MINIPROJECT LOGBOOK

Title: Furniture Recommendation **System**

GROUP MEMBERS

- 1. Tanishq Sahane
- 2. Sakshi Thorbole
- 3. Tejas Patil

Project Guide

Prof. Ganesh Gourshete

Department of Information Technology

A.P. Shah Institute of Technology

Kasarvadavali, Thane - 400 607

University of Mumbai

(AY 2022-23)

INSTITUTE VISION & MISSION

VISION:

APSIT aspires to be a premier institute producing globally competent engineering professionals to contribute towards socio-economic growth of India.

MISSION:

To provide conducive and collaborative environment to meet contemporary & future Engineering challenges by project based and value-added education with the support of trained faculty

DEPARTMENT OF INFORMATION TECHNOLOGY

VISION:

To be a prime centre of excellence by transforming students into globally competent IT professionals.

MISSION:

- 1. To develop, support and maintain state-of-art infrastructure to serve as a potent resource hub for IT industries.
- 2. To inculcate the problem solving, analytical, logical skills to promote the culture of creativity and innovation among the students.
- 3. To adapt with the transformation of the technology emphasising on interdisciplinary studies, exposure to emerging technologies and imbibing high standards of professional ethics and social responsibilities in all endeavor

PROGRAM EDUCATIONAL OBJECTIVES (PEO's)

- **PEO1** PREPARATION: To prepare students for successful careers in industry, research and institutions of higher learning with social sense and responsibility.
- PEO2 CORE COMPETENCE: The graduating professionals from Information technology will have a wide spread background of sciences, mathematics and fundamentals of Information Technology to solve dynamic universal industrial problems.
- PEO3 BREADTH: To create graduates for competitive and innovative solutions to industry and society through projects by application of multidisciplinary knowledge inculcating team work and management skills.
- **PEO4** PROFESSIONALISM: To enrich students with leadership quality, professional ethics and entrepreneurial skills through various devised programs
- PEO5 LIFE LONG LEARNING: To promote student awareness and commitment to life long learning for professional engagement to benefit society at large.



PROGRAM OUTCOMES (POs)

PO's	OUTCOMES
PO1	An ability to apply knowledge of mathematics, science and engineering fundamentals in the field of computing.
PO2	Critically identify, formulate and evaluate emerging topics and the recent development in the field and Provide solution to futuristic engineering problems.
PO3	The broad education necessary to understand the impact of engineering solutions in a global, economic, environmental and societal context.
PO4	Ability in requirement gathering, design and implementation of software with computer systems to analyze and interpret the data.
PO5	An ability to use the techniques, logical and analytical skills and modern engineering tools necessary for engineering practice.
PO6	An ability to design a system component or process to meet desired needs within realistic constraints such as economic, environmental, social, cultural and safety issues.
PO7	An ability to understand an impact of engineering knowledge towards society and environment with need to sustainable solutions.
PO8	To inculcate professional ethics.
PO9	An ability to function effectively, individually and in teams to accomplish a common goal.
PO10	An ability to communicate solutions of complex computing problems effectively using reports and presentations to wide range of audiences.
PO11	To instill leadership and managerial skills in multidisciplinary environment.
PO12	Recognition of the need for and an ability to engage in life-long learning.

PROGRAM SPECIFIC OUTCOMES (PSOs)

- PSO1 To use modern computer languages, environments and platforms in creating innovative carrier paths in the areas of database, data analysis and application development.
- PSO2 To apply theoretical foundations of Information technology in developing solutions for engineering problems that meet automation needs of industry and society.
- **PSO3** To design and implement efficient real-time solutions using evolving knowledge of information technology by demonstrating the practices of professional ethics and the concern for societal and environment wellbeing

STUDENT INFORMATION

Project Title: Furniture Recommendation System

Name of Guide: Prof. Ganesh Gourshete

	Student 1	Student 2	Student 3
Moodle ID	20104072	21204003	20104123
Name	Tanishq Sahane	Sakshi Thorbole	Tejas Patil
Class	TE	TE	TE
Contact No.	7045061672	8433664782	7350931050

PARSHVANATH CHARITABLE TRUST'S

Department of Information Technology

(NBA Accredited)

Date	Weeks	Contents	
13/01/2023 TO 18/01/2023	1	Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project	
20/01/2023 TO 26/01/2023	2	Identifying the functionalities of the Mini Project	
29/01/2023 TO 3/01/2023	3	Discussing the ML Algorithm.	
4/02/2023 TO 10/02/2023	4	Designing the Graphical User Interface (GUI)	
17/02/2023 TO 17/2/2023	5	Review 1 Presentations	
20/02/2023 TO 28/02/2022	6	Detail ML Algorithm implementation	
03/03/2023 TO 10/03/2023	7	Integration of GUI with ML Algorithm code	
14/03/2023 To 21/03/2023	8	Report Writing	
20/04/2023 TO 20/04/2023	9	Review 2 Presentations	

SCHEDULE FOR MINI PROJECT

Title of the Project:	Furniture Recommendation System
	Name of Student 1: Tanishq Sahane
Group No.12	Name of Student 2: Sakshi Thorbole
	Name of Student 3: Tejas Patil
Name of the Guide:	Prof. Ganesh Gourshete

PROGRESS/ATTENDANCE REPORT

Sr.	Date	Attendance		ance	Progress/Suggestion	Mapping		
No								
		1	2	3		СО	РО	PSO
1	13/01/2023 TO 18/01/2023				Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project	CO1, CO2, CO3, CO9	PO1, PO2, PO9	PSO1
2	20/01/2023 TO 26/01/2023				Identifying the functionalities of the Mini Project	CO2, CO4, CO3, CO6	PO1, PO2, PO9	PSO1
3	29/01/2023 TO 3/01/2023				Discussing the ML Algorithm	CO4, CO3, CO6	PO1, PO2, PO9 ,PO12	PSO1





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			CO4,	PO1,	PSO1
4	4/02/2023	Designing the Graphical User Interface	ce CO3,	PO3, PO5	,PSO2
	TO	(GUI)		,PO9,	
	10/02/2023	(GOI)		PO11,	
				PO12	
	17/02/2023		CO3,	PO8,PO1	
5		D 1 D 1 1	CO6	0,PO 9	
	TO	Review 1 Presentations			
	17/2/2023				
	20/02/2023		CO5,	PO1,PO3,	1 1
6	TO	Detail ML Algorithm implementation	CO3,	PO7	PSO2
0		Detail WL Algorithm implementation	CO6	,PO9,PO1	
	28/02/2022			1,P O12	
	02/02/2022		CO5,	PO1,PO3,	
_	03/03/2023 TO 10/03/2023	Integration of GUI with ML Algorithm	m CO3,	PO5	PSO2
7		code	CO6	,PO7,PO9	
		Code		,PO	
				11,PO12	D001
	14/03/2023	2023	CO5,	PO1,PO3,	
			CO3,	1	PSO2,
8	To	Report Writing	CO6	,PO7,PO9	PSO3
	21/03/2023			,PO 10,PO11,	
				PO1 2	
			CO3,	PO8,PO1	
	20/04/2023		CO3,	0,PO 9	
9	TO	Review 2 Presentations		0,107	
	20/04/2023				