



Department : Computer Science and Information		
Academic Year: 2021-22		
Sr. No.	Programme Code	Name of the Programme
01.	BSc(CS)	Major Project

Following students have carried out their Project work/ Internship/
Field Project/Industrial Training for the academic session 2021-22

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1	Shankar Prajapati	2-4
2	Saurabh Rathia	5-7
3	Ritsh Ray	8-10
4	Shruti Chaturvedi	11-13
5	Sarwan kumar Singh	14-16
6	Shreya Chinde	17-19
7	Shristy Yadav	20-22

Aravind
**HEAD
DEPT OF CSIT
G.G.V. BILASPUR (C.G.)**

PROJECT REPORT
ON
WEBSITE
OF
GURU GHASIDAS
VISHWAVIDYALAYA
(Session: 2022-23)



SUBMITTED FOR PARTIAL FULFILLMENT FOR THE
REQUIREMENT OF BACHELOR DEGREE IN COMPUTER SCIENCE

Under the supervision-
Mr. Vivek Kumar Sarathe

Assistant Professor
Department of Computer Science
And Information Technology
GGV Bilaspur (C.G.)

Submitted by-
Shankar Prajapati

B.Sc. Computer Science
6th Semester
Roll NO.- 20207053
Enroll. No.- GGV/20/05153

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And Information Technology
Guru Ghasidas Vishwavidyalaya, Bilaspur (C.G.)
(A central university established under Central Universities Act 2009, No. 25 of 2009)

Guru Ghasidas Vishwavidyalaya, Bilaspur (C.G.)
(A central university established under Central Universities Act 2009, No. 25 of 2009)



CERTIFICATE

I have great pleasure in certifying that Shankar Prajapati s/o Mr. Ratan Prajapati is a Regular student of B.Sc. Computer Science 6th Semester during the session 2022-23 of Department of Computer Science and Information Technology, GGV Bilaspur. He has completed this Computer Application project entitled "Project Report on Website of Guru Ghasidas Vishwavidyalaya during this semester under my guidance.

I wish him all the success in his academics.


Supervisor

Mr. Vivek Kumar Sarathe
Assistant Professor
Department of Computer Science
And Information Technology

Introduction

- 1. **Project Name** – WEBSITE OF GURU GHASIDAS
VISHWAVIDYALAY

Description :-

This is a HTML AND CSS based website which can run on operating system. It includes Home page , Admission page , Courses page , Registration page and many more functionalities.

It works on a local server and can also be run on web server using a Hosting service .

PROJECT REPORT
ON
SMART CAMERA
(MACHINE LEARNING)
(Session: 2022-23)



SUBMITTED FOR PARTIAL FULFILLMENT FOR THE
REQUIREMENT OF BACHELOR DEGREE IN COMPUTER SCIENCE

Under the supervision-
Mr. Vivek Kumar Sarathe

Assistant Professor
Department of Computer Science
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Submitted by-
Saurabh Rathia

B.Sc. Computer Science
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Supervision-
Kumar Sarathe

Professor
of Computer Science
Information Technology
Bilaspur (C.G.)

Submitted by-
Ritesh Ray

B.Sc. Computer Science
6th Semester
Roll NO.- 20207050
Enroll. No.- GGV/20/05150

TECHNICAL BY:
CHATURVEDI
5th SEM
O - 20207056

*Department of Computer Science

Guru Ghasidas Vishwavidyalaya, Bilaspur (C.G.)
(A central university established under Central Universities Act 2009, No. 25 of 2009)



CERTIFICATE

I have great pleasure in certifying that **Saurabh Rathia s/o Mr. Hemsagar Rathia** is a Regular student of B.Sc. Computer Science 6th Semester during the session 2022-23 of Department of Computer Science and Information Technology, GGV Bilaspur. He has completed this Computer Application project entitled " **Project Report on Smart Camera (Machine Learning)**" during this semester under my guidance.

I wish him all the success in his academics.


Supervisor

Mr. Vivek Kumar Sarathe
Assistant Professor
Department of Computer Science
And Information Technology

Introduction

❖ **Project Name - SMART CAMERA**

❖ **Description :-**

This is a Python GUI Application which can run on operating system, use webcam and has number of features which are not in normal camera, discussed in detail below pages

❖ **Features :-**

- Motion Detection
- Normal Recording
- Visitors Counting
- Object Identification

This is a Project built using latest Programming Language and highly evolving Computer Science field which is “**Computer Vision**”. Which means this project allow computer to watch or in other words it gives vision capability to computers.

PROJECT REPORT
ON
CHATBOT
(ARTIFICIAL
INTELLIGENCE)
(Session: 2022-23)



SUBMITTED FOR PARTIAL FULFILLMENT FOR THE
REQUIREMENT OF BACHELOR DEGREE IN COMPUTER SCIENCE

Under the supervision-
Mr. Vivek Kumar Sarathe

Assistant Professor
Department of Computer Science
And Information Technology
GGV Bilaspur (C.G.)

Submitted by-
Ritesh Ray

B.Sc. Computer Science
6th Semester
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CERTIFICATE

*I have great pleasure in certifying that **Ritesh Ray** s/o **Mr. Ruplal Ray** is a Regular student of B.Sc. Computer Science 6th Semester during the session 2022-23 of Department of Computer Science and Information Technology, GGV Bilaspur. He has completed this Computer Application project entitled "**Project Report on ChatBot (Artificial Intelligence)**" during this semester under my guidance.*

I wish him all the success in his academics.

Supervisor

Mr. Vivek Kumar Sarathe

Assistant Professor

Department of Computer Science

And Information Technology

Introduction

•• **Project Name – CHAT BOT**

•• **Description :-**

A Chatbot is a artificial intelligence program designed to interact with users through natural languages , typically in conversational manner .

•• **Features:-**

- o Conversational Interface
- o Multi-platform Support
- o Automated Responses
- o Analytics and Support

**GURU GHASIDAS VISHWAVIDYALAYA,
BILASPUR (C.G.)**



**Department of Computer Science & Information
Technology**

Session : 2020-2023
Project Report On
SUDOKU SOLVER
(Minor Project)

GUIDED BY:

MR. VIVEK KUMAR SARATHE

SUBMITTED BY:

SHRUTI CHATURVEDI

BSC CS 6th SEM

ROLL NO - 20207056



CERTIFICATE

This is to clarify that this Project entitled “**SUDOKU SOLVER**” is submitted by **SHRUTI CHATURVEDI** in fulfilment of the requirements for minor project. This was an authentic work done by her under my supervision and guidance.

Signature of Project Guide

MR. VIVEK KUMAR SARATHE

Signature of HOD

Abstract

In the last decade, solving the Sudoku puzzle has become every one's passion. The simplicity of puzzle's structure and the low requirement of mathematical skills caused people to have enormous interest in accepting challenges to solve the puzzle. Therefore, developers have tried to find algorithms in order to generate the variety of puzzles for human players so that they could be even solved by computer programming. One of the algorithms we will use for solving SUDOKU is back tracking algorithm and will use recursion to get the desired right solution.

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Chapter 1

- 1.1 introduction
- 1.2 Problem Statement
- 1.3 An example of sudoku solver
- 1.4 Abbreviations And Definitions

Chapter 2

- 2.1 Short note about Sudoku

PROJECT REPORT
ON
MULTIPLICATION GAME
(JAVASCRIPT)
(Session: 2022-23)



SUBMITTED FOR PARTIAL FULFILLMENT FOR THE
REQUIREMENT OF BACHELOR DEGREE IN COMPUTER SCIENCE

Under the supervision-
Mr. Vivek Kumar Sarathe

Assistant Professor
Department of Computer Science
And Information Technology
GGV Bilaspur (C.G.)

Submitted by-
Sarwan Kumar
Singh

B.Sc. Computer Science
6th Semester
Roll NO.- 20207051
Enroll. No.- GGV/20/05151

Department of Computer Science And Information
Technology

Guru Ghasidas Vishwavidyalaya, Bilaspur (C.G.)

(A central university established under Central Universities Act 2009, No. 25 of 2009)

Guru Ghasidas Vishwavidyalaya, Bilaspur (C.G.)
(A central university established under Central Universities Act of 2009)



CERTIFICATE

I have great pleasure in certifying that Sarwan Kumar Singh s/o Mr. Harinarayan singh is a Regular student of B.Sc. Computer Science 6th Semester during the session 2022-23 of Department of Computer Science and Information Technology, GGV Bilaspur. He has completed this Computer Application project entitled " Project Report on multiplication game(Learn and fun) " during this semester under my guidance.

I wish him all the success in his academics.

Supervisor

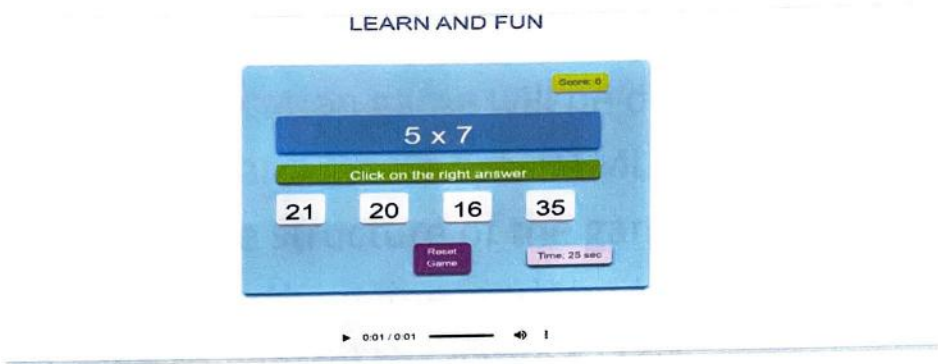
Mr. Vivek Kumar Sarathe

Assistant Professor

Department of Computer Science
And Information Technology'

2009, No. 25

INTRODUCTION



A multiplication game is a type of educational game that helps users learn multiplication. The game typically presents users with a series of multiplication questions, and users must answer the questions correctly in order to progress. The game can be made more challenging by increasing the difficulty of the questions or by adding a time limit.

GURU GHASIDAS VISHWAVIDYALAYA , BILASPUR (C.G.)



Department of Computer Science & Information Technology

Session: 2020-2023

Project Report On

Standard Calculator

(Minor project)

SUBMITTED BY : SHREYA CHINDE

ENROLL NO. :GGV/20/05154

ROLL NO : 20207054

COURSE : BSC CS 6TH SEMESTER

UNDER THE GUIDANCE OF

Mr. VIVEK KUMAR SARATHE SIR

SUBMITTED TO :

DR. A.K SAXENA SIR

HOD Department Of CSIT



CERTIFICATE

This is to clarify that this project entitled
"STANDARD CALCULATOR" is submitted by *Shreya Chinde*
(roll no. 20207054) as been examined by the undersigned as a
part of the examination. This was an authentic work done by her
under my supervision and guidance.

A handwritten signature in blue ink, appearing to read 'K. K. K.', written over a horizontal line.

Signature of project guide

Signature of HOD

INTRODUCTION

This is a standard calculator project developed in HTML, CSS and JAVASCRIPT.

calculator, machine for automatically performing arithmetical operations and certain mathematical functions.

- *So, the system has a basic necessity of an Educational establishment or that calculator enable children to concentrate on understanding and studying mathematical concepts instead of spending time on tedious calculations. Further, calculators help students develop number sense and makes students more confident in their math abilities. This system saves the time of the student.*

Computer Science undergraduates find "formal methods", i.e. the use of mathematical notations and methods for supporting the development of computer software and systems, difficult and in particular they find the part of formal methods that demands reasoning about their programs the most difficult. The work reported in this paper set out to see what factors affected these difficulties and also to test the hypothesis that providing so-called calculators would ease the burden that formal reasoning imposes.

**GURU GHASIDAS VISHWAVIDYALAYA,
BILASPUR (C.G.)**



**Department of Computer Science & Information
Technology**

Session : 2020-2023

Project Report On

**Course Management System
(Minor Project)**

GUIDED BY:

Mr. VIVEK KUMAR SARATHE
(PROFESSOR CSIT)

SUBMITTED BY:

SHRISTY YADAV
BSC CS 6th SEM
ROLL NO - 20207055



DECLARATION

In this undersigned project I solemnly declare that the report of the project work entitled "**Course Management System**" is the actual work carried out during the course of my study under the supervision **MR.VIVEK KUMAR SARATHE , Department of Computer Science and Information Technology**

I assert that the statements made and conclusions drawn are an outcome of the project work.

I further declare that to the best of my knowledge and belief that the report does not contain any part of any work which has been submitted for the award of any other degree/diploma/certificate in this University/deemed University of India or any other country. All help received used for the preparation of the project have been duly acknowledged.

(Signature of the Candidate)

Name: SHRISTY YADAV

Roll No.: 20207055

Enrolment No.: GGV/20/05155

Abstract

The Course Management System (CMS) is an essential tool in educational institutions to efficiently manage and streamline various aspects of course administration, student enrollment, and learning processes. It is a web-based platform that provides a centralized hub for instructors, administrators, and students to access course-related information, collaborate, and track progress.

The CMS offers a wide range of functionalities, including student registration, course creation, enrollment management, grade tracking, and communication tools. With the integration of learning management features, it facilitates the delivery of course materials, assignments, quizzes, and assessments in a structured manner.

In this abstract, we explore the key components and functionalities of a typical CMS, highlighting its significance in promoting effective teaching and learning experiences. Additionally, we discuss potential future trends, such as personalized learning, mobile integration, and the use of artificial intelligence, which are shaping the evolution of course management systems to cater to the dynamic needs of modern education.

Through the continued advancements in technology and data analytics, CMSs are evolving into sophisticated platforms that empower educators to tailor instruction to individual students, enhance engagement, and track academic performance comprehensively. Emphasizing accessibility and inclusivity, these systems are becoming instrumental in driving positive outcomes for students of diverse backgrounds and learning preferences.

Overall, the Course Management System is a vital tool that empowers educational institutions to optimize course delivery, student engagement, and academic success. As the landscape of education evolves, CMSs will continue to play a pivotal role in creating efficient, collaborative, and data-driven learning environments for the benefit of both educators and learners.