GUJARAT TECHNOLOGICAL UNIVERSITY
MASTERS IN COMPUTER APPLICATION
Year – I (Semester – I) (W.E.F. JULY 2017)

Subject Name: Software project - I
Subject Code: 3610006

Guidelines:

Team: group of Max 2 Person

This is aimed to apply the learned concepts, procedures and tools to architect or build an application to develop the skill of application development using acquired knowledge. The students should be motivated to develop the model of application nearer to real life applications and present their work during the evaluation of the projects by the examiners.

 A working web application on fundamental of Web and HTML 5 may be developed but before developing working application a prototypical model of Input Design and Output Design or Reports may be developed using any designing tools for understating the concept behind it.

Option 1: Web application must explore the HTML5, CSS, JavaScript, Theme/template and Front end framework (e.g. BootStrap). Use any Database to store information.

Web application must be responsive and dynamic.

Suggested Web Applications

1) University Web site
2) Online Book Store
3) eCommerce Web site
4) Online Library System
5) Online Shopping
6) Railway Reservation System

PS: Above list is a suggestive one. You may select any dynamic application.

Expected Outcome:

The objective of the Application Development is to make students aware about the industry based process and workings. As a result, working application that meet with the industry standards should be populated.

There will not be any compulsion to prepare a project report for the students but an application and supportive documents should be self-explanatory, so that evaluator may get the detail about the application developed and can evaluate the students as per the evaluation criteria are given in the last part of this annexure.

Criteria for Evaluation of Applications Developed:

		Marks
Project	**Template (customized) / Theme**	**10**
	Library (CSS) / 2D, 3D Graphics	**10**
	JavaScript Validation / Web storage	**10**
	Online Framework / Animation	**10**
Presentation	Communication and explanation	**10**
Performance	Practical Code changes to individual	**30**

Suggested Book for Game:

1. Jacob Seidelin, HTML5 Games,creating Fun with HTML5,CSS3 and WebGL , Wiley