

Maharashtra State Board of Technical Education

Government polytechnic Solapur



DIPLOMA IN INFORMATION TECHNOLOGY (IF)2023-2024

Academic Year 2023-2024

A

Micro Project on

Establishing a Software Company

Group Members

Roll No	Name of the Group Members	Enrolment No	Exam Seat No
<u>15</u>	Dharashivkar Aditya Mahesh	2100150261	
<u>36</u>	<u>Makude Kaustubh Ishwar</u>	2100150298	

Under the Guidance of:

Prof. Rupali V. M.

Government polytechnic Solapur

Certificate

Certified that this Microproject Report
Establishing Software Company

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<u>15</u>	Dharashivkar Aditya Mahesh	2100150261	
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In this work.

The Students of Semester Fifth Entrepreneurship Development (EDE).
Diploma in Information technology 2023-2024 Partial fulfilment for the
Award of Diploma in information technology branch by MSBTE

Sign of Subject Teacher

Prof. Rupali V. M.

Sign of principal

Dr. Ashok Upadhyay

PART-A MICROPROJECT REPORT

1.0 Title of Microproject:

Establishing Software Company

2.0 Brief Introduction:

In the ever-evolving digital landscape, entrepreneurship plays a pivotal role in driving innovation and economic growth. The software industry is a flourishing sector with a vast potential for disruption, offering opportunities for creative problem solvers and visionaries. Throughout the project we have learnt the essentials of idea validation, business planning, technology, marketing, finance, legalities, and risk management, enabling them to transform software ideas into thriving start-ups. We propose the idea of a software company which hires the college students as part time workers who want to work on real time projects

3.0 Aim of the micro-project:

Establishing Software Company

4.0 Intended course outcomes:

- Identifying the entrepreneurial traits in the software industry.
- Identifying the business opportunities suitable for you.
- Developing comprehensive business plan.
- Preparing plans to manage the enterprise effectively.

5.0 Literature review:

In the dynamic landscape of the software industry, companies are exploring innovative ways to fulfil their talent needs while providing college students with valuable work experience. One approach gaining attention is the employment of college students as part-time workers for the development of real-time software projects. Recent studies emphasize the significance of this practice, offering students practical exposure to real-world scenarios, enhancing problem-solving skills, and easing the transition from academia to a professional work environment (Harun et al., 2016).

Part-time employment for college students is a well-discussed topic, with benefits including improved time management skills, financial independence, and a better understanding of the professional world (Kahn, 2018). Additionally, by engaging college students part-time, software companies can establish a promising talent pipeline for future full-time employees (Davenport & Harris, 2017). College students working on real-time projects gain familiarity with the company's culture and practices, making them ideal candidates for permanent positions upon graduation.

Project-based learning, where college students work on real-time projects, leads to a deeper understanding of software development processes and best practices (Thomas, 2000). Moreover, the integration of college students into the workforce can positively influence a company's culture by infusing fresh perspectives, creativity, and innovation (Zenger and Folkman, 2014). Effective mentorship is essential in this process to expedite the learning curve of students and enhance their skill development (Eby et al., 2008). Challenges, such as time constraints and skill gaps, should be addressed through effective training and support mechanisms (Di Liang, 2013).

6.0 Proposed Methodology:

- 1) Discussion about given topic.
- 2) Selection of group leader and distribution of responsibility.
- 3) Collection of information using different resources.
- 4) Analysis of information as per format given.
- 5) Represent of information and required format.
- 6) Preparation of project report.
- 7) Complications of and submission of given assign task

7.0 Resources required:

Sr. No	Name Of resources	Quantity	Remarks
1	Books	The Entrepreneurial Instinct: How Everyone has the Innate Ability to Start a Successful Small Business.	
2	PC/ laptop	hp computer Processor- Intel(R) Core (TM) i5-8365U CPU @ 1.60GHz 1.90 GHz Installed Memory- (RAM)16:00GB System type - 64-byte operating system.	

8.0 Action plan:

Sr. No	Details of activity	Number of students	
1	Discussion	15 36	Dharashivkar Aditya Mahesh Makude Kaustubh Ishwar
2	Collection of Information	15 36	Dharashivkar Aditya Mahesh Makude Kaustubh Ishwar
3	Analysis of Information	15 36	Dharashivkar Aditya Mahesh Makude Kaustubh Ishwar
4	Coding	15 36	Dharashivkar Aditya Mahesh Makude Kaustubh Ishwar
5	Preparation of Report	15 36	Dharashivkar Aditya Mahesh Makude Kaustubh Ishwar

PART-B MICROPROJECT REPORT

1.0 Title of Microproject:

Establishing Software Company

2.0 Aim of the micro-project:

To Establishing Software Company for the freshers in the software industry who need the experience and who want to work on the real time projects.

3.0 Course Outcomes:

1. Leadership development.
2. We gathered knowledge about how the software industry actually works.
3. We understood various stages of a software development.
4. We understood what are the Strengths, Weaknesses, Opportunities and Threats while establishing a software company.
5. We understood what financial schemes we can use to fulfil our financial needs.

4.0 Literature review:

Introduction:

In the evolving landscape of the software industry, companies often seek innovative ways to address talent needs and engage with students. One approach gaining attention is the employment of college students as part-time workers for the development of real-time projects. This literature review examines the key aspects of this practice and its implications.

Engaging College Students in Real-time Projects:

Recent studies emphasize the significance of involving college students in real-time software projects (Harun et al., 2016). Such engagement provides students with the practical exposure necessary to apply classroom knowledge to real-world scenarios. Moreover, this practice enhances problem-solving skills, teamwork, and the transition from academia to a professional environment.

Part-time Work for College Students:

Part-time employment for college students is a well-discussed topic. Kahn (2018) underscores its benefits, including improved time management skills, financial independence, and a

better understanding of the professional world. Companies that hire college students part-time align with these advantages.

Building a Talent Pipeline:

By engaging college students part-time, software companies can establish a promising talent pipeline for future full-time employees (Davenport & Harris, 2017). When students work on real-time projects during their studies, they become acquainted with the company's culture and practices, making them ideal candidates for permanent positions upon graduation.

Project-based Learning:

Project-based learning is an established concept. Thomas (2000) highlights its effectiveness in education, asserting that college students working on real-time projects experience practical learning, leading to a deeper understanding of software development processes and best practices.

Impact on Company Culture:

The integration of college students into the workforce can positively influence a company's culture. Zenger and Folkman (2014) suggest that a diverse workforce, including students, can infuse fresh perspectives, creativity, and innovation into the organization's DNA.

Mentorship and Skill Transfer:

Effective mentorship is paramount when integrating college students into software projects. Research by Eby et al. (2008) indicates that successful mentorship can expedite the learning curve of students and enhance their skill development, contributing to project success.

Challenges and Solutions:

Addressing potential challenges is an essential consideration in the employment of students for part-time software projects. Di Liang (2013) discusses common challenges, including time constraints and skill gaps. Companies can overcome these challenges through effective training and support mechanisms.

In conclusion, the literature review highlights the advantages of engaging college students in part-time roles for real-time project development within a software company. This practice offers mutual benefits, from enhancing student skill sets to creating a talent pipeline for the company. The key to successful implementation lies in careful mentorship, addressing challenges, and embracing diversity within the workforce.

5.0 Actual methodology:

- Discussion about given topic.
- Selection of group leader and distribution of responsibility.
- Collection of information using different resources.

- Analysis of information as per format given.
- Represent of information and required format.
- Preparation of project report.

7.0 Skill developed:

Leadership:

If we have learnt anything this project is that great leadership is an Essential skill to be a good project manager our leadership hole means We lead a manage teem setting in vision and motivating the learn.

8.0 Area of feature:

Using this Project, we display the weather details of all the cities in the world by fetching their respective data from an API provided by OpenWeatherMap.com.

Resource Reference:

Sr.no	Title of Book	Author	Published
1	The Entrepreneurial Instinct: How Everyone has the Innate Ability to Start a Successful Small Business.	Mehta, Monica	Ninth Edition, 2015, ISBN: 978-51-265-5427-0
2	Entrepreneurship	Hisrich, R.D.	GodboleTata McGraw Hili Education, 2015, ISBN: 978007059113J
3	Entrepreneurship development Small Business Entrepreneurship	Charantimath, Poornima	Hill education, 2015, ISBN: 978-0070635463

References:

- <http://www.mced.nic.in/allproduct.html>
- <https://www.entrepreneur.com/lists>
- <https://www.nabard.org/content1.aspx?id=8andcatid=8andmid=488>
- <http://www.buisnesstoday.in/markets>