	Mini Project 1 (MD 1)						
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						
3	File transfer over network 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 usng Key Distribution Server						
7	Development Sales and Inventory Management System with Report generation Paint application using AWT						
8	Development of a Network Print Spooler						
9	Design animated application for the Travelling salesman, krushkal and prim's problem			Branch	Name	e-mail	
10	Resume Builder Application			CE	Prof. Jitali Patel	jitali.patel@nirmauni.ac.in	
11	Game-Chess			IT	Prof. Sharnil Pandya	sharnil.pandya@nirmauni.ac.in	
12	Game-snake-ladder			•	Prof. Daiwat Vyas	daiwat.vyas@nirmauni.ac.in	
13 14	application which convert voice to text  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 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 35	Generating Reminders Image Processing (Changing brightness, contrast, color, model of Images)						
36	Address Book						
37	Stock Control System						
38	Birthday Reminder						
39	Hangmen The Came						
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 50	kid's learning system Animation of learning concepts like TCP,UDP,STACK,PROCESS						
50	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		
		Congestion control doing notion 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 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		
	444	Database Management System(implementation of dabase operation like select,		
	111	delete, update etc)		
	112	Animation of Computer Graphics Algorithms		
	113	Implementation of working of ATM		
		Animation of 2-D Transformations		
	114			
	115	Inventory System		
	116	Implementation of Hangman Game		
	117	Animation of networking protocols		
	118	switch on/off home applianceas using GPS		
	119	Implementation of Data compression algorithm		
	120	Simulation of DES algorithm		
	121	E-campus		
	141	I - campac		

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		
139	Audio Watermarking		
140	Mining Wikileaks Data		
141	UltraMixer in Java		
	Network Analyzer		
143	Satellite Coverage Problem Management		
144			
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 vocubulary		
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		
167	File transfer using cryptography techniques(including image)		
169	Online sensex graph system		
170			
170	website ranking system		