Anjuman-I-Islam's

M. H. SABOO SIDDIK COLLEGE OF ENGINEERING

8, Saboo Siddik Polytechnic Road, Byculla, Mumbai, Maharashtra 400008

DEPARTMENT OF INFORMATION TECHNOLOGY

MINI PROJECT

LOGBOOK

Title of the Project

MAGAZINE APP

Supervisor/Guide

FARIDA ATTAR

REV - 2019 'C' Scheme

University of Mumbai

Academic Year (2024 -25)

STUDENT INFORMATION

Semester	III	Year	2024	Academic Yr.	2024-2025
Course Code	ITM301	Course Name	Mini Project – 1 A	Group No.	16

Project Title: MAGAZINE APP

Learner	01	02	03	04
Roll No.	242464	242465	242466	242470
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INSTITUTE VISION & MISSION

VISION

To bring out the whole Muslim Community from the quagmire of poverty and educational backwardness and encourage, enlighten and prepare all its members to be useful citizens who will contribute to make a prosperous, healthy and strong nation and to promote national integration by giving equal opportunity to all communities for their promotion and progress.

MISSION

To impart quality higher technical education to the students of Muslim Community in particular and to students of all other communities to be competent, dedicated and responsible citizens who shall also be the harbingers of secularism and national integration to the complete satisfaction of all stake holders.

INFORMATION TECHNLOGY DEPARTMENT

VISION & MISSION

VISION

To evolve as a centre of academic excellence in the field of Information Technology to meet the global technical needs for better societal responsibilities through continuous learning.

MISSION

1. To prepare students for professional career and higher studies through quality technical education, research, and innovation.
2. To provide conducive environment to impart quality education in teaching-learning process and research.
3. To encourage the entrepreneurship and promote the students to become leaders of technology with social sensitivity for the betterment of the nation in particular and humanity as a whole.

PROGRAM OUTCOMES (POs)

1. PO1 An ability to apply knowledge of mathematics, science and engineering fundamentals in the field of computing.
2. PO2 Critically identify, formulate and evaluate emerging topics and the recent development in the field and Provide solution to futuristic engineering problems.
3. PO3 The broad education necessary to understand the impact of engineering solutions in a global, economic, environmental and societal context.
4. PO4 Ability in requirement gathering, design and implementation of software with computer systems to analyse and interpret the data.
5. PO5 An ability to use the techniques, logical and analytical skills and modern engineering tools necessary for engineering practice.
6. 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.
7. PO7 An ability to understand an impact of engineering knowledge towards society and environment with need to sustainable solutions.
8. PO8 To inculcate professional ethics.
9. PO9 An ability to function effectively, individually and in teams to accomplish a common goal.
10. PO10 An ability to communicate solutions of complex computing problems effectively using reports and presentations to wide range of audiences.
11. PO11 To install leadership and managerial skills in multidisciplinary environment.
12. PO12 Recognition of the need for and an ability to engage in life-long learning.

Vision

To be known as a Center of Excellence in building global IT professionals through cutting edge technologies.

Mission

To produce global leaders driven by values capable of designing and delivering dynamic IT solutions for real world problems.

Program Educational Objectives (PEOs)

PEO1 : To implement effective solutions to real world IT problems using appropriate tools and techniques.
PEO2 : To possess managerial and entrepreneurial skills with cross functional competencies leading to a sustainable competitive advantages.
PEO3 : To be able to exhibit professional and ethical behavior and be prepared for lifelong learning and personal development.

Program Specific Outcomes (PSOs)

PSO1 : To have necessary knowledge, skills, and attitude to succeed in the rapidly evolving field of information technology .
PSO2 : Able to demonstrate practical competency with emerging technologies, programming language and open source platforms
PSO3 : Exhibit moral and ethical values while developing IT solutions through the application of managerial principles.

COURSE OBJECTIVES

1. To acquaint with the process of identifying the needs and converting it into the problem.
2. To familiarize the process of solving the problem in a group.
3. To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
4. To inculcate the process of self-learning and research.

COURSE OUTCOMES

1. Identify problems based on societal /research needs.
2. Apply Knowledge and skill to solve societal problems in a group.
3. Develop interpersonal skills to work as member of a group or leader.
4. Draw the proper inferences from available results through theoretical/ experimental/simulations.
5. Analyse the impact of solutions in societal and environmental context for sustainable development.
6. Use standard norms of engineering practices
7. Excel in written and oral communication.
8. Demonstrate capabilities of self-learning in a group, which leads to lifelong learning.
9. Demonstrate project management principles during project work.

STUDENT GUIDELINES

- Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
- Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee o faculties.
- Students hall submit implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini project.
- A log book to be prepared by each group, wherein group can record weekly work progress, guide/supervisor can verify and record notes/comments.
- Faculty supervisor may give inputs to students during mini project activity; however, focus shall be on self-learning.
- Students in a group shall understand problem effectively, propose multiple solution and select best possible solution in consultation with guide/ supervisor.
- Students shall convert the best solution into working model using various components of their domain areas and demonstrate.
- The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai.
- With the focus on the self-learning, innovation, addressing societal problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality to be carried out in two semesters by all the groups of the students. I.e. Mini Project 1 in semester III and IV. Similarly, Mini Project 2 in semesters V and VI.
- However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on case by case basis.

SUGGESTED GUIDELINES FOR MINI PROJECT

Sr. No.	Activity Name	No. of Weeks
1.	Problem Identification and Finalization	1
2.	Proposed System and Requirement Analysis	1
3.	Literature Survey	1
4.	Project Modelling	2
5.	Project Development	3
6.	Testing and Validation	2
7.	Documentation and Report Preparation	2

Disclaimer: Above are the suggested guidelines for the learner with approximate number of weeks for completion of activities.

MINI PROJECT / PROJECT INFORMATION

Title of the project:	MAGAZINE APP
Project Domain:	
Project Software Model:	

Hardware Requirements:
EMULATOR : PIXEL 3 H/W DEVICE : ANDROID PHONE
Software Requirements:
ANDROID STUDIO, SQL LITE, ANDROID SDK, SNAP SHOTS

In House Project ☑ **Out House Project** ☐

If Out House Project, Kindly attach relevant documents:

Outcome Mapping	
Course Outcome (CO)	
Program Outcome (PO)	
Program Specific Outcome (PSO)	

Signature of Guide

PROGRESS / ATTENDANCE REPORT

Week No.	Date	Attendance				Progress / Suggestion	Guide Sign
		1	2	3	4		

WEEKLY PROGRESS

Date:		Week No.		Time:	

Work Description / Activity Details:

WEEKLY PROGRESS

Date:		Week No.		Time:	

Work Description / Activity Details:

WEEKLY PROGRESS

Date:		Week No.		Time:	

Work Description / Activity Details:

WEEKLY PROGRESS

Date:		Week No.		Time:	

Work Description / Activity Details:

PROJECT ACTVITY SCHEDULE / PLAN

Sr. No.	Activity Name	Start Date	End Date	No. of Working Days	Week No.	Completion Status

TENTATIVE SCHEDULE

Reviews	Date	Guide Signature	Reviewer Signature
Review I			
Review II			
External Exam			

TIMELINE CHART