A REPORT ON
PROJECT BASED LEARNING (PBL)

Academic Year 2017-2018 (Semester III)
Second Year Undergraduate Students of

Information Technology 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. Aju Palleri
Division B	Prof. Dhiraj Amin

PBL Topics:

Sr. No.	Subjects	Topics offered	Short Description
1	Java Programming Lab,Database Management System,Applied Mathematics III,Data Structures & Analysis	Prediction of coin toss	Prediction whether coin toss will be head or tail on basis of previous N tosses between two people using Bayes Theorem.
2	Java Programming Lab,Logic Design,Data Structures & Analysis,Applied Mathematics III	Simulation of conversion between two number system	Simulated environment to demonstrate conversion between two number systems
3	Java Programming Lab,Data Structures & Analysis,Database Management System,	Simulation of Stack and Queue operation /List	Simulation of Stack and Queue operation using applet
4	Java Programming Lab,Data Structures & Analysis,Database Management System,	Simulation of Link List opertion	Simulation of Link List operation like insertion, deletion using applet
5	Java Programming Lab,Data Structures & Analysis,Database Management System,	Exploring top 5 related person of a student using sorting algorithms	Finding most contacted person of student by analyzing different habits and using sorting algorithm to sort the persons related to the student
6	Java Programming Lab,Data Structures & Analysis,Applied Mathematics III,	Simulation of Dice Roll with lines	Simulation of Dice Roll using applet
7	Java Programming Lab,Database Management System,Data Structures & Analysis,Applied Mathematics III	Journal Finder	To find the journal where user wants to publish his article. User has to answer a series of questions and paste abstract/summary to find the journal
8	Java Programming Lab,Database Management System,Data Structures & Analysis,Applied Mathematics	College dropout prediction	Predict the dropout percentage in college based on different parameters such as current and previous marks,historical records of

	III		previous dropout.
9	Java Programming Lab,Database Management System,Data Structures & Analysis,	To find student of the year	To find best student of the college based on academics, cultural, sports, social, code of conduct
10	Logic Design,Java Programming Lab,Data Structures & Analysis,Database Management System	Convert boolean expression to Truth table	Converting boolean expression to table
11	Logic Design,,,	Traffic signal simulation using flipflop	Simulate working of traffic signals using flip flop
12	Java Programming Lab,Database Management System,Data Structures & Analysis,	Test Taking System (OTTS)	This project involves four types of users – Administrator, Principal, Teacher, student. Students are allowed to take tests and view results. Teachers are allowed to submit questions, schedule exams and can view student's results. The principal is allowed to approve exam dates proposed by teachers and view all students records class wise. Admin will classify students according to class and insert all the student's records. Admin can add multiple schools if the application is enabled across schools. Based on:
13	Java Programming Lab,Database Management System,Database Management System,Applied Mathematics III	GST Dashboard	Dashboard for GST where user can see impact of GST on various products prices
14	Java Programming Lab,Data Structures & Analysis,,	Game	Create simple games like Tic Tac Toe or some kind of puzzle in
15	Database Management	Leave Management	The Leave Management System is

		System	an Lan based or online application which can be used throughout the corporate organization . This project system can be used to automate the workflow of leave applications and their approvals in corporate world. This system have features like notification of email, leave cancellation, automated leave approval and report generation based on the requested data by the user.
	System,Java Programming Lab,Data Structures & Analysis,		
16	Database Management System,Java Programming Lab,Data Structures & Analysis,	Movie World Portal	It is a web based online Movie World portal project. The main aim of the Movie World portal project is any user they can access the system through website at any time without going to the company. As a new user also he can collect all information like as a movies Available ,list of theaters. 1. Administrator module 2. User module 3. Ticket booking module Administrator module: The Administrator is maintain the user Details ,Movie details, Theater details, and can know Number of seats available . User module: The user can first Registration in enter the Personal details, and User login . Suppose user want to update its personal Data he can do so. The user can see all details like Movies details,Theater Details. Booking Module: The Users will search for the movie and then go for theater then booking the tickets online.

17	Database Management System,Java Programming Lab,Data Structures & Analysis,Applied Mathematics III	Travel Planner System	Make a system that allows users to put together their own little travel itinerary and suggest points of interest, budget and schedule only for Mumbai. Also depending on where user wants to spend more and where he wants to spend less the suggestion may be given accordingly. For example if user wnats to spend more on food then places of great cuisine must be suggested; if he wants to spend more on travelling then better cabs may be suggested and so on

Photos :

Winners list:

	Topic : Simulation of a race between two object with dice roll
A	Prasad Karad
	Trupti Dhapola

	Rishi Kataria
	Abhay Gupta
	Ronak Karani
A	**Topic : Student of the year**
	Soham More
	Raj Gori
	Shaaz Khan
	Rohan Lahane
	Lovkesh Sharma
A	**Topic : College Stores Inventory Management System**
	Amina Mulla
	Divya Nair
	Poornima Karkera
	Prajakta Kubal
	Dhanashree Jagdale
A	**Topic : Travel Planner System**
	Manisha Kumar
	Kalpita Gawade
	Sagarika Chandel
	Yashraj Garud
A	**Topic :Invoice Generator**
	Tejas Choudhari

	Akshay Chavan
	Namrata Chetgiri
	Abhishek Dhekane
	Vaidehi Dani

B	**Topic : Leave management system**
	Pratik Singh
	Vipul Sharma
	Pooja zagade
	Vishal Singh
	Sharan Thaneeru

B	**Topic : Simulation of a race between two object with dice roll**
	Akshay Shetty
	Shubham Pandey
	Sagar Patel
	Raj Paliwal
	Nita Sangle

B	**Topic : Simulation of toll Plaza using Queue operation**
	Mansi Nimje
	Sakshi Singh
	Nikita Tikone
	Divya Paunikar
	Rachana Vannal

B	Topic : College dropout prediction
	Gaurav Nikam
	Gitanjali Singh
	Hardi Rathod
	Vaishnavi Shetty
	Shivani Shinde

B	Topic : Invoice generation with GST impact
	Tejas Patil
	Pradyumna Patki
	Ojas Thale
	Pratheesh
	Vineet Tiwari

Photos of Certificate Distribution: