A REPORT ON
PROJECT BASED LEARNING (PBL)

Academic Year 2016-2017 (Semester III)
Second Year Undergraduate Students of

Computer Engineering Department

Objective—To enable the students to apply concepts of the present semester subjects (including those of previous semesters) in the form of a design project based on certain application. It is hoped that it shall eventually lead to a better learning experience as opposed to textbook learning. Separate topics are assigned to all students in groups (maximum 4-6 students per group) of the same year to enable healthy competition among the different teams. The students work in groups and assign and distribute various aspects of work so as to realize the project based on a timeline of about 2 to 3 months. Queries and doubts are clarified by interactions with the PBL coordinators and subject experts. Student groups submit the PBL report during their demonstrations on a specified date in front of the faculty members.

Judges for the PBL Demonstrations
All Computer and IT Engineering Faculty of the concerned class.

PBL Coordinators

Division A	Prof.
Division B	Prof.

PBL Topics:

#	TITLE	Subject
	SE COMP PBL TOPIC ODD SEM III 2016- 2017	
1	Application to find Best student of the year	OOPM
2	Application to perform Result Analysis of Students	
3	A simple calculator GUI Application	
4	Develop a simple GUI based MS Access database driven application for a Bank system.	
5	Employee Leave Management System for college office	
6	Tic Tac Toe Gaming Application in Java	
7	Java Applet to display Analog Clock	
8	Invoice generation with & without GST impact	
9	Develop A Simple Text editor	
10	I-CARD GENERATOR SYSTEM for Alegria	
11	Check syntax of program in terms of wellformness of parenthesis using STACK	Data Structures
12	Implement CPU scheduling technique using priority queue	
13	Implement Hashing with linear probing as collision resolution technique	
14	Implement Hashing with Quadratic probing as collision resolution technique	
15	Implement Hashing with double hashing as collision resolution technique	
16	Polynomial operations uing SLL	
17	Rational number opeartions using SLL	
18	UNDO functionality in WORD using DLL	
19	Travelling sales person problem using Graph	
20	Expression tree construction	
21	Messege encoding using Huffmans algorithm	