, JavaScript is supported by all modern web browsers and is used on almost every site on the web for more powerful and complex functionality.

JavaScript is a logic-based programming language that can be used to modify website content and make it behave in different ways in response to a user's actions. Common uses for

JavaScript include confirmation boxes, calls-to-action, and adding new identities to existing information.

In short, JavaScript is a programming language that lets web developers design interactive sites. Most of the dynamic behavior you'll see on a web page is thanks to JavaScript, which augments a browser's default controls and behaviors.

JavaScript is particularly useful for assigning new identities to existing website elements, according to the decisions the user makes while visiting the page. For example, let's say you're building a landing page with a form you'd like to generate leads from by capturing information about a website visitor. You might have a "string" of JavaScript dedicated to the user's first name.

Other uses for JavaScript include security password creation, check forms, interactive games, animations, and special effects. It's also used to build mobile apps and create server-based applications. You can add JavaScript to an HTML document by adding these "scripts," or snippets of JavaScript code, into your document's header or body.

3.2 SOFTWARES USED

CODE EDITORS USED

NOTEPAD++

Notepad++ is a [text](#) and [source code editor](#) for use with [Microsoft Windows](#). It supports [tabbed](#) editing, which allows working with multiple open files in a single window. The project's name comes from the [C increment operator](#).

VISUAL STUDIO CODE

Visual Studio Code is a source-code editor developed by Microsoft for Windows, Linux and MacOS. It includes support for debugging, embedded Git control and GitHub, syntax highlighting, intelligent code completion, snippets, and code refactoring.

CHAPTER 4

SYSTEM REQUIREMENTS,SOURCE CODE,RESULTS AND DISCUSSION

4.1SYSTEM REQUIREMENTS

***OPERATING SYSTEM – WIN/MAC**

***INTERNETCONNECTIVITY- REQUIRED**

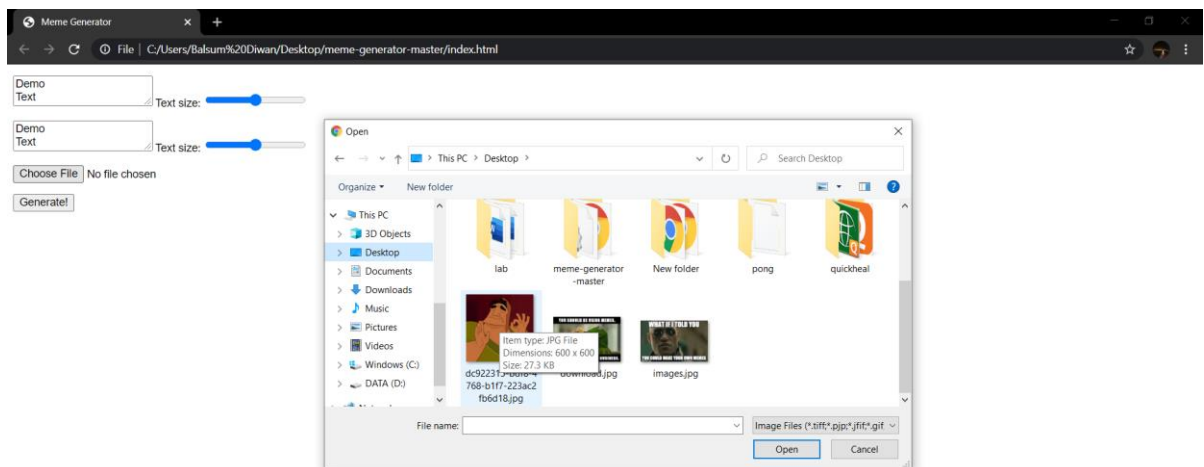
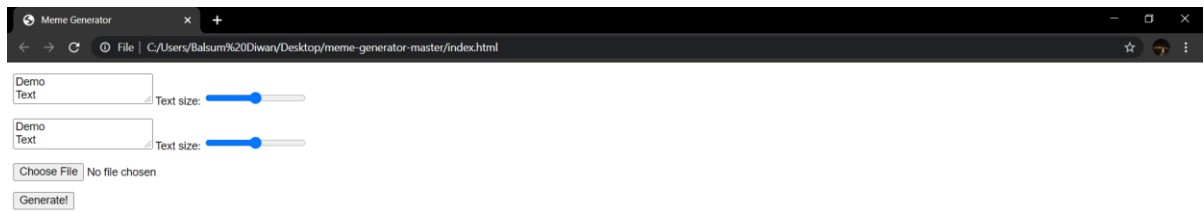
***RAM – 2GB**

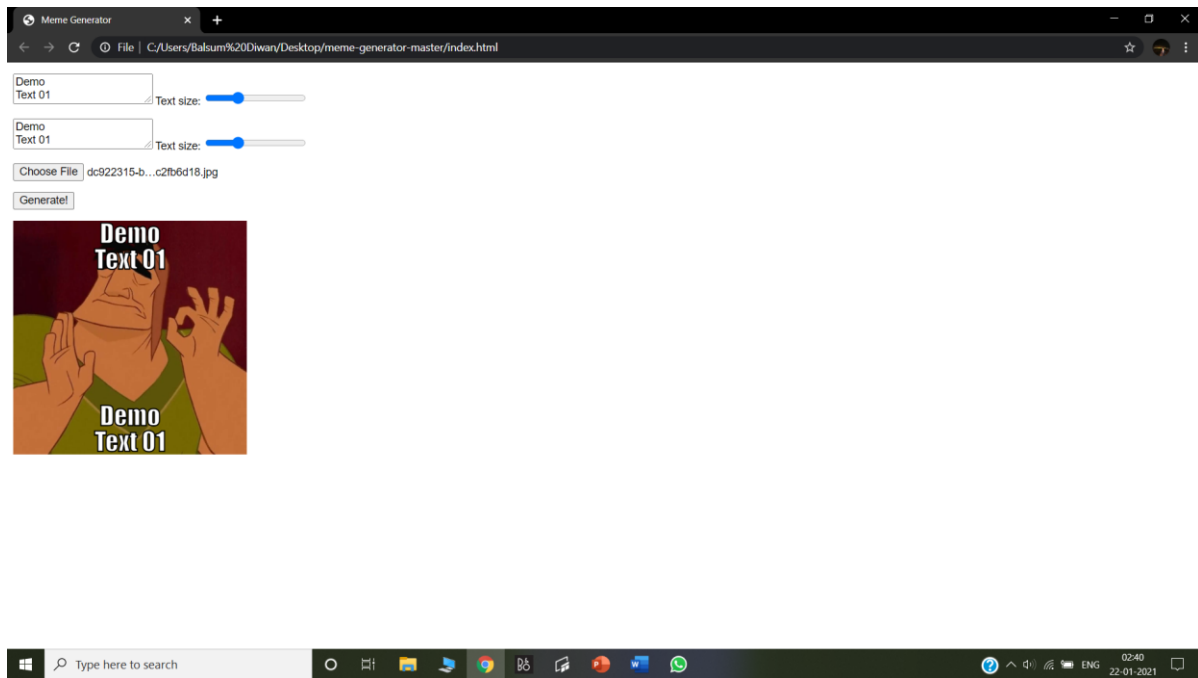
***BROWSER – CHROME/FIREFOX**

4.2 RESULTS AND DISCUSSION

This project involves giving inputs to the program so that it is processed by the program for giving the required result as programmed. Here the program succeeds in getting the input from the user

A.SCREENSHOTS





B.SOURCE CODE

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
<meta charset="utf-8">
```

```
<title>Meme Generator</title>
```

```
<link rel="stylesheet" href="meme-generator.css">
```

```
</head>
```

```
<body>
```

```
<p>
```

```
<textarea id="top-text"></textarea>
```

```

    Text size: <input type="range" id="top-text-size-input"
min="0.05" max="0.25" value="0.15" step="0.01">
</p>
<p>
    <textarea id="bottom-text"></textarea>
    Text size: <input type="range" id="bottom-text-size-input"
min="0.05" max="0.25" value="0.15" step="0.01">
</p>
<p>
    <input type="file" id="image-input" accept="image/*">
</p>
<p>
    <button id="generate-btn">Generate!</button>
</p>
<p>
    <canvas id="meme-canvas" title="Right click -> &quot;Save image
as...&quot;"></canvas>
</p>
<script src="meme-generator.js"></script>
</body>
</html>

```

JAVASCRIPT:-

```

let topTextInput, bottomTextInput, topTextSizeInput,
bottomTextSizeInput, imageInput, generateBtn, canvas, ctx;

```

```

function generateMeme (img, topText, bottomText, topTextSize,
bottomTextSize) {
    let fontSize;

```

```

// Size canvas to image
canvas.width = img.width;
canvas.height = img.height;

// Clear canvas
ctx.clearRect(0, 0, canvas.width, canvas.height);
// Draw main image
ctx.drawImage(img, 0, 0);

// Text style: white with black borders
ctx.fillStyle = 'white';
ctx.strokeStyle = 'black';
ctx.textAlign = 'center';

// Top text font size
fontSize = canvas.width * topTextSize;
ctx.font = fontSize + 'px Impact';
ctx.lineWidth = fontSize / 20;

// Draw top text
ctx.textBaseline = 'top';
topText.split('\n').forEach(function (t, i) {
    ctx.fillText(t, canvas.width / 2, i * fontSize, canvas.width);
    ctx.strokeText(t, canvas.width / 2, i * fontSize, canvas.width);
});

// Bottom text font size
fontSize = canvas.width * bottomTextSize;
ctx.font = fontSize + 'px Impact';
ctx.lineWidth = fontSize / 20;

```

```

// Draw bottom text
ctx.textBaseline = 'bottom';
bottomText.split('\n').reverse().forEach(function (t, i) { // .reverse()
because it's drawing the bottom text from the bottom up
    ctx.fillText(t, canvas.width / 2, canvas.height - i * fontSize,
canvas.width);
    ctx.strokeText(t, canvas.width / 2, canvas.height - i * fontSize,
canvas.width);
});
}

function init () {
// Initialize variables
topTextInput = document.getElementById('top-text');
bottomTextInput = document.getElementById('bottom-text');
topTextSizeInput = document.getElementById('top-text-size-input');
bottomTextSizeInput = document.getElementById('bottom-text-size-
input');
imageInput = document.getElementById('image-input');
generateBtn = document.getElementById('generate-btn');
canvas = document.getElementById('meme-canvas');

ctx = canvas.getContext('2d');

canvas.width = canvas.height = 0;

// Default/Demo text
topTextInput.value = bottomTextInput.value = 'Demo\nText';

```

```

// Generate button click listener
generateBtn.addEventListener('click', function () {
    // Read image as DataURL using the FileReader API
    let reader = new FileReader();
    reader.onload = function () {
        let img = new Image;
        img.src = reader.result;
        generateMeme(img, topTextInput.value, bottomTextInput.value,
topTextSizeInput.value, bottomTextSizeInput.value);
    };
    reader.readAsDataURL(imageInput.files[0]);
});
}

```

init();

CSS :-

```

:root {
    font-family: Helvetica;
    font-size: 14px;
}

```

```

* {
    font: inherit;
}

```

```

#meme-canvas {
    width: 300px;
}

```

CHAPTER 5

CONCLUSION , FUTUREWORK AND REFERENCE

5.1 CONCLUSION

This project has really been faithful and informative. It has made us learn and understand the many concepts in HTML,CSS AND JAVASCRIPT.

5.2 FUTURE WORK

This project helps us in editing images in future we can add more features in this project to make it usefull in image editing as well as gifs and videos.

5.3 REFERENCES

- 1.<https://Wikipedia.com>
- 2.<https://Github.com>
3. <https://codeacademy.com>
4. <https://javapoint.com>