# 19IT42PR - PROJECT

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| **Course Category:** | Program Core | **Credits:** | 11 |
| **Course Type:** | Implementation and Documentation | **Lecture - Tutorial - Practical:** |  |
| **Prerequisite:** | Require the fundamental knowledge in a few core computing areas and basics of programming language. | **Sessional Evaluation:**  **Univ.Exam Evaluation:**  **Total Marks:** | 80  120  200 |
| **Objectives** | * Acquire practical knowledge within the chosen area of technology for project development. * Develop effective communication skills for presentation of project related activities. | | |

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| **Course Outcomes** | Upon successful completion of the course, the students will be able to: | |
| CO1 | Identify, analyze, formulate and handle programming projects with a comprehensive and systematic approach. |
| **Course Content** | GUIDELINE/INSTRUCTION   * The project must be done in a group of 3 to 4 students. * Each group must prepare a title that relates to any engineering discipline and the title must emulate any real-world situation. * Submit an early proposal with 1 or 2 page(s) report as per the schedule, description of functionality and how the final product will be.   ASSESSMENT (Internal - 80 and External - 120)  Internal - 80   * Project title and problem definition– 15 % * Analysis and Design - 20 % * Implementation – 25 % * Final report(Guide lines are given below) – 10 % * Final Review conducted by INTERNAL REVIEW COMMITTEE with Guide-30 %   External -120   * External evaluation will be conducted by two INTERNAL (from the department) and one EXTERNAL (Outside the college) examiners chosen by Principal/Director from panels recommended by the respective Head of the department.   REPORT : A report must be prepared based on the following contents:   * Abstract/Synopsis. * Introduction and plan of the report. * Literature Survey. * Feasibility Analysis - Feasibility of solution (Economical, Technical etc.). * SRS - An agreement between Developer and Customer or end user (Refer any standard template followed by industry, Organization and any Institute as per current trends). * System Design - Description of modules/functions and basic UML diagrams to support the behaviour of the system. * Detailed Design - Supporting UML diagrams to expose different levels of representations including behaviour, Interaction and partial implementation. * Implementation details - Coding and Testing. * Future Enhancements. * Bibliography - Reference books, web sites and journals (if any). | |
| **References** | Refer any standard document/template which may be suitable for current development based on organization/Industry or Institute through various web sites. | |
| **E-Resources** | Visit any software industry sites or Google for downloading sample formats/templates suitable to your project. | |