

PROJECT IMPLEMENTATION PROGRAM

[A Real Time Project execution with coding proficiency]

Targeted Audience	B.Tech Final year Students
Program Duration	34 working days
Daily schedule	4-5 hours a day
Program Execution	At your college or At our Premises
Technologies	Java, .Net
Database	Oracle, SQL Server, My SQL, Derby
Reporting Mode	Weekly status report through electronic format to the college authorities
Project Execution Domains	<ol style="list-style-type: none">1. Business Solutions automation2. Business Solutions Web based3. Education automation4. Web based Education System5. Banking stand alone6. Banking web based7. Finance8. Manufacturing Automation9. Web based Manufacturing System10. E-Commerce with pay pal validations11. Educational Analysis12. Bio Metrics13. Networking14. System Architecture15. Software Engineering16. Data Mining17. Image Processing18. Automatic Message Solutions19. Security Systems20. Network Security21. Remote Hardware Controlling
Project Implementation Stages	Attached in contents sheet

PROGRAM SCHEDULE CONTENTS

1. Introduction to Academic Project.

2. IDENTIFICATION OF PROJECT

- a. Abstract
- b. Problem Statement
- c. Problem Identification
- d. Existing System
- e. Proposed System

3. Business Requirements

- a. Scope of the project
- b. External Deliverables
- c. Internal Deliverables

4. Module Specification

- a. Description of the project
- b. Module Specification
- c. Functionality of the modules
- d. Functionality of the project
- e. Utilization Environment
- f. System Boundaries

5. User Requirements

- a. User Requirements
- b. Requirement Elicitation
- c. Effectiveness requirements
- d. Operational Life Cycle.

6. Software requirement specifications

- a. Operating System
- b. Software Requirements
- c. Hardware Requirements
- d. Reporting Tools

7. Research Work

- a. Basic Technology familiarity
- b. Specific Technologies Identification and Study in regard with the project
- c. Additional Technologies requirements and Research
- d. Road map of Technologies utilization.

8. Technologies Familiarity

- a. Identify required Technologies
- b. Learning the specific technologies and practice

9. Project Design

- a. UML Diagrams
- b. Data Flow Diagrams

10. Database Design

- a. Normalization
- b. Creation of Tables
- c. Relational Database Structure
- d. Physical Database Structure

11. Front End Development

- a. Main Screen
- b. Module Screens

c. Linking Screens

d. User Specification Screens

e. Reports

12. Logic and Algorithms

- a. Validations
- b. Algorithms
- c. Logic

13. Coding

14. Database Querying

- i. Logical Database Design
- ii. Normalization
- iii. Creation of Tables
- iv. Relational Database Structure
- v. Physical Database Structure

15. Reports Generation

- a. Identification of reporting tools
- b. Synchronizing Reports with database
- c. User requirement Specifications

16. Printer Settings

- a. User requirement
- b. Reports type
- c. Printer specifications
- d. Setting printers with software output

17. Execution

- a. Executing the code
- b. Executing the modules
- c. Execution of inter-module relation
- d. Execution of module decomposition.

18. Testing

- a. Unit testing
- b. Integration Testing
- c. Test Plan
- d. Test Cases
- e. Test Logs

19. Code Evaluation and Test Run

- a. Rectification of Errors
- b. Evaluation of code
- c. Evaluation of algorithms
- d. Developing the Executable file

20. Implementation

- a. Deployment of Operating System
- b. Deployment of Database
- c. Deployment of Application Server
- d. Deployment of Networking
- e. Deployment of Client Server Architecture
- f. Deployment of Executable file
- g. Deployment of Database
- h. Deployment of Tables and Views

21. Documentation

Schedule	Program	Duration	Resources
DAY 1	1. IDENTIFICATION OF PROJECT	20 min per batch	Discussion room
	a. Abstract		
	b. Problem Statement		
	c. Problem Identification	6 - 8 hours a day	
	d. Existing System		
DAY 2	e. Proposed System		
	Business Requirements	20 min per batch	
	a. Scope of the project		
	b. External Deliverables		
	c. Internal Deliverables	6 - 8 hours a day	
	Module Specification		
	a. Description of the project		
	b. Module Specification		
	c. Functionality of the modules		
	d. Functionality of the project		
	e. Utilization Environment		
	f. System Boundaries		
	User Requirements		
	a. User Requirements		
	b. Requirement Elicitation		
c. Effectiveness requirements			
d. Operational Life Cycle.			
DAY 3	Business Requirements	20 min per batch	Discussion room
	Module Specification		
	User Requirements		
	CONTINUED	6 - 8 hours a day	
DAY 4	Business Requirements	20 min per batch	Discussion room
	Module Specification		
	User Requirements		
	CONTINUED	6 - 8 hours a day	
DAY 5	Software requirement specifications (Technologies Identification)	20 min per batch	Discussion room
	a. Operating System		
	b. Software Requirements	6 - 8 hours a day	
	c. Hardware Requirements		
	d. Reporting Tools		
DAY 6	Software requirement specifications (Technologies Identification)	20 min per batch	Discussion room
	a. Operating System		
	b. Software Requirements	6 - 8 hours a day	
	c. Hardware Requirements		
	d. Reporting Tools		
DAY 7	Software requirement specifications (Technologies Identification)	20 min per batch	Discussion room
	CONTINUED	6 - 8 hours a day	

DAY 8	TECHNOLOGY FAMILIARITY a. Basic Technology familiarity	6 HOURS A DAY	CLASS ROOM / LAB
DAY 9	TECHNOLOGY FAMILIARITY a. Basic Technology familiarity	6 HOURS A DAY	CLASS ROOM
DAY 10	TECHNOLOGY FAMILIARITY a. Basic Technology familiarity	6 HOURS A DAY	CLASS ROOM
DAY 11	Specific Technologies Identification and Study in regard with the project	6 HOURS A DAY	CLASS ROOM
DAY 12	c. Additional Technologies requirements and Research	6 HOURS A DAY	CLASS ROOM
DAY 13	DESIGN OF THE PROJECT a. UML Diagrams b. Data Flow Diagrams DATABASE DESIGN a. Normalization b. Creation of Tables c. Relational Database Structure d. Physical Database Structure	20 min per batch 6 – 8 hours a day	Discussion room
DAY 14	DESIGN OF THE PROJECT a. UML Diagrams b. Data Flow Diagrams DATABASE DESIGN a. Normalization b. Creation of Tables c. Relational Database Structure d. Physical Database Structure	20 min per batch 6 – 8 hours a day	Discussion room
DAY 15	10. Front End Development a. Main Screen b. Module Screens c. Linking Screens d. User Specification Screens e. Reports	6 HOURS A DAY	LAB
DAY 16	10. Front End Development a. Main Screen b. Module Screens c. Linking Screens d. User Specification Screens e. Reports	6 HOURS A DAY	LAB
DAY17	10. Front End Development a. Main Screen b. Module Screens c. Linking Screens d. User Specification Screens e. Reports	6 HOURS A DAY	LAB
DAY18	10. Front End Development a. Main Screen b. Module Screens c. Linking Screens	6 HOURS A DAY	LAB

	d. User Specification Screens e. Reports		
DAY 19	11. Logic and Algorithms a. Business Rules b. Business Logic c. Validations d. Algorithms	6 HOURS A DAY	LAB
DAY 20	11. Logic and Algorithms a. Business Rules b. Business Logic c. Validations d. Algorithms	6 HOURS A DAY	LAB
DAY 21	11. Logic and Algorithms a. Business Rules b. Business Logic c. Validations d. Algorithms	6 HOURS A DAY	LAB
DAY 22	12. Coding	6 HOURS A DAY	LAB
DAY 23	12. Coding	6 HOURS A DAY	LAB
DAY 24	12. Coding	6 HOURS A DAY	LAB
DAY 25	12. Coding continued	6 HOURS A DAY	LAB
DAY 26	12. Coding Continued	6 HOURS A DAY	LAB
DAY 27	13. Database Querying a. DDL, DML, TCL Commands & Scripts b. Functions c. Procedures Coding Continued	6 HOURS A DAY	LAB
DAY 28	14. Reports Generation. a. Identification of reporting tools b. Synchronizing Reports with database c. User requirement Specifications Coding Continued	6 HOURS A DAY	LAB
DAY 29	14. Reports Generation. CONTINUED a. Identification of reporting tools b. Synchronizing Reports with database c. User requirement Specifications Coding Continued	6 HOURS A DAY	LAB
DAY 30	Coding Continued 15. PRINTER SETTINGS a. User requirement b. Reports type c. Printer specifications d. Setting printers with software output 16. EXECUTION a. Executing the code	6 HOURS A DAY	LAB

	<ul style="list-style-type: none"> b. Executing the modules c. Execution of inter-module relation d. Execution of module decomposition. 		
DAY 31	17. TESTING	6 HOURS A DAY	LAB
	<ul style="list-style-type: none"> a. Unit testing b. Integration Testing c. System Testing d. Performance Testing e. Test Plan f. Test Cases g. Test Reports 		
DAY 32	18. CODE EVALUATION AND TEST RUN	6 HOURS A DAY	LAB
	<ul style="list-style-type: none"> a. Rectification of Errors b. Evaluation of code c. Evaluation of algorithms d. Developing the Executable file 		
DAY 33	19. IMPLEMENTATION	6 HOURS A DAY	LAB
	<ul style="list-style-type: none"> a. Deployment of Operating System b. Deployment of Database c. Deployment of Application Server d. Deployment of Networking e. Deployment of Client Server Architecture f. Deployment of Executable file g. Deployment of Database h. Deployment of Tables and Views 		
DAY 34	20. Documentation	6 HOURS A DAY	LAB