

Mini Project-1 (MP-1)
Even 2015 4th Semester

THIS IS MINI PROJECT OFFERED TO SEM 4 students. Expectation is that they will implement it in Java. As this is only language they know.

Note: Students can also select their own definition for Mini Project provided prior confirmation from respective course co-ordinators.

Sr. No	Mini Project-1 Title
1	Peer to peer and group chat application
2	File transfer over network
3	finding and removing redundant/duplicate files in a file system
4	time synchronization in network using time server based
5	secure key distribution protocol implementation in network (peer to peer) or using Key Distribution Server
6	Development Sales and Inventory Management System with Report generation
7	Paint application using AWT
8	Development of a Network Print Spooler
9	Design animated application for the Travelling salesman, krushkal and prim's problem
10	Resume Builder Application
11	Game-Chess
12	Game-snake-ladder
13	application which convert voice to text
14	Data analysis and visualization tool
15	Appliction / Game for nursey children to learn numbers and alphabets which can be extended for words, dictionaries and many more
16	Notetaker
17	Fitness Monitor
18	Bulk File Distributor
19	Audio Player
20	Address Book
21	Bulk Spell Checker
22	Sudoku-Game
23	Birthday Card Maker
24	Foreign Language Trainer
25	Image Compressor
26	Pseudocode to Algorithm converter
27	Securing TCP/IP communication using cryptography
28	Home Accountancy system
29	Report Generation Tool from Time Table
30	Subject Allocation System
31	Text Editor
32	Finding Files Similarities of the File System
33	Generating Maze Game
34	Generating Reminders
35	Image Processing (Changing brightness, contrast, color, model of Images)
36	Address Book
37	Stock Control System
38	Birthday Reminder
39	Hangmen- The Game
40	Electricity Billing
41	tic tac toe game
42	KBC game
43	Election voting System
44	Web based chatting
45	Private Banking Network
46	Attendance management system
47	Gatering system information tools
48	Time table geneartion tool
49	kid's learning system
50	Animation of learning concepts like TCP,UDP,STACK,PROCESS
51	Parallel computing using CUDA enabled GPU
52	Creating ImageJ Plugin in Java from existing Matlab/Scilab Code
53	Using C for a part Image Processing Application
54	Developing C function for doppler centroid calculation from satellite data
55	Developing an automatic e-mail tracing for cyber forensics
56	Detecting Copyright infringement while user is committing this cyber crime

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	57	Detecting whether any image in the user specified folder is tampered or not				
	58	Sensor reading application for Arduino board				
	59	Address book application in sync with mobile				
	60	Mobile App to track the GPS location of a moving object(based on java)				
	61	Face Detection using Java				
	62	Face Recognition using Java				
	63	Gesture Recognition using Java				
	64	Home Automation using Arduino(controlling of only one or two appliances)				
	65	Congestion control using network protocols				
	66	Consistency maintainence with performance improvement in distributed systems				
	67	Load Balancing in distributed systems				
	68	Algorithm optimization for 8 Queens problem and performance evaluation				
	69	File security system				
	70	GATE Score Predictor System				
	71	Creation of Net Conference				
	72	Web Based Book Publishing System				
	73	Question Paper Generator				
	74	Barcode Scanner in Android				
	75	Simulator for Lock-free Data Structure				
	76	Website design				
	77	Testing tool to verify given test cases				
	78	Remote control of Home appliances using Arduino				
	79	Mobile application to alert power usage				
	80	Java Editor				
	81	Text to speech application				
	82	Video conferencing system				
	83	Retrieving files using content based search				
	84	Proposed key generation for multimedia application				
	85	MIMO network simulation and analysis				
	86	Artificial noise addition in MIMO based communication				
	87	Diversity gain analysis in MIMO based communication				
	88	transportation guide mobile App				
	89	Privacy preserving data mining				
	90	E-Voting				
	91	E-Auction				
	92	Student Information System				
	93	Attendance Management System				
	94	Healthcare Management System				
	95	Emotion Recognition from Text				
	96	Classifier Implementation				
	97	Account Adviser				
	98	Clusterer Implementation				
	99	Implementation of Data Preprocessing techniques				
	100	java snake game				
	101	cryptography in steganography				
	102	Payroll system				
	103	Library management system				
	104	Online reservation system				
	105	Smart Encryption (Image/ audio / video)				
	106	Designing of elliptic curve cryptography algorithm for sending data over intranet				
	107	Mobile Encyption & Decryption				
	108	Cipher Machine				
	109	Desiging of RSA algorithm over secure peer to peer communication				
	110	online library management system				
	111	Database Management System(implementation of dabase operation like select, delete, update etc..)				
	112	Animation of Computer Graphics Algorithms				
	113	Implementation of working of ATM				
	114	Animation of 2-D Transformations				
	115	Inventory System				
	116	Implementation of Hangman Game				
	117	Animation of networking protocols				
	118	switch on/off home appliancesas using GPS				
	119	Implementantion of Data compression algorithm				
	120	Simulation of DES algorithm				
	121	E-campus				

	122	E-governance					
	123	Implementation of Flooding protocol					
	124	Chat messenger					
	125	Sudoku					
	126	Maze finding path					
	127	MCQ examination system					
	128	Software testing simulation					
	129	DX-Ball Game					
	130	payment gateway					
	131	Development of syntax analyzer using Java					
	132	GUI based Simulation of Database operations					
	133	Simulation to demonstrate MAC algorithms					
	134	MCQ Based - Quiz Test					
	135	Personnel Management System					
	136	Game development in Android					
	137	Image Enhancement and Minutiae Matching in Fingerprint Verification					
	138	Fingerprint recognition system					
	139	Face reconition using kernel based methods					
	140	Audio Watermarking					
	141	Mining Wikileaks Data					
	142	UltraMixer in Java					
	143	Network Analyzer					
	144	Satellite Coverage Problem Management					
	145	Multiple Sequence alignment using Genetic Algorithms					
	146	Automatic Email notification for the absentism of a student					
	147	Automatic timetable generation					
	148	Captcha generation and verification					
	149	Implementating Watchdog timer for autosleep and wakeup of the computers					
	150	Mobile application for Bus tracking System					
	151	Mobile Application for home servilence Sytem					
	152	Mobile application for any game which improves English vocabulary					
	153	Langugage converter					
	154	Audio calling on Nirma LAN					
	155	Counting number of students present in a class through image processing					
	156	E-mail client					
	157	E-mail server					
	158	Implementation of Progressive Window Algorithm for pattern generation					
	159	Plant Genetic Engineering : Study of Plant Root System Architecture using Image Processing					
	160	spell checker and prediction using java					
	161	Song prediction using java					
	162	smiley(like whatsapp smiley) prediction using java					
	163	RTOS based home AUTOMATION SYSTEM USING ANDROID					
	164	Automatic night lamp with morning alarm					
	165	RFID based Attendance system					
	166	FM transmitter circuit					
	167	Flight Booking System					
	168	File transfer using cryptography techniques(including image)					
	169	Online sensex graph system					
	170	website ranking system					