**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

**Final Year Project**

**PROGRESS DIARY**

**(KCS-753)**

**CampusCode Nexus**

**Akshat Nigam, 2101640100028**

**Adit Srivastava, 2101640100014**

**Adarsh Tandon, 2101640100013**

**Akhil Tiwari, 2101640100026**

**Alok Sachan, 2101640100031**

***Project\_Id: 25\_CS\_4B\_05***

**Mr. Kumar Saurabh**

**(Assistant Professor)**



**Department Vision Statement**

To be a recognized Department of Computer Science & Engineering that produces versatile computer engineers, capable of adapting to the changing needs of computer and related industry.

# Department Mission Statements

The mission of the Department of Computer Science and Engineering is:

i. To provide broad based quality education with knowledge and attitude to succeed in Computer Science & Engineering careers.

ii. To prepare students for emerging trends in computer and related industry.

iii. To develop competence in students by providing them skills and aptitude to foster culture of continuous and lifelong learning.

iv. To develop practicing engineers who investigate research, design, and find workable solutions to complex engineering problems with awareness & concern for society as well as environment.

## Program Educational Objectives (PEOs)

i. The graduates will be efficient leading professionals with knowledge of computer science & engineering discipline that enables them to pursue higher education and/or successful careers in various domains.

ii. Graduates will possess capability of designing successful innovative solutions to real life problems that are technically sound, economically viable and socially acceptable.

iii. Graduates will be competent team leaders, effective communicators and capable of working in multidisciplinary teams following ethical values.

iv. The graduates will be capable of adapting to new technologies/tools and constantly upgrading their knowledge and skills with an attitude for lifelong learning

# Department Program Outcomes (POs)

The students of Computer Science and Engineering Department will be able:

**1. Engineering knowledge:** Apply the knowledge of mathematics, science, Computer Science & Engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

**2. Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and Computer Science & Engineering sciences.

**3. Design/development of solutions:** Design solutions for complex Computer Science & Engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

**4. Investigation:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

**5. Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex Computer Science & Engineering activities with an understanding of the limitations.

**6. The Engineering and Society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice in the field of Computer Science and Engineering.

**7. Environment and sustainability:** Understand the impact of the professional Computer Science & Engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

**8. Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the Computer Science & Engineering practice.

**9. Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

**10. Communication:** Communicate effectively on complex Computer Science & Engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

**11. Project management and finance:** Demonstrate knowledge and understanding of the Computer Science & Engineering and management principles and apply these to one’s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

**12. Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

# Department Program Specific Outcomes (PSOs)

The students will be able to:

1. Use algorithms, data structures/management, software design, concepts of programming languages and computer organization and architecture.
2. Understand the processes that support the delivery and management of information systems within a specific application environment.

**Course Outcomes:**

On successful completion of this course:

|  |  |
| --- | --- |
| **S No** | **Course Outcome** |
| CO1 | Identify **[L1: Remember]** and finalize the problem statement by surveying a variety of domains. |
| CO2 | Specify **[L2: Understand]** the design methodologies appropriate to solve the problem. |
| CO3 | Apply **[L3: Apply]** appropriate tools and techniques, resources to implement design exhibiting integrity and ethical behaviour of engineering practices. |
| CO4 | Test and defend **[L4: Analyze]** their work along with their team members through reports and presentations. |

**CO-PO/PSO Mapping:**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **CO** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** | **PO11** | **PO12** | **PSO1** | **PSO2** |
| CO1 | 3 |  |  |  |  |  | 3 | 3 | 3 |  | 3 | 3 | 3 |  |
| CO2 |  | 3 |  | 2 |  | 3 |  | 3 | 3 |  | 3 |  | 3 | 3 |
| CO3 |  |  | 3 | 2 | 3 |  |  | 3 | 3 |  | 3 | 3 | 3 | 3 |
| CO4 |  |  |  |  |  |  |  | 3 | 3 | 3 | 3 |  |  |  |
| Avg | 3 | 3 | 3 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |

CampusCode Nexus

Report submitted in partial fulfillment of the requirement for the

degree of

B.Tech.

In

###### Computer Science & Engineering

Under the Supervision of

##### Mr. Kumar Saurabh

##### (Assistant Professor)

By

Akshat Nigam (2101640100028)

Adit Srivastava (2101640100014)

Adarsh Tandon (2101640100013)

Akhil Tiwari (2101640100026)

Alok Sachan (2101640100031)



Pranveer Singh Institute of Technology, Kanpur

Dr A P J A K Technical University

Lucknow

## DECLARATION

We hereby declare that the work presented in this report entitled “CampusCode Nexus", was carried out by us. We have not submitted the matter embodied in this report for the award of any other degree or diploma of any other University or Institute.

We have given due credit to the original authors/sources for all the words, ideas, diagrams, graphics, computer programs, experiments, results, that are not my original contribution. We have used quotation marks to identify verbatim sentences and given credit to the original authors/sources.

We affirm that no portion of my work is plagiarized, and the experiments and results reported in the report are not manipulated. In the event of a complaint of plagiarism and the manipulation of the experiments and results, we shall be fully responsible and answerable.

Name : Akshat Nigam Name : Adit Srivastava

Roll. No. : 2101640100028 Roll. No. : 2101640100014

Signature : Signature :

Name : Adarsh Tandon Name : Akhil Tiwari

Roll. No. : 2101640100013 Roll. No. : 2101640100026

Signature : Signature :

Name : Alok Sachan

Roll. No. : 2101640100031

Signature :

## Certificate

This is to certify that Project Report entitled “CampusCodeNexus”which is submitted by Student Name in partial fulfillment of the requirement for the award of degree B. Tech. in Department of Computer Science and Engineering of Pranveer Singh Institute of Technology, affiliated to Dr. A.P.J. Abdul Kalam Technical University, Lucknow is a record of the candidates own work carried out by them under my/our supervision. The project embodies result of original work and studies carried out by the students themselves and the contents of the project do not form the basis for the award of any other degree to the candidate or to anybody else.

|  |  |  |
| --- | --- | --- |
| Signature:  Dr. Vishal Nagar  Dean-CSE  PSIT, Kanpur |  | Signature:  Mr. Kumar Saurabh  Assistant Professor  CSE Department,  PSIT, Kanpur |

**Abstract**

The digital age has transformed how education is delivered, particularly in technical fields such as computer science. Collaborative coding, once limited by physical proximity and complex Integrated Development Environments (IDEs), has seen significant advancements with the rise of Online Code Editors (OCEs). This project, "Campus Code Nexus," aims to develop an innovative OCE tailored to educational environments, facilitating seamless collaboration and enhancing the coding learning experience. Our platform integrates real-time collaboration tools, version control with Git, and advanced code analysis to create a comprehensive coding environment accessible to both students and professionals.

At the core of Campus Code Nexus is a user-friendly interface designed to cater to coders of all skill levels. The frontend is developed using modern web technologies such as HTML, CSS, JavaScript, and React, ensuring a responsive and engaging user experience. The backend, powered by Node.js and Express, offers robust and scalable infrastructure, capable of handling a large number of simultaneous users. Real-time communication is facilitated through WebSocket technology, ensuring low latency and high reliability during collaborative coding sessions.

The platform's integration with Git allows users to manage their code efficiently, track changes, and work on collaborative projects without the usual complexities associated with version control. Additionally, principles of compiler design are incorporated to enhance code analysis and provide users with immediate feedback, helping them refine their coding skills in real-time.

The feasibility study of Campus Code Nexus underscores its technical, operational, and economic viability. The use of open-source technologies, coupled with cloud-based infrastructure, minimizes development costs while ensuring scalability and security. The platform is also designed to comply with legal requirements such as data privacy regulations, making it suitable for deployment in educational institutions globally.

In conclusion, Campus Code Nexus is poised to revolutionize how coding is taught and practiced, offering a unified platform that supports continuous learning and collaboration. By bridging the gap between educational needs and modern technological capabilities, this project will contribute significantly to the field of computer science education.

**SYNOPSIS ON**

**“CAMPUS CODE NEXUS”**

Submitted in

Partial Fulfilment of requirements for the Award of Degree of

Bachelor of Technology

*In*

Computer Science and Engineering

By

**(Project Id: 25\_CS\_4B\_05 )**

**Akshat Nigam (2101640100028)**

**Akhil Tiwari (2101640100026)**

**Adit Srivastava (2101640100014)**

**Adarsh Tandon (2101640100013)**

**Alok Sachan (2101640100031)**

Under the supervision of

**Mr. Kumar Saurabh**

**(Assistant Professor)**



**Pranveer Singh Institute of Technology**.

Kanpur - Agra - Delhi National Highway - 19 Bhauti -Kanpur - 209305.

(Affiliated to Dr. A.P.J. Abdul Kalam Technical University)

1. **Introduction**

## In today's fast-paced software development environment, the role of Online Code Editors (OCEs) has become increasingly vital, transforming how teams collaborate on coding projects. Traditional local Integrated Development Environments (IDEs) often present challenges in facilitating seamless collaboration due to their complex setups and limited accessibility. In contrast, OCEs provide a web-based platform that can be accessed from any device, enabling real-time collaboration among geographically dispersed teams. This capability is particularly important in the context of the growing trend toward remote work and the global nature of development teams.

## Our project seeks to revolutionize collaborative coding by developing an OCE that harnesses the latest web development technologies. We aim to create a user-friendly interface, implement real-time collaboration features, integrate version control with Git, and incorporate principles of compiler design for enhanced code analysis and execution. The technologies we are employing include HTML, CSS, JavaScript, and React for frontend development, along with Node.js and Express for backend functionality. WebSocket technology will ensure robust and scalable real-time communication, laying a solid foundation for our platform.

Learning programming languages has become an essential skill in the digital age, and our platform is designed to support both beginners and experienced coders. Programming involves activities such as analysis, algorithm development, verification of requirements, and implementation of code in a target language. While coding can be challenging, it is a skill that improves with time and practice. As the marketplace shifts increasingly toward digital commerce, coding knowledge is becoming crucial for professionals across various industries. Whether for personal growth, career advancement, or managing a younger workforce, the ability to contribute to software development is invaluable. Our OCE platform offers a unified environment where students and professionals alike can learn, practice, and improve their coding skills. By providing a single platform for coding, we aim to standardize the learning experience and ensure that users have access to the tools they need to succeed in today's technology-driven world.

1. **Project Objective**

The primary objective of the **Campus Code Nexus** project is to create a cutting-edge and intuitive online coding platform designed to enhance collaborative coding practices within diverse development teams. Named **Campus Code Nexus**, our goal is to transform the coding experience for students, developers, and educators by providing a unified, web-based environment that fosters real-time collaboration, streamlined version control, and advanced code analysis. This platform aims to improve coding efficiency, accessibility, and learning outcomes, ultimately reshaping how coding is taught and practiced in both educational and professional settings.

1. **Develop a User-Friendly Interface:** Design and implement an intuitive and accessible interface that simplifies the coding experience for users of all skill levels, from beginners to advanced developers.
2. **Implement Real-Time Collaboration Features:** Enable multiple users to collaborate on code in real-time, allowing geographically dispersed teams to work together seamlessly. This includes features like live editing, chat functionality, and collaborative debugging.
3. **Integrate Version Control with Git:** Incorporate Git-based version control into the platform, allowing users to track changes, manage branches, and collaborate on code efficiently. This integration will also support seamless syncing with remote repositories.
4. **Enhance Code Analysis and Execution:** Utilize principles of compiler design to provide advanced code analysis, error detection, and optimization tools. The platform will support the execution of code in multiple programming languages, offering users immediate feedback on their work.
5. **Ensure Robust Real-Time Communication:** Implement WebSocket technology to support real-time communication between users, ensuring low latency and high reliability.
6. **Build a Scalable and Secure Backend:** Develop a backend infrastructure using Node.js and Express that is scalable, secure, and capable of handling a large number of simultaneous users. This will involve ensuring data integrity, user authentication, and protection against potential security threats.
7. **Support Continuous Learning and Practice:** Provide features that encourage continuous learning and practice, such as coding challenges, tutorials, and progress tracking. The platform will be designed to support users in developing their skills over time.
8. **Create a Unified Learning Environment:** Offer a single platform where students and professionals can learn, practice, and develop their coding skills, eliminating the need to use multiple platforms. This will promote uniformity in the learning process and provide a consistent user experience.
9. **Feasibility Study:**

The feasibility study for Campus Code Nexus, an innovative online coding platform designed to enhance collaborative coding practices, aims to evaluate the practicality and viability of implementing this solution. This study will encompass several critical aspects, including technical feasibility, economic viability, operational feasibility, and legal considerations, to assess the project's likelihood of success and its potential impact on students, educators, and developers within the coding community.

**3.1.** **Technical Feasibility**:

**3.1.** **Technology Stack:** The project utilizes a robust technology stack, including HTML, CSS, JavaScript, React.js for frontend development, and Node.js with Express.js for backend services. WebSocket will be used for real-time communication, ensuring the platform's responsiveness and scalability**.**   
  
**3.1.2 Development Tools:** The development process will employ Visual Studio Code, Git and GitHub for version control, and Postman for API testing. These tools are widely used and well-supported, which enhances the feasibility of the project.

**3.1.3. Integration Capabilities:** Integrating version control with Git and incorporating compiler design principles for code analysis is technically feasible with existing libraries and APIs, such as JDoodle or Compiler Explorer. Real-time collaborative features will be supported by WebSocket technology.

**3.2. Operational Feasibility:**

**3.2.1.** **User Interface:** The design aims to be user-friendly and accessible, catering to a wide range of users, from beginners to advanced programmers. The interface will be intuitive, facilitating easy navigation and use of features.

**3.2.2.Real-Time Collaboration:** Implementing real-time collaboration features is operationally feasible with WebSocket technology, which supports live editing, chat functionality, and shared coding sessions.

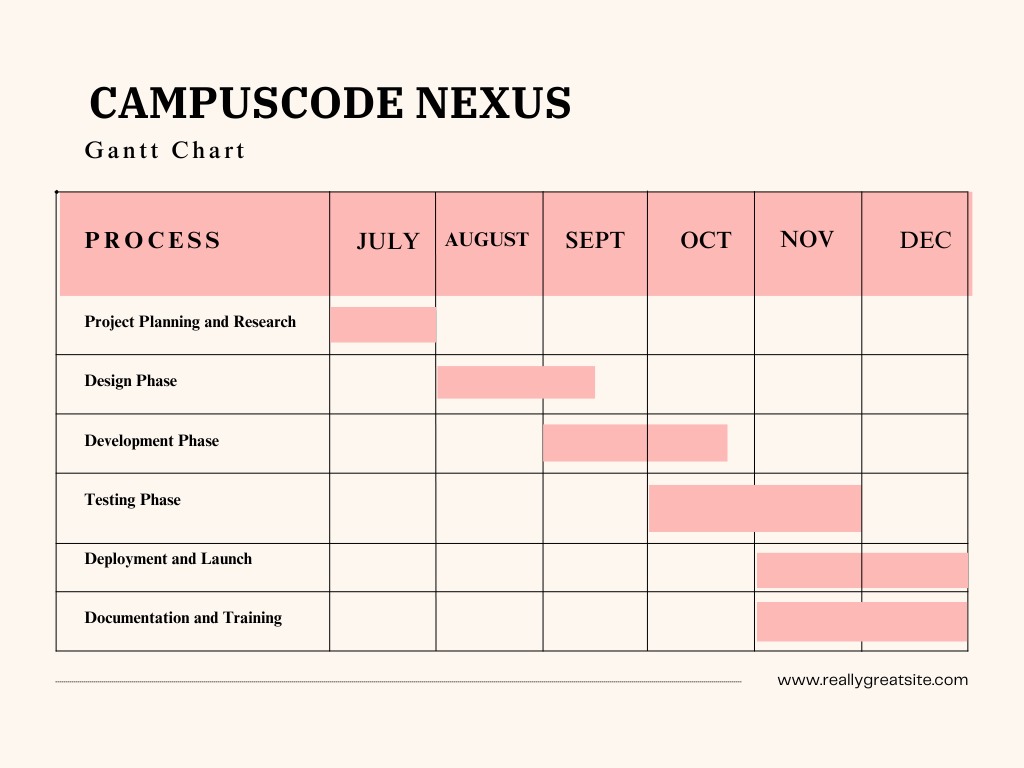
**3.**2.3 **Version Control:** Integrating Git-based version control will streamline code management and collaboration, which is a common and well-supported practice in software development.

**3.3.Economic Feasibility:**

**3.3.1.Cost Estimation:** The costs associated with developing the Campus Code Nexus platform include software development, infrastructure setup, and maintenance. Utilizing open-source technologies and cloud-based services can help minimize initial costs.  
  
**3.3.2. Funding and Budget:** An initial budget estimate will be prepared to cover development, testing, and deployment phases. Potential funding sources could include educational grants, institutional support, or partnerships with tech companies.

**3.3.3 Cost-Benefit Analysis:** The benefits of the platform, such as enhanced learning outcomes, improved collaboration, and streamlined coding practices, are expected to outweigh the development and operational costs. A detailed cost-benefit analysis will be conducted to validate this assumption.

**3.4.Schedule Feasibility:**

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**3.5. Legal Feasibility:**

**3.5.1. Compliance**: The platform will adhere to legal requirements regarding data privacy and security. Measures will be implemented to ensure compliance with regulations such as GDPR or CCPA.  
 **3.5.2. Intellectual Property Rights:** The project will ensure that any third-party libraries or APIs used are appropriately licensed. Intellectual property rights for custom-developed features will be clearly defined.

## 4. Methodology/ Planning of work

**4.1. Project Planning and Requirement Analysis:**

**Define Objectives:** Establish clear project objectives, including user needs, desired features, and functionality for the Campus Code Nexus platform.

**Stakeholder Consultation**: Engage with stakeholders, such as students, educators, and developers, to gather requirements and expectations. Conduct surveys, interviews, and focus groups to ensure the platform meets user needs.

**Feasibility Assessment:** Perform a feasibility study to evaluate the technical, economic, operational, and legal aspects of the project.

**4.2 System Design:**

**Architecture Design:** Develop the overall system architecture, including frontend, backend, and database components. Define the interaction between different system modules and services.

**UI/UX Design:** Create wireframes and prototypes for the user interface. Focus on designing a user-friendly and accessible interface that enhances user experience**.**

**Feature Specification**: Detail the features to be implemented, such as real-time collaboration, version control integration, and code analysis tools. Define user stories and functional requirements.

**4.3 Development:**

**Frontend Development**: Utilize HTML, CSS, JavaScript, and React.js to build the user interface and implement frontend functionality.

**Backend Development:** Develop the backend using Node.js and Express.js. Implement API endpoints, user authentication, and database interactions.

**Real-Time Communication:** Integrate WebSocket technology to enable real-time collaboration features, such as live code editing and chat functionality.

**4.4 Testing:   
Unit Testing:** Conduct unit tests for individual components to ensure they function correctly. Use testing frameworks compatible with the technologies used (e.g., Jest for JavaScript).

**Integration Testing:** Test the integration of frontend and backend components, as well as third-party services and APIs.

**User Testing:** Perform usability testing with real users to gather feedback and identify areas for improvement. Conduct both alpha and beta testing phases.

**Performance Testing:** Assess the platform's performance under various conditions, including high user loads, to ensure scalability and reliability.

**4.5 Deployment:**

**Infrastructure Setup:** Configure the deployment environment, including servers, databases, and cloud services. Ensure the infrastructure can support the expected user load and provide adequate security measures.

**Continuous Integration/Continuous Deployment (CI/CD**): Implement CI/CD pipelines to automate the deployment process and ensure that new features and updates are delivered efficiently.

**4.6 Maintenance and Support:**

**Monitoring:** Continuously monitor the platform for performance issues, security vulnerabilities, and user feedback. Implement logging and alerting mechanisms to detect and address issues promptly.

**Updates and Enhancements**: Regularly update the platform with new features, bug fixes, and performance improvements based on user feedback and technological advancements.

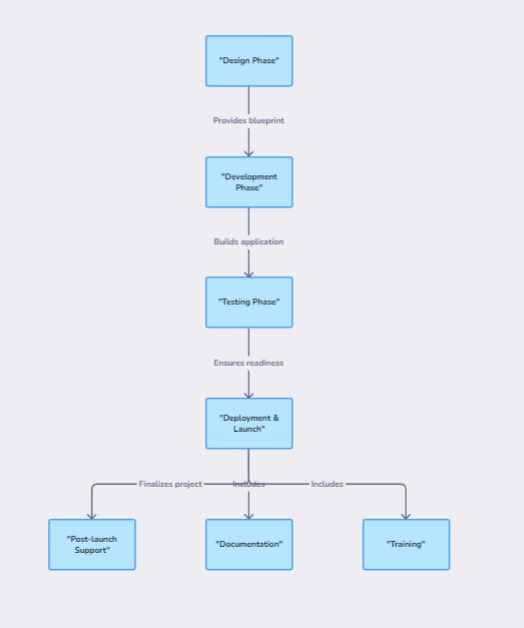
**User Support:** Provide ongoing support to users through documentation, tutorials, and helpdesk services.

**4.7 Evaluation and Reporting:**

**Impact Assessment:** Evaluate the impact of the platform on users' coding practices and learning outcomes. Gather feedback to measure the success of the project and identify areas for improvement.

**Project Reporting:** Document the development process, challenges faced, and solutions implemented. Prepare a final report summarizing the project's achievements and lessons learned.

By following this methodology, the Campus Code Nexus project aims to develop a robust, user-centric coding platform that enhances collaborative coding practices and meets the needs of its users.



**5. Tools/Technology Used:**

* 1. **Minimum Hardware Requirements**
* **Processor:** Intel Core i3 or higher
* **Hard Disk:** 10 GB available space
* **Memory:** 4 GB RAM
* **OS:** Windows 10 or higher / macOS / Linux

**Minimum Software Requirements**

* **Frontend:**
  + HTML5
  + CSS3
  + JavaScript
  + React.js
* **Backend:**
  + Node.js
  + Express.js
* **Database:**
  + MongoDB or PostgreSQL
* **Compiler Integration:**
  + API services like JDoodle or Compiler Explorer
* **Code Conversion:**
  + Abstract Syntax Tree (AST) manipulation libraries
  + Custom parsers
* **Development Tools:**
  + Visual Studio Code (or any code editor)
  + Git and GitHub (for version control)
  + Postman (for API testing)

**References: [IEEE format]:**

**Online Compilers and Integrated Development Environments (IDEs):**

* *Davis, R. (2020). "Online Compilers and IDEs: Benefits and Challenges." Journal of Computer Science Education, 15(2), 101-115.*  
  This article discusses the advantages and challenges of using online compilers and IDEs in educational settings, highlighting their impact on learning and teaching programming.

**Automated Code Conversion:**

* *Gonzalez, M., & Rivera, J. (2019). "Automated Code Translation and Its Impact on Learning Programming Languages." International Conference on Software Engineering Education, 85-96.*  
  This paper explores the use of automated code translation tools and their effectiveness in helping students transition between different programming languages.

**User-Friendly Programming Tools for Education:**

* *Smith, A. J., & Lee, K. H. (2021). "Designing User-Friendly Tools for Programming Education." Educational Technology Research and Development, 69(4), 617-634.*  
  This research focuses on the design and implementation of user-friendly programming tools and their role in enhancing the educational experience for students.

**Challenges in Programming Education:**

* *Jones, R., & Thomas, L. (2022). "Addressing Common Challenges in Programming Education: A Review of Recent Advances." Computers in Education Journal, 32(1), 45-60.*  
  This review article examines common challenges faced in programming education and discusses recent advancements in addressing these issues.

**Improving Programming Learning Experiences:**

* *Martinez, P., & Hernandez, T. (2023). "Enhancing Programming Learning Experiences through Integrated Platforms." Journal of Educational Technology and Society, 26(3), 77-89.*  
  This article discusses various strategies and technologies for improving the programming learning experience, including the use of integrated platforms.

***FYP-Time Line***

**FYP SCHEDULE ODD SEM 2024-2025**

|  |  |  |  |
| --- | --- | --- | --- |
| **ACTIVITY** | **DEADLINE** | **PERSON INCHARGE** | **DOCUMENT/FORM** |
| Title/Group Formation/  Supervisor Allocation | Till 1stweek of April-2024 |  | Project Proposal |
| Proposal Submission | 1st week of June-2024 |  | Project Proposal |
| Progress Evaluation 1 | 2ndweek of August-2024 |  | Power Point Presentation/Synopsis |
| Weekly performance Monitoring | Throughout the semester |  | FYP Diary |
| Progress Evaluation 2 | 2nd Week of October -2024 |  | Power Point Presentation |
| End Semester Report (FYP Submission) | 4th week of November-2024 |  | FYP Diary |
| Progress Evaluation 3 | 2nd week of December – 2024 |  | Power Point Presentation |

**Scheme Semester-VII**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Course code | Course Name | **Teaching Scheme** | | | **Credit Assigned** | | | |
| **KCS-753** | **Project** | **Theory** | **Practical** | **Tutorial** | **Theory** | **Practical** | **Tutorial** | **Total** |
| **0** | **8** | **0** | **0** | **4** | **0** | **4** |

**(To be filled by Students for every week to show the Weekly Progress of Project)**

**Subject Code: KCS 753 Group Id: 25\_CS\_4B\_05**

**Meeting Date**

**Session 2024 – 2025 (Odd Semester)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **S No** | **Roll Number** | **Student Name** | **Status on Meeting Date (Present /Absent)** | **Student Signature** |
| **1** | **2101640100013** | **Adarsh Tandon** |  |  |
| **2** | **2101640100014** | **Adit Srivastava** |  |  |
| **3** | **2101640100026** | **Akhil Tiwari** |  |  |
| **4** | **2101640100028** | **Akshat Nigam** |  |  |
| **5** | **2101640100031** | **Alok Sachan** |  |  |

**Project Title : CampusCode Nexus**

**Name of Project Supervisor: Mr.Kumar Saurabh**

**Work done in current Week:**

**Work to be done in next Week :**

**Supervisor Comments:**

***Supervisor Signature/Date*…………………………………………**

Project Coordinator Comment and Signature:

**(To be filled by Students for every week to show the Weekly Progress of Project)**

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| **5** | **2101640100031** | **Alok Sachan** |  |  |

**Project Title : CampusCode Nexus**

**Name of Project Supervisor : Mr.Kumar Saurabh**

**Work done in current Week:**

**Work to be done in next Week :**

**Supervisor Comments:**

***Supervisor Signature/Date*…………………………………………**

Project Coordinator Comment and Signature:

**(To be filled by Students for every week to show the Weekly Progress of Project)**

**Subject Code: KCS 753 Group Id:: 25\_CS\_4B\_05**

**Meeting Date:**

**Session 2024–2025 (Odd Semester)**

|  |  |  |  |  |
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| **S No** | **Roll Number** | **Student Name** | **Status on Meeting Date (Present /Absent)** | **Student Signature** |
| **1** | **2101640100013** | **Adarsh Tandon** |  |  |
| **2** | **2101640100014** | **Adit Srivastava** |  |  |
| **3** | **2101640100026** | **Akhil Tiwari** |  |  |
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**Name of Project Supervisor : Mr.Kumar Saurabh**

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**Project Title : CampusCode Nexus**

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**Supervisor Comments:**

***Supervisor Signature/Date*…………………………………………**

Project Coordinator Comment and Signature:

**(To be filled by Project Supervisor)**

**ProjectTitle:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Project\_Id.:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

|  |  |  |
| --- | --- | --- |
| **Roll No** | **Name of the student** | **Grade by Supervisor** |
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|  |  |  |
|  |  |  |

**Type of the project (Software/ Software and Hardware/ Simulation or Modelling):**

**Any other Remark:**

**Supervisor Name and Signature:**

**Grading Scheme:**

**A+: Outstanding**

**A: Excellent**

**B+: Good**

**B: Average**

**C: Not Satisfactory**