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HACKHUB- The Digital Nexus for Campus Innovation

Indhumathi M, Kavipriya B, Kashmeera R, Mr. S. Vinoth Kumar
Department of CSE, Adhiyamaan College Of Engineering

Abstract: ***Hack Hub is a campus-oriented web platform designed to streamline and centralize the management of hackathons, internships, and mentorship programs for students within educational institutions. In many colleges, information regarding technical events, internship opportunities, and mentorship programs is often scattered across multiple platforms such as emails, social media groups, and notice boards. This fragmented communication leads to missed opportunities, lack of awareness, and inefficient participation from students. To address these challenges, Hack Hub provides a unified digital solution that connects students, mentors, and administrators in a single platform. The Hack Hub system enables students to explore upcoming hackathons, apply for internships, and request mentorship support through an easy-to-use web interface. The platform allows administrators to create and manage events, publish internship opportunities, assign mentors, and monitor student participation effectively. Students can create profiles, browse opportunities, register for hackathons, submit internship applications, and communicate with mentors. The mentorship module helps students gain career guidance, technical knowledge, and project support from experienced mentors. The system also improves communication between users and ensures that all opportunities are organized and accessible. The application is developed using modern web technologies such as HTML, CSS, JavaScript, and React for building a responsive and interactive user interface. PHP is used as the backend technology to handle server-side processing, authentication, and business logic. MySQL database is used for storing user details, event information, internship postings, mentorship data, and application records. The integration of these technologies ensures efficient data management, secure user authentication, and smooth system performance. Hack Hub reduces manual work for administrators and provides a centralized platform for managing student opportunities. It improves student engagement, encourages participation in hackathons, enhances career development through internships, and promotes knowledge sharing through mentorship programs. The system is scalable, user-friendly, and can be extended with additional features such as notifications, AI-based recommendations, and mobile application support in the future.***

Keywords: Hackathon Management, Internship Portal, Mentorship Platform, Web Application, React, PHP, MySQL.

I. INTRODUCTION

A. OVERVIEW

In today's educational environment, students are encouraged to participate in hackathons, internships, and mentorship programs to enhance their technical skills and professional development. These opportunities help students gain practical knowledge, improve problem-solving abilities, and prepare for industry requirements. However, in many colleges, information about such opportunities is shared through informal channels such as WhatsApp groups, emails, notice boards, and social media platforms. Due to this scattered communication, students often miss important hackathons, internship openings, and mentorship programs. Additionally, there is no proper system to manage registrations, track participation, or connect students with mentors.

To overcome these challenges, the HackHub system is proposed as a campusoriented web platform that centralizes the management of hackathons, internships, and mentorship programs. The platform provides a single interface where students can easily explore available opportunities and register for them. It also allows administrators to create events, manage internship postings, assign mentors, and monitor student participation efficiently. By bringing all these features together, HackHub improves accessibility and ensures that students do not miss valuable opportunities.

The HackHub platform consists of multiple modules designed to handle different functionalities. The hackathon module allows administrators to post upcoming hackathons with details such as title, description, date, eligibility, and registration deadlines. Students can view these hackathons and register directly through the system.

. These modules work together to provide a comprehensive opportunity management system.The system is developed using modern web technologies to ensure efficiency and scalability.

The frontend is built using HTML, CSS, JavaScript, and React, which provides a responsive and user-friendly interface. The backend is developed using PHP to handle server-side operations such as user authentication, form submission, and data processing. MySQL database is used to store user information, hackathon details, internship postings, mentorship data, and application records. This architecture ensures secure data storage and smooth interaction between users and the system.

B. OBJECTIVES

The main objectives of the HackHub system are:

- To design and develop a centralized platform for managing hackathons, internships, and mentorship programs.
- To provide students with a single portal to explore available opportunities.
- To enable students to register for hackathons through an online system.
- To provide internship listings for students in different domains.
- To allow students to apply for internships using the platform.
- To create a mentorship module for connecting students with mentors.
- To reduce manual management of campus events.
- To provide an admin dashboard for managing opportunities.
- To store student and event details in a structured database.
- To provide secure login and registration functionality.
- To improve communication between students and administrators.
- To provide a user-friendly interface using React.
- To maintain event records and student participation details.
- To provide real-time access to hackathon information.
- To simplify internship application tracking.
- To enable administrators to add, edit, and delete opportunities.
- To improve student engagement in technical events.
- To reduce dependency on social media for sharing opportunities.
- To provide mentorship support for career guidance.
- To develop a scalable and flexible web application.

II. LITERATURE SURVEY

1) Heller B., Amir A., Maaravi Y. (2023) – Hack Your Organizational Innovation: Literature Review for Running Hackathons

This study explains how hackathons are organized and how structured platforms improve collaboration, innovation, and event management. It highlights the need for centralized systems to manage hackathon participation and outcomes.

2) Oyetade K., Zuva T., Harmse A. (2022) – Educational Benefits of Hackathon: A Systematic Literature Review

This research shows that hackathons improve technical skills, networking, and collaborative learning, emphasizing the importance of structured platforms for student participation.

3) Szymanska I., Sesti T., Motley H. (2020) – Effects of Hackathons on Entrepreneurial Skillset

This paper explains how hackathons help students develop entrepreneurship skills and improve innovation capabilities.

4) Nolte A., Porras J., Chounta I. (2024) – Learning in Hackathon Events

This study discusses how hackathon-based platforms improve teamwork, creativity, and learning among students.

5) Kovaleva O., Brdnik J. (2025) – Systematic Mapping of Hackathon Literature

This research explains hackathons as collaborative innovation events that improve problem-solving and student engagement.

6) Imam A., Dey T. (2022) – Hackathon Code Creation and Reuse

This study analyzes hackathon project development and highlights the need for platforms that track project participation.

7) Araújo A., Kalinowski M. (2024) – Impact of Hackathons on Student Motivation
This paper discusses how hackathons motivate students and encourage teamwork and learning.

8) Pe-Than E., Nolte A. (2019) – Hackathon Participation and Collaboration
This research explains collaborative development during hackathons.

9) Gama K., Alencar P. (2018) – Student Hackathon Learning Model
This paper describes hackathons as learning environments for software engineering students.

10) Porras J., Happonen A. (2017) – Hackathon-Based Learning Approaches
This study explains hackathons as project-based learning tools.

11) Sharma A., Gupta R. (2021) – Web Based Internship Portal for Students
This research proposes an internship management system to connect students with companies.

12) Patel R., Mehta S. (2020) – Student Opportunity Management System
This study presents centralized portals for managing student opportunities.

13) *Kumar S., Reddy P. (2019) – Online Campus Event Management System*
This paper proposes an event platform for college activities.

14) Singh R., Verma K. (2022) – Web Based Mentorship Platform for Students
This research explains mentorship portals connecting mentors and students.

15) Ahmed M., Khan S. (2021) – Internship Application Tracking System
This paper discusses systems that manage internship applications.

16) Zhang L., Chen H. (2023) – Student Career Portal System
This study focuses on platforms for student career development.

17) Gupta P., Sharma N. (2020) – Online Student Dashboard System
This paper explains centralized student dashboards.

18) Rajan K., Mohan V. (2019) – College Event Registration Portal
This research discusses online event registration systems.

19) Joseph T., Daniel A. (2022) – Digital Mentorship System for Education
This paper explains mentorship-based platforms.

20) Bhatt R., Shah P. (2021) – Web Based Opportunity Sharing Platform
This study explains centralized opportunity portals.

21) Verma A., Singh D. (2020) – Hackathon Management Web Application
This research explains web-based hackathon platforms.

22) Reddy M., Kumar P. (2022) – Internship Management System Using Web Technologies
This paper describes internship listing platforms.

III. SYSTEM ANALYSIS

A. EXISTING SYSTEM

In the existing system, hackathons, internships, and mentorship opportunities are shared through different platforms such as WhatsApp groups, emails, notice boards, and social media. Students need to manually track these opportunities, which often leads to confusion and missed deadlines. There is no centralized platform available for managing all opportunities in one place. Administrators also face difficulties in managing event registrations and student participation.

Students must search multiple sources to find opportunities. Registration for hackathons and internships is usually done through external links or manual forms. Mentorship programs are often conducted informally without proper tracking. This process is time-consuming and inefficient.

Limitations of Existing System

- No centralized platform for opportunities
- Students miss hackathons and internships
- Manual registration process
- No mentorship management system

B. PROPOSED SYSTEM

The proposed system is HackHub, a campus-oriented web platform that centralizes hackathons, internships, and mentorship programs. The system provides a single interface for students and administrators to manage opportunities efficiently.

Students can register and login into the system. After login, they can view hackathons, apply for internships, and request mentorship. The admin can add new opportunities, manage events, and monitor student participation. The system maintains all records in a MySQL database and provides a user-friendly interface using React.

The proposed system improves accessibility and reduces manual work. It ensures that students do not miss opportunities and helps administrators manage events efficiently.

Advantages of Proposed System

- Centralized platform for all opportunities
- Easy hackathon registration
- Internship application system
- Mentorship connection feature
- Secure login and authentication
- Admin dashboard for management
- Improved communication
- Easy data management
- Better student participation
- User-friendly interface

C. FEASIBILITY STUDY

Feasibility study is used to determine whether the proposed system is practical and beneficial. It evaluates the system in terms of technical, economic, and operational feasibility. The HackHub system is analyzed to ensure that it can be implemented successfully within the available resources.

1) TECHNICAL FEASIBILITY

Technical feasibility evaluates whether the required technology and resources are available to develop the system. The HackHub platform is developed using HTML, CSS, JavaScript, React, PHP, and MySQL. These technologies are widely available and easy to implement.

The system can run on standard computers with basic configuration. The development tools such as VS Code and XAMPP are free and easy to use. The application is web-based and does not require high-end hardware. The database can handle multiple users efficiently.

Therefore, the proposed system is technically feasible.

2) ECONOMIC FEASIBILITY

Economic feasibility determines whether the system is cost-effective. The HackHub system is developed using open-source technologies such as React, PHP, and MySQL. These tools are free to use, which reduces development cost.The system does not require expensive hardware or software. It can be implemented using existing infrastructure. Maintenance cost is also low.Hence, the proposed system is economically feasible.

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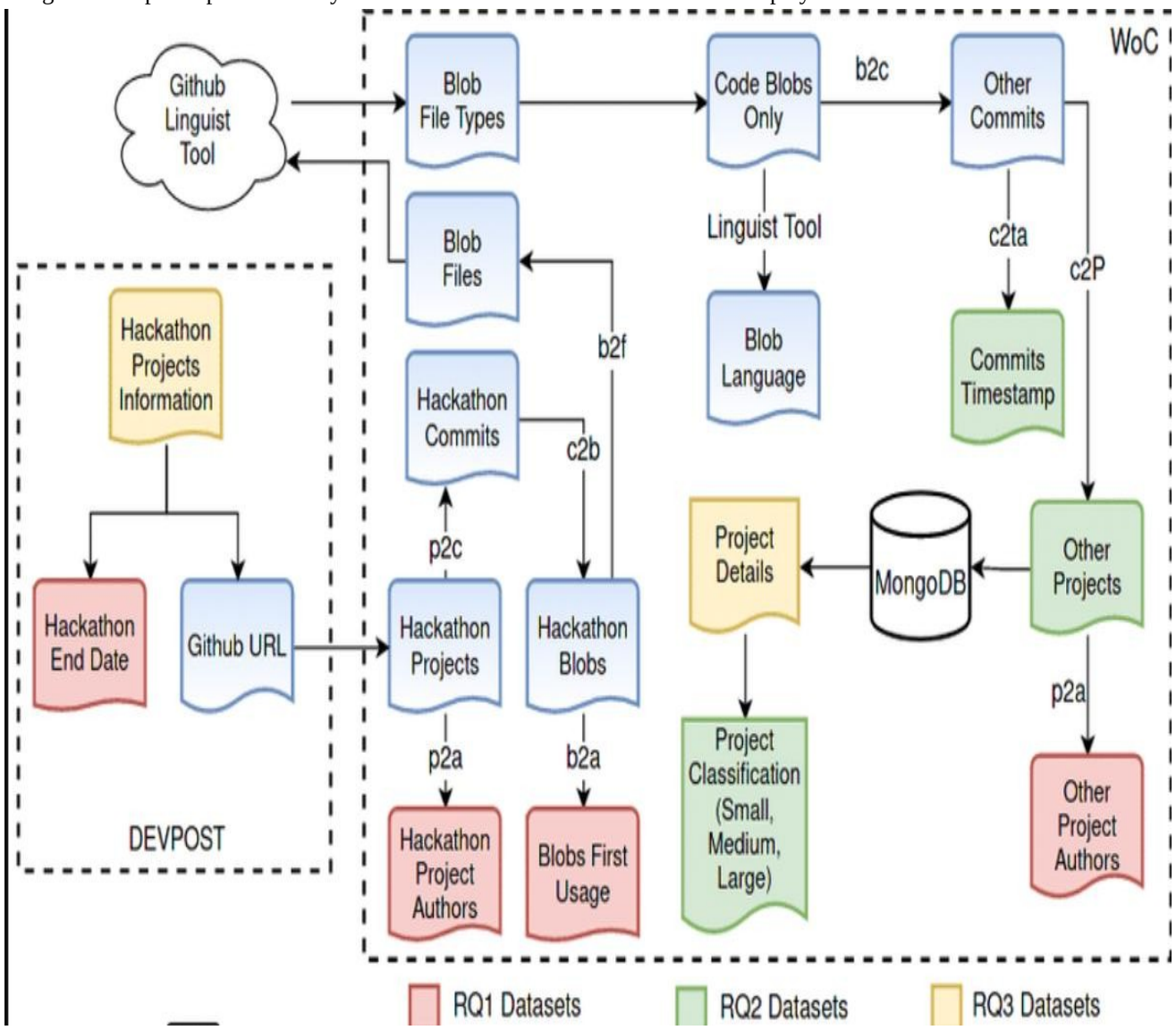
IV. SYSTEM DESIGN

A. DATA FLOW DIAGRAM:

The Data Flow Diagram (DFD) is a graphical representation that depicts the flow of information and the transformations that are applied as data moves from input to output. In the HackHub system, students provide input by registering and logging into the platform. After authentication, users can access the dashboard where they can view hackathons, apply for internships, and request mentorship. The data entered by users is processed by the system and stored in the database. The admin can add new opportunities and manage student participation. The system retrieves data from the database and displays relevant information to users.



B. MODULE DESCRIPTION

The HackHub system is divided into several modules to manage hackathons, internships, and mentorship programs efficiently. Each module performs a specific function and interacts with the database to process user requests.

1) User Authentication Module

The User Authentication Module is responsible for handling user registration and login functionality. Students and administrators must create an account by providing basic details such as name, email, and password. The system validates the user credentials and allows access to the dashboard. This module ensures secure login and prevents unauthorized access. It also manages session handling and logout functionality.

2) Student Module

The Student Module allows students to access various opportunities available in the HackHub platform. After login, students can view hackathons, internships, and mentorship programs. Students can register for hackathons, apply for internships, and request mentors. The module also allows students to view their application status and manage their profile information. This module improves student engagement and provides easy access to opportunities.

3) Admin Module

The Admin Module is used by administrators to manage the entire system. The admin can add hackathons, post internships, and create mentorship programs. The admin can also view student registrations, manage users, and update or delete opportunities. This module ensures smooth functioning of the platform and allows efficient management of data.

4) Hackathon Management Module

The Hackathon Management Module is used to manage hackathon events. The admin can create hackathons by entering details such as title, description, date, and eligibility. Students can view available hackathons and register for participation. The system stores registration details in the database. This module helps in organizing hackathons and tracking student participation.

5) Internship Module

The Internship Module allows administrators to post internship opportunities. The details include company name, role, duration, and eligibility. Students can browse internships and apply through the platform. The system stores application details and allows admin to review them. This module simplifies internship application management.

6) Mentorship Module

The Mentorship Module connects students with mentors for academic and career guidance. Admin can add mentor details such as name, domain, and availability. Students can request mentorship based on their interests. The system records mentorship requests and helps in communication between students and mentors. This module supports knowledge sharing and career guidance.

7) Database Module

The Database Module stores all information related to users, hackathons, internships, mentorship programs, and applications. MySQL database is used for data storage. The module ensures secure storage and quick retrieval of information. It supports all other modules by maintaining structured records.

C. PROBLEM STATEMENT

- Hackathon information is shared through WhatsApp and emails
- Students miss important hackathon opportunities
- Internship details are scattered across different platforms
- No centralized platform for opportunities
- Mentorship programs are not properly managed
- Manual registration process for events
- No tracking of student participation
- Difficult for students to find opportunities
- No proper communication between students and mentors
- Admin cannot manage events efficiently
- Data is not stored in structured format

- No application tracking system
- Time-consuming manual work
- Lack of centralized database
- No user dashboard for students

D. PROPOSED SOLUTION

- Develop HackHub centralized web platform
- Provide single portal for hackathons, internships, mentorship
- Student registration and login system
- Dashboard for viewing opportunities
- Online hackathon registration
- Internship application module
- Mentorship request system
- Admin dashboard for management
- Add, edit, delete opportunities
- Track student participation
- Store data using MySQL database
- Secure authentication system
- User-friendly interface using React
- Reduce manual work
- Improve communication between users

E. HARDWARE REQUIREMENTS

The hardware requirements for developing and running the HackHub system are minimal. The system is web-based and can run on standard computers.

- Processor :Intel Core i3 or above
- RAM :4 GB minimum (8 GB recommended)
- Hard Disk :20 GB free space
- Monitor :15 inch or above
- Keyboard :Standard keyboard
- Mouse : Optical mouse
- Internet :Required for accessing web application

1) SOFTWARE REQUIREMENTS

The HackHub system is developed using modern web technologies. The software requirements are listed below**.**

Operating System

- Windows 10 / Windows 11
- Linux / Ubuntu (optional)

Frontend Technologies

- HTML
- CSS
- JavaScript
- React

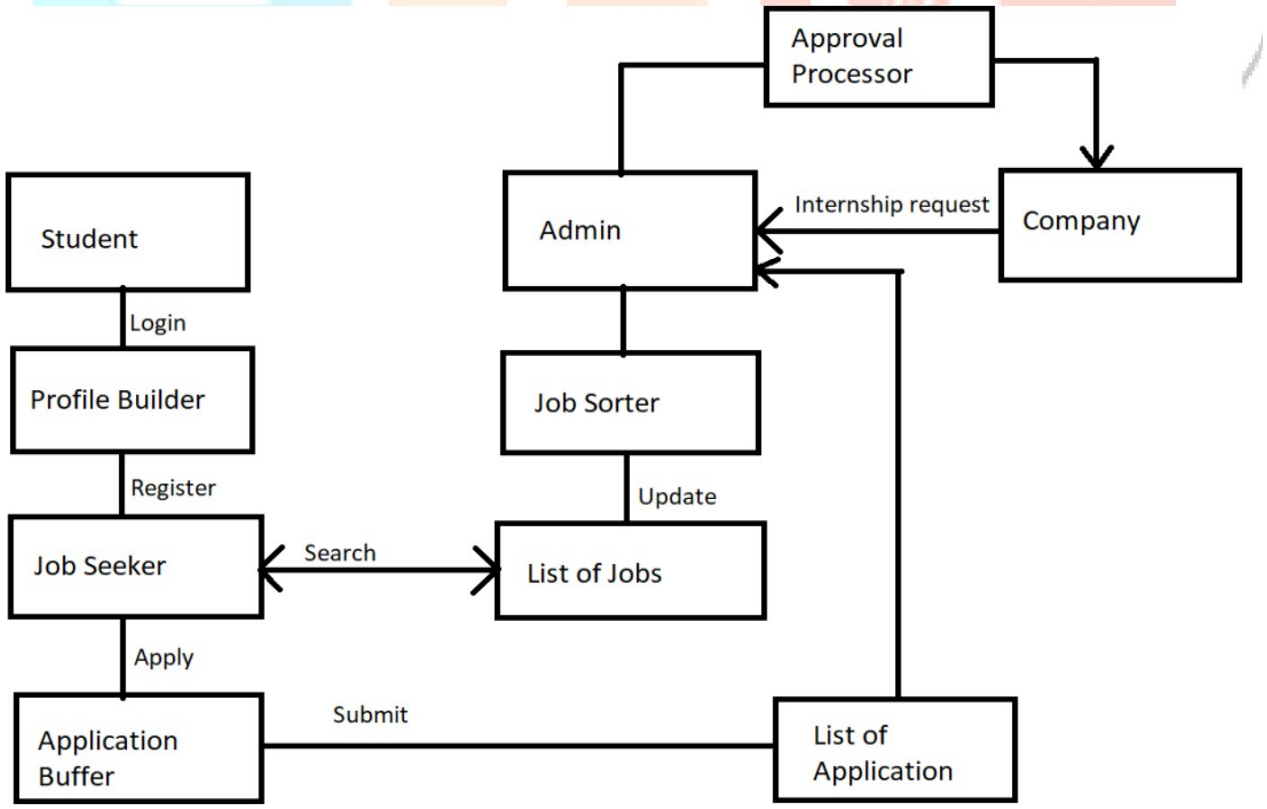
Backend Technology
- PHP

Database
- MySQL

Development Tools
- Visual Studio Code
- XA MPP Server
- Web Browser (Chrome / Edge / Firefox)

Other Tools
- Git (optional)
- Node.js (for React)

F. ARCHITECTURAL DESIGN



The architectural design of the HackHub system describes the overall structure of the application and how different components interact with each other. HackHub is developed using a three-tier architecture consisting of the presentation layer, application layer, and database layer. This architecture helps in separating user interface, business logic, and data storage, which improves system performance, scalability, and maintainability.

The HackHub platform allows students and administrators to access hackathons, internships, and mentorship programs through a web interface. The frontend communicates with the backend server, which processes requests and interacts with the database. The system architecture ensures smooth data flow and secure data management.

THREE-TIER ARCHITECTURE

The HackHub system follows a three-tier architecture:

- Presentation Layer
- Application Layer
- Database Layer

Each layer performs specific functions and communicates with other layers.

Presentation Layer

The presentation layer is the user interface of the HackHub system. It is developed using HTML, CSS, JavaScript, and React. This layer allows users to interact with the system through web pages. Students and administrators can login, view hackathons, apply for internships, and request mentorship through this interface. The presentation layer collects user inputs such as login details, registration information, and application forms. These inputs are sent to the backend server for processing. The frontend also displays responses received from the server, such as available hackathons, internship listings, and mentorship details. React is used to create dynamic components and improve user experience.

Application Layer

The application layer handles the business logic of the HackHub system. This layer is developed using PHP. It processes user requests received from the presentation layer. The application layer performs operations such as user authentication, hackathon registration, internship application processing, and mentorship request handling. The application layer validates user inputs and ensures that correct data is sent to the database. It also retrieves data from the database and sends it back to the presentation layer. This layer acts as an intermediate between the frontend and database. It ensures proper functioning of all modules and maintains system logic.

Database Layer

The database layer stores all information related to users, hackathons, internships, and mentorship programs. MySQL database is used for storing structured data. This layer handles data storage, retrieval, update, and deletion operations.

The database stores information such as student details, admin details, hackathon events, internship opportunities, mentorship requests, and application status. The application layer communicates with the database using SQL queries. This layer ensures secure and efficient data management.

SYSTEM COMPONENTS

The HackHub architecture consists of the following components:

- User Interface (Frontend)
- Web Server
- Application Logic
- Database Server
- Admin Dashboard
- Student Dashboard

These components work together to provide system functionality.

WORKING OF SYSTEM ARCHITECTURE

The working of the HackHub system architecture is explained below:

Step 1: The user opens the HackHub web application.
Step 2: The user registers or logs into the system.
Step 3: The frontend sends request to PHP backend.
Step 4: Backend validates user credentials.
Step 5: Backend interacts with MySQL database.
Step 6: Database returns requested data.
Step 7: Backend processes data.

Step 8: Response sent to frontend.
Step 9: Frontend displays hackathons, internships, mentorship details.

V. SYSTEM IMPLEMENTATION

CODING
DATABASE CONNECTION

```
<?php
$servername = "localhost";
$username = "root";
$password = "";
$database = "hackhub";

$conn = mysqli_connect($servername,$username,$password,$database);

if(!$conn) {
die("Connection Failed".mysqli_connect_error());
}
?>
```

User Registration (register.php)

```
<?php
include("db.php");

if(isset($_POST['register']))
{
$name = $_POST['name'];
$email = $_POST['email'];
$password = $_POST['password'];

$query = "INSERT INTO users(name,email,password)
VALUES('$name','$email','$password')";

$result = mysqli_query($conn,$query);

if($result) {
echo "Registration Successful";
}
else { echo "Error";
}
}
?>
```

User Login (login.php)

```
<?php include("db.php");

if(isset($_POST['login']))
{
$email = $_POST['email'];
```

```
$password = $_POST['password'];

$query = "SELECT * FROM users
WHERE email='$email' AND password='$password'";

$result = mysqli_query($conn,$query);

if(mysqli_num_rows($result)>0)
{
echo "Login Successful";
} else {
echo "Invalid Login";
}
}
?>
```

Add Hackathon (addHackathon.php)

```
<?php include("db.php");


if(isset($_POST['submit']))
{
$title = $_POST['title'];
$description = $_POST['description'];
$date = $_POST['date'];

$query = "INSERT INTO hackathon(title,description,date)
VALUES('$title','$description','$date')";

mysqli_query($conn,$query);

echo "Hackathon Added";
}
?>
```

View Hackathon (viewHackathon.php)

```
<?php include("db.php");

$query = "SELECT * FROM hackathon";
$result = mysqli_query($conn,$query);

while($row=mysqli_fetch_assoc($result))
{ echo "<h3>".$row['title']."</h3>"; echo "<p>".$row['description']."</p>"; echo "<p>".$row['date']."</p>";
}
?>
```

Add Internship (addInternship.php)

```
<?php include("db.php");
```

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```
$company = $_POST['company'];
$role = $_POST['role'];
$duration = $_POST['duration'];

$query = "INSERT INTO internship(company,role,duration)
VALUES('$company','$role','$duration')";

mysqli_query($conn,$query);

echo "Internship Added";
?>
```

Mentorship Module (addMentor.php)

```
<?php
include("db.php");

$name = $_POST['name'];
$domain = $_POST['domain'];
$availability = $_POST['availability'];

$query = "INSERT INTO mentor(name,domain,availability)
VALUES('$name','$domain','$availability')";

mysqli_query($conn,$query);

echo "Mentor Added";
?>
```

HTML Login Page

```
<!DOCTYPE html>
<html>
<head>
<title>HackHub Login</title>
</head>

<body>

<h2>Login</h2>

<form method="POST" action="login.php">

<input type="email" name="email" placeholder="Email" required>

<input type="password" name="password" placeholder="Password" required>

<button type="submit" name="login">Login</button>
```

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```
</form>
</body>
</html>
```

HTML Register Page

```
<!DOCTYPE html>
<html>
<head>
<title>Register</title>
</head>

<body>

<h2>Register</h2>

<form method="POST" action="register.php">

<input type="text" name="name" placeholder="Name">

<input type="email" name="email" placeholder="Email">

<input type="password" name="password" placeholder="Password">

<button name="register">Register</button>

</form>

</body>
</html>
```

React Hackathon Page

```
import React,{useState,useEffect} from "react"; import axios from "axios";

function Hackathon(){

const[data,setData]=useState([]);

useEffect(()=>{

axios.get("http://localhost/viewHackathon.php")
.then(res=>{ setData(res.data);
})
},[]);

return(
<div>
```

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```
<h2>Hackathons</h2>

{data.map(item=>(
<div>
<h3>{item.title}</h3>
<p>{item.description}</p>
<p>{item.date}</p>
</div>
))}

</div>
)
}

export default Hackathon;
```

CSS Design

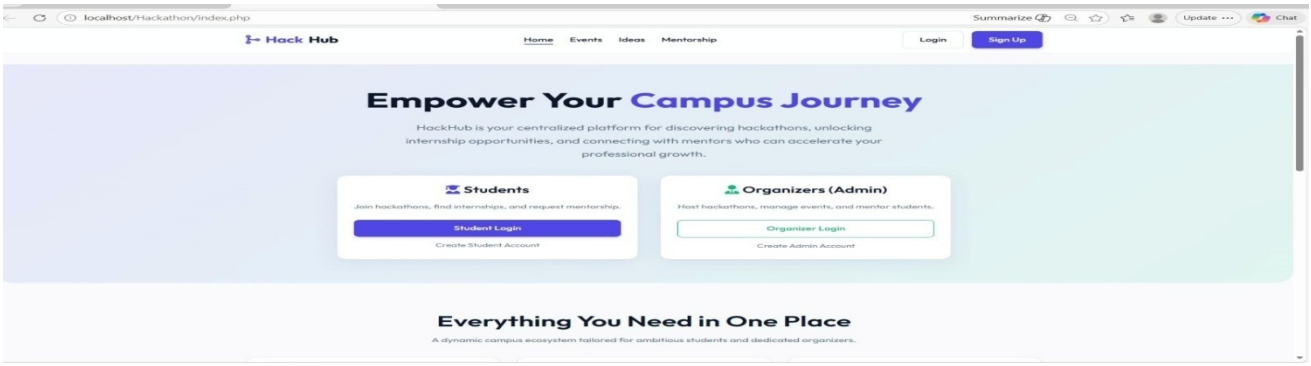
```
body
{ font-family: Arial; background:#f4f4f4;
}

h1 { color:#2c3e50; text-align:center;
}

form
{ width:300px; margin:auto; background:white;

padding:20px;
}

input
{ width:100%; padding:10px; margin:10px 0;
}

button { background:blue; color:white; padding:10px; border:none; width:100%;
}
```

DATABASE TABLES

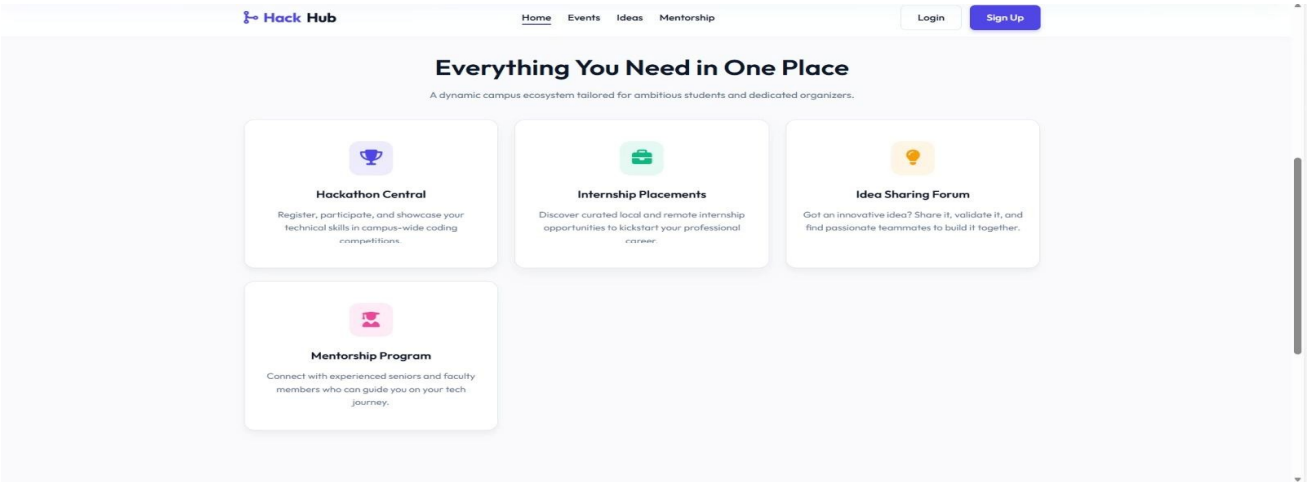
```
CREATE TABLE users( id INT AUTO_INCREMENT PRIMARY KEY,
name VARCHAR(100), email VARCHAR(100),
password VARCHAR(100)
);
CREATE TABLE hackathon( id INT AUTO_INCREMENT PRIMARY KEY,
title VARCHAR(100), description TEXT,
date VARCHAR(50)
);
CREATE TABLE internship( id INT AUTO_INCREMENT PRIMARY KEY, company VARCHAR(100), role VARCHAR(100),
duration VARCHAR(50)
);
```


OUTPUT SCREEN:

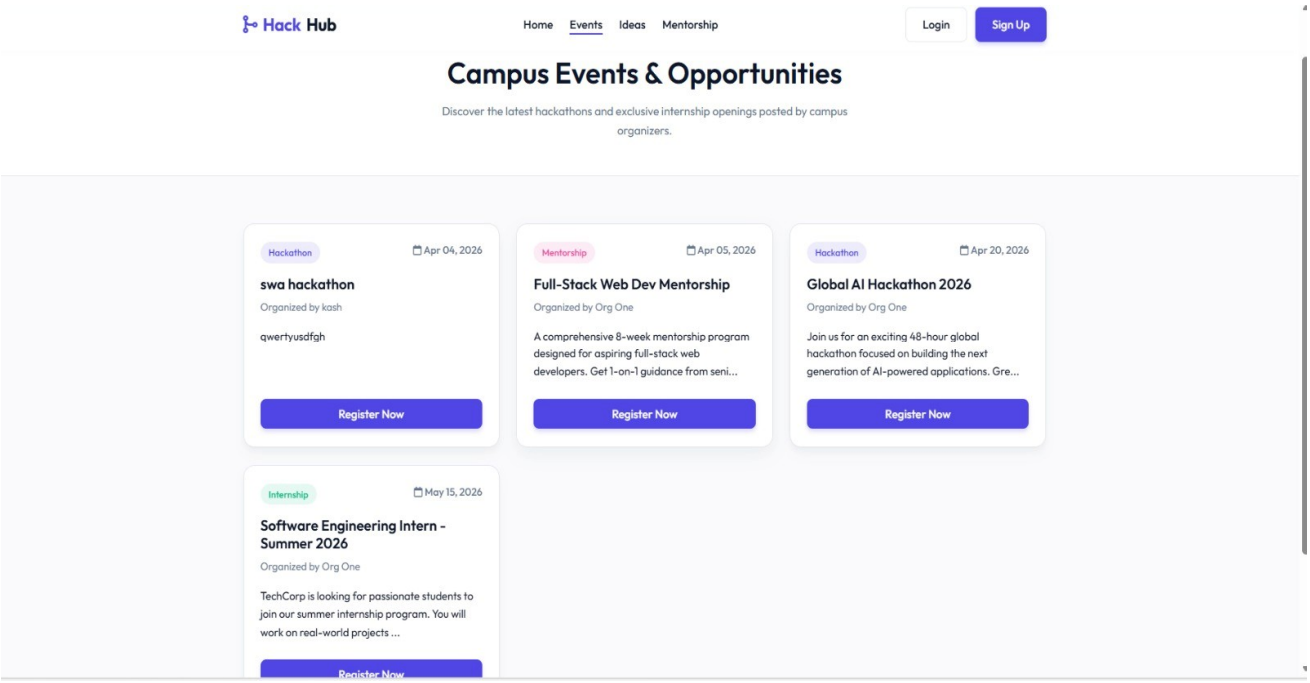
HOME PAGE:



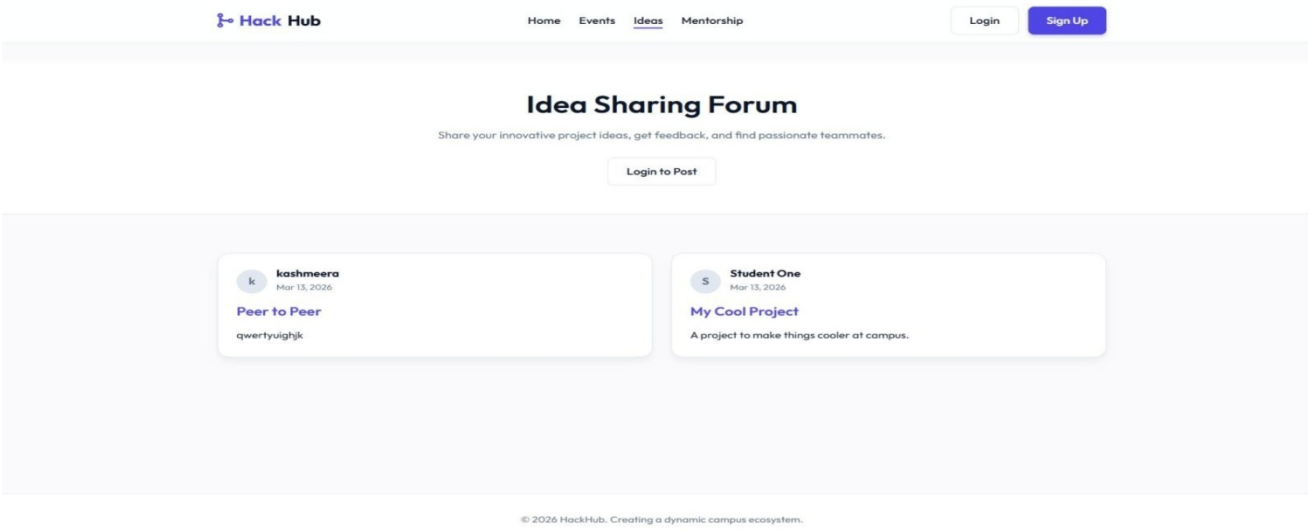
DASHBOARD:



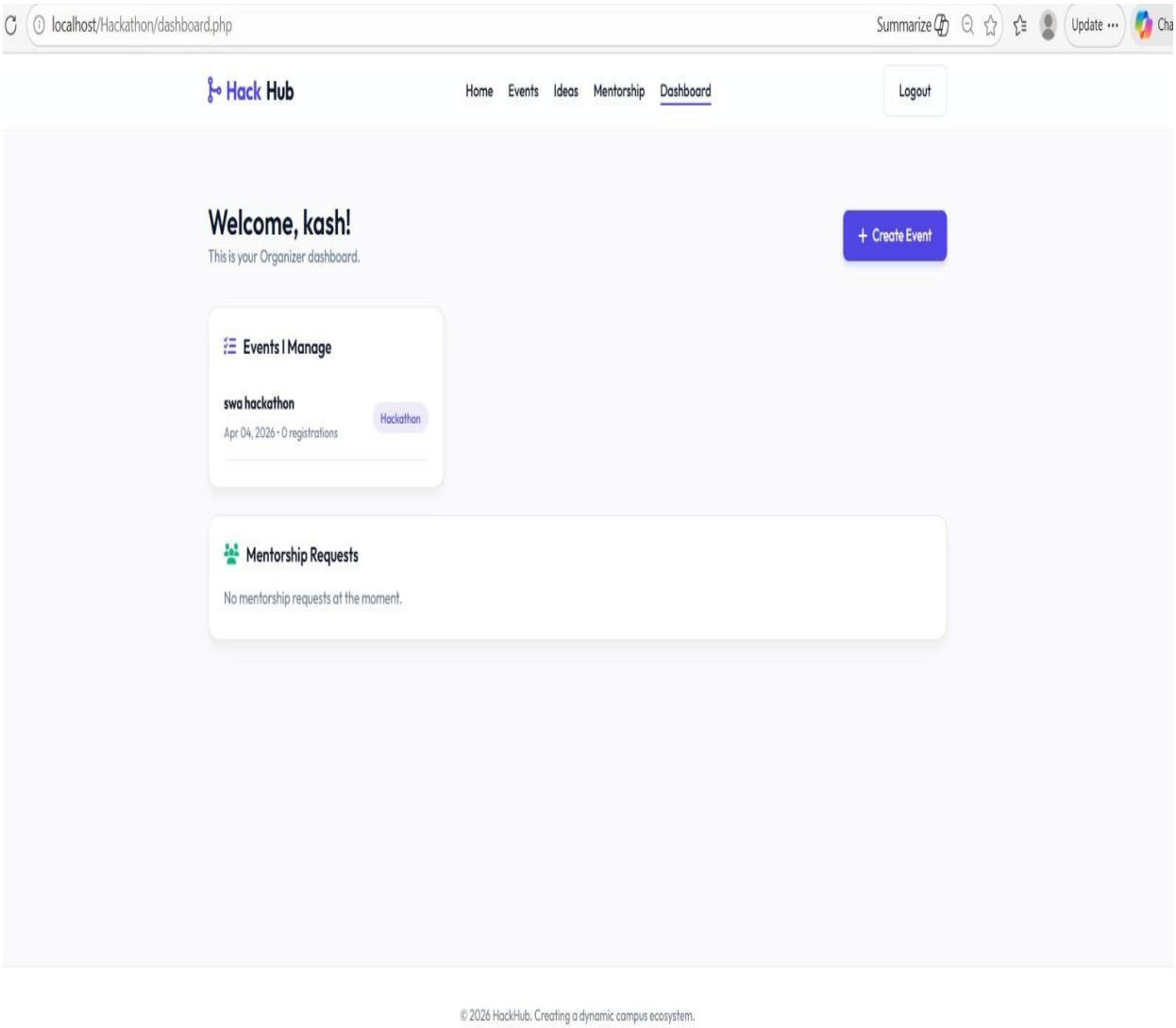
EVENTS PAGE:



IDEAS PAGE:



WEBSITE PAGE:



VI. SYSTEM DESIGN

A. TESTING

Testing is the process of evaluating the developed HackHub system to ensure that it functions correctly, meets user requirements, and is free from errors. The testing phase verifies different modules such as registration, hackathon management, internship module, mentorship system, and dashboard functionality.

1) TEST FOR REGISTRATION AND LOGIN

Given Input:
Username, Email ID, Password Expected Output:
User account successfully created and user logged into the HackHub platform after validation.

2) TEST FOR HACKATHON MANAGEMENT

Given Input:
Hackathon Title, Description, Date, Registration Link Expected Output:
Hackathon details are successfully added and displayed in the hackathon list for students.

3) TEST FOR INTERNSHIP MODULE

Given Input:
Company Name, Role, Duration, Eligibility Expected Output:
Internship details stored successfully and displayed to students in internship section.

4) TEST FOR MENTORSHIP REQUEST

Given Input:
Student Name, Domain, Mentor Selection, Message Expected Output:
Mentorship request sent successfully and stored in the database.

5) TEST FOR ADMIN DASHBOARD

Given Input:
Admin Login Credentials Expected Output:
Admin dashboard displays hackathons, internships, mentorship requests, and user details.

6) TEST FOR STUDENT DASHBOARD

Given Input:
Student Login Credentials Expected Output:
Student dashboard displays available hackathons, internships, mentorship options, and profile information.

7) TEST FOR DATABASE STORAGE

Given Input:
User registration data, hackathon data, internship data Expected Output:
All data stored correctly in MySQL database without duplication.

8) TEST FOR SEARCH FUNCTION

Given Input:
Search keyword (Hackathon / Internship / Mentor) Expected Output:
System displays matching results based on user search.

9) TEST FOR LOGOUT FUNCTION

Given Input:
User clicks logout button Expected Output:
User session terminated and redirected to login page.

10) 6.1.10 TEST FOR ERROR HANDLING

Given Input:

Invalid login credentials or empty fields Expected Output:

System displays appropriate error messages and prevents submission.

VII. CONCLUSION AND FUTURE SCOPE

The HackHub – Campus Opportunity Management System is developed to provide a centralized platform for managing hackathons, internships, and mentorship programs within a campus. The system helps students easily find and participate in various opportunities without relying on scattered sources such as emails, social media, or notice boards. The platform simplifies the process of registration, application, and communication between students, mentors, and administrators.

The system provides separate modules for hackathons, internships, and mentorship programs, allowing efficient management of data. The admin can add, update, and delete opportunities, while students can view and apply for them. The use of web technologies such as HTML, CSS, JavaScript, React, PHP, and MySQL ensures that the system is user-friendly, reliable, and easy to maintain.

The HackHub platform reduces manual work, improves communication, and enhances student participation in campus activities. The system also ensures secure data storage and quick retrieval of information. Overall, the project successfully achieves its objective of building a centralized opportunity management platform for students and administrators.

FUTURE SCOPE

- Mobile application version for Android and iOS
- Real-time notifications for new hackathons and internships
- AI-based recommendation system for opportunities
- Resume upload and profile matching feature
- Online hackathon submission system
- Mentor-student chat functionality
- Email notification integration
- Calendar integration for event reminders
- Certificate generation for participation

VIII. ACKNOWLEDGEMENT

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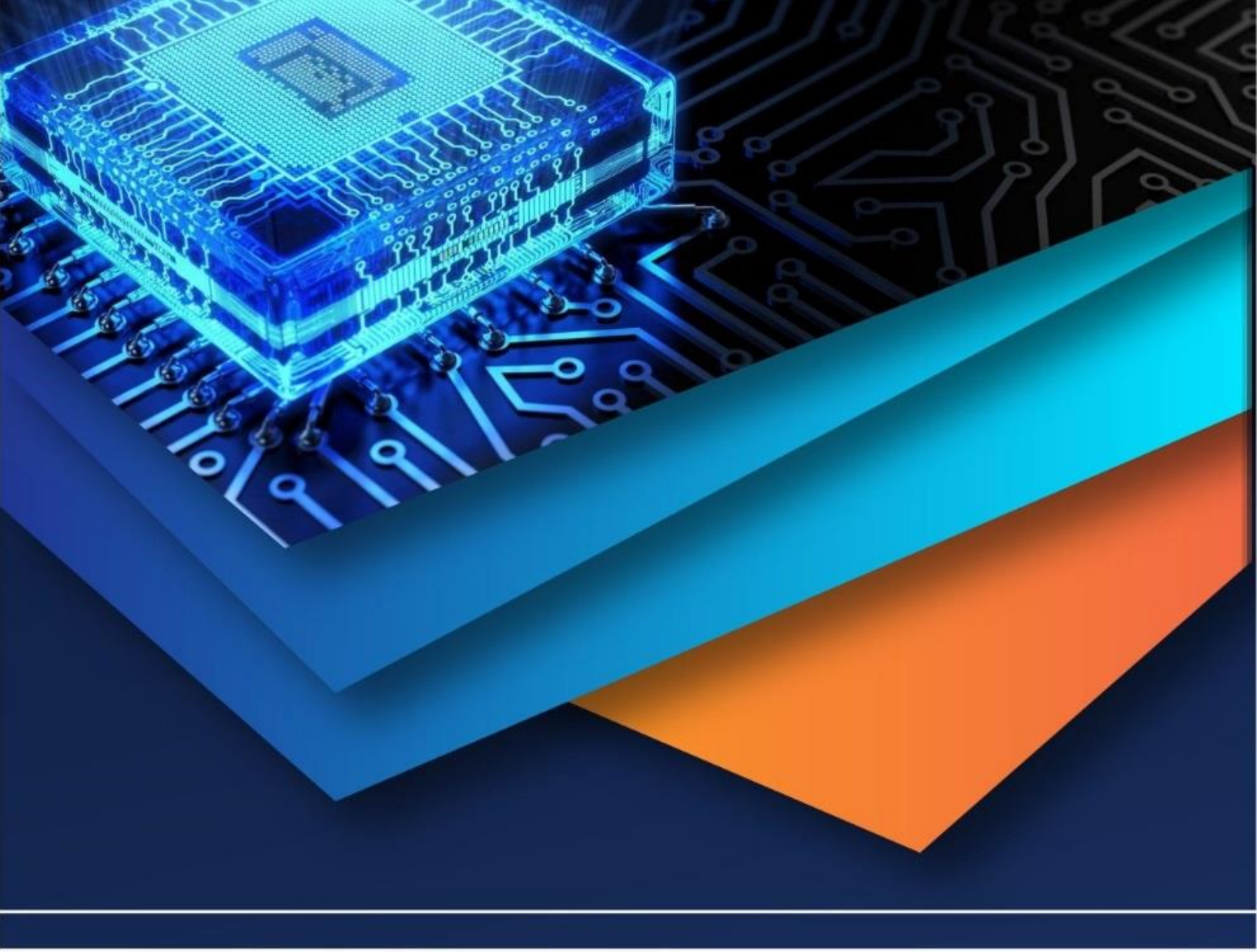

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