

Guidelines to prepare Project

The student is expected to take up any industry oriented application and develop a mini-project on this topic preferably on C, C++, VB. The implementation should involving all the phases of software development life-cycle i.e. problem formulation, design, implementation and testing phases. Below are the guidelines for structuring and formatting of the project report.

Font

1. Chapter Names - 16 TIMES NEW ROMAN (bold) all caps
2. Headings - 14 TIMES NEW ROMAN (bold) all caps
3. Subheadings - 14 TIMES NEW ROMAN (bold) Title case
4. Sub – sub headings - 12 TIMES NEW ROMAN (bold) Title case
5. Body of Project - 12 TIMES NEW ROMAN
6. Text in Diagrams - 12 TIMES NEW ROMAN (all lower case)
7. Diagrams / Table headings / Fig. Headings - 12' TIMES NEW ROMAN Title case
8. If any text 12' TIMES NEW ROMAN (Title case)

Spacing

1. Two(2) line spacing between heading and body text.
2. 1.5 line spacing in body text.
3. New paragraphs start with single tab.

Margins

Left 1.5' Right 1.0'
Top 1.0' Bottom 1.0'

Page numbers

- position Bottom, Middle
1. Front Pages Small Roman Numbers
(Excluding title page, Certificate page, Acknowledgement page)
 2. Body pages 1,2,3
 3. Annexure 1,2,3.....
(Separate for each Annexure)

Pages : Size : A4 paper Color: White

Documentation : Spiral Binding

Front Pages

Page 1	Title Page
Page 2	Certificate
Page 3	Acknowledgement
Page 4	Contents
Page 5	Abstract
Page 6	List of Figures/ tables/ screens
Page 7	Symbols & Abbreviations

CONTENTS

Abstract

List of Figures

List of Tables

List of Screens

Symbols & Abbreviations

1. Introduction
 - 1.1 Motivation
 - 1.2 Problem definition
 - 1.3 Objective of Project
 - 1.4 Limitations of Project
 - 1.5 Organization of Documentation

2. LITERATURE SURVEY
 - 2.1 Introduction
 - 2.2 Existing System
 - 2.3 Disadvantages of Existing system
 - 2.4 Proposed System
 - 2.5 Conclusion

3. ANALYSIS
 - 3.1 Introduction
 - 3.2 Software Requirement Specification
 - 3.2.1 User requirement
 - 3.2.2 Software requirement
 - 3.2.3 Hardware requirement
 - 3.3 Content diagram of Project
 - 3.4 Algorithms ad Flowcharts
 - 3.5 Conclusion

4. DESIGN
 - 4.1 Introduction

4.2 DFD / ER / UML diagram (any other project diagrams)

4.3 Module design and organization

4.4 Conclusion

5. IMPLEMENTATION & RESULTS

5.1 Introduction

5.2 Explanation of Key functions

5.3 Method of Implementation

5.2.1 Forms

5.2.2 Output Screens

5.2.3 Result Analysis

5.4 Conclusion

6. TESTING & VALIDATION

6.1 Introduction

6.2 Design of test cases and scenarios

6.3 Validation

6.4 Conclusion

7. CONCLUSION :
- | | | |
|------------------|---|--------------------|
| First Paragraph | - | Project Conclusion |
| Second Paragraph | - | Future enhancement |

REFERENCES

1. Author Name, Title of Paper/ Book, Publisher's Name, Year of publication
2. Full URL Address

A Project report on

<<Title of the project>>

BACHELOR/MASTER/ POST-GRADUTE DIPLOMA

IN

<<Computer Science/ Information Technology>>

Submitted By

<< Name of the Student >>

<< Enrollment No >>

Under the Guidance of

<< Guide Name >>

<< Designation >>

<<Your Study Center Name in CAPS>>

<< University Logo >>

School of Computer Science and IT,

Uttarakhand Open University, Haldwani

2012

<<Your Center Name in CAPS>>

School of Computer Science and IT

CERTIFICATE

This is to certify that the project report titled << Project Title >> is being submitted by << Student Name >>, bearing <<**Enrollment No**>>, in BCA/MCA/PGDCA/MScIT -semester is a record bonafide work carried out by them. The results embodied in this report have not been submitted to any other University for the award of any degree.

<< Supervisor >>

<< Coordinator>>