GUJARAT TECHNOLOGICAL UNIVERSITY

Syllabus for Master of Computer Applications, 5th Semester
Subject Name: Software Project (SPRING/e-Commerce)
Subject Code: 2658605

1. Learning Objectives:

- To be able to develop a project either using a Java Framework Spring or to develop an E-commerce application using E-commerce application development tools like Magento, X-cart, Shopify etc.

2. Prerequisites: Knowledge of Programming Language

3. Guidelines for Project

- Group size: 3-4 Persons per group
- An internal guide (i.e. Regular Faculty member) will be allocated to each Group.
- The project should be free from plagiarism of any kind.
- **Project should not be copied from earlier batches or downloaded from Internet. It should be ones' own creation.**
- The product should be user friendly and if possible mobile friendly.
- You may build your store, manage it and track your orders, if possible provide detailed analytics that helps to optimize your store.
- This may not be a live project.
- Coding standards should be followed meticulously. At the minimum, the code should be self documented, modular, and should use the meaningful naming convention.
- Reusability of classes and code is an advantage.
- Student may be asked to write the code related to the project during examination.
- Mentor/ Internal guides (i.e. the faculty members) must devote time, allocated as per the time table to guide the students for the project. The time allocation will be in a ccordance with the teaching scheme for 5th semester project.
- It should provide security features and secured payment options may be explored.
- Though too-much significance may not be given to the GUI design, it should be simple and intuitive.

4. Knowledge about the following is expected to be demonstrated.

- Proper knowledge about the purpose of the application
- Object-oriented concepts
- Use of reusable code / components
- Backend tools, front end tools and libraries used for application development
- Proper use of GUI components and event-handling features
- Use of UI tools for UI design

5. Minimum Expectations:

- Basic operations of application should be in place.
- Scope to include entire life cycle of application rather than restricting to master management.
- Knowledge of justification for using a particular tools and libraries.
- Demonstrate best practices implementation in real project

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With effective from academic year 2018-19

6. Evaluation scheme

Evaluation Parameters:
- The main parameter of assessment would be the ability of the students understanding of the product and the code.
- Though the project and domain specific knowledge would be assessed for, the evaluation would predominantly depend on the students' ability to explain, modify or revise of code.
- Coding standards should be followed meticulously.

Sr. No.	Particulars	Weight age
1	Project Definition and Scope	10%
2	User Interface Designing using Tools	20%
3	Code Changes & code explanation	40%
4	Coding standards	10%
5	VIVA	20%