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Project Exhibition -2021

An Online Project Exhibition was held on 10.07.2021 (Saturday) from 2:00-4:00 PM at MS Team wherein students "exhibit" what they have learned, usually as a way of demonstrating their Projects. Department of Computer Applications' objective of organizing this exhibition was to provide the platform and unleash the potential of the students by showing their "out-of-the-box" thinking & learning skills through projects. Total 46 projects were showcased at different channels, all project team members was always available no matter visitor came to their channel or not. This virtual exhibition felt more real than ever before and generate substantial attention from all the visitors. The projects judged based on student's project idea, presentation, working status, communication, appearance and teamwork.

Exhibitions set the expectation that all students, not just a selective group, are capable of presenting and demonstrating their work with all the visitors inc. Director, Joint Director, Alumni, Judges, and Faculty Members.

"This was a good opportunity for them. Exhibitions like these play an important role in encouraging students to hone their technical talents," stated by an Alumni in the Exhibition.

The project-wise abstract are as follows:

Group 1: KIET VIDEO PORTAL, "In our project "KIET VIDEO PORTAL" the details of a video sharing website is provided. Through the video sharing process, users can upload, and also view the videos uploaded by others. Not only this, but also videos can be uploaded online and has different modules. Technology used in project: HTML, CSS, Bootstrap, PHP, MYSQL, JavaScript. In present situation in any user can search videos for various platform and websites to avoid that situation our website help user to easily share video with our friends and search video by its title, keyword and category. In addition, record a video by himself and upload on the site so that can be useful for other.

Group 2: PrivLok, Our project is based on android technology whose name is privlok. We are just made this application to store passwords of different different platform. The technology which we are using in our application are as follows.i.e. Android studio and SQL. And the benefits of our application in real world is that user no need to remember all the passwords all the time. User can access our application to retrieve all the passwords which have been stored.

Group 3: Techman, "Techman is the social blogging Application dedicated especially to Kiet Chairpersons, faculty, staff and KIET students ,techman provides the plateform where user can navigateband write his thoughts, explores the ideas and know the view and Mindful ideas of other department faculty member as well as studnets

Group 4: QUIZATO, "This is a multiple choice questions Web application. It's name is QUIZATO. In this web application the Uniqueness is that, the user can set timer according to the requirement, because sometimes some questions takes more times and some takes less time and timer is also important for increase questions solving speed. User will be interested because difficulty level of questions will be increase day by day. In this web application user can also ask query.





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Group 5: Shopping website, "Our main purpose is to provide the facility of getting house items for rent without going to markets. When people come in a new cities for jobs or other purpose they require house equipment.. Technologies.. html,css,javascript, php,sql"

Group 6: Online Voting Management System, "It is a Online Voting Website.In this people can give his/her vote from any place. It is a safe and secure way to give the vote.It's save time of people's. Technology- HTML, CSS, JAVASCRIPT, BOOTSTRAP, PHP, MYSQL"

Group 7: Online tiffin service system, "Online Tiffin Service System (OTSS) is an established concept which is used to manage online Tiffin services lifecycle through various technologies and process oriented tools. This study identifies how web application can be utilized to provide food services to the customers and to understand the potential of web application in the business environment.

Group 8: PANACEA, "Our project is based on an Android Application and the topic is ""PANACEA"" (BLOOD DONATION APP) whose main objective is to provide the information regarding the requested blood and number of available donors and will help people with the requirement of blood in emergency.

Group 9: DS_Arena, "Ds_Arena is a web application based on React Js. This single page web application contains the information and implementation of Basic Data structures, providing a roadmap to a willing candidate who wants to brush up the concepts of data structures by developing an understanding to use them in competetive programming.

Group 10: Chat2Talk, "Our Project Chat2Talk is an Android based Messaging Application, which is designed and kept under the huge scope of the audience i.e. students and faculty of KIET Group of Institutions. We have curated Chat2Talk to share messages, videos, stickers, that make Chat2Talk the most user-friendly and simple to use App. We will also bring Video calling feature in this Application. We have used FIREBASE for Authentication of Phone Number and REAL TIME DATABSE for Messaging. We will also provise End-to-end encryption i.e.secure communication which will prevents third parties from accessing data while it's transferred from one end system or device to another."

Group 11: Restaurant-app, This is food odering application made using Angular, typescript, node js. This is a single page application which increase the responsiveness of app. This app could be used by food vendors to make their business online to increase their growth during this pendemic.

Group 12: KIET-ADMIN, "Technologies used- Android , java. This app is designed for college administrator. Both administrator and users can access this, but only the admin (administrator) can do changes. The user can download or read the content available on it .The firebase database is used to keep the record. It is a cloud hosted NoSQL database that lets us store and sync data between users in real time.

Group 13: Chor-Sipahi Gaming App, "Raja, Mantri, Chor, Sipahi (King, Minister, Thief and Police) is a wonderful four people guessing game is where the 'Mantri' has to identify the 'Chor.' This is a popular indoor game played by 6 to 12 year olds. This game is basically developed in Android studio. Where we used xml for Designing part and Java for main coding. Firebase for storing data."





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Group 14: YOGA CLASSES REGISTRATION SYSTEM, Yoga Classes Registration System is a web based application which is developed in PHP and MySQL server.It helps user to book yoga classes.Yoga Classes Registration System contain data of user who want to enrol with yoga classes.The main purpose of Yoga Classes Registration System is to record, store and update recorded data systematically.

Group 15: DESKTOP ASSISTANT, Desktop Voice Assistant with Voice Recognition Intelligence, which takes the user input in form of user's voice and processes it and return the output in various ways like an action to be performed or the search result is speaked out to the end user."

Group 16: Data Scrapping, "How web scrapping can be used in improving businesses of local market. How it can be helpful in field of medicines. How we can use this project with desktop Assistant Java, JavaFX, python, Oracle ,SQL, "

Group 17: DigiBudd, key concept behind DigiBudd is to provide a digital buddy to the user which will give real life, practical solutions to the user's problem after analysing his/her situation, if asked by the user. Project Technology-HTML 5 + CSS 3, Java+ Android Studio, Python+ Machine learning, JSON+SQL. It will help in reducing the number of sad, depressed people, thus reducing the numbers of suicides in the society.

Group 18: Healthy Lifestyle, Our project(website) is focusing on Indian traditional Ayurvedic System of Medicine, Yoga Asanas & healthy food. We are using html, css, my sql & python. Our website will help people to live a healthy life with the help of Desi Nuskhas also users can share their problems and experience on our platform.

Group 19: Safety first, The safety first application is designed to improve the life of all citizens by offering them a higher degree of security in our society. As a mobile device, the application offers users safety guidance in unknown environments (using a GPS option) and helps people feel confident and safe when moving or working, with the features like live tracking, loop calling, safest hotels nearby, area specific feedbacks, and much more.

Group 20: Doc Website, We are endeavouring for online consultation with a doctor. First: Select your region Second: Compare the doctors of your region. Third: Choose the best one of your vantage

Group 21: Bookly, Bookly books rent and buy to read app, technology used is flutter, dart, Google firebase, it's help people to easily avalaibility of books.

Group 22: MEDES application (medicine delivery), a medicine delivery application in which customers can login 24 hours any time and order medicine. This project will work on both web site and android & iOS platform, in this local area 5–10 km local medical stores will be attached just like swiggy and zomaot working

Group 23: KIETeats, it is an online food ordering system aimed at providing quality food, beverages, snacks to faculties, students, visitors, non-teaching staff members within the premises of the campus. It will connect the cafeteria, food corners, tea points within the campus and will allow users to order meal as per their comfort and place of convenience.

Group 24: Automatic Face Mask and Temprature Detection, our project is to check a person for his/her temprature and to check whether he/she is wearing a mask or not and then provide the entry if both the condition are satisfied. The technology we will use to create this project is python 3. This project is helpful in preventing from increasing covid cases as it does not allow those who are having high temprature or not wearing mask.





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Group 25: Soft Learner, "Website for placement Prepration (English, Aptitude, Coding, And Soft Skills). Tech-HTML CSS

Group 26: Joke Book Lite (website), "We created a JOKE BOOK website as its name it contains only jokes and purpose of this site is to entertain peoples. Many of our friends making projects on academics and innovative stuffs .Apart from them we choose the path to entertain public

Group 27: Visuzolife, Our project is about the visualization of sorting algorithms. Technologies used in our project HTML CSS Javascript & bootstrap...This will help in better understanding of sorting algorithms in an visualized manner.

Group 28: Hungry Helpers, "We're working to develop a system in which different restaurants/cafeterias will be given QR codes and the user can scan that code through a web application and the entire menu of that restaurant/cafeteria will open up, from there the user will be able to see the menu, order food and pay for it. A similar web application will be present on the provider's side through which they can accept orders and update accordingly.

Group 29: NearView, We are making a tourism website named NearView which is having the features of guide facility availability with historical monuments visit. Technology we are using for this project is ReactJs, NodeJs, MySql. It is very useful as it gives nearby tourist destination from the user's location priortising the historical places and providing employment in perspective of guide making him to reach maximum no. of peoples.

Group 31: Smart Parking System, "Smart parking system has designed and developed to makes hassle free lifestyle to the user, In today's time everything is going smart, That's why we are planning to make an application on smart parking system which helps you to find your parking spot easily in your destination area. With the help of this application you can save your Fuel, Time & Money

Group 32: Online Restaurant System, collection of remaining food from farmhouse or marriage hall and provided it to the poor people at low price or free of cost. Project Technology:- HTML, CSS, JAVASCRIPT, DBMS.

Group 33: Dynamic website with Application, "5-Minute Read(News Portal) The reader can read an article of news in just five minutes. Html css js php MySQL. The advantage of this project is to provide news in minimum time so that the user's can save their time.

Group 34: Fake News Predictor, goal of the Fake News Challenge is to detect whether the news is true or false and safe the people from the fake news . "

Group 35: Bookhub, It is an android application which is used for buying or selling new book, old books or Ebooks. For developing this application we use kotlin, XML and SQL. It is free to buy old books and read Ebooks for needy ones learners can only registered itself to avail books for free.

Group 36: VEHICLE SERVICE BOOKING, "Our project is to make an android application for vehice service booking for customers and service centres. Technology used is Java and MongoDB. Helps the society to save their time for booking an appoinment for their vehicle servicing instead of going to service centre and standing in queue wasting their time.."





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Group 37: Himachal tourism, This project using HTML5,CSS3. It is a website project which describes the tourist places of the Himachal Pradesh.

Group 38: Accident detection, "Deep learning is an artificial intelligence (AI) function that imitates the workings of the human brain in processing data and creating patterns for use in decision making. Deep learning is a subset of machine learning in artificial intelligence that has networks capable of learning unsupervised from data that is unstructured or unlabelled process of learning begins with observations or data, such as examples, direct experience, or instruction, in order to look for patterns in data and make better decisions in the future based on the examples that we provide. The primary aim is to allow the computers learn automatically without human intervention or assistance and adjust actions accordingly.

Group 39: Medicare, "Medicare is a online communication, prescription, and self health assessment app. Where we get patients health information by senser and transfer that to doctor on daily basis. So that doctor take care of his patients without any physical connection. Here doctor and patient can communicate by video call and give prescription. All the data of patients is store on cloud for future uses.

Group 40: Engineering world, website which will help students to find the best college and students can get career guidance from this website. Technology used:- bootstrap, VS code, html, css, javascript

Group 42: ON_Site_Services, "The main aim of this project is to build a website that help users to access services provided at on_site_services. People can request and provide services through our website, which eventually would ease the human efforts. There are many factors to decide while requesting services like quality of services that would depend on the rating given by experienced users.

Group 43: Online Hotel Management System, "This project aims at creating an Online Hotel Management system that can be used by customers to reserve hotel rooms, book banquets, and they can also book their tables at our restaurant. Users can check the availability of rooms and facilities. The users can register and log into the system. The administrator will know the details of reservations and daily income. Technologies we are used in our project for FRONT END - HTML, CSS, JAVASCRIPT, BOOTSTRAP and for BACK END - PYTHON, SQLITE 3."

Group 44: E-helper, "Online Book store is an online web application where the customer can purchase book online. Through a web browser the customer can search the book by its title or author, read that book and if he/she like the book then later add on shopping cart and finally purchase the book.

Group 46: Personal portfolio website, "THE WEB WEAVER'S - We build things for the web. We're a team of Web Developers and Front & Back End Engineers and Database Handler work together with our full potential to provide you with our level best services to meet your expectations. We're passionate about creating and developing clean, unique, elegant products. We specialize in building Websites for small to medium size business. We keep our code clean, readable, modular and well refactored. We enjoy working with complex user interfaces ."

Group 47: Online Quiz Examination System, "Project description: Online Quiz Examination System is web based application for technical evaluation. Online Quiz Examination System not only replace paperwork but also releases the workload offaculty. It fulfills the requirements of the institutes to conduct the exams online. Students can give





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the exam without the need of going to any physical destination. They can view the result at the same time. Thus the purpose of the site is to provide a system that saves the efforts and time of Faculty.

Glimpses:



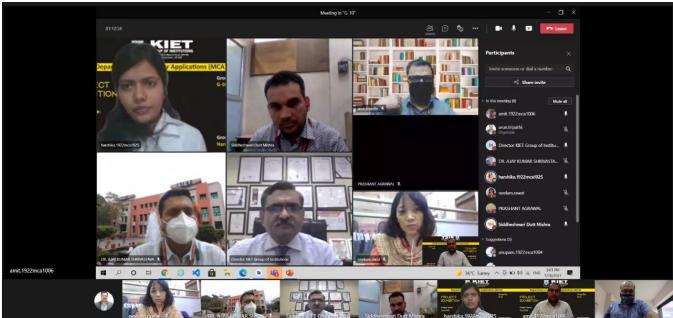






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काईट में 'प्रोजेक्ट एग्जीबिशन २०२१' का आयोजन

हिन्ट संवाददाता

मुरादनगर। काईट ग्रुप ऑफ इन्स्टीट्युशन्स में रविवार को एमसीए विभाग द्वारा 'प्रोजेक्ट एग्जीबिशन 2021' का आयोजन किया गया। इस आयोजन में 47 प्रोजेक्ट्स अलग-अलग टैक्नोलॉजी जैसे वेब डेवलपमेन्ट, एंड्राइड, मशीन लर्निंग, आईओटी, आदि प्रदर्शित किये गये। एग्जीबिशन का उद्देश्य छात्रों को अपनी प्रतिभा को प्रदर्शित करने के लिए एक ऐसा मंच प्रदान करना था जिसमे प्रतियोगिता के साथ साथ मोटीवेशन भी हो, छात्र कुछ नया कर सकें, कुछ नया अनुभव कर सकें, सीख सकें और प्रदर्शित कर सकें । छात्रों ने बहत ही उत्साह के साथ अपने काम और अपने विचार को सबके सामने साझा किए।

कार्यक्रम का शुभारंभ संस्था के निदेशक डॉ (कर्नल) ए. गर्ग ने अपने प्रेरक शब्दों के साथ किया। उन्होंने कहा कि एमसीए विभाग के छात्र कम्प्यूटर टैक्नोलॉजी के किसी भी क्षेत्र में किसी भी प्रकार का प्रोजेक्ट बनाने में सक्षम हैं। इस प्रकार के कार्यक्रमों के आयोजन का उद्देश्य छात्रों में कोडिंग कल्चर के लिए प्रेरित करना और उन्हें कॉम्पटेटिव प्लेटफार्म देना होता है।

एमसीए विभाग के द्वितीय वर्ष और प्रथम वर्ष के 178 छात्र-छात्राओं ने हिस्सा लिया। आयोजन में छात्रों ने वेब



डेवलपमेन्ट, एंड्राइड, मशीन लर्निंग, आईओटी, आदि टेक्नोलोजीस में 47 प्रोजेक्ट्स प्रदर्शित किये। छात्रों द्वारा प्रदर्शित किए गए प्रोजेक्ट्स के बारे में बताते हुए उन्होंने बताया कि टेकमैन, कविजेटो, शॉपिंग वेबसाईट, अनलाइन टिफिन सर्विस सिस्टम, पेनेसिया, चैट2टॉक , डिजीबड़, हेल्थी लाइफ स्टाइल, हंग्री हेल्पर, बुकली, फैक न्यूज परेडीकटोर आदि प्रोजेक्ट्स छात्रों ने प्रदर्शित किए । आस्था और उनकी टीम ने प्रोजेक्ट टाइटल डिजीबडी पेश किया, जो कोरोना काल में डिप्रेशन को दूर करने और एक डिजिटल मित्र प्रदान करने में मदद करेगा । व्योम गुप्ता और उनकी टीम ने प्रोजेक्ट टाइटल 'डेटा स्क्रैपिंग' प्रदर्शित किया जो कैसे वेब स्क्रैपिंग स्थानीय बाजार में अर्थव्यवस्था को बढावा दे सकती है और चिकित्सा क्षेत्र

में सुधार कर सकती है को कंट्रोल करने में सहायक होगी । आशीष कुमार और उनकी टीम ने 'स्मार्ट पार्किंग सिस्टम' को प्रेजेंट किया जिसे उपयोगकर्ता को परेशानी मुक्त जीवन शैली बनाने के लिए डिजाइन और विकसित किया है, आज के समय में सब कुछ स्मार्ट हो रहा है, इसलिए हम स्मार्ट पार्किंग सिस्टम आपको अपने गंतव्य क्षेत्र में आसानी से अपना पार्किंग स्थल खोजने में मदद करता है।





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काईट संस्थान में एमसीए विभाग द्वारा प्रोजेक्ट एग्जीबिशन 21 का किया आयोजन

मुरादनगर (करंट क्राइम)। नगर क्षेत्र में दिल्ली-मेरढ मार्ग स्थित काईट संस्थान में रविवार को एमसीए विभाग द्वारा प्रोजेक्ट एग्जीबिशन 21 का आयोजन किया गया। इस मौके पर 47 प्रोजेक्टस अलग–अलग टेक्नोलॉजी जैसे वेब डेवलपमेंट,एडाइड, मशीन लर्निग आदि प्रदर्शित किए गए। संस्थान के निदेशक रिटायर कर्नल ए. गर्ग ने कहा कि छात्र कम्पयुटर टेक्नोलॉजी के किसी भी क्षेत्र में किसी भी प्रकार का प्रोजेक्ट बनाने में सक्षम है। उन्होंने कहा कि कोडिंग कल्चर के लिए प्रेरित करना और उन्हें कॉम्पटेटिव प्लेटफार्म देना होता है। सयुक्त निदेशक डॉ. मनोज गोयल ने कहा कि एमसीए विभाग द्वारा प्रोजेक्ट एग्जीबिशन में छात्रों का प्रतिभाग और उनके द्वारा कठिनतम और समाज की आवश्यकता अनुसार प्रोजेक्ट्स को बनाना और एक मंच पर प्रेजेंट करना है। इस एज्जीबिशन में एमसीए विभाग में दितीया वर्ष व प्रथम वर्ष के 178 छात्र-छात्राओं ने हिस्सा लिया। मनोज गोयल ने बताया कि वेब स्क्रैपिंग स्थानीय बाजार में अर्थव्यवस्था को बढावा दे सकती है और चिकित्सका क्षेत्र में सुधार कर सकती है। इस मौके पर कई प्रतिष्ठा वक्ताओं ने अपने विचार रखे है।