

**FACULTY OF COMPUTER APPLICATIONS
TEACHING AND EXAMINATION SCHEME**

Programme	MASTER OF SCIENCE IN INFORMATION TECHNOLOGY (MOBILE APPLICATION)	Branch/Spec.	Computer Application																
Semester	IV																		
Effective from Academic Year	2019-20			Effective for the batch Admitted in										June 2018					
Subject Code	Subject Name	Teaching scheme												Examination scheme (Marks)					
		Credit						Hours (per week)						Theory			Practical		
		Lecture(DT)			Practical(Lab.)			Lecture(DT)			Practical(Lab.)			CE	SEE	Total	CE	SEE	Total
		L	TU	Total	P	TW	Total	L	TU	Total	P	TW	Total						
P54A1PROJ	Industrial Project - II	-	-	-	24	-	24	-	-	-	48	-	48	-	-	-	450	300	750
Total		-	-	-	24	-	24	-	0	0	48	-	48	-	-	-	450	300	750



GANPAT UNIVERSITY

FACULTY OF COMPUTER APPLICATIONS

Programme	M.Sc IT (MOBILE APPLICATION)			Branch/Spec.	Computer Applications			
Semester	IV			Version	1.0.0.0			
Effective from Academic Year	2019-20			Effective for the batch Admitted in	June 2018			
Subject code	P54A1PROJ		Subject Name	INDUSTRIAL PROJECT –II				
Teaching scheme				Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total
	L	TU	P	TW				
Credit	-	-	24		24	Theory	-	-
Hours	-	-	48		48	Practical	450	300
Pre-requisites:								
Software Development Models and concepts, OOPs, Basic DBMS concepts, knowledge of software development life cycle, Testing fundamentals, Android, i-Phone, python								
Learning Outcome:								
<ul style="list-style-type: none"> • Understanding of how system is analysed and implemented using standard techniques. • Design and Implementation of proposed system • Testing the system • Deployment of the system 								
Theory syllabus								
Unit	Content							Hrs
1	<p>Rules: Students are required to develop entire new software system or to enhance/modify functionalities of existing software or to provide customization based on existing technology/framework to fulfil specific requirements.</p> <p>The duration of the project is In-house semester. Students can develop their project individually or in a group of not more than 2 students. Group size can be increased with prior approval of head of institution.</p> <p>The passing standard is 60% in internal and external examination jointly.</p> <p>The detail study of any enterprise application or any major IT infrastructure setup can also be accepted as a project work. The project can be developed in any language or platform but it is required to get approved by the head of the institution. For the purpose of approval, Students have to submit their project titles and proposals with the name of internal and external guides to the Head of Institution In case, if the student proposal is rejected, the revised proposal in the same or other area is required to submit and get it sanctioned. Failing to do this, his/her term will not be granted.</p> <p>The students have to report to the internal guide for at least 4 times during the project life span. Students are required to submit their presentation in soft copy as per format to assigned internal guide at least before 4 days of internal presentation schedule.</p>							48

	<p>The external examiners appointed by the University will give the external marks on the basis of the heads like Presentation, Demonstration, Viva Voce, and Documentation etc. The distribution of marks to different heads may be decided at the time of evaluation of the project but it is expected to have the same distribution.</p> <p>The Internal Guide or Head of the Institution will give the internal marks. These marks may be given on the bases of regular reporting of the student to the internal guide.</p>	
Practical content		
List of programs on the above mentioned topics as per decided by subject faculty		
Text Books		
1	Systems Analysis and Design, by <u>Brijendra Singh</u> , Publisher: New Age International Private Limited; First edition (1 January 2016)	
Reference Books		
1	UML Modelling for Business Analysts: With Illustrated Examples (BusinessAnalystSeries Book 102)	
2	Fundamentals of Object-Oriented Design in UML, by PAGE-JONES. Publisher: Pearson Education; 1 edition	
3	Build iOS Database Apps with Swift and SQLite, by Kevin Langedoc, Apress; 1st ed. edition	