

**S.A. ENGINEERING COLLEGE**  
(An Autonomous Institution, Affiliated to Anna University)

**DEPARTMENT OF INFORMATION TECHNOLOGY**  
**APP CLUB ATTENDANCE**

Date :05.02.2025

S.NO.	STUDENT NAME	YEAR	DEPT.	WEEK 2
1	BALAJI G	II	B-TECH IT	← AB →
2	BALA GANESH	II	B-TECH IT	Baleganes
3	JEGAN V	II	BE-EEE	← OD →
4	BALAJI B	II	BE-EEE	← OD →
5	LOKESH S	II	BE-EEE	← OD →
6	PRAVEEN KUMAR S	II	BE-EEE	← OD →
7	RAHUL. C	II	B.TECH-CSBS	Rahul C
8	LOKESH S	II	B.E CSE	Lokesh S
9	BARATH S	II	B.E CSE	Barath S
10	SAVEETHA S	II	B.E.CIVIL	← AB →
11	SWEETY.S	II	B.E.CIVIL	← AB →
12	PRASANNA RAJ B	II	B.TECH-CSBS	B. Pranna
13	SUDHARSAN B	I	BE-CSE	B. Sudharsan
14	NANDHINI V	I	BE-CSE	Nandhini V
15	DHARSHINI A	I	B.TECH-AIDS	← AB →
16	THIRUNETHRA R V	I	B.TECH-AIDS	← AB →

17	DONNICA S	1	BE-CSE	Donnica S
18	SURYA Y	1	BE-CSE	Y. Surya
19	ROSHAN AKTHAR N	1	B.E.-CYBER	Roshan Akthar N
20	SOUMYENDRAN P	1	B.TECH-AIDS	Soumyendran P
21	JOSHUA KENNEDY D	1	MCA	Joshua D
22	PARTHIBAN R	1	B.TECH-AIDS	Parthiban R
23	SESHAN S	1	B.TECH-AIDS	S. Seshan

  
 6/2/25  
 Club Coordinator

  
 H.O.D

  
 PRINCIPAL



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**APP CLUB REPORT**

Date : 05.02.2025

**Attendees: 13 Students (I & II Year)**

**Time: 01.30 pm to 04.05 pm**

- The first-year App Club session introduced Figma, The Figma-based UI design for the app prototype offers an intuitive and visually appealing layout, tailored for first-year students in the app club. It incorporates essential UI elements such as buttons, text fields, and navigation bars, ensuring a user-friendly experience. The design focuses on color harmony and modern typography to make the interface both functional and visually engaging. This prototype serves as an excellent starting point for students to understand UI design principles while also providing hands-on practice in creating professional-looking apps.
  
- The second-year App Club session focused application, built using Eclipse, features a graphical user interface (GUI) with interactive components, utilizing custom fonts and color schemes to enhance the user experience. It includes various GUI elements like buttons, text fields, labels, and panels, allowing users to interact with the application seamlessly. The application uses Java's Swing framework for designing the interface, providing flexibility for customizing fonts and colors. Specific attention is given to the layout, ensuring the components are neatly arranged. The use of appealing fonts and complementary color themes ensures that the app is not only functional but also visually attractive, making it an ideal tool for students in the app club to explore UI/UX design principles.



*[Signature]*  
6/2/25  
Club Co-ordinator

*[Signature]*  
H.O.D

*[Signature]*  
PRINCIPAL