



Teaching Scheme			Credits	Examination Marks				Total Marks
L	P	OJT		Theory		Tutorial/ Practical		
			University exams (ESE)	Progressive Assessment (PA)	External Practical /viva Exam(ESE)	Internal evaluation Practical /viva Exam(PA)		
0	4		4	0	0	80	20	100

Pre-requisites:

1. Knowledge of HTML, Any Scripting Language.
2. Knowledge of Programming Language.
3. Hands on knowledge of RDBMS.
4. Basic Understanding of Technical Report Writing.

Learning Objectives:

1. To gain familiarity in technical document writing
2. To understand Agile software documentation process
3. To understand how to compile and synthesizing technical information

Course Outcome (COs):

- CO-1 Develop Project using Emerging Framework
- CO-2 Analyze real word issues and develop read map to resolve those issues using cutting edge technologies
- CO-3 Explore Project Development Life Cycle

Course Content:

- It is suggested to develop executable model or live application using any emerging technology which serves solution to the society.
- The problem statement should be identified from current social challenges and how to overcome from those issues.
- The executable model should be adopted by any organization / individual in order to fulfil the purpose for which it is developed.
- It is a team work – team consisting of preferably two (in no case more than three) students. In special cases, a single student team is acceptable.
- The project should be free from plagiarism of any kind.
- Project must have proper documentation.
- This may or may not be a live project.
- Each team will be allotted a faculty member who will be their mentor.
- It is advisable that the finalization of topic and major milestones is completed within 15 days from the date of start of the semester.
- The mentors will assess the progress of the students allocated to them on ongoing basis based on Project finalized and milestone identified.



Documentation:

- The project has to be well-documented in the form of a Project Report (at least 50 pages comprising of the relevant description of the project including design, data dictionary, source code, screenshots, etc.).
- Format: The Project report Print out should be taken on both the side of page with single line spacing. Use Times New Roman of size 10 for normal text. A typical Table of content will be as follows.

TABLE OF CONTENTS

1. Introduction

- 1.1. Existing System
- 1.2. Need for the New System
- 1.3. Objective of the New System
- 1.4. Problem Definition
- 1.5. Core Components
- 1.6. Project Profile
- 1.7. Assumptions and Constraints
- 1.8. Advantages and Limitations of the Proposed System

2. Requirement Determination & Analysis

- 2.1. Requirement Determination
- 2.2. Targeted Users

3. System Design

- 3.1. Use Case Diagram
- 3.2. Class Diagram
- 3.3. Interaction Diagram
- 3.4. Activity Diagram
- 3.5. Data Dictionary

4. Development

- 4.1. Coding Standards

5. Agile Documentation

- 5.1 Agile Project Charter
- 5.2 Agile Roadmap / Schedule



- 5.3 Agile Project Plan
- 5.4 Agile User Story (Minimum 3 Tasks)
- 5.5 Agile Release Plan
- 5.6 Agile Sprint Backlog
- 5.7 Agile Test Plan
- 5.8 Earned-value and burn charts

6. Proposed Enhancements

7. Conclusion

8. Bibliography

Evaluation

Students shall be evaluated on the following components:

A	Internal Evaluation	(Internal Assessment- 20)
	<ul style="list-style-type: none">• Continuous Evaluation Component	15 marks
	<ul style="list-style-type: none">• Class Presence & Participation	05 marks
B	End –Semester Examination	(External Assessment-80 Marks)

Assessment Weightage

Sr. No	Particulars	Weightage
1	Project	30%
2	Documentation	20%
3	Code Changes	25%
4	VIVA	25%

Web References:

- 1) <https://magento.com/>
- 2) <https://reactnative.dev/docs/getting-started>
- 3) <https://codeigniter.com/download>
- 4) <https://angular.io/docs>
- 5) <https://nodejs.org/en/download/>
- 6) <https://flutter.dev/docs/get-started/install>
- 7) ionicframework.com/docs
- 8) <https://visualstudio.microsoft.com/xamarin/>
- 9) <https://github.com/xamarin>
- 10) <https://www.djangoproject.com/>