



Savitribai Phule Pune University  
(Formerly University of Pune)

S.Y.B.Sc. (Computer Science)

with

Major: Computer Science

(Faculty of Science and Technology)

(For Colleges Affiliated to Savitribai Phule Pune University)

Choice Based Credit System (CBCS) Syllabus under National  
Education Policy (NEP)

**To be implemented from Academic Year 2025-2026**

Title of the Course: B.Sc (Computer Science)

# Field Project using Software Engineering Techniques

*S.Y.B.Sc. (Computer Science)*

*Major: Computer Science*

CS-231-FP Semester III

Field Project

Name: \_\_\_\_\_

College Name: \_\_\_\_\_

Roll No: \_\_\_\_\_

Division: \_\_\_\_\_

**Academic Year:** \_\_\_\_\_

Department of Computer Science

## *CERTIFICATE*

This is to certify that Ms./Mr. \_\_\_\_\_  
have successfully and satisfactorily completed and submitted the field project  
titled \_\_\_\_\_ in partial  
fulfilment of **S.Y.B.Sc.(CS)** Lab course **CS-231-FP Semester III** prescribed by  
Savitribai Phule Pune University during the academic year \_\_\_\_\_.

(Project Guide): SMT. N.V. Lahamange

(H.O.D. Computer Science)

INTERNAL EXAMINER

EXTERNAL EXAMINER

Submission deadline:    /    /

**S.Y.BSc. (Computer Science) Mini Project**

**Academic Year (2025 - 2026)**

**Project Title: Restaurant Management System**

**Team Members:**

**1. Name: Gupta Anshukumar Virendra**

**Roll No.:                      Exam Seat No.:**

**2. Name: Pathan Irshad Salim**

**Roll No.:                      Exam Seat No.:**

**Project Guide Name: SMT. N.V. Lahamange**

**Project Guide Signature: \_\_\_\_\_**

**Start Date:    /    /                      Completion Date:    /    /**

Savitribai Phule Pune University S.Y.B.Sc. (Computer Science) - Semester III Course Type: FP/OJT/CEP Course Code: CS-231-FP Course Title: Field Project		
Teaching Scheme <b>4 Hours/Week</b>	No. of Credits 2	Examination Scheme IE: 15 marks UE: 35 marks
<b>Prerequisites</b> ER Modeling		
<b>Course Objectives</b> 1. To get knowledge and understanding of software engineering discipline. 2. To learn analysis and design principles for software project development. 3. To Implement Agile Development Methodologies in real life Software Projects.		
<b>Course Outcomes</b> CO1: Identify requirements, analyze and prepare models. CO2: Understand basic Software engineering concepts and process models. CO3: Choose a process model for a software project development. CO4: Design different UML Diagrams.		
<b>Course Contents</b>		
<b>Assignment No.</b>	<b>Title</b>	<b>No of hours</b>
1.	Preliminary Investigation and its activities	12 Hours
2.	Requirement Specification	12 Hours
3.	Database Design	12 Hours
4.	System Design	12 Hours

## Index

Assignment No	Title	Signature of Instructor
1.	<b>Preliminary Investigation and its activities</b>	
	1.1 Problem identification and definition	
	1.2 Problem Description	
	1.3 Fact Finding techniques	
	1.4 Drawbacks of Existing system	
	1.5 Scope of the Proposed System	
	1.6 Feasibility Study	
2.	<b>Requirement Specification</b>	
	2.1 Data Requirements of the System	
	2.2 Identify End Users of the System	
	2.3 Input Data to the System	
	2.4 Output Information from the System	
	2.5 Functional/Nonfunctional/Processing Requirements of the System	
3.	<b>Database Design</b>	
	3.1 Identify the entities and the attributes	
	3.2 E-R Diagram	
	3.3 Identifying all tables, fields, relationship between tables etc.	
	3.4 Normalize database	
4.	<b>System Design</b>	
	4.1 Class diagram	
	4.2 Object diagram	
	4.3 Component diagram	
	4.4 Deployment diagram	
	4.5 Use case diagram	
	4.6 Activity diagram	
	4.7 State chart diagram	
	4.8 Sequence diagram	
	4.9 Collaboration diagram	