

V-Ideas

Program: Information Technology

(NBA Accredited)

2022-2023

























- Vidyalankar is a 'Sanskrit' word combining two words Vidya + Alankar. Where Vidya means knowledge and Alankar means Ornament, the essence being that 'knowledge is the true ornament of a progressive mind'.
- Vidyalankar Polytechnic is one of the leading college in Mumbai, approved by AICTE, DTE Maharashtra State and Affiliated to MSBTE. It offers under graduate courses in engineering
- Vidyalankar Polytechnic was established by Vidyalankar Dyanapeeth Trust in 2002 under the dynamic leadership of Shri. C. S. Deshpande with the aim of imparting Technical Education in various fields of Engineering and Technology. It is located at the heart of Mumbai at Wadala(E).
- Courses offered are Computer Engineering, Information Technology, Electronics and Telecommunication Engineering.
- The college has excellent infrastructure for Class rooms, Technical library, Laboratories and latest computing facilities.

Vidyalankar Polytechnic

Vision

To achieve excellence in imparting technical education so as to meet the professional and societal needs.

Mission

- Developing technical skills by imparting knowledge and providing hands on experience.
- Creating an environment that nurtures ethics, leadership and team building.
- Providing industrial exposure for minimizing the gap between academics and industry.

Principal Speak



Prof. Ashish Ukidve, Principal Vidyalankar Polytechnic

Vidyalankar Polytechnic has always believed in providing quality technical education to the student who aspire to become skilled engineers .

We at Vidyalankar put forth for students a challenging ground; tracking them to learn and imply in their career and professional future. Emphasizing to skill and develop their opportunity to widen their innovative horizon.

V-Ideas is compilation of final year student's project ideas that have been processed and developed after fine scrutinizing and tuning by subject expertise. The selected projects were much appreciated by the judges boosting the morale of students.

Technovation the exploration of Technology and Innovation is the annual project exhibition and competition organised by Vidyalankar Polytechnic for final year students of various branches. Technovation enables students to exhibit and display their innovative skills, thus giving them an opportunity to manifest their hidden skills and ideas. This platform has privileged the students to think in new areas of their skills and present it in the best possible way.

Chief Technology Officer (CTO) Speak



Prof. Anjum Mujawar, CTO Vidyalankar Polytechnic

"A project is complete when it starts working for you rather than you are working for it"

-Scott Allen

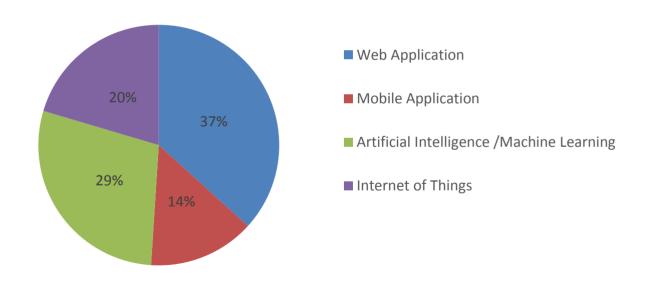
The capstone project is designed to consolidate final-year students' learning with valuable hands-on experience to help develop them into well-prepared and well-rounded graduates. It provides them an opportunity to use tools and techniques and implement methods. The capstone project encompasses a real-life working culture which aims to instill a set of specific skills that are both highly valued by employers and will ultimately serve students well into their careers.

To complete the project, students need to plan, estimate, and manage their time and energy. Students deepen their knowledge across disciplines and work effectively in teams while engaging professionally with their peers and professors. Solving real industrial problems is encouraged and facilitated by project guide. We, at Vidyalankar, provide all the required facilities to complete their project. We also promote industry institute interaction by assigning industry-based problems in the form of project to our students.

Analysis of Capstone Project (2022-2023)

Domain Wise Project Distribution

Web Application	Mobile Application	AI & ML	loT			
18	07	14	10			
49						



V-ideas culminates V-Technovation 2022

"All of us do not have equal talent. But , all of us have an equal opportunity to develop our talents." - A.P.J Abdul Kalam

Vidyalankar Polytechnic has always believed in inculcating a synergetic and academic culture in its students, one that encourages them to be innovative and to be passionate about taking their ideas ahead.

V-Ideas are a collection of the final year project ideas of our students that have been nurtured after much rational thinking, fine-tuning and accurate reflection from teachers, guides and subject experts. The ideation stage is quite different from actual implementation; it is comparable to the transition from form to format, the regulated flow of ink from a nib which produces the actual writing. The Institute initiated an innovative idea of assembling the project ideas and transferring them into a hardcover book known as V-Ideas. This collection of projects acts as a future reference for First, Second and Third year students.

As a part of curriculum, students of diploma undertake a project related to their field and demonstrate the knowledge and skills gained on the subject of their choice. Students also take industry based projects for better and live exposure with the industry. The projects selected by the panel of experts are regularly monitored by the project guides. The innovative and creative projects are projected in V-Technovation. The projects won many awards at various competitions at other institutes.

V-Technovation provides a platform to diploma students to compete, interact and excel.

Vision

To become a leading center in the domain of Information Technology where learners are introduced to the concepts and implementation of technologies.

Mission

- Encouraging academic excellence and a passion for learning through the use of learner-oriented teaching methodologies.
- Providing an environment that inculcates ethics and effective soft-skills and focuses on the development of learners.
- Establishing and reinforcing a symbiotic institute-industry interface so that learners can gain exposure to real-life applications of Information Technology.

Program Educational Objectives

- **PEO 1:** Provide socially responsible, environment friendly solutions to Information technology related broad-based problems adapting professional ethics.
- **PEO 2:** Adapt state-of-the-art Information Technology broad-based techniques to work in multi-disciplinary work environments.
- **PEO 3:** Solve broad-based problems individually and as a team member communicating effectively in the world of work.

Program Outcomes

- **PO1. Basic and Discipline specific knowledge:** Apply knowledge of basic mathematics, science and engineering fundamentals and engineering specialization to solve the engineering problems.
- **PO2**. **Problem analysis:** Identify and analyze well-defined engineering problems using codified standard methods.
- **PO3. Design/ development of solutions:** Design solutions for well-defined technical problems and assist with the design of systems components or processes to meet specified needs.
- **PO4**. **Engineering Tools, Experimentation and Testing:** Apply modern engineering tools and appropriate technique to conduct standard tests and measurements.

Program Outcomes

- **PO5**. **Engineering practices for society, sustainability and environment:** Apply appropriate technology in context of society, sustainability, environment and ethical practices.
- **PO6. Project Management:** Use engineering management principles individually, as a team member or a leader to manage projects and effectively communicate about well-defined engineering activities.
- **PO7**. **Life-long learning:** Ability to analyze individual needs and engage in updating in the context of technological changes.

Program Specific Outcomes

PSO 1. Modern Information Technology:

Use latest technologies for operation and application of information.

PSO 2. Information Technology Process:

Maintain the information processes using modern information and communication technologies.

Area ID	Project Area	Project ID	Project Title	Page No.
Inte _{IE1} /M		IF1.1	Mr. AI Helper (ChatBot)	1
		IF1.2	Fake Product Review Monitoring System using AI	2
		IF1.3	House Price Prediction App	3
		IF1.4	Skin Disease Detection App	4
	Artificial	IF1.5	Enhancing Museum Experience using Augmented Reality	5
	Intelligence /Machine Learning	IF1.6	Book Recommendation System	6
		IF1.7	Volume & Brightness Controller using Hand Gesture	7
		IF1.8	Music Recommendation System	8
		IF1.9	Face Mask Detection	9
		IF1.10	ChatBot using AI	11
		IF1.11	Crop Disease Detection App	12
		IF1.12	Prediction of Blood Donation	13

Area ID	Project Area	Project ID	Project Title	Page No.
IF1	Artificial Intelligence /Machine Learning	IF1.13	"Doot"-An App Next Word Prediction	14
		IF1.14	ChatBot For Vidyalankar Website	15
	Web Application	IF2.1	"Sparsh "- A Cloud based data transfer App	16
IF2		IF2.2	Twitter Sentiment Analysis	17
		IF2.3	Attendance using Facial Recognition System	18
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		IF2.7	QR Based Student Attendance System for Library	22
		IF2.8	Air Quality Index Monitoring System	23
		IF2.9	Customer Relationship Management (CRM) system	24
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Area ID	Project Area	Project ID	Project Title	Page No.
	Web Application	IF2.11	Your Doctor Website	26
		IF2.12	College Network of Students	27
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		IF2.14	Student Result Management System	29
IF2		IF2.15	Blood Connect	30
		IF2.16	Play Beat	31
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	Mobile Application	IF3.1	Sure Shield App	34
IF3		IF3.2	Smart Coffee shop with chat-bot	35
		IF3.3	Gym Management Mobile App	36
		IF3.4	PDF to Audiobook converter	37
		IF3.5	Location Tracker App using GPS	38

Area ID	Project Area	Project ID	Project Title	Page No.
IF3	Mobile Application	IF3.6	Railway Catering	39
		IF3.7	E-Commerce Application	40
	Internet of Things	IF4.1	Gesture Robot with Voice Assistant	41
IF4		IF4.2	Bone Conduction	42
		IF4.3	Electronic Door Opener	43
		IF4.4	Smart Vacuum Cleaner with Smart Dustbin (Home Cleaner Device)	44
		IF4.5	Smart Delivery Robot	45
		IF4.6	Smart Door Lock system	46
		IF4.7	Weather Reporting System	47
		IF4.8	Radar System	48
		IF4.9	Solar Panel Monitoring System	49
		IF4.10	Smart Dustbin	50

Project Title

: Mr. AI Helper (Chat Bot) - Industry Project

Domain

: Artificial Intelligence and Machine Learning



Name of Project Guide

: Er. Sushma Pawar and Er. Yogita Khandagale

Name of Students

20202A0038 - Konisha Jayesh Thakare

20202A0040 - Prashant Erappa Yelurkar

20202A0047 - Niriksha Nitendra Shivalkar

Brief idea of project :

The development of our Mr. AI Helper (Chat Bot) involves designing the conversation flow, creating the necessary responses and training the AI model using Natural Language Processing techniques. The project involves a Chat Bot that can be integrated into a chrome extension. The chrome extension can be designed to pop up a chat window whenever a user visits a website. The chat window can be customized to match the website's design, and the chat bot's responses can be personalized based on the user's preferences. Chat Bot can be useful in various industries including customer service, healthcare, finance and e-commerce. They can reduce the workload of human operators by providing 24/7 assistance and improve response time.

Screenshots of the Project :







- · Chrome Extension.
- Chat Bot for all Websites.

Project Title

: Fake Product Review Monitoring System using AI - Industry Project

Domain

: Artificial Intelligence and Machine Learning



Name of Project Guide

Name of Students

: Er. Samidha Chavan and Er. Sushma Pawar

: 20202A0035 - Rohit Dhainje

20202A0036 - Yash Khatpe

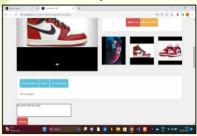
20202A0052 - Tejas Bhosale

20202A0058 - Athary Yadav

Brief idea of project:

Fake reviews mislead consumers to spend money on a product. Online websites face major problems due to fake product review. This project identify spammed fake reviews by machine learning. It detects fake reviews using Super Vector Machine (SVM) algorithm. It is supervised learning algorithm which classify and extract fake comment and create a list of words. This project focus on improving customer satisfaction and reliable product purchase.

Screenshots of the Project :







- Enhancing Business to consumer (B2C) Ecommerce website.
- Consumer to Consumer (C2C) Ecommerce applications.

Project Title

: House Price Prediction

Domain

: Artificial Intelligence and Machine Learning



Name of Project Guide

Name of Students

Er. Chetashri Bhusari

: 20202A0015 - Nehaam Khan

20202A0016 - Atharva Phodkar

20202A0064 - Ammaar Ansari

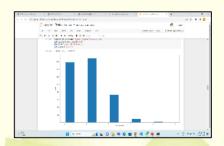
20202A0070 - Muzammil Ansari

Brief idea of project:

House prices increase every year, so there is a need for a system to predict house prices in the future. House price prediction can help the developer determine the selling price of a house and can help the customer to arrange the right time to purchase a house. This work considers the issue of changing house price as a classification problem and discuss machine learning techniques to predict whether house prices will rise or fall using available data.

Screenshots of the Project:







- Analysing Market trend of houses.
- Helping user in finding suitable house as per required amenities and budget.

Project Title : Skin Disease Detection App

Domain : Artificial Intelligence and Machine Learning



Name of Project Guide

Name of Students

: Er. Shushma Pawar

: 20202A0005 - Riddhi Dalvi

20202A0025 - Pawan Lembhe

20202A0060 - Devaksha Ahire

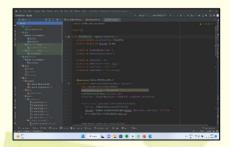
20202A0062 - Jay Bhule

Brief idea of project:

Skin diseases are more common than other diseases. Skin diseases must be diagnosed early to reduce their development and spread. In general, most of the common people do not know the type and stage of a skin disease. Therefore, we propose an image processing-based approach to diagnose the skin diseases. This method takes the digital image of disease effect skin area then use image analysis to identify the type of disease.

Screenshot of the project:







- This model can help the physicians and dermatologists in early detection of various types of skin disease.
- People can use this model from the comfort of being at their home.

Project Title

: Enhancing Museum Experience using Augmented Reality

Domain

: Artificial Intelligence and Machine Learning



Name of Project Guide

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Er. Prerana Jalgaonkar

Name of Students

20202A0023 - Paras Jadhav

20202A0051 - Jayesh Gite

20202A0055 - Yuvraj Lase

20202A0066 - Piyush jawakar

Brief idea of project:

Visitors will install the app that we will have developed when they arrive at the museum. When a visitor uses the camera on his or her smartphone to get close to the desired object or relic, they will be able to see it in three dimensions. Overall, the use of Augmented Reality in a museum can provide visitors with a more immersive and interactive experience, allowing them to learn more about the exhibits and the museum's collection in a more engaging manner.

Screenshots of the Project:







Applications:

• To improve visitor's experiences, the museum has an audio-visual guide. Through their mobile device, users will be able to interact with the things.

Project Title

: Book Recommendation System

Domain

: Artificial Intelligence and Machine Learning



Name of Project Guide

Name of Students

: Er. Ketan Bagade

: 20202A0027 - Adwait Tirlotkar

20202A0028 -Athrava Kokate

20202A0039 - Pratik Bhuvad

20202A0046 - Druti Katta

Brief idea of project:

Artificial Intelligence (AI) conceptualizes the idea of doing the things without the human interaction. In our project we are using the artificial intelligence to provide the recommendations to the users to ease their work of finding a book to read. The AI determine which user would like which kind of book based upon his/her previous searches and login.

Screenshots of the Project:







- Book Recommendations for the users
- Allows user to bookmark the books.

Project Title

: Volume & Brightness Controller using Hand Gesture

Domain

: Artificial Intelligence and Machine Learning



Name of Project Guide

value of Project Guide

Er. Shonal Vaz

Name of Students

: 20202B0026 - Vedant Gurav

20202B0049 - Pragnesh Jethva

20202B0059 - Siddhi Kulaye

Brief idea of project :

"Volume and Brightness controller using Hand Gesture" is a Python Desktop Application that uses OpenCV and MediaPipe libraries to control system volume and brightness. The user can adjust the volume and brightness of their computer using their right-hand index finger and thumb for volume and left-hand index finger and thumb for brightness. The project maps hand gestures to adjust the volume and brightness of the computer. This project provides an innovative and user-friendly way to control the volume and brightness of a computer using hand gestures.

Screenshots of the Project:





- Automated computers
- Robotics
- Virtual Reality

Project Title : Music Recommendation System – Industry Project

Domain : Artificial Intelligence and Machine Learning



Name of Project Guide : Er

Name of Students

: Er. Gauri Bobade and Er. Sushma Pawar

: 20202A0042 - Nikhil Shetye

20202A0043 - Tanish Bodekar

20202A0044 - Gauri Desai

20202A0045 - Zoya Patel

Brief idea of project:

Music recommendation system is a model that helps users discover new music on user's preferences. The recommender system has become an essential element in the digital world, where users may confuse themselves due to an abundance of data. Thus, this feature can help users pick a product or service that perfectly fits their preference. It aims to predict the user's choices and recommend the product or service that is likely to be interesting. The goal of such a recommendation system would be to provide personalized content by rightly identifying what the user wants.

Screenshots of the Project:







- Improve the listening and search experience of a music library
- Recommends songs which match their taste or interests
- Helps discover new tracks of similar taste

Project Title

: Face Mask Detection - Industry Project

Domain

: Artificial Intelligence and Machine Learning



Name of Project Guide

Name of Students

Er. Yogita Khandagale and Er. Sushma Pawar

20202B0011 – Atharva Kulkarni

20202B0023 - Yusuf Kazi

20202B0029 - Aditi Saali

20202B0030 - Aayush Chalke

20202B0031 - Prathamesh Shejwal

Brief idea of project:

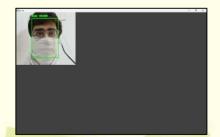
A complete face mask recognition system includes two patterns of face mask detection and face mask recognition. The biological characteristics of the face have overall structural similarity and individual local difference. Therefore, it is necessary to extract the structural features through the face mask detection process and to separate the faces from the background pattern and face recognition of the separated faces. In this project, based on deep learning the face mask detection loads dataset from disk, training the dataset then serializing the face mask detector to disk. Once it detects, it classifies each face as with mask or without mask. If the person not wearing the face mask voice alert will be activated.

Screenshots of the Project :



Applications:

· Detection of Face Mask in real time.





Project Title : Face Mask Detection - Industry Project

Domain : Artificial Intelligence and Machine Learning



Name of Project Guide

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: Er. Yogita Khandagale and Er. Sushma Pawar

Name of Students

: 20202B0011 – Atharva Kulkarni

20202B0023 - Yusuf Kazi

20202B0029 – Aditi Saali

20202B0030 - Aayush Chalke

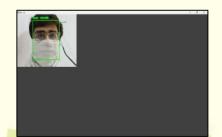
20202B0031 - Prathamesh Shejwal

Brief idea of project:

A complete face mask recognition system includes two patterns of face mask detection and face mask recognition. The biological characteristics of the face have overall structural similarity and individual local difference. Therefore, it is necessary to extract the structural features through the face mask detection process and to separate the faces from the background pattern and face recognition of the separated faces. In this project, based on deep learning the face mask detection loads dataset from disk, training the dataset then serializing the face mask detector to disk. Once it detects, it classifies each face as with mask or without mask. If the person not wearing the face mask voice alert will be activated.

Screenshots of the Project :







Applications:

· Detection of Face Mask in real time.

Project Title : Chat Bot using A.I

Domain : Artificial Intelligence and Machine Learning



Name of Project Guide : Er. Yogita Khandagale

Name of Students

: 20202A0048 - Kanishk Chettiar

20202A0017 - Evangel Gaini

20202A0018 - Aman Gupta

20202A0031 - Ayan Khan

Brief idea of project:

A Chat bot is a computer program that uses Artificial Intelligence (AI) and Natural Language Processing (NLP) to understand customer questions and automate responses to them, simulating human conversation. AI for Customer Service - IBM Watson users achieved a 337% ROI over three years.

Screenshots of the Project:







- Messaging apps.
- Many companies' Chabot's run on messages, apps or simply via SMS.
- They are used for B2C customer service, sales and marketing.

Project Title

: Crop Disease Detection App

Domain

: Artificial Intelligence and Machine Learning



Name of Project Guide

: Er. Samidha Chavan

Name of Students

20202C0040 - Atharv More

20202C0044 - Atharva Sawant

20202C0006 - Ved Hegishte

20202C0043 - Jay Mewada

Brief idea of project :

Crop Disease Detection App can be very helpful in detecting crop diseases. With a quick scan from the camera or gallery, this application can provide the latest articles on the agriculture world. It also provides tips on crop disease prevention. Using Machine learning, it can help farmers to make the best decision for their crops and help to keep them healthy. It aims for educating farmer and supporting the "AgroTech" for better future.

Screenshots of the Project:







- In Agriculture for scanning Crop/Fruits/Vegetables to know the crop condition.
- Crop diseases prevention

Project Title

: Prediction of Blood Donation

Domain

: Artificial Intelligence and Machine Learning



Name of Project Guide

: Er. Chetashri Bhusari

Name of Students

20202C0020 - Pooja Jadhav

20202C0024 - Tanvi Shirke

20202C0026 - Samiksha Rawool

20202C0029 - Sneha Shewale

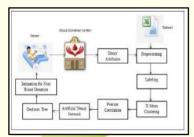
Brief idea of project :

This project is aimed to reduce the manual work involved in data maintenance in the prediction of Blood donation system. This project is developed mainly to simplify the manual work and allows smooth administration of the operations of blood transactions. The purpose of the project is to computerize the administrative operations of a blood transaction and to develop software that is user-friendly, simple, fast, and cost-effective. It deals with the collection of Donors, Receivers' Inventory information, etc.

Screenshots of the Project:







- Blood Donation Centres
- Hospitals
- Clinics and other trauma centres

Project Title : "Doot" - App with Next Word Prediction – Industry Project

Domain : Artificial Intelligence and Machine Learning



Name of Project Guide : Er. Sunil Dodake and Er. Sushma Pawar

Name of Students

: 20202B0002 - Archita Patil

20202B0004 - Shreya Bhuvad

20202B0012 - Aniruddh Nagare

20202B0021 - Chhayank Nikumbh

Brief idea of project:

The "Doot" is An Newsletter Application supported on both IOS and Android Platform. "Doot" provide news article on the tap of your finger. The Client's request is handled as a query to provide the most relatable results. It use API to fetch data from the provider and display it through Flutter widgets which use Flutter UI Engine.

Screenshots of the Project :







- Current Affairs and News categorized according to their genre.
- News with auto text completing (Next Word Predicting Algorithm)

Project Title

ChatBot for Vidyalankar Website.

Domain

:Artificial Intelligence and Machine Learning



Name of Project Guide

: Er. Ketan Bagade

Name of Students

: 20202B0025- Yash Mane

20202B0032- Shaunak Mehta

20202B0038- Soham Alone

20202B0039- Jainam Varaiya

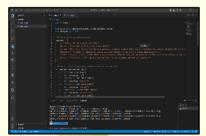
Brief idea of project :

A Chat bot or Chatterbot is a software application used to conduct an on-line chat conversation via text or text-to-speech, in lieu of providing direct contact with a live human agent. Chat bots also known as conversational agents, are designed with the help of AI (Artificial Intelligence) software. They simulate a conversation (or a chat) with users in a natural language via messaging applications, websites, mobile apps, or phone.

Screenshots of the Project:

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| Description |
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Applications:

Enquiry

Project Title : "Sparsh "- A Cloud based data transfer App

Domain : Web Application



Name of Project Guide : Er. Shonal Vaz

Name of Students

: 20202C0021 – Darshan Khapekar

20202C0013 - Rudraraj Sakariya

20202C0012 - Krish Thakkar

20202A0003 – Divya Khanolkar

Brief idea of project:

"Sparsh" explores a novel interaction method to seamlessly transfer data among multiple users and devices in a fun and intuitive way. "Sparsh" is a user-friendly platform that enables you to securely share data across different devices and locations by simply copying the data on one device, and then pasting it on another, It eliminates the need for complex sharing methods like emailing, messaging or uploading and downloading files from cloud storage.

Screenshots of the Project:







- It can be used at big companies for sharing various data without hassle by setting up a company account .
- It can also be used for sharing credentials of various accounts without using third party applications .
- It can be integrated with other OS to create a environment where data can be shared easily .

Project Title

: Twitter Sentiment Analysis

Domain

: Web Application



Name of Project Guide

: Er. Samidha Chavan

Name of Students

: 20202B0020 - Sakshi Bansode

20202B0033 - Madiha Mujawar

20202B0045 - Harshal Mankar

20202B0058 - Sakshi Yadav

Brief idea of project:

Twitter is a popular microblogging service where users create status messages called "tweets". The purpose of this project is to build an algorithm that can accurately classify Twitter messages as positive or negative, with respect to a query term. Using data scrapping and classified data, we can recognize the mental state of the user and provide them with a mental health consultation process. We also provide them with services like recommendations to major mental health awareness twitter accounts and programs.

Screenshots of the Project:







- Social media monitoring.
- Customer feedback.

Project Title : Attendance using Facial Recognition System

Domain : Web Application



Name of Project Guide

Name of Students

: Er. Sunil Dodake

: 20202C0017 - Atharva Ghoste

20202C0041- Saeeda Khan

20202C0047- Kalpesh Prajapati

20202C0056- Shubham Jaiswal

Brief idea of project:

Facial recognition system for attendance is an advanced technological solution that uses facial recognition algorithms to authenticate the identity of individuals. This system works by capturing the image of an individual's face and then matching it with an existing database of faces. The facial recognition system can accurately track and record attendance of individuals without physical contact, reducing the risk of crowding and the spread of diseases in workplaces and schools. It provides more efficient, accurate and secure attendance management as compared to traditional methods. The technology can also be integrated with other systems, such as payroll and scheduling, to automate attendance keeping processes.

Screenshots of the Project:







- · Schools and universities
- Corporate organizations and Government institutions
- Hospitals

Project Title

: CSS Framework

Domain

: Web Based Application



Name of Project Guide

: Er. Prerana Jalgaonkar

Name of Students

20202B0018 – Affan Shaikh

20202B0052 - Mohammed Wasif Shaikh

20202B0057 - Mohammed Uwais Shaikh

20202B0063 – Shariq Rahman Ansari

Brief idea of project:

CSS frameworks are tools used by UI developers to make their job easier. Frameworks give developers the tools to quickly spin-up user interfaces that can be tweaked and iterated on throughout a project. The CSS framework is a ready to use style-sheet. Instead of starting very project from scratch we can use our CSS framework.

Screenshots of the Project:







- · Web Page making
- · Website Making

Project Title

: Slender Man

Domain

: Web Application



Name of Project Guide

: Er. Sunil Dodake

Name of Students

20202A0053 - Om Joshi

20202A0059 - Harsh Bhoir

20202A0020 – Arya Chopa

20202A0030 - Mohiuddin Ahemed

Brief idea of project:

Slender Man in UE4 project to create a horror game or experience using Unreal Engine 4. The game features Slender Man as the main antagonist and requires designing maps, creating assets, and Blueprints interactions. The project requires knowledge of game design, Blueprint, and UE4 tools. The end result is a fully-functional game.

Screenshots of the Project :







- · Unreal engine 4
- Blender

Project Title : Online Restaurant Table Booking Management System

Domain : Web Application



Name of Project Guide : Er. Shonal Vaz

Name of Students : 20202A0002 - Harsh Sudi

20202A0026 - Abdul Nalband

20202A0032 - Bhakti Mali

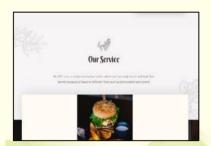
20202A0007 - Pratik Rajbhar

Brief idea of project:

This project is based on website that can be used by customer to book the desired table and menu of their choice from a restaurant as per their convenience. Well, now a days people are getting into digital era of reservation of restaurants and suppliers are considering to choose a digital system of booking. The general objective is to build a reservation system for table and menu to assist workers with solving basic issues with their manual reservation system.

Screenshots of the Project:







Applications:

· Website

Project Title : QR Based Student Attendance System For Library

Domain : Web Application



Name of Project Guide : Er. Prerana Jalgaonkar

Name of Students : 20202B0048 – Aryan Parab

20202B0050- Hitesh Rane

20202B0051 – Prathamesh Hadole

20202B0053 - Jaiprakash Yadav

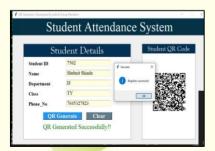
Brief idea of project:

A QR Based Student Attendance System For Library is a digital system that generates a unique code for each student to scan and mark their attendance quickly and accurately, reducing the need for manual attendance-taking. Additionally, the system provides accurate data on attendance, making it easier for teachers and administrators to monitor student's attendance patterns.

Screenshots of the Project:







- · Proxy Detection
- Quick and Easy Attendance Reports

Project Title : Air Quality Index Monitoring System

Domain : Web Application



Name of Project Guide
Name of Students

: Er. Gauri Bobade

: 20202C0030 - Nabeela Ashrafi

20202C0046 – Shreya Tiwari

20202C0051 - Shubham Mane

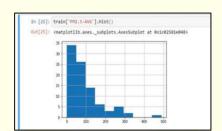
20202C0052 - Amey Kamble

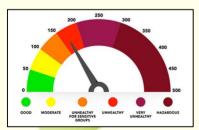
Brief idea of project:

This is a project to develop a Air Quality Index System. The Air Quality Index (AQI) is used for reporting daily air quality. It tells you how clean or polluted your air is, and what associated health effects might be a concern for you. The AQI focuses on health effects you may experience within a few hours or days after breathing polluted air. AQI is an index used to report daily air quality. It tells you how unhealthy the ambient air is and how polluted it can become in the near future.

Screenshots of the Project:







- It is use for better analysis about environment.
- Keeps user update about weather
- More transparency

Project Title

: CRM System

Domain

: Web Application



Name of Project Guide

: Er. Sunil Dodake

Name of Students

20202B0008 - Rohit Jadhav

20202C0015 - Rupal Patil

20202C0045 - Harsh Mehtar

20202C0058 - Dnyan Mhapsekar

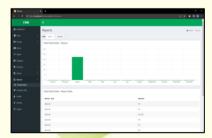
Brief idea of project:

This is a project to develop a Customer Relationship Management (CRM) system. CRM is one of the systems included in Enterprise Resource Planning (ERP) System. The main purpose of CRM is to improve the relationship with the customers by using different module like analysis, customer service and others. The objective to do this project is to develop a system which can help the organizations to decrease their defection rate of customers. Because the lower defection rate means the bigger customer base, which lead to more profit for the organization.

Screenshots of the Project:







- Better Analytics
- More transparency

Project Title : Snake Game Bot – Industry Project

Domain : Web Application



Name of Project Guide : Er. Samidha Chavan and Er. Sushma Pawar

Name of Students .

: 21202A1005 – Raj Saroj

20202A0065 - Kaif Khan

20202A0013 - Ansari Zoha

21202A1002 - Aniket jaiswar

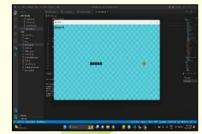
Brief idea of project:

Snake game is a classic arcade game that involves controlling a snake to eat food and grow longer without colliding with its body or obstacles. Python is a popular programming language that can be used to create bots for various purposes. In this project, we have designed a bot to play the Snake game using Python.

Screenshots of the Project :







- · Online Gaming
- Entertainment

Project Title : Your Doctor Website

Domain : Web Application



Name of Project Guide : Er. Pratik Tawde

Name of Students : 20202C0048 - Alim Shaikh

20202C0016 - Shivani Totare

20202C0049 - Vishal Rathod

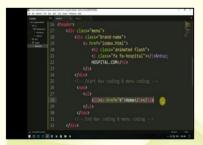
21202C1003 - Venkatesh Chilka

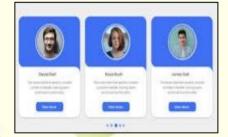
Brief idea of project:

Your doctor this website is used to connect patient and doctor. This website solve problems of society. Website helps patient find a doctor of their choice at any time. Choices like degree of doctor, charges of doctor etc. It also helps to show user about various camps held in there area. Provide information 24 hours a day. Our website makes doctors phone number, address, office hours and content available to patients 24 hours a day, which is especially helpful for patients experiencing medical emergencies.

Screenshots of the Project:







- Find perfect doctor
- Concect to doctor and patient
- Save time and money

Project Title : College Network of Students

Domain : Web Application



Name of Project Guide

: Er. Ketan Bagade

Name of Students

: 20202A0006 – Akanksha Mane

21202C1001 - Siddhi Tambe

20202C0034 - Ali Patel

20202C0061- Ibhrami Qureshi

Brief idea of project:

We are going to make the college network of students which will provide all information regarding college. Now it is a vital thing in present scenario of any college where student can get all information before taking admission. This site provides all the information like student can easily get all information regarding their syllabus, especially for the training and placement since it is difficult to get the students informed during the campus so all the students can easily get informed. There is also facility of which course are offer, infrastructure of college etc.

Screenshots of the Project :



	Signup	
Full Name		
Password		
Password		
7 435311313		
Password		
	Create Account	

	Login	
Username		
Password		
	Log In	

- It satisfies the user requirements.
- Easy to operate.
- User- friendly website.

Project Title

: Travel Website

Domain

: Web Application



Name of Project Guide

: Er. Chetashri Bhusari

Name of Students

20202A0024 - Harsh Lalit Sawant

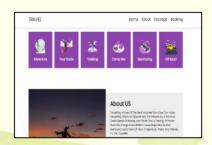
20202A0061 – Mayuresh Sachin Rokade

Brief idea of project:

Web application development is the complex process of designing, building, testing, and deploying a web-based app. When a business wants to create an online presence, they may choose to create a custom web application. Web applications are interactive pages that enable user input and run on a web server. A travel website is a website that provides travel reviews, trip fares, or a combination of both. Over 1.5 billion people book travel per year, 70% of which is done online.

Screenshots of the Project:







- · Information About Your Business.
- User-Friendly Navigation.
- Easy-to-Find Contact Information.

Project Title : Student Result Management System

Domain : Web Application



Name of Project Guide

Name of Students

: Er.Tanvi Gursale

: 19202C0005 - Firoz Shaikh

20202C0004 - Madhushree Mehetar

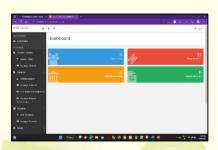
20202C0005 -Hamza Shaikh

Brief idea of project:

The purpose of Result Management System is to automate the existing manual System by the help of computerized equipment's and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same.

Screenshots of the Project:







Applications:

Performance Monitoring

Project Title

: Blood Connect

Domain

: Web Application



Name of Project Guide

Name of Students

: Er. Samidha Chavan

: 20202A0049 – Viraj Chaudhari

20202A0029 - Tirth Chauhan

21202A1001 – Tushar Davane

Brief idea of project :

Blood Connect is a website designed for social welfare for promoting blood donation. Using this website a donor can get registered by adding their information. The one who needs a donor can also check the list of donors available in their area through the website just by simply searching the blood group name and area.

Screenshots of the Project:







- Blood Donation recommendations for the users
- Allows user to find nearest Blood Donation Camp

Project Title : Play Beat

Domain : Web Application



Name of Project Guide

Name of Students

: Er. Sridevi Taradi

: 20202C0010 – Ayush Gantalu

20202C0009 - Simran Dubey

20202A0041 - Yash Kadam

20202C0007- Rehan Shaikh

Brief idea of project:

The functions of playing music's and multimedia have become essential in one device as a smart phone since the smart phone appeared. It is very convenient, but it contains controversial arguments about sound quality, so many smart phone users use them music player application. By using these music applications, people start to think about the relationship between music playing and sound quality. However, those applications are not perfect, so it is hard to choose a good application.

Screenshots of the Project:







- The Song/Album which user will select the webapp will play for it.
- The user can also scroll some news related to artists.

Project Title : Cut-Off Tracker

Domain : Web Application



Name of Project Guide : Er. Sridevi Patil

Name of Students

: 20202A0009 – Sagar Waghela

20202A0010 - Chaitrali Ghodke

20202A0014 - Saharsh Kochrekar

20202A0021 - Jayesh Nagotkar

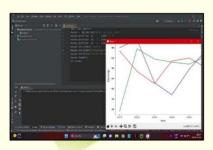
Brief idea of project:

It is a digital system that helps individuals or organizations track the minimum qualifying marks required in academic programs. Cut-off marks are the minimum qualifying marks required by candidates to move to the next round of selection or admission. It can help students preparing for competitive exams to monitor the cut-off marks of previous years, plan their studies accordingly, and identify areas where they need to improve to achieve the desired cut-off marks. Organizations such as colleges or universities can also benefit from a Cut-Off Marks Tracker by using it to monitor the performance of candidates and make informed decisions about admission or selection.

Screenshots of the Project:







- Used by Students and Parents to keep track off cut-off percentage.
- Used by Colleges for performance monitoring.

Project Title

: Zacson Gym Website

Domain

: Web Application



Name of Project Guide

: Er. Ketan Bagade

Name of Students

20202B0001 -Brett Dsouza

20202B0019- Manesh Kamble

20202B0035 - Sujal Ovhal

20202B0043 - Sahil Jadhav

Brief idea of project:

Zacson Gym is ready to promote its services online with its well-structured website. Having center-structured content, this website introduces its capabilities to train and provide services and gym facilities to every individual seeking health. This website presents its services with style – menu options expand once hovered. In this website we have courses, information about trainer, blog and membership offer .In addition, we are also added on the website, Instagram feed, feedback and social media integration.

Screenshots of the Project:







Applications:

Used in local and commercial gyms.

Project Title

: Sure Sheild App

Domain

: Mobile Application Development



Name of Project Guide

: Er. Chetashri Bhusari

Name of Students

: 20202B0042 – Prathamesh Deshmukh

20202B0044 – Manoj Thamke

20202B0055 – Pranay Mahajan

20202B0056 - Soham Korde

Brief idea of project:

This is android Project for helping humans which is not physically strong. Now a days men's and women's adept at mobilizing diverse groups for a common cause. They often work across ethnic, religious, political, and cultural divides to promote peace. We are all aware about importance of safety of women, but we must realize that they should be properly protected. Women are not as physically strong as men in an emergency situation a helping hand would be a relief for them. The best way to minimize your chances of becoming a victim of violent crime is to identify and call on resources to help you out of dangerous situations.

Screenshots of the Project:







- · For security purpose
- For Women and Men Safety
- For tracking your location

Project Title

: Smart Coffee Shop with chat-bot

Domain

: Mobile Application Development



Name of Project Guide

: Er .Prerana Jalgaonkar

Name of Students

20202C0061 - Omar Qureshi

20202C0062 – Iqra Peerkhan

20202C0064 – Aafiya shaikh

Brief idea of project:

Smart Coffee Shop with chat-bot is based on a concept to maintain orders and management of a coffee shop. By using this system, he/she can maintain ordering records of a day. By selecting Coffee Order, the system displays a list of Available coffee drinks, and the user has to place an order with item quantity. After that, he/she proceeds towards Order confirmation and Payment methods.

Screenshots of the Project







- · User friendly interface
- Chat bot

Project Title

: Gym Management Mobile App

Domain

: Mobile Application Development



Name of Project Guide

: Er. Prerana Jalgaonkar

Name of Students

: 20202C0008 - Atharva Shivdikar

20202C0001 - Aditya Kale

20202C0001 - Yash Jadhav

Brief idea of project:

In many Gyms, the payment receipts are in paper format. So it is very difficult for both gym members to keep all the paper receipts safely and to gym trainer to keep reminding for the fee receipts. Sometimes it creates a trouble when members lost their receipts. The other problem that can be faced by a gym owner is that if he/she wants to inform any message related to working or non working days of gym, manually sending message become difficult. If there is online application available these problems can be solved.

Screenshots of the Project







Applications:

• It can used for gym purpose

Project Title

: PDF to Audio Book Converter

Domain

: Mobile Application Development



Name of Project Guide : Er. Tanvi Ghole

Name of Students

20202C0038- Aditya vishwakarma

20202C0019- Hansil Kataria

20202C0003- Siddharth Hire

20202C0022- Rahul Ugawekar

Brief idea of project:

The PDF text to Audio Converter project provides to access the PDF text to Audio Converter the user will be able to listen to his\her favorite PDF and can do their daily routine. The application can be used to read any PDF which has page numbers. In the current generation students, researchers, authors don't find time to read a book on an electronic device as that might strain their eyes and might face other issues (headache, itchiness in eye). So, to overcome those problems we have designed an application which extracts the text from selected PDF and read out to the user. Reading stories or essays or any text can be arduous however an audio book would make the task easy, by reading the text.

Screenshots of the Project :







- Students
- Traveller
- Blind People

Project Title

: Location Tracker App using GPS

Domain

: Mobile Application Development



Name of Project Guide :

Name of Students

Er. Sridevi Patil

: 20202A0067 - Akshata Indalkar

20202A0037- Sejal Juwatkar

Brief idea of project:

A Vehicle tracking system is very useful for tracking the movement of a vehicle from any location at any time. In this work, real time Google map and GPS based vehicle tracking system is implemented. When the GPS in a device is on the GPS satellites broadcast the signals and GPS receivers uses the signals and provides the latitude, longitude, and altitude information along with the time. With the help of middle-ware services, it retrieves the location data of the device and upload it to the cloud database and keeps on updating the location automatically within defined interval of time.

Screenshots of the Project:







- SMS/Call Filtering., Allowing user to specify his own attention words(Database Connectivity).
- Control your Android remotely via a web-based interface.

Project Title : Rail Catering

Domain : Mobile Application Development



Name of Project Guide

Name of Students

Er. Gauri Bobade

20202C0032 - Marwan Shaikh

20202C0033 - Swapnil Hinukale

20202C0060 - Huzaifa Basar

20202A0011 - Mustafa Bukhari

Brief idea of project:

The service is available for passengers travelling on reserved tickets only. Passengers can choose from a range of delicacies which are offered in the apponline. The Menu is set by the service providing restaurants and often as per choice of passengers for bulk orders. Its an Android Application which has been developed in Android Studio with the help of the JAVA programing. We have added the Payment method in the form of QR Code.

Passengers can order the Fresh Food.

Screenshots of the Project:







- · Android Application
- Rail E-Catering Service

Project Title

: E-Commerce Application

Domain

: Mobile Application Development



Name of Project Guide

Name of Students

Er. Sridevi Taradi

20202B0014 - Sahil Kamble

20202B0054 - Prathamesh Shirsekar

20202B0062 - Yugal guru

20202B0065 - Aniket patil

Brief idea of project:

E-commerce (electronic commerce) is the buying and selling of goods and services, or the transmitting of funds or data, over an electronic network, primarily the internet. Mobile commerce apps are beneficial both for business owners and their customers. Brands can better engage their customers in a dedicated space and customers can personalize and control their experience. And thanks to platforms like Shopify and Ecwid by Lightspeed, the mobile app development process can be pretty painless, too.

Screenshots of the Project :







- Online Marketing
- Retail and Wholesale

Project Title

:Gesture Robot with Voice Assistant

Domain

: Internet of Things (IoT)



Name of Project Guide

e : Er. S

Er. Sarvesh Gupta

Name of Students

20202A0001 – Abdul Wahid Ansari

20202A0050 - Ayush Nirbhavane

20201A0016 - Parth Kasar

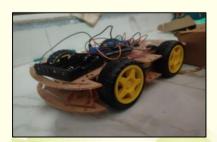
20202A0019 - Vivek Gunda

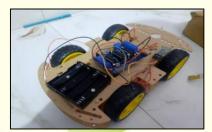
Brief idea of project:

This gesture control car can be used so that the user can, only with their hand gestures can carry the assistant along with them anywhere in the house or office(can be used only at homes and offices, and not to travel). a voice assistant is kept in a place and to give a command the user must be somewhere in a limited range or a selected diameter to that assistant. Since robotic products can be more dependable for physically ill people in many works like making a call using voice assistance, and if paired with a vehicle, can be called anywhere around.

Screenshots of the Project







- Car navigations can be made by manual, gesture or voice commands.
- Virtual assistant can be used for other entertainment or work related purposes
- Can be charged and reused again, no need of keeping connected to the power supply all the time.

Project Title

: Bone Conduction

Domain

: Internet of Things (IoT)



Name of Project Guide : Er. Yogita Khandagale

Name of Students

: 20202A0054 - Aditya Vinod Ubale

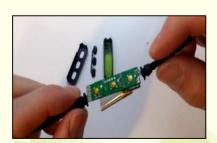
20202C0011 - Akanksha Santosh Mohite

Brief idea of project:

Humans hear through air and bone conduction pathways. Both pathways can be used to transmit sound to a listener and from a talker although traditionally, the air conduction pathway has been used. Communication through bone conduction is a feasible alternative to air conduction reception and transmission and provides benefits to the user that an air conduction system cannot provide. Bone conduction for the transmission of communication is effective and feasible for Soldiers because it provides a means of providing radio communication in combination with hearing protection devices.

Screenshots of the Project







- Medical
- Industrial
- Private
- Government

Project Title : Electronic Door Opener

Domain : Internet of Things (IoT)



Name of Project Guide :

: Er. Kalyani Pawar

Name of Students

: 20202B0009 - Aditya Bhor

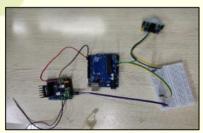
20202B0034 – Chetan Komawar 20202B0061 – Aaryan Kadam

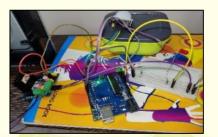
20202B0065 – Soham Dongare

Brief idea of project:

These days people are sky rocketing in technological advancements. This has ushered a lifestyle that has become child's play. We pursue advanced technologies and software every single day. In the huge efforts of making our lives more sophisticated, we are contributing a fraction of a part through our project Electronic Door Opener.

Screenshots of the Project :







Applications:

• To open the door when a person comes near to the entrance of the door and closes it after he moves away from the door or after entering into the door.

Project Title

: Smart Vacuum Cleaner with Dustbin (Home Cleaner Device)

Domain

: Internet of Things (IoT)



Name of Project Guide

: Er. Sarvesh Gupta

Name of Students

: 20201A0048 – Atharv Bhosale

20202B0007 - Neha Dhotre

20202B0013 - Sanit Dubal

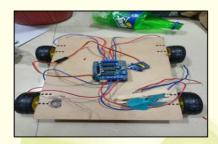
20202B0037 – Nehal Kamble

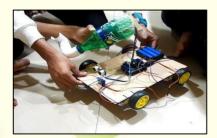
Brief idea of project:

In the current hectic schedule, cleaning houses and surrounding environment is more arduous, so with the help of smart cleaning appliances it is easier to maintain home cleaning. A smart dust bin senses the human hands and opens automatically which avoids physical contact with the bins. The vacuums easily picks up most anything that's in its way. It moves smartly and cleans the surface through its sweeper. Purpose of this project is design and implement Smart Cleaning Device which is designed to make cleaning process easier rather than by using manual vacuum.

Screenshots of the Project:







- Hygienic disposal with automatic and touchless waste disposal.
- Dry waste cleaner with automatic sensing technology
- Used in Home, Offices, Schools, Hospitals.

Project Title

: Smart Delivery Robot

Domain

: Internet of Things (IoT)



Name of Project Guide

Name of Students

Er. Tanvi Gursale

: 20202B0005 – Bhagyashri Khot

20202B0006 - Poojan Waman

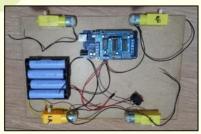
20202B0010 - Ajinkya Baikar

20202B0016 - Shivam Narkar

Brief idea of project:

With the rapid development of ecommerce, organizations have experienced an immense need for faster and better delivery services. Researchers are now trying the harness technology to overcome delivery challenges. ADR (Autonomous Delivery Robots) can help organizations to cope with increasing number of business transactions and ensure timely order fulfillment. In India, most deliveries are performed by human beings. The main idea of the self-driving system is to have a robot which can transport physical objects from one place to the other.

Screenshots of the Project :



- Delivering Food Packages easily
- Multi-Delivering Packages efficiently
- Hospitality services





Project Title : Smart Door Lock System

Domain : Internet of Things (IoT)



Name of Project Guide :

Name of Students

: Er. Kalyani Vaidya

: 20202B003 – Atharva Khedekar

20202B0015 - Durvesh Marathe

20202B0041 - Soham Patil

20202B0047 – Gautam Mulay

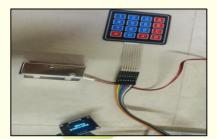
Brief idea of project:

Internet of Things (IoT) conceptualizes the idea of remotely connecting and monitoring real world objects (things) through the Internet. When it comes to our house, this concept can be aptly incorporated to make it smarter, safer and automated. This IoT project is an electronic and mechanical locking device that opens wirelessly with an authorized users' authentication. Our goal is to design a solution for secure access control that can replace physical keys for accessing door.

Screenshots of the Project:







Applications:

Door Lock (Commercial use, residential use)

Project Title

: Weather Reporting System

Domain

: Internet of Things (IoT)



Name of Project Guide

: Er. Pratik Tawde

Name of Students

20202C0014 - Tarun Patil

20202C0028 – Yash Bargude

20202C0055 – Afzal Shaikh

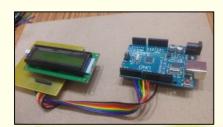
20202C0057 - Harsh Shivgan

Brief idea of project:

This system allows for weather parameter reporting over the internet without the need of a weather forecasting agency. It uses temperature, humidity, and rain sensors to monitor weather and provide live reporting of the weather statistics. The system constantly transmits this data to the microcontroller, which processes it and sends it to the online web server over a Wifi connection. The system allows user to set alerts for particular instances, and provides alerts to user if the weather parameters cross those values. This system provides an efficient internet based weather reporting system for users.

Screenshots of the Project







- Agriculture
- Manufacturing
- · Public Safety

Project Title : Radar System

Domain : Internet of Things (IoT)



Name of Project Guide

Name of Students

: Er. Kalyani Pawar

: 20202C0025 – Sagar Sonawane

20202C0027 – Arman Sayyed

20202C0036 - Abu Talha Khan

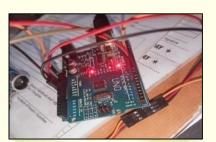
20202C0063 - Ansari Ahmad Ziya Qadri

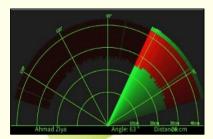
Brief idea of project:

We come across situations where we need to keep a watch over prohibited areas to avoid trespassing. Now keeping human labor for this purpose is costly and also not reliable for keeping a watch over an area 24×7. So for this purpose an ultrasonic radar project for unauthorized human / animal or object detection system. The system can monitor an area of limited range and alerts authorities with a buzzer as an alarm. For this purpose we use a microcontroller circuit that is connected to an ultrasonic sensor mounted on a servo motor for monitoring.

Screenshots of the Project:







- Military
- · Space Exploration
- Air-Craft Navigation

Project Title

: Solar Panel Monitoring System.

Domain

: Internet of Things (IoT)



Name of Project Guide

Name of Students

: Er Sunil Dodake

: 20201A0047 - Gaurav Panchal

20202B0017 – Sujal Vishwakarma

20202B0024 - Milhan Khan

20202B0027 – Utkarsh Suryavanshi

Brief idea of project:

Solar panels are those devices which are used to absorb the sun's rays and convert them into electricity or heat. We have designed Solar panel monitoring system using Internet of Things (IoT). By using the IoT supervising solar energy can greatly enhance the performance, monitoring of the plant.

Screenshots of the Project :







- Agriculture
- Hospitals
- School and colleges

Project Title : Smart Dustbin

Domain : Internet of Things (IoT)



Name of Project Guide : Er. Shonal Vaz

Name of Students . 2020

: 20202A0033 – Shraddha Mali

20202A0057 - Pranav Dalvi

20202A0063 - Dhruv Panchal

21202A1003 - Sarth Alhat

Brief idea of project:

The main objective of the project is to design a smart dustbin that will help in keeping our environment clean and eco-friendly. We were inspired by Swachh Bharat Mission. It is important to dispose of trash properly. It is a responsibility with which everyone should comply. In the era of Covid-19, people are trying to innovate everyday life things and make things as contactless as possible. A smart dustbin is one of those innovative ideas. Nowadays technologies are getting smarter day-by-day so, so to clean the environment we are designing a smart dustbin using Arduino. For social it will help toward health and hygiene, for business, we try to make it affordable to many as possible. So that normal people to rich people can take benefit from it.

Screenshots of the Project:





Applications:

Designed for offices and colleges for disposing E-waste and enabling them to achieve efficiency in waste management.

Final Year Project Committee Program: Information Technology

