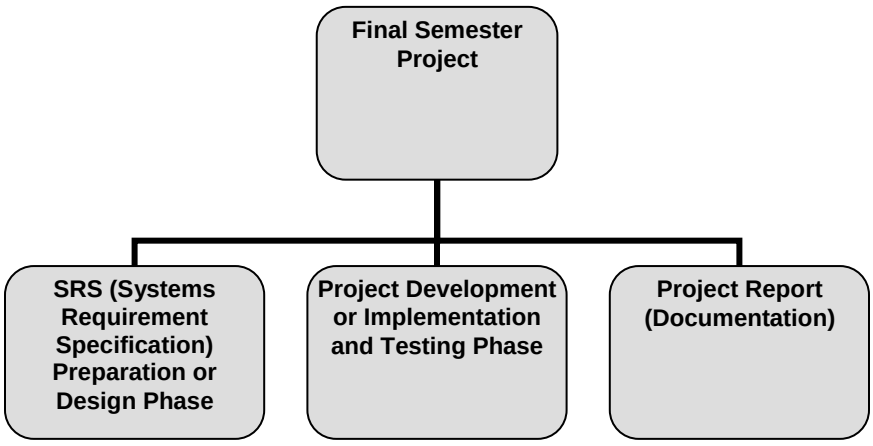
Project Guidelines

Final Semester Project Preparation and Submission Guideline

- Students must submit his/her project synopsis to the respective centre along with his / her name & number, centre code & address etc., and get it approved by them.
- Projects must be done individually.
- Must submit the final report within the stipulated time in the form of soft and hard copy to the study centre.
- The University will evaluate projects of Fourth Semester M.Sc.– IT (New) by conducting **Final Semester Project Internal Examination** through internal & external examiner.
- Students must demonstrate their project at their study centre to the internal & external examiner on the date specified by the university. The date will be mentioned in the university term-end examination time table.
- Two sets of soft and hard copy must be submitted to the centres by the students along with the source code and executable file. The same must be submitted to the center two week before the date of final semester term-end examination.

Project Guidelines



❖ **Project Development**

The project under development must follow all necessary steps of software engineering. Broadly, the project may be developed in two phase:

Phase 1: Requirement Analysis and Design Phase

This phase may involve preparing the Requirement specification, performing system analysis, preparing the data and control flows and performing the design of the project.

- Students must strictly implement the various stages of software development process.
- Implement the various activities that are performed during the Requirements phase and support it with proper outputs and the necessary graphical representations like Data Flow Diagrams D.F.D, E-R diagrams, Flow charts. You can also use tools like Rational Rose
- Indicate the technology used and substantiate it with brief explanations.
- Properly document the detailed design specifications and methods adopted during Design phase.

Phase 2: Coding and Testing phase

This phase may involve actual development of the software:

Like coding, preparing test plans, testing and implementation details.

- Perform **coding** of the project with the software used.
- Adopt an appropriate **testing** procedure for your project.
- Prepare all necessary **documentation** to support all the work done in your project.

Synopsis and Final Report Format

Synopsis of Project: Synopsis of project must contain following information:

1. Title of the project
2. Objective of the project.
3. Tool(s) / Technology used
4. A complete structure of the program
    i) Requirement Analysis
    ii) Module description, Structure charts
    iii) Data Flow Diagrams, Database Specifications
    iv) Coding (Partial or Complete- Dependent on the Organization);
    v) Screen Shots (GUI Interfaces), Reports
    vi) Test Plans, Test Cases, Results of Testing

vii) Future Enhancements

Final Project Report: Project Report must contain following information:

1. The length of the report may be about 40 to 50 pages, with 1.5 line spacing, 1.25 inches margin on either side, printed on A4 size papers. Ten percent variation on either side is permissible.

2. **Contents of project report are:**

A. Title Page
B. Certificate,
C. Declaration
D. Acknowledgement,
E. Abstract
F. Contents
G. Introduction
H. Objectives
I. Problem Statement
J. Requirement Analysis, SRS (Logical DFD, Data dictionary, Decision Tables & Trees)
K. Analysis and design (Structure Charts, data flows)
L. Coding
M. Testing procedures,
N. Testing reports
O. Documentation
P. Future application
Q. Conclusion
R. Bibliography

Technology/Programming Language/ Software
Microsoft Technology (. NET technology for example)
Sun Microsystems technology (J2EE based for example)
Oracle, SQL server (Data Base software)
Programming/ Scripting Languages: C, C++, VB, Java, JavaScript, VB-Script, HTML, XML
(Note: MS- Access cannot be used as Database)
Few Domains/Areas that can be chosen
Client-Server software : (Banking application, Railway, University application to name a few)
WEB applications (Portals, Web services, E-commerce sites, Social Networking applications, Blog Engines to name a few)
Gaming software/ Virus /Antivirus software/Audio- Video Players/ Language Tutors system/application software
Computer Networking Projects based on various protocols