

MAD - 1 Project and Viva Instructions (T22025)

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[How to ensure the code you are submitting will work when we evaluate it](#)

[How to submit your final project:](#)

[How we will evaluate your submitted project:](#)

[Step 1: Executing the submission.](#)

[Step 2: If the evaluation fails](#)

[Step 3: If the evaluation passes but fails plagiarism test](#)

[Step 4: If your submission is valid, and has passed the plagiarism checker](#)

[Step 5a: If you pass Level 1 viva \(Marks obtained \$\geq 28\$ \)](#)

[Step 5b: If you pass Level 1 viva \(\$16 \leq\$ Marks obtained \$< 28\$ \)](#)

[Step 5c: If you fail Level 1 viva \(Marks \$< 16\$ \)](#)

[Step 6a: If you pass Level 2 viva](#)

[Step 6b: If you fail Level-2 viva](#)

[Flowchart for viva workflow](#)

[Score weightage and minimum pass score](#)

[Problem Statement:](#)

[Important Additional Documents:](#)

[Dos AND Don'ts while attending the viva](#)

[Preliminary Level](#)

[How to avoid Plagiarism](#)

[Tentative Timeline for Level1 & Level2 viva's:](#)

 [Bootcamp Schedule \(May Term 2025 Tentative\)](#)

[How to Choose?](#)

 [Offline Bootcamp Travel & Stay Guidelines](#)

[One-to-One Mentorship for May 2025](#)

How to ensure the code you are submitting will work when we evaluate it

The project can only be submitted **only once** inside the project submission portal.

Make sure you first validate your submission using **a validation Google form which we have provided inside the project submission portal**. You shall receive an automated email after submitting the project file in the validation Google form, in a couple of minutes. The validation Google form can be used as many times as needed.

Submit only if the project zip folder passes the test on the above google form

Once submitted, you will be evaluated based on that submission only.

How to submit your final project:

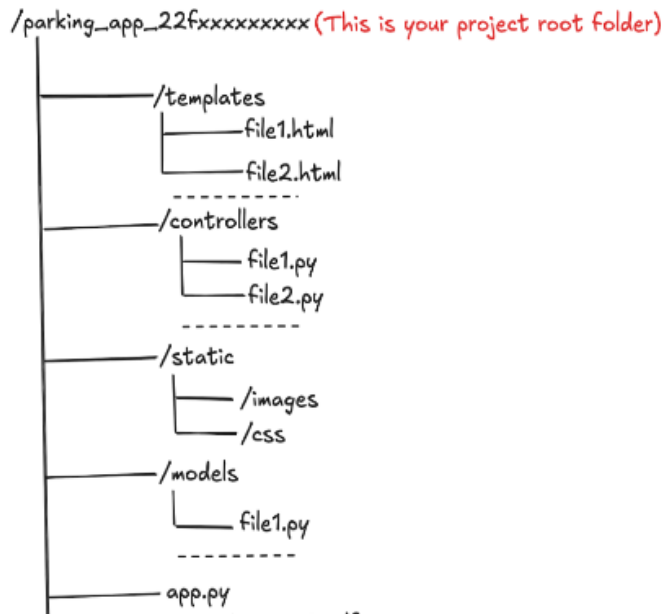
- 1.The project code, must be submitted as a zip file.
- 2.The report must be submitted in a docx or PDF format
- 3.The video must not be more than 5-10 minutes in length

All of the above must be submitted in their respective fields only

- Kindly note that there should not be any other file or folder in the root directory except the project folder.

- A probable file tree structure is given below.

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How we will evaluate your submitted project:

Step 1: Executing the submission.

Once we receive the submission, we will batch process the submissions received in a given timeframe on a specific date, using an automated code, which will first unzip the folder, look for presence of the root folder and existence of a Python file.

Step 2: If the evaluation fails

If the folder cannot be unzipped or the root folder or .py file are missing, the submission will be reported as **invalid**. You will be asked to resubmit the project within the given deadline.

Following are the possible scenarios where your submission will be considered as **invalid**:

- It is not a zip file.
- The project folder does not reside in the root directory of the zip submission folder.
- There are other files or folders in the root directory other than the project folder.
- The files/folders of the application are not inside the project folder.
- Submission does not contain any '.py' file.
- The submission contains only PDF/text files.
- The compiler is unable to unzip your submission.
- Your submission contains corrupted files (files with unrecognized extensions).
- Any additional scenario where we are unable to process your submission.

Note: Re-submission will NOT be allowed for the final batch. If the submission comes out as invalid in the final batch, it will be rejected and the student cannot proceed further in the viva process.

Step 3: If the evaluation passes but fails plagiarism test

If the root folder and .py file are found, the next step is passing the code through the plagiarism checker. If your submission is reported as failed by the plagiarism checker, we will inform you of this. If

you wish to contest this, you can fill the grievance redressal form and the internal grievance committee will meet with you to discuss this. If plagiarism is proven, you will be referred to the disciplinary committee of the institute for further action. **Further, this event will be added to your academic records, and IITM BS Degree program will not provide any support for internships/placements.**

Step 4: If your submission is valid, and has passed the plagiarism checker

You will be eligible to attend Level-1 viva, where an assessment is done to check if the project conforms to the basic requirements given in the project statement and if the student has basic understanding of the work submitted.

1. The students giving the level 1 viva voce examination must be able to run the project **within 10 min** after the verification of checksum.

Failing to do so will result in the student failing the viva without further evaluation

2. In the initial part of the examination, the students will be asked some descriptive questions to test the authenticity of the work and understanding of the student in the work they submitted.

If the student is not able to answer these questions, the examiner will NOT proceed further with the evaluation and the student shall fail the exam.

3. The final part of the viva will include objective questions to check if the project conforms to the basic requirements given in the project statement

This will be conducted by the IITM team.

Note: During the level 1 viva, if the level 1 examiner is not convinced that the project is solely done by the student, the examiner will have the complete right to fail the student, even if the most or all core features are implemented.

Step 5a: If you pass Level 1 viva (Marks obtained ≥ 28)

You will be eligible to attend Level-2 viva. In this level, the assessment will be on the quality of the project work, the extent of your involvement, your ability to modify the code at various levels, your depth of understanding, and your understanding of the course in general. This level will be conducted by industry experts and course instructors.

Step 5b: If you pass Level 1 viva ($16 \leq$ Marks obtained < 28)

If a student scores marks between 16 and 27 (both inclusive), you will pass the project with a D or E grade and **there is no need to for you to attempt the level 2 exam**. The grade distribution is given below

M = marks scored by the student in level 1

Marks Range	Grade provided
$20 \leq M < 28$	D
$16 \leq M < 20$	E
$M < 16$	Fail

Step 5c: If you fail Level 1 viva (Marks < 16)

If a student scores marks less than 16, he/she will be allowed to reattempt to the level 1 viva by making a new submission within the deadline. You have to pay an amount of, ₹1000 to cover expenses incurred in running your code through the plagiarism checker and other processing

overheads. If you do not submit the project before the deadline, you have to re-register for the project course in the next term.

Note: The provision to re-attempt level 1 viva in case you fail in the first attempt is NOT valid for the final batch. i.e. if a student who has submitted the project in the last batch, fails level 1 in his/her first attempt will not be given a reattempt chance and shall fail the project course.

Step 6a: If you pass Level 2 viva

Once you successfully complete and pass Level-2 viva, your project course is completed, subject to the clearance of plagiarism checks with all the submissions made in that particular term.

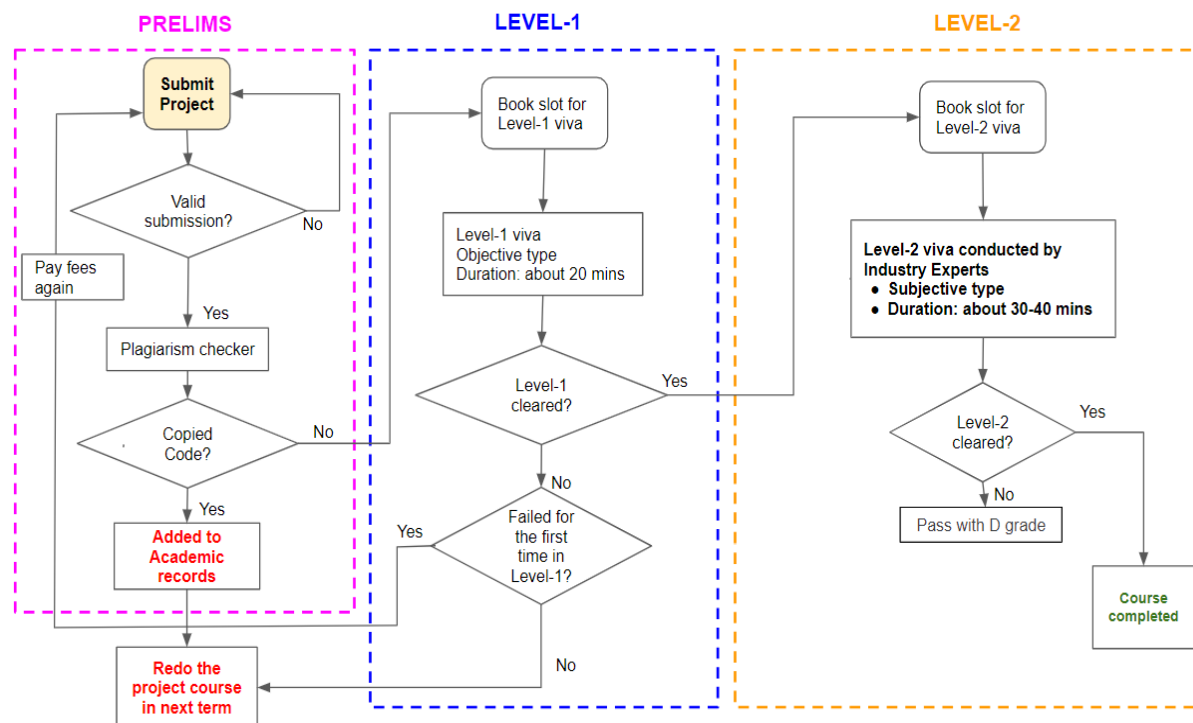
Step 6b: If you fail Level-2 viva

If you do not pass Level-2, then you get a D grade for the course. There **will not be a reattempt if you fail the level 2 viva.**

Step 6c: If you do not attempt Level-2 viva

If you do not attempt Level-2 viva, then you get a grade based on your level 1 score. In most cases it comes out as D.

Flowchart for viva workflow



Score weightage and minimum pass score

	Weightage	Pass Percentage	Pass Score
Level -	40%	70%	16/40

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Level - 2	60%	50%	30/60

Project Submission Starts: Tuesday, June 10th, 2025 (tentative)

Project Submission Deadline: Wednesday, July 30th, 2025

Problem Statement:

The problem statement that students have to complete in the May 2025 term will be the one given below.

Vehicle Parking App - V1

https://docs.google.com/document/d/e/2PACX-1vR9h1TDBhntx1XA3tWalsCSVw_tqw8dUZ6TtXotYHwfAmtC_GHDTcQ_NakeJuP_EKQFR2JlubjmiH/pub

Important Additional Documents:

Students must go through the following documents to get additional assistance/information for the project.

1. The [Git tracker document](#) helps you to create an account on GitHub and the team can easily track your progress.

Note: Registration on Git Tracker is compulsory for all the students, which will serve as the 0th milestone for the project. Failing to do so, the project will not be considered for evaluation.

2. A complete list of milestones to guide students in their project development process and help us track your project is given in the document attached below.

[App Dev I milestone doc - Vehicle Parking V1](#)

3. [Viva preparation checklist document](#) helps you with things to be kept in mind before the viva.

Dos AND Don'ts while attending the viva

1. At the start of the viva, have the soft copy of your ID card ready to be shared via screen-share.
2. Before the examiner joins, ensure that your microphone, camera, and screen-sharing are working well. You may confirm this with the help of the viva observer.
3. [Keep your code organized and accessible](#), it will be easier when you are asked to make changes in the code during your viva.
4. If you are using your local system for demonstration, [make sure you have all the dependencies installed in your system beforehand](#) and that you do not need to install anything during the viva. The total duration of the viva should be dedicated to the demonstration, the evaluation of your project, your depth of understanding, and your understanding of the course in general.
5. For those who are using applications like repl.it.com, it is recommended to [keep a copy of your project \(all the source code and dependencies installed\) in your local machine](#) as an

alternative so that you can continue with the demonstration in the case when replit.com is not accessible.

6. The booked slot(s) for Level-1 and/or Level-2 cannot be changed unless there is a medical reason (which has to be supported by a medical report), or any other strong reason that is acceptable to the IITM team. Excuses like “laptop not working, the laptop is not currently with me, I have another exam on the day”, etc., will NOT be acceptable. There are industry experts involved in the evaluation, and their slots cannot be rescheduled. If a rescheduling is required due to cancellation from your side, then you have to pay an amount of, ₹1000 to cover the honorarium for the scheduled examiner and other processing overheads.

7. At any point of time during the viva process (even if your Level-2 viva is over), if your code is flagged by the plagiarism checker as being copied, you will be subjected to disciplinary action.

Preliminary Level

• The students are advised to follow the following order in implementing the project requirements:

• First, focus on the *core and graded* requirements, followed by *recommended* requirements and finally the *non-functional* requirements like aesthetics.

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• Do not make any changes to your submission after the deadline.

• This includes the code, the video, and the PDF. If found otherwise, your submission may not be accepted.

• There are mechanisms to identify if even a single alphabet has been changed in the submission. The IITM team will not engage in verifying claims of the demonstrated code having minimal deviation from the submitted code.

How to avoid Plagiarism

Do not make your code available to anyone else until you get a grade for your project course.

• Please note that if the plagiarism checker flags your code as copied, everyone who has a similar code as yours will also be flagged.

• Irrespective of who wrote the code, everyone flagged as copied will receive the same penalty. In this regard, specifically note the following:

• Do not upload your code to any public repository.

• Do not share your code with anyone (registered or not registered for the course) even during discussions, via files, screen share, screenshots or any other means that could result in the code being copied.

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• Ensure that the business logic of your application is completely written by yourself.

• You may refer to the official documentation (for purposes like configuration statements), however, taking code snippets from other external sources is NOT permitted.

• Make sure you are able to answer questions about your code. If you have taken code snippets from standard tool documentation, ensure that you know the purpose of those code snippets, and what happens if those are not added. It helps the examiners understand the extent of your involvement in the project work, and helps to confirm the authenticity of the code.

•Copying from any external source and modifying the variable names and function names alone do not qualify as original work. Advanced plagiarism checkers are capable of detecting such issues.

•Copying from an external source and adding a number of irrelevant lines of code to beat the plagiarism checker is not acceptable. Your code should not contain any unreachable components, which are not relevant to the functionality of the application. If this is flagged either by a preprocessor before scheduling the viva or by the examiner during the viva, your code will be categorized as plagiarized, and your viva will not be treated as completed.

•The plagiarism checkers are also sensitive to changes in the sequence of code blocks. If you copy code from outside and change the sequence of blocks of code, it will be flagged by the plagiarism checker.

•Please note that the accepted value for similarity, and the minimum number of lines in the code to run plagiarism checkers on it, will be decided based on the submissions we receive. Clearly, your aim should be to produce a clean, working application rather than beating the plagiarism checker.

•Do not get the code written by any friend, family member or any acquaintance. You may take help when you are unable to proceed, but unless you are able to explain the code, and make modifications as suggested, your viva will not be treated as completed.

•As far as possible, use the same system throughout the process of development of your application till your viva gets over. Otherwise, excuses like 'this application was developed in another machine, and hence something is not working / not accessible / not in the local drive' etc. will NOT be accepted. You are expected to demonstrate a full application as per the specifications given in the project statement, irrespective of how many machines you have used to develop your application.

•You need to cite when you get an "idea" for the code. But, just citation is not sufficient if the code is essentially copied outright or copied with a few modifications, and doing this shall be considered as plagiarism.

•Please note that taking code verbatim is not permitted for this project.

Tentative Timeline for Level1 & Level2 viva's:

The batch of the student is decided by the window he/she submits. They are not pre-defined. You can submit anytime between **10th June and 30th July**. Only then your batch will be defined.


To be added one week before the deadline of every submission window

Note: If there is an extension batch, we will update the deadline and the viva schedule later.



Bootcamp Schedule (May Term 2025 Tentative)

Mode	Bootcamp No.	Dates	Duration	Start Day	End Day
 Online	1st	11th May – 24th May	14 days	Sunday	Saturday
 Online	2nd	1st July – 14th July	14 days	Tuesday	Monday
 Offline	1st	28th May – 3rd June	7 days	Wednesday	Tuesday

 Offline	2nd	1st July – 07th July	7 days	Tuesday	Monday
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How to choose?

- **Prefer flexibility and remote learning?** → Choose **Online Bootcamps**
 - **Want in-person interaction and hands-on sessions?** → Go for **Offline Bootcamps**
 - **Can I join early?** → Try the **May sessions**
 - **Need more time to plan?** → Consider the **June/July sessions**
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Offline Bootcamp Travel & Stay Guidelines

- Students attending **offline bootcamps** are allowed to:
 - **Arrive one day before** the boot-camp begins.
 - **Depart one day after** the boot-camp ends.
 - **Extended stays are not permitted** beyond this window due to logistical and accommodation constraints.
 - Please **plan your travel accordingly** and make necessary arrangements in advance.
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One-to-One Mentorship for May 2025

- **Registration Opens:** 10th June 2025
- **Registration Deadline:** 20th July 2025
- **Project Submission Deadline:** 30th July 2025

About the Program:

- This is **not an online bootcamp**. Registering online or offline bootcamp doesn't make you eligible for one to one mentorship, separate registration for one to one mentorship is required.
- Students will be assigned mentors within **2 working days** after payment confirmation.
- Mentorship will end after either:
 - **5 hours** of assistance, or
 - **30th July 2025**, whichever is earlier.

Form Instructions:

- Learners must select their course correctly from the dropdown.
- Those selecting both courses will need to pay for both in the next step.



Please fill out the form carefully to receive one-on-one guidance from experienced mentors for your App Dev projects.