MARATHA VIDYA PRASARAK SAMAJ'S
RAJARSHI SHAHU MAHARAJ POLYTECHNIC
NASHIK-422013

A

PROJECT REPORT ON

"Online IEEE Paper Generation System"

SUBMITTED BY

1. **(Pushpak Wani)** (215601)

2. **(Omkar Savant)** (215646)

3. **(Nikita Walke)** (215656)

DEPARTMENT OF COMPUTER TECHNOLOGY

MARATHA VIDYA PRASARAK SAMAJ'S

RAJARSHI SHAHU MAHARAJ POLYTECHNIC

NASHIK-422013

2021-2022

Certificate

CONTENT

LIST OF FIGURES

LIST OF TABLES

Abstract

The IEEE citation style is the citation standard developed by the Institute of Electrical and Electronics Engineers (IEEE). The IEEE is a professional organization supporting the educational and technical advancement of electrical and electronic engineering, telecommunications, computer engineering and allied disciplines. In addition to publishing journals, magazines and conference proceedings, it also makes many standards for a variety of industries.

The IEEE style includes in-text citations, numbered in square brackets, referring to a full citation in the reference at the end of your paper. While in many popular citation styles the reference list is organized alphabetically, in the IEEE style it is organized numerically.

Keywords :*algorithm,test paper,institute,Ieee paper,document*

1. Introduction :

In the process of Online IEEE paper generation System, a large number of technical IEEE papers are written and used. Recommendation system that appeared in the early , and now they are playing a significant role in students daily lives. The Online IEEE paper generation system is the final result of the survey and is a crucial basis for related IEEE paper and construction. It has become an urgent demand to effectively manage and automatically prepare research papers through automatic Online IEEE paper generation systems. The realization of these systems needs to first develop the key technology of automatic generation of IEEE papers, such as template customization, template storage, data filling, and programmatic generation. The Online IEEE generation System that can automatically be computer generated is a kind of professional field document with strong standardization. In that system we make Research papers and also download the Pdf File.

2.Literature Review :

The system performs many tasks in the fastest way without any complexity. The question paper generation system uses Research paper Format. To enter the data by research paper format vise Manual generation of Research paper by an individual is complex, a simple and efficient way for generating research papers is automatic Online Research paper generation system.

3. Problem Identification & Description :

● Objectives of Project :

Our system aims to provide fast operations, data storage and high security for all its tasks. Online IEEE paper generation System automatically generates paper, prepares doc file as per selected paper format.

● Methodology :

Software Development Methodology

Methodology is a formalized approach to implement the College Notification System. There are many different systems development methodologies, and each one is unique based on the order and focus it places on each SDLC phase. Some methodologies are formal standards used by government agencies, while others have been developed by consulting firms to sell to clients. Many organizations have internal methodologies that have been honed over the years, and they explain exactly how each phase of the SDLC is to be performed in that company.

There are many ways to categorize methodologies. One way is looking at whether they focus on the business process or the data that support the business. There are three types of system development methodologies, it is called Structured Design, RAD (Rapid Application Development), and Agile Development.

● Types of Software Development Methodologies

● Structured Design

This is the first type of system development; it was introduced in the 1980s. This methodology adopts the formal step by step approach to the SDLC, it moves logically from one phase to another phase.

● Waterfall Model

This is the original structured design of methodology, with this methodology, the analyst and users proceed in sequence from one phase to the next phase. The key deliverables for each phase are typically very long and are presented to the project sponsor for approval as the project moves from phase to phase. This methodology is referred to as waterfall development because it moves forward from phase to phase in the same manner as a waterfall.

Advantages of using waterfall model:

- It identifies system requirements long before programming begins
- It minimizes changes to the requirements as the project proceeds.

Disadvantages of using waterfall model:

- The design must be completely specified before programming begins
- This model required significant rework, if there are changes in the business environment, in order to go back to the initial phase need to go through each of the subsequent phases in return.

● **Parallel Development**

This model of methodology attempts to address the problem of long delay between analysis phase and the delivery of the system. Instead of doing design and implementation in sequence, it performs a general design for the whole system and then divides the project into a series of distinct sub projects that can be designed and implemented in parallel. Once all subprojects are complete, there is a final integration of the separate pieces, and the system is delivered.

Advantage of using parallel model:

● It can reduce the schedule time to deliver a system

● There is less chance of changes in the business environment causing rework

Disadvantage of using parallel model:

● The approach still suffers from problem caused by paper documents

● It adds new problem, sometimes subprojects aren't completely independent; design decisions made in one subproject may affect another subprojects

● **Phased Development**

In this model, the overall system is divided into a series of versions that are developed sequentially. The analysis phase identifies the overall system concept, and the project team, users and system sponsors then categorize the requirement into a series of versions.

Advantage of using phased model:

● Quickly getting a useful system into the hands of the users

● While the system does not perform all the functions the users need at first, it does begin to provide business value sooner than if the system were delivered after completion, as is the case with waterfall or parallel methodology.

Disadvantage of using phased model:

● The users begin to work with the systems that are intentionally incomplete, it is critical to identify the most important and useful feature and include them in the first version, while managing user's expectation along the way.

● Prototyping

In this model, it performs the analysis, design and implementation phases concurrently, and all the three phases are performed repeatedly in a cycle until the system is completed. In this methodology, the basics of analysis and design are performed, and work immediately begins on a system prototype, a "quick and dirty" program that provides a minimal amount of features.

Advantage of using prototyping model:

● It is very quickly providing a system for the users to interact with, even if it is not ready for widespread organizational use at first.

● Reassure the users that the project team is working on the system

● Helps to more quickly refine real requirements rather than attempting to understand a system specification on paper, the user can interact with the prototype to better understand what it can do and cannot do.

Disadvantage of using prototyping model:

● Its fast paced system releases challenge attempts to conduct careful, methodical analysis. This can cause problems in the development of complex systems because fundamental issues and problems are not recognized until well into the development process.

4.Design
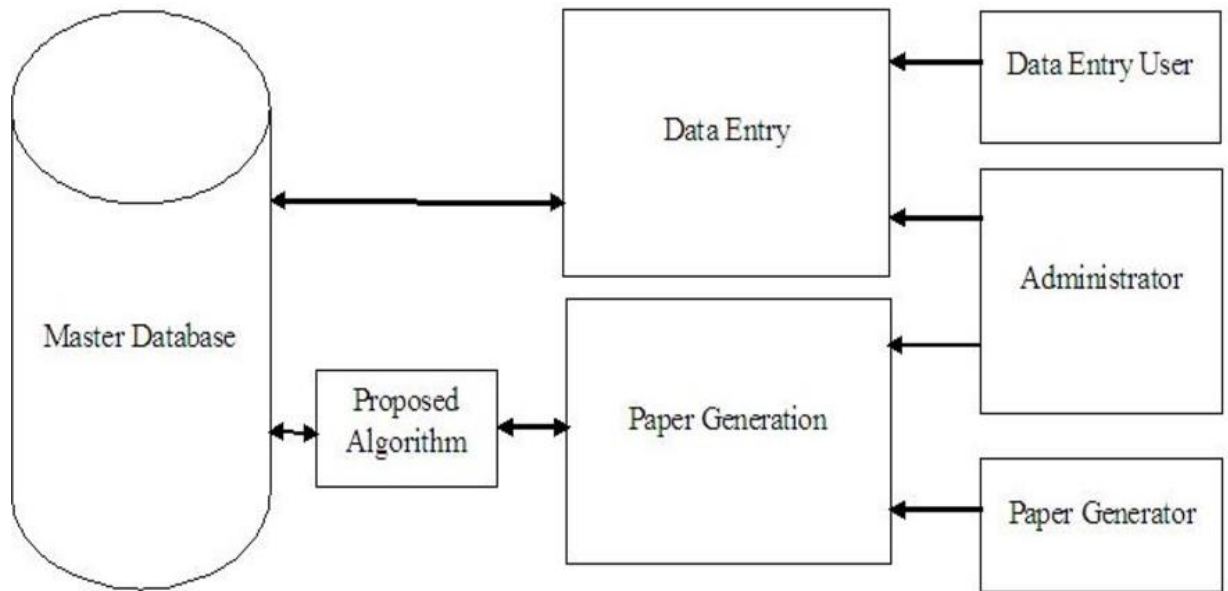
1. Proposed Design

5. Experimental Modal Analysis :

Experimental Methodology :

Experimentation is often identified as foundational to nonrepresentational thought and practice, where to experiment is to affirm the openness and indeterminacy of research. As an experimental approach, nonrepresentational work avoids presupposing the outcome or value of an event before it happens and persistently seeks to disrupt the assumption that we can create perfect models of knowledge. This fervor for experimentation invites nonrepresentational approaches to accept that all knowledge is bound to the particular contexts they are placed within and posits a certain failure of totalising epistemologies. However, nonrepresentational approaches reconfigure failure as a necessary, creative capacity of any experimentation. Failure, then, arises as an openness through which new ways of thinking about the world are produced. This reading of experimentalism is associated with what is often posited as the affirmative gesture of nonrepresentational thought. It is an affirmation of experimentation, recognizing in a Nietzschean move that to experiment is also to fail and to affirm the outcome of the situation, whatever it may be.

General Experimental Setup

These requirements are separated based on whether you are developing the app or running the app on a device.

For development

- ➢ Operating System Microsoft Windows 7
- ➢ Tools: Xampp Server
- ➢ Technologies used PHP
- ➢ Language: Android programming language, PHP
- ➢ Database MySQL database
- ➢ Service web services using php
- ➢ Software used Xampp server

Communication Interface

In this project we have used HTTP communication standard.

The Hypertext Transfer Protocol is an application layer protocol that is used to transmit virtually all files and other data on the World Wide Web, whether they're HTML files, image files, query results, or anything else. Usually, HTTP takes place through TCP/IP sockets.

A browser is an HTTP client because it sends requests to an HTTP server (Web server), which then sends responses back to the client. The standard port for HTTP servers to listen on is 80, though they can use any port.

Other Non-functional Requirements

There is no restriction on the number of users to be added to the database Hardware requirements.

Operating System Windows XP Vista 7/8

Intel Core i3

Memory 4GB and above

Capacity 64GB of hard drive

Others network interface card, mouse, keyboard and monitor

Bill of material

Cost Estimation

Cost Estimation is a well formulated prediction of probable manufacturing, developing cost of a specific project. A cost estimation is a powerful management tool for providing an idea for budget. It accounts for all the items from various stages of cost estimation.

I. Conceptual Estimation

It is the process of determining the cost before project execution.

II. Detailed Estimation

It is the process of determining the cost by breaking each stage of operation & finding cost of each component by using a format.

COCOMO Model

The Constructive Cost Model (COCOMO) is a procedural software cost estimation model developed by Barry W. Boehm.

Basic COCOMO computes software development effort (and cost) as a function of program size. Program size is expressed in estimated thousands of source lines of code (SLOC, KLOC). COCOMO applies to three classes of software projects.

- Organic projects – "small" teams with "good" experience working with "less than rigid" requirement.
- Semi-detached projects – "medium" teams with mixed experience working with a mix of rigid and less than rigid requirements.
- Embedded projects – developed within a set of "tight" constraints. It is also combination of organic and semi-detached projects. (hardware, software, operational)

The basic COCOMO equations take the form Effort Applied € = ab(KLOC)bb [manmonths] Development Time (D) = cb(Effort Applied)db [months] People required (P) = Effort Applied / Development Time [count]

where, KLOC is the estimated number of delivered lines (expressed in thousands) of code for project. The constants ab, bb, cb and db are given in the following.

Software Project	ab	bb	cb	db
Organic	2.4	1.05	2.5	0.38
Semi Detached	3.0	1.12	2.5	0.35
Embedded	3.6	1.20	2.5	0.32

Table No:1

Basic COCOMO is good for quick estimate of software costs. However, it does not account for differences in hardware constraints, personnel quality and experience, use of modern tools and techniques.

For our Embedded project of 1.138 KLOC

LOC=1138

1. KLOC

=LOC/1000

=1138/1000

=1.138 KLOC

2. Effort Applied (E)

$$=3.6*(KLOC)^{1.20}$$

$$=3.6*(1.138)^{1.20}$$

$$= (4.0968)^{1.20}$$

$$= 5.4316 \text{ Man Per Month}$$

3. Development Time (D)

$$=2.5*(E)^{0.32}$$

$$=2.5*(5.4316)^{0.32}$$

$$= (13.579)^{0.38}$$

$$=2.6945 \text{ Month}$$

4. People Required (P)

$$=E/D$$

$$=5.4316/2.6945$$

$$=2.0158 \text{ Count}$$

5. Conclusion :

This system platform is very secure and also faster because it is a computer and web-based system. This system is a web-based system and also computer based. In this system, we have implemented a randomized process so as to avoid the incorrect paper format. This system is used for generating automation in the IEEE paper process as a real-time application. with the help of a system that easily generates automatic ieee papers and improvement from the traditional method of paper generation.

6. **Future Scope :**

Online IEEE paper generation System is designed keeping in mind with many future possibilities that can improve the software to be more productive and easier The methodologies that we presented for generating IEEE paper show promising outcomes and can be utilized as a basis for making a more advanced automatic and independent paper generator .With the large database security threats are a major concern. To avoid this, a more secure database can. also be achieved, which will make sure that only an authorized person can have access to this system .Our effort is to develop this system for students. This will be beneficial to the students as they are more inclined to solve multiple papers. With all these possibilities, this system will be more secure and will also provide much better results.

7.References :

[1] Xiang Fu, Boris Peltsverger, Kai Qian, Lixin Tao, Jigang Liu," APOGEE – Automated Project Grading and Instant Feedback System for Web Based Computing", Computer Science and Information Technology, 2nd IEEE International Conference 2009.

[2] Challenged and Implications for Pre-Service Teacher Education", Annual Conference of the International Association for Educational Assessment (IAEA) held at the Dan Panorama Hotel, Tel-Aviv, Israel October 20th –25th, 2013

[3] M. Jou,J.K. Shiauand H.W. Zhang,"Application of Web Technologies in Automation Technology Education", International Journal of Computers and Applications, Vol.31, No. 4, 2009

[4] Automatic Question Generation using Discourse Cues by Manish Agarwal_, Rakshit Shah_ and Prashanth Mannem

[5] Automatic Cloze-Questions Generation by Annamaneni Narendra, Manish Agarwal and Rakshit shah LTRC, IIIT-Hyderabad, India

Web Reference:
● https://www.w3schools.com/

● https://www.geeksforgeeks.org/