

# **A Project Synopsis Report**

**on**

***“TITLE NAME”***

Submitted in partial fulfillment of the requirements  
For the award of the degree of Bachelor of Computer Application /  
Bachelor of Computer Application (AIML) / Master of Computer  
Application / Bachelor of Science in Information Technology



## **AKS UNIVERSITY, SATNA**

### **BCA 6<sup>th</sup> Semester**

**Submitted by**

**Student Name (Student Code.)**

**Under The Guidance of**

Mr.....

(Assistant Professor)

**Approved by**

Dr. Pramod Singh

(HOD CSE)

**Department of Computer Science & Application**

**AKS University, Satna (M.P.)**

## **Table of Contents**

### 1. Abstract ( $\frac{1}{2} - 1$ page)

- Brief overview of the project (problem + proposed solution).
- Maximum **200–300 words**.

### 2. Introduction (*1 pages*)

- Background of the problem.
- Importance / relevance of project.
- Scope of work.

### 3. Objectives (*bullet points*)

- Clear and measurable objectives (3–6 points).

### 4. Feasibility Study (1 page)

- Explain the project's practicality, significance, and need.

### 5. Modules of Project/ Planning of Work ( $\frac{1}{2} - 1$ page)

- Divide the project into logical modules (e.g., Login Module, Database Module, Report Generation, etc.).

### 6. Hardware and Software Requirements (1 page)

- List technical and platform necessities needed for project development.

### 7. Project Planning (e.g., Gantt Chart) (1 page)

- Use visuals to represent timelines and member assignments.

### 8. Future Scope ( $\frac{1}{2}$ page)

- How it can be extended later.

### 9. References (*APA/IEEE style*)

- Books, research papers, websites referred.

## ABSTRACT

### Sample

An “**ONLINE CLASSROOM PORTAL**” is a digital platform that facilitates the virtual learning environment for students and teachers. It serves as a centralized hub where students can access educational resources, participate in interactive activities, and engage in remote learning experiences.

The portal provides students with a wide range of digital resources such as textbooks, lecture notes, videos, and interactive simulations. These materials can be accessed anytime, allowing students to review and study at their own pace. an online classroom portal provides a flexible and interactive learning environment, fostering engagement, collaboration, and personalized learning. It bridges the physical distance between students and teachers, enabling education to continue seamlessly in the digital realm.

The portal also streamlines the assignment submission and feedback process. Students can submit their assignments electronically, eliminating the need for physical copies. Teachers can provide timely feedback, grades, and comments on the submitted work, promoting continuous learning and improvement. The online platform also allows for the creation and distribution of quizzes and assessments, with some portals even providing automatic grading and immediate feedback, enabling students to assess their own progress.

(You can add more data) – 1 Page Abstract

## Layout & Typography Guidelines (All Streams)

- **Heading** Time New Roman, 18pt font, Bold, **No Under line.**
- **Other text:** Time New Roman, 12 pt font, 1.5 line spacing
- **Margins:** The margins should be one inch (1”) each.
- **Paper Size:** A4
- **Page Border:** 1 pt normal.
- **Header:**

AKS UNIVESITY

DEPARTMENT OF COMPUTER SCIENCE &amp; APPLICATION

(Top Left)

(Top Right)

- **Footer:**

STUDENT NAME (STUDENT CODE.)

PAGE NO.

TITLE NAME

(Bottom Left)

(Middle)

(Bottom Right)

### Figures & Tables:

Captions below figures; above tables

Use light backgrounds and clear formatting

**Binding:** spiral binding and single-side printing.