"Nalari Tea Shopping App"

A project report submitted
in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

By
Alphimai Marsing
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May, 2024

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Project seminar was held on 17/05/2024 at Lady Keane College, Shillong.

(External Examiner)

SYNOPSIS

Introduction:

Nalari Tea was launched on 1998 and located at Mawsyntai near Nongpoh, Meghalaya. Nalari Tea is famous and popular for its high quality, with a reputation on its aroma and taste. The quality, reputation and characteristics of the tea is essentially belong to its geographical origin and cannot be replicated elsewhere. Nalari Tea have a rich flavour, color, aroma and organic certified. At present the company has a huge potential to expand its business. However, due to the lack of proper e-commerce website, company is not able to expand their business outside the geographical location. Hence this project is undertaken to expand Nalari Tea company business into the e-commerce market.

Problem Statement:

Due to topographic conditions and remote location of the industries, limited and improper e-commerce strategies for distribution of product. It is a challenge for the company to cater the need of customer belonging to different geographical region in purchasing the product. No existing B2C model. Commercial Mobile Application does not exist. By developing this app the customers can easily purchase it online and get the product delivered at their desired place.

Aim and objectives:

To enable this business to reach their target audience. Develop an application which showcase the offerings in terms of the products and/or services through a digital catalogue. Develop a user-friendly application that simplifies the B2C and B2B process, allowing users to browse, search and purchase products with ease. To develop a platform for B2B business and a platform for B2C business. The primary goal of this project is to create an E-Commerce platform for the client.

Area of Application:

This project is base in the field of mobile application development.

Expected Outcome:

To develop a well-designed and user-friendly app. Convenient E-commerce platform for purchasing Nalari Tea product, the app can help the business reach a wider audience beyond its physical location.

"Meghalaya Tour Package"

A project report submitted
in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

By
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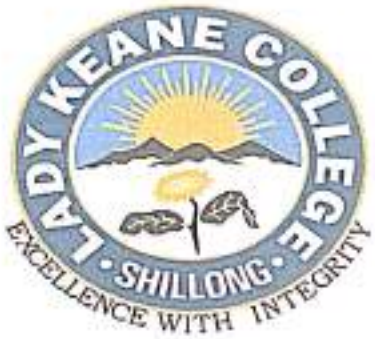
RegistrationNo. :2100149



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Synopsis

Introduction

Meghalaya Tour Package App is a pre – arrangement, pre-paid trip that identify the attractions places of Meghalaya and make arrangements for the tourist and plan their itinerary accordingly.

These packages are designed to simplify the travel planning process for individuals or groups by bundling various components of the trip into a single, comprehensive offering by making pre arrangements for the tourist like their transportation, accommodation, meals, sightseeing, providing tour guides.

Problem Statement

The tourist groups planning a trip to Meghalaya face challenges in coordinating and arranging various aspects of their travel.

There is a need for a solution that streamlines and simplifies the travel planning process, offering pre-arranged and pre-paid tour packages through a user-friendly application.

This app will address the complexities associated with independent travel planning, providing a comprehensive and convenient platform for users to explore and experience Meghalaya with ease and confidence.

Aim and Objectives

- To provide a comprehensive and enjoyable travel experience for customers by offering a pre- arranged set of services and activities.
- To simplify travel planning, enhanceconvenience, and ensure that tourists have a memorable and filling journey.

Area of Application

The project belongs to the domain of website management system.

Expected outcome

- A Tour Package should leave participants feeling satisfied enriched, and with cherished memories of their journey.
- Cost effective compared to booking independently.
- Customers can view more sites in minimum time.

"Real Estate Management System"

A project report submitted
in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

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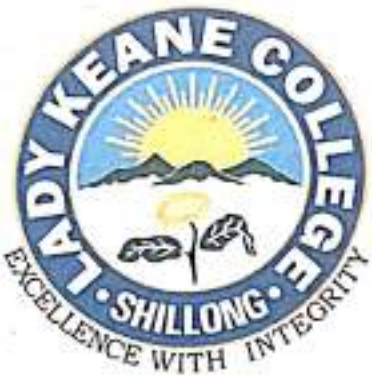

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This is to certify that the Project Work entitled "**REAL ESTATE MANAGEMENT SYSTEM**" is a bonafide work done by **Nirok Asher G Momin**, Bachelor Of Computer Application, Lady Keane College, bearing **NEHU Roll No: P2100416**, under my guidance during the academic year 2023-2024.

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SYNOPSIS

INTRODUCTION

- Real Estate Management System is web-based application. It deals in purchase, sale, rent and lease of commercial and residential properties. The application will provide its users with the facility of adding their property and searching for different properties on the basis of:
    - The area covered by property
    - Location (by province or city)
    - Price range
    - Number of rooms
    - Number of stories

PROBLEM STATEMENT

Identification of current challenges in the real estate industry.

- Inefficient manual processes leading to delays and errors.
- Lack of centralized data management causing data redundancy and inconsistency.
- Inadequate communication channels between stakeholders in the real estate ecosystem.

AIM AND OBJECTIVES

- It is a user-friendly application which provides the user to search, add, delete, view the property according to their needs.
- The system will be useful for the people who deals with apartment, residential properties and commercial properties.
- It is specifically designed for Meghalaya only.

EXPECTED OUTCOME

- The website will include features that is necessary to solve the existing challenges in real estate management.
- Users can expect seamless property management, facilitated by a centralized database ensuring accurate and accessible data.
- Users can expect user-friendly interface, quick response time, and personalized features, ultimately leading to increased satisfaction.

"Poultry Farming App"

A project report submitted
in partial fulfillment of the requirements for the Degree of

BACHELOR OF SCIENCE IN COMPUTER APPLICATION

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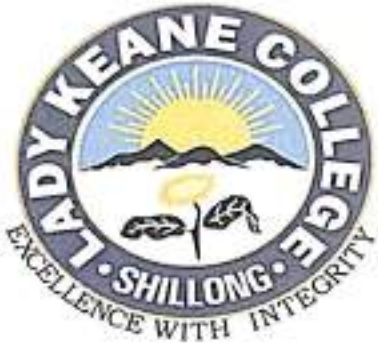

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This is to certify that the Project Work entitled "**POULTRY FARMING APP**" is a bonafide work done by **Bahunlang Nonglang**, Bachelor of Computer Application, Lady Keane College, bearing **NEHU Roll No: P2100405** , under my guidance during the academic year 2023-2024

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(External Examiner)

SYNOPSIS

Introduction

- This Poultry Farming it is a software application.
- This application will help the poultry farmer to keep the record of the increase and decrease in their farm production, egg collection, daily feeding, income and expenses.

Problem Statement

- This app is explicitly designed to help poultry farm owners improve their farm's performance and productivity.
- By using this app we can have a records in our poultry production whether in egg collections, type of birds, income and expenses.

Aim and Objectives

- It aim to help the poultry farmer to manage their farm more efficiently.
- This project aim to address that an android application is fully customized to meet the needs of their customers and analyze the process of keeping records and easily understand them.
- The objectives is to give a complete control over their farms.

Area of Application

- This Poultry Farming it belongs in the field of mobile application development.

Expected Outcome

- The expected outcome of this app is to create a user friendly and easily understandable app that will make it easy for the farmers to keep track of their farm records.

"Mystical Meghalaya Tourism"

A project report submitted

in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

By

Bansaralin Thongni

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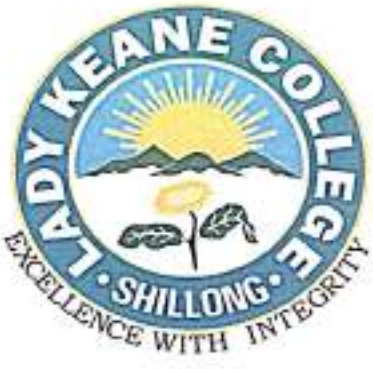

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This is to certify that the Project Work entitled "**MYSTICAL MEGHALAYA TOURISM**" is a bonafide work done by **Bansaralin Thongni**, Bachelor of Computer Application, Lady Keane College, bearing **NEHU Roll No: P2100411**, under my guidance during the academic year 2023-2024

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SYNOPSIS

INTRODUCTION

- Mystical Meghalaya Tourism is a Web application designed to enhance the experience of tourists visiting the state of Meghalaya in India.
- It can serve as a valuable tool like information, guidance, and convenience for tourists during their trip.

PROBLEM STATEMENT

- The project will address the lack of accessible information for tourist exploring Meghalaya.
- Many beautiful natural swimming pools, caves, waterfalls and trekking spots in Meghalaya are not well-known to many. So this website will give tourist an opportunity to discover and enjoy the state undiscovered natural beauty of Meghalaya.

AIM AND OBJECTIVES

- To provide information and guidance to help people discover and visit beautiful places in Meghalaya.
- To make sure people can easily find details about places to stay, transportation, and site seeing in Meghalaya.
- To make its simple for tourists to find their way around Meghalaya.

AREA OF APPLICATION

- It is a web based application development project.

EXPECTED OUTCOME

- This project will make the life of tourist easier by arranging all requirements that they need when they visit Meghalaya on the trip.

"Voice Assistant For Virtually Impaired"

A project report submitted

in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

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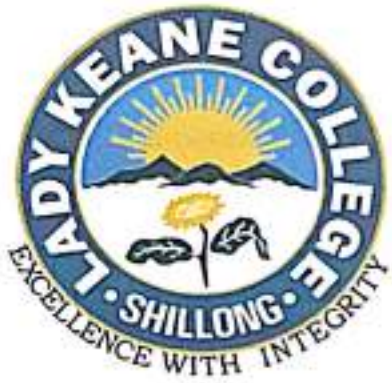
RegistrationNo. : 21000138



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This is to certify that the Project Work entitled **"VOICE ASSISTANT FOR VIRTUALLY IMPAIRED"** is a bonafide work done by **Bashisha Thabah**, Bachelor of Computer Application, Lady Keane College, bearing **NEHU Roll No: P2100414**, under my guidance during the academic year 2023-2024.

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Thank you all once again for being parts of this journey and for making this project a reality.

SYNOPSIS

INTRODUCTION:

Voice Assistant for the visually impaired is an application which acts as a great support to the visually impaired people to access to the most important features of the phone of the phone using text to speech and speech to text. It performs multiple tasks like telling messaging, time and date, the battery status of their Smartphone's, calling and currency recognition. With the assistance of touch and tap on the mobile screen, this application enables a blind user to perform some of the most fundamental daily activities. Through the help of technology solutions can be created to rectify the problems visually impaired people face in day to day life.

PROBLEM STATEMENT:

1. *Visual-Only Alerts and Notifications*: Important information, alerts, and notifications are often presented visually, leaving blind users unaware of critical battery level and messaging.
2. *Touchscreen Interaction*: Touchscreens lack tactile feedback, making it challenging for blind users to locate and interact with on-screen elements.
3. *Complex Gestures:* Complex touchscreen gestures, which are often visual, can be challenging for blind users to learn and execute.
4. *Inaccessible User Interfaces:* Many mobile interfaces are primarily visual, relying on touchscreens and visual cues. This can make it difficult for blind users to navigate and interact with the device.
5. *Difficult in accessible*: Difficulties to access the basic functionalities of their phone device

AIMS & OBJECTIVES:

The goal of the project is to make it easier for people with low vision to interact with devices that use these kinds of displays.

Facilitating messaging and calling functions, allowing blind users to stay connected with others more easily. Helping users stay organized and informed about the current time and date. Assisting users in managing their smartphone's battery life more effectively. Making the application intuitive and easy to navigate through touch and tap interactions, ensuring a seamless user experience. Enabling users to identify and manage currency.

AREA OF APPLICATION:

Machine learning is a subfield of artificial intelligence (AI) which is broadly defined as the capability of a machine to imitate intelligent human behaviour. This project is a research project which implement into a software application that uses Machine Learning (ML) to interpret spoken commands and respond with spoken.

Why Machine Learning?

For message input and output and the system's ability to recognize spoken phone numbers and make calls through speech recognition API and text-to-speech API. The use of the camera to identify Indian currency denomination and predict the notes scanned involves image processing and potentially machine learning and using of machine learning models.

EXISTING WORK:

1. Jarvix-Ai Voice Assistant
2. Aya AI
3. My Assistant

EXPECTED OUTCOMES:

To develop the application more accessible and user-friendly for visually impaired users. It provides efficient communication through speech recognition for messaging and calling, accurate information about time, date, battery status, and currency denomination, enhancing the overall user experience.

"Lady Keane Grievance Management"

A project report submitted
in partial fulfillment of the requirements for the Degree of

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Synopsis

Introduction

"Grievance Management App" is an Android Application. It is an online way to lodge the problem faced by the students. It saves time and eradicate missing of grievance letters or applications.

Problem Statement

- The current system involves manual process which is time consuming.
- Hence the application provides a solution through simple interface which helps to overcome the time consuming process

Aims and Objectives

The project aims to help the studentsof the college to lodge their grievances online.

The objectives of the project are:

- To make grievance easier to coordinate , monitor, track and resolve
- To encourage students to proactively lodge their complaints and maintain the confidentiality of the complainant
- To avoid the watchful gaze of others
- To avoid the envy of others when they see

Expected Outcome:

- To immediately submitstudent's grievances
- To encourage all the students of the college to lodge their grievances easily from anywhere without hesitation
- To develop a positive environment in the college

"Clean Guardian"

A project report submitted
in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

By
Carefully Rynjah
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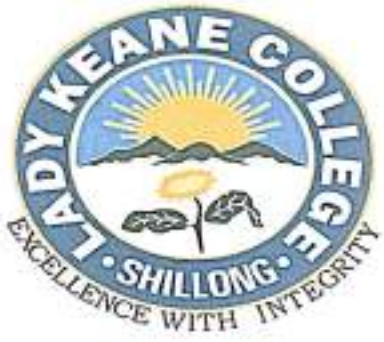

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SYNOPSIS

INTRODUCTION

The improper disposal of rubbish in cities can cause a health hazard and also making the municipal hard to take care of it. The municipal time to collect and take care of the garbage will be reduce by introducing Clean Guardian App. Clean Guardian app can make the areas cleaner and more hygienic. Smart waste solutions can help cities promote sustainability.

PROBLEM STATEMENT

Municipality has to continuously take care of the waste which can be problematic for them in populated place. Traditional waste management systems often suffer from overflowing bin and irregular collection schedules. The garbage truck location is not known so often people waste time to wait for it. People cannot report illegal dumping in non-designated area.

AIM & OBJECTIVES

Minimize impact on health hazards. Report of illegal littering to the municipal. Can track the location of the garbage truck.

EXPECTED OUTCOMES

Minimize pollution impact on environment and less visible waste and pests. Optimize route reduce fuel consumption of the garbage truck. Individuals will not be positioned on the roadside awaiting the arrival of the truck.

"De-procrastinator"

A project report submitted

in partial fulfillment of the requirements for the Degree of

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By

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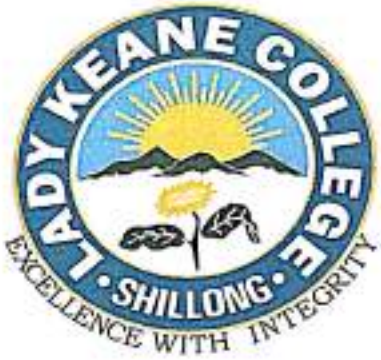

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COMPUTER SCIENCE DEPARTMENT
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SYNOPSIS

Introduction:

The de-procrastinator app is a time management app which is a tool that schedule tasks and help prioritize the time with a to-do list, calendars, and time reminders.This app is an easy to use application that enables users to assign to-do items with due dates, and at the same time tag them with different tasks labels. It will allow users to accomplish more with little effort because users will be able to exercise control of their time and improve their ability to maintain a focus on important tasks.

Problem Statement:

Many individuals struggle with managing their time effectively, resulting in increased stress levels, missed deadlines, reduced productivity, and decreased overall satisfaction with their personal and professional lives. Despite the availability of numerous time management tools and techniques, individuals continue to struggle with effectively prioritizing their tasks, avoiding distractions, and balancing competing demands on their time. As a result, there is a need for effective strategies to improve time management skills and help individuals achieve greater control over their schedules and ultimately achieve their personal and professional goals.

Aim and objectives:

The main aim of this app is to enable users to get more and better work done in less time. It also help users organize their time and tasks and calendar activity.

Objectives:

- To create a user-friendly and intuitive interface for effortless time tracking and task management.
- It provides users to create to-do lists and set remindersand calendars.
- It can help users identify where they spend their time, how productive they are, and where they can improve their efficiency and effectiveness.

Existing System:

There are many existing time management app. Here are some existing apps:

1. Evernote
2. Forest
3. Rescue time
4. Clockify
5. DeskTime

Expected outcome:

- User can learn to manage their time.
- User can be better equipped to finish tasks more quickly.
- User can schedule daily tasks in an environment where they can be productive and stay focused.
- The process of making decisions in advance can improve user abilities to identify priorities and what actions need to be taken.

"Face Recognition"

A project report submitted

in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

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SYNOPSIS PHASE

INTRODUCTION

Facial recognition is a way of identifying or confirming an individual's identity using their face. It typically involves capturing an image of a person's face. The system uses biometric technology and techniques, including machine learning algorithms, to detect and recognize faces accurately.

PROBLEM STATEMENT

- Student who don't belong to a particular college or university sometimes they might enter without concern.
- In case of Bio-Metric Authentication system using finger print for manual workers is not that convenience.

AIMS AND OBJECTIVES

The fundamental goal of facial recognition system is to provide a faster and more secure way to confirm a person's identity.

In case of Bio-Metric Authentication system using finger print for manual workers is not that convenience. To solve this problem Face recognition Technology can be one of the options.

AREA OF APPLICATION

This project falls under the area of Machine Learning.

Machine learning is a branch of artificial intelligence (AI) and computer science which focuses on the use of data and algorithms to imitate the way that human learns, gradually improving its accuracy.

EXPECTED OUTCOME

Face recognition-based system is expected to streamline the identity tracking process, improve accuracy, and enhance security.The features will include :

- Efficiency
- Accuracy
- Security
- Convenience
- Cost-effective
- Power Comsumption

"Onroad Rescue"

A project report submitted

in partial fulfillment of the requirements for the Degree of

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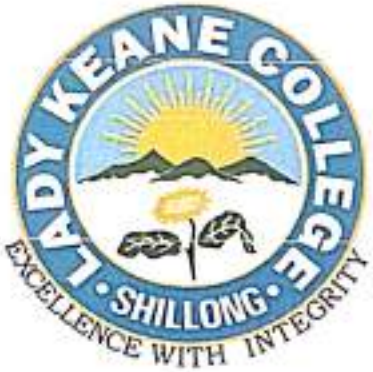

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This is to certify that the Project Work entitled "**ONROAD RESCUE**" is a bonafide work done by **Diksha Pradhan**, Bachelor of Computer Application, Lady Keane College, bearing **NEHU Roll No: P2100412**, under my guidance during the academic year 2023-2024

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COMPUTER SCIENCE DEPARTMENT * LADY KEANE COLLEGE *

(External Examiner)

SYNOPSIS PHASE

Introduction

In an unpredictable world where accidents can happen anytime on the road, ensuring vehicle maintenance only goes so far but still it doesn't guarantee trouble-free trips. **OnRoad Rescue** mobile app is a roadside assistance service that provides immediate help for unexpected breakdowns or emergencies. Users can easily request assistance for issues like flat tires or engine trouble, ensuring a quick solution to get back on the road.

Problem Statement

When the vehicles suddenly breakdown in the middle of the way, especially in remote or unfamiliar areas, it is very difficult to find help in such situation. It consumes more time to reach out to people for help manually. Developing an efficient and user-friendly help-assistance app is a perfect and valuable solution to this problem.

Aim and Objectives

Aim: To develop a user-friendly help-assistance application that addresses the challenges and inconveniences caused by vehicle breakdowns, particularly in remote or unfamiliar areas.

Objectives:

- To develop a user-friendly interface that ensures easy accessibility for individuals in stressful situations.
- Allow users to create profiles with essential vehicle information to streamline the assistance process.
- To establish an up-to-date database of garages, mechanics, and to provide better service making the process easy to appoint a mechanics speedily.

Area Of Application

Mobile Application Development. It will be compatible with both iOS and Android platforms, ensuring widespread accessibility.

Expected Outcome

- The user-friendly interface of this app will be an utmost useful to the client in case of an emergency road breakdown.
- The users can reach out to the mechanics quickly and efficiently.
- The users can access from anywhere and anytime by simple using their phone.

"Minato - Online Food Ordering and Delivery"

A project report submitted

in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

By

Name: Jasmine Suchen

Roll No.: P2100421

Registration No.: 21000145

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May, 2024

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SYNOPSIS

Introduction

- Minato is an online food ordering and delivery application.
- It is cross platform application that can be used to order food online from various restaurants located in Jowai.
- Minato proudly collaborates with a diverse array of local restaurants, ensuring to have access to an extensive menu of local flavors and cuisines.

Problem Statement

- In Jowai, there's no online system for ordering food, and it's causing problems for both customers and local restaurants.
- The only available facility is through Instagram DMs or directly calling.
- Developing an app would fill this gap, providing a modern and convenient solution for residents to access a variety of food options.

Aim and Objectives

- To provide a platform for local restaurants to showcase their menus online, making it easier for users to discover and explore a variety of local restaurants.
- To develop a user-friendly application for users to order food from a variety of restaurants that simplifies the food ordering process, allowing users to browse menus, select items, and place orders with ease.

Area of Application

- Cross Platform Application Development
- By creating a cross-platform application, developers can target multiple operating systems (such as iOS, Android, Windows) using a single codebase.

Expected Outcome

- The expected outcome of this app is to:
- Provides easy food browsing, ordering, and delivery.
- Assists restaurants in reaching more customers.
- Streamlines ordering and delivery processes.
- Increases sales and customer satisfaction.

"YourSafety"

A project report submitted
in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

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This is to certify that the Project Work entitled "**YOURSAFETY**" is a bonafide work done by **Ladabiang Lyngkhoi**, Bachelor Of Computer Application, Lady Keane College, bearing **NEHU Roll No: P2100427,** under my guidance during the academic year 2023-2024.

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COMPUTER SCIENCE DEPARTMENT * LADY KEANE COLLEGE *

SYNOPSIS PHASE

INTRODUCTION

In an ever-changing world where unforeseen dangers can arise at any moment, presence of mind on how to protect oneself is utmost importance. YourSafety app is a digital emergency app especially for women which provide urgent assistance whenever safety is at risk. Through this app one can alert or inform guardians or first responders in an emergency or dangerous situation. It is a fast, easy, and effective way to increase communication between community members and their first responders.

PROBLEM STATEMENT

Need for Personal Safety: In today's world, personal safety is a growing concern due to various factors like crime rates.

Lack of Immediate Assistance: There's often a lack of immediate assistance in emergency situations, especially when individuals are alone or in unfamiliar environment.

Desire for Quick and Effective Communication: User desire a quick and effective means of communicating their distress and location to emergency contact.

Location Sharing: There's a need for features that enable sharing of user locations with trusted contacts.

User Education and Awareness: Providing resources and information within the app to educate users on safety practices and emergency protocols for better preparedness.

AIM AND OBJECTIVES

The aim of YourSafety app is to empower users to quickly and effectively communicate distress signals or request for assistance in danger and to enhance personal safety, security and potentially saving lives.

The Objectives of the app is to:

- To create a platform that will alert user on dangerous situations.
- To notify the responder with message notification.
- To incorporate Location Sharing and Tracking information.

- To enhance the app with innovative features such as shaking features to fast-track help.

AREA OF APPLICATION

This project is in the field of Mobile Application Development. It involves creating user-friendly app and that runs on Android platform.

EXISTING WORK

1. SOS Alert.
2. bsafe.
3. Criminal Alert.

EXPECTED OUTCOME

The safety Alert app will provide a friendly interface to user at the time of emergency. The app will have features like SOS call, text alerts, self-defence, and some legal information that can help users to stay safe. It will help them quickly get help in emergencies, learn self-defence skills and know their right.

"GCoaster"

A project report submitted
in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

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SYNOPSIS

Introduction

Virtual Reality (VR) G-Coaster offer an unparalleled experience, transporting players to thrilling rides without ever leaving the comfort of their own home. It is a ride experience that uses VR Headsets to create an alternate reality. The headsets place riders in a virtual world that corresponds to the movement of the ride. Players can experience the excitement of a roller coaster ride in a fully immersive 3D environment, complete with realistic graphics, sounds, and movements.

Problem Statement

Virtual reality (VR) roller coaster games have garnered significant attention and interest among gaming enthusiasts, offering an immersive experience that simulates the thrill of riding a roller coaster. However, despite advancements in technology, several challenges persist, hindering the overall enjoyment and engagement of players. Few of them are:

- **Motion Sickness:**

Many players experienced discomfort or motion sickness while playing VR roller coaster games due to intense speed, sharp turns, and sudden drops. This issue limits the audience reach and duration of gameplay sessions, affecting the immersive experience.

- **Lack of Realism:**

Despite technological advancements, certain aspects of VR roller coaster games lack realism, including physics simulation, environmental interactions, and audio, visual fidelity. This discrepancy diminishes the sense of presence and immersion, reducing overall engagement.

Aims and Objectives

This project aims to create an immersive experience that can be used to explore an environment that helps entertain the end user.

The objectives of developing this application are:

- User-friendliness interface.
- Realism.
- Create visually stunning and detailed environments that immerse players in captivating landscapes, from towering peaks to breathtaking vistas.
- Develop a physics-based roller coaster simulation that accurately replicates the sensations of speed, acceleration, and G-forces experienced during a real roller coaster ride.
- Design intuitive and responsive controls that allow players to navigate the roller coaster track with ease and precision, enhancing the sense of agency and control.
- Ensure compatibility with a variety of VR hardware devices and platforms, including different VR headsets and input controllers, to maximize accessibility for players.

"Phish-Guard"

A project report submitted
in partial fulfillment of the requirements for the Degree of

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SYNOPSIS

INTRODUCTION

- Phish-Guard is an internet scam in which an attacker sends out fake messages that look to come from a trusted source.
- A website URL will be sent to victims which when clicked will steal personal information or infect a computer with a virus.
- A phishing website is a common social engineering method that mimics trustful uniform resource locators (URLs) and webpages.

PROBLEM STATEMENT

- In this modern era we have seen alot of cases where people are scammed. Be it bank accounts or be it social media accounts, scammers are on the search of vulnerable victims whom they can easily manipulate.
- Although various softwares be it online or offline are available to detect such links but their approach to detecting it is based on a system that compares a URL with the existing data in the Database.
- If a match is found then they will conclude that link is malicious. However with this approach, if by chance a malicious link is not recorded in their database, the malicious link will be classified as safe which is not true.
- Due to this reason, a proper approach has to be introduced to accurately detect such links. With Machine Learning now flourishing in the IT market, one could use this approach to detect such links with more accuracy and precision.

AIM AND OBJECTIVES

- The aim of Phish-Guard is to provide a solution for detecting Phishing websites using decision tree algorithms focused on the behaviors and qualities of the suggested URL.
- Generation of a dataset based on the phishing websites characteristics studied.
- Training the module from a given dataset.
- Testing the module to check for accurate detection of Phishing URLs.
- Checking for Accuracy
- Making a small UI where user can enter a URL to check if it is Phishing or not.

AREA OF APPLICATION

- Area of Application:
  - Network security.
- Algorithm:
  - Decision Tree

- Tools:
    - Programming Language: Python
    - IDE (Integrated Development Environment): VS Code

EXPECT OUTCOME

- The expected outcome of a phishing URL detector is to accurately detect and prevent phishing attacks by analyzing URLs and identifying potential threats.
- The phishing URL detector can be used as a security solution to protect users from phishing attacks and reduce the risk of unauthorized access to sensitive information or unauthorized control of a user's account or device.

"Event Booking App"

A project report submitted
in partial fulfillment of the requirements for the Degree of

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Synopsis

Introduction

- In a world filled with exciting events like concert, conferences, weddings, parties and gatherings, the Event Booking App is the ultimate companion for discovering places to conduct these events.
- This project provides a mechanism for booking, enables customer to find the perfect venue for their events.

Problem Statement

- This project will address the inconvenience of booking and difficulty in finding the location.
- Traditional booking of an event is still practically common.
- People have to communicate through phone to book a venue or had to visit different places and meet many people which is time consuming.

- <u>SOLUTION:</u>
  - The reason behind undertaking this project is that it is essential to provide the need for online app that enhance business workflow and facility for an online booking.
  - This online Event Booking App will make the customer easy in booking an event.

Aim and Objectives

- To design a user-friendly app for booking a venue for local people in Meghalaya.
- To simplify the process of booking, managing the details of booking, searching, viewing the hall.
- This app provides a list of upcoming events, and will make it easy for customer to discover and book an event for parties, wedding, cultural events and more, based on their interests and preferences.

Area of Application

- This project is in the field of Mobile Application Development.

Expected Outcome

- The features of "Event Booking" App are a user-friendly and easy to use.
- This App provide feature for convenient search, cancellation of booking, clear instruction and easy booking.

"ShareFile App"

A project report submitted
in partial fulfillment of the requirements for the Degree of

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This is to certify that the Project Work entitled "**SHAREFILE APP**" is a bonafide work done by **Ngalem Suayang**, Bachelor of Computer Application, Lady Keane College, bearing **NEHU Roll No: P2100431**, under my guidance during the academic year 2023-2024

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SYNOPSIS

Introduction

A file sharing application is a software program that allows the users to share files with each other. ShareFile application will help the users to share and receives files over the network. These files can be anything from document, images, videos and apk files. This application is designed to simplify file sharing. It will ensure fast and efficient transfer.

Problem Statement

Smartphone users often require sharing files and data with other Smartphone's users, including audio, videos and applications. There are many free and paid file-sharing programs in the market to serve this purpose such as Xender, Shareit, etc. However, many of these applications have been banned recently in India. The focus of this application will be to provide users with an excellent user experience and fast file transfer.

Aim and Objectives

The aim of this project is to create a user-friendly document sharing application for the user. This project aims on providing a great speed and secure file transferring. The Project's primary goal is to create a mobile application for sharing files/documents instantly avoiding any unnecessary delays.

Area of Application

This project falls under the field of networking. The "ShareFile" is an android based application.

Expected Outcome

A user-friendly file sharing application where user can share any number of files efficiently.

"DonorHub App"

A project report submitted
in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

By

Nada Nancy

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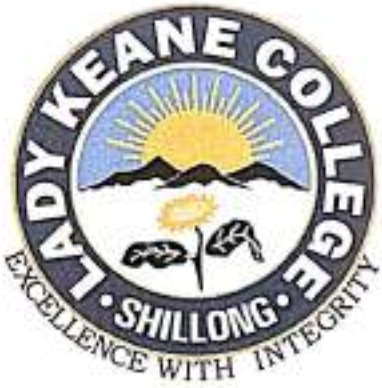

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COMPUTER SCIENCE DEPARTMENT * LADY KEANE COLLEGE *

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SYNOPSIS

INTRODUCTION

- In a world where timely access to blood is a critical need, the existing systems often face challenges in connecting donors with those in need.
- This application will provides a reliable platform to connect blood donor with recipients.
- DonorHub App will be a helpful for the users by connecting donors with the recipients in need of blood in emergency situations.

PROBLEM STATEMENT

- This project will address the issue of unavailability of blood for the patient by proposing a viable solution mobile android application to streamline the process of finding blood donors and facilitating communication between donors and recipients at the time of urgent requirement of blood.

AIM AND OBJECTIVES

- To develop a DonorHub App for donors and recipients.
- To reduce time required for searching blood donors.
- To establish a database of blood donors, their blood types and contact details.
- To ensure quick response during emergencies.

AREA OF APPLICATION

- This project is in the field of Mobile Application Development. The "DonorHub Application" is an android based application.

EXPECTED OUTCOME

- A user-friendly Interface.
- Provide hassle free experience.
- Seamless connection between recipient and the donor.

"Movies Management System"

A project report submitted
in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

By
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This is to certify that the Project Work entitled "**MOVIES MANAGEMENT SYSTEM**"is a bonafide work done by **Merydiamon Pariong**, Bachelor of Computer Application, Lady Keane College, bearing **NEHU Roll No: P2100406**, under my guidance during the academic year 2023-2024

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SYNOPSIS PHASE

Introduction:

The Movies Management System (MMS) is a Web based application system that is used to store movies details such as title, director, actors etc. It also allows users to review and share feedback. This system also allows user to view list of movies,search for movies and find basic information about movies such as casting,directors,languages etc.

Problem statement:

- Limited recommendation to user preferences lead to dissatisfaction and waste of time.
- Lack of communication interaction.

Aim and Objectives:

Aim:

The main aim of this project is to enable users to quickly search and retrieve relevant information about movies based on the criteria.

Objectives:

- To store details information about movies.
- To provide searching and viewing of basic information about movies such as casting, directors, languages etc.
- To provide user feedback mechanism.

Expected Outcome:

- To make a userfriendly web Based application system.

- To provide features such as searching and viewing of basic information about movies based on criteria and user preferences.
- To provide user feedback mechanism.
- To provide a comment section where user can share opinions about the movies with other users.

"Online Quiz App"

A project report submitted

in partial fulfillment of the requirements for the Degree of

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SYNOPSIS

Introduction:

The online quiz app is a project for user to participate and taking quiz online. An Online Quiz is an excellent way to evaluate a student's knowledge. It is very effective in the online learning process, as teachers can understand how much a student has understood the concepts. Quiz can help student's to recall information.

Problem Statement:

- In today's digital world paper based quizzes and assessment are becoming lesser and lesser. There is a growing demand for accessible and convenience online quiz platforms that can be used anytime anywhere.
- The problem addressed by the Online Quiz App project is the need for an accessible, user-friendly and intuitive interface for taking quizzes.

Aim and Objectives:

- The main aim of this app is to provide an interactive platform for user to take a quiz.
- The main objective of this app is to developed an interactive mobile application based on android platform to conduct quiz session during classes.
- It provide an online platform for both the teacher and the student.

Area of Application:

- This project belongs to the domain of mobile application development.

Expected Outcome:

- It allows users to measure their understanding of the topic or subject matter.
- Users can access quizzes anytime,anywhere.
- Users can provide feedback on performance.
- To make learning more flexible and convenience.

"Kongthong Tourist Guide"

A project report submitted
in partial fulfillment of the requirements for the Degree of

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This is to certify that the Project Work entitled **"KONGTHONG TOURIST GUIDE"** is a bonafide work done by **Partilin Khongsit**, Bachelor of Computer Application, Lady Keane College, bearing **NEHU Roll No: P2100403** , under my guidance during the academic year 2023-2024

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COMPUTER SCIENCE DEPARTMENT * LADY KEANE COLLEGE *

Synopsis

Introduction:

KONGTHONG village is located in the East Khasi Hills District,which is about 60km from Shillong. The Village has a unique whistling lullaby named for each person and the villagers call each other by whistling. This makes Kongthong known as the Whistling Village. Kongthong Villagers call this tune "*JINGRWAI IAWBEI*" which means *mother's love song*. There are several places that the tourists can visit to experience the beauty of nature of the area,eg., Mawsiang Mlong(natural swimming pool), Wah Myor(Living rootbridge), phyllad(living rootbridge), Kongthong view point etc.,

Problem Statement

Lack of information. Difficulty in trip planningLack of review and recommendation. To over come this problem I have come up with Kongthong . Tourist Guide where they can find all the reliable information.

Aim and Objectives

This website aims is to promote tourism,provide information about attraction,enhance accesibility.To save visitors' time and effort in researching by providing all the necessary in one place

"Housemaid Booking App"

A project report submitted

in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

By

Pianghunlin Nongrang

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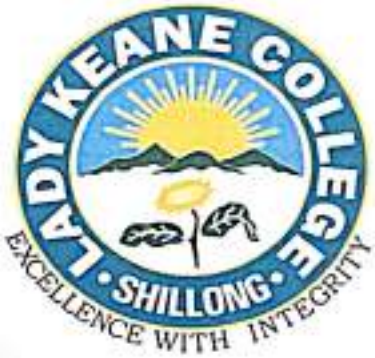

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This is to certify that the Project Work entitled "**HOUSEMAID BOOKING APP**" is a bonafide work done by **Pdianghunlin Nongrang**, Bachelor of Computer Application, Lady Keane College, bearing **NEHU Roll No:P2100407** , under my guidance during the academic year 2023-2024

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SYNOPSIS

Introduction

Housemaid is a female domestic worker employed to perform various household tasks, such as cleaning, cooking, babysitter .In today's busy world, people find difficult to manage their household chores. Hiring a housemaid can help them maintain a clean and organized house.This app help to find available and suitable housemaid.

Problem Statement

- It consume more time and effort.
- Difficult to verify a housemaid.

Aims and Objectives

- The aim of this app is to provide a platform where individuals can easily find and hire housemaid for various housework.
- To help house owners save time and effort by providing them with a list of housemaids in their area, along with their details and personal information.
- To provide details that the maid is occupied or not occupied.

Area of Application

- This project is in the field of mobile application development.

Expected Outcome

- Implement a User-friendly interface.
- Clients easily schedule and manage cleaning service easier through the app without having to make phone calls or coordinate directly with individual housemaid.
- Client can access maid service anywhere they need by using their smartphone.

"Gas Booking App"

A project report submitted

in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

By

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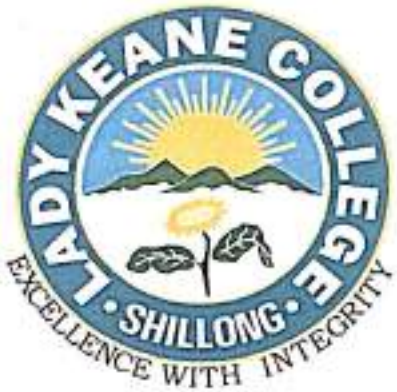

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SHILLONG

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SYNOPSIS

Introduction:

The app is an application to be developed that helps the general public to book LPG gas cylinders. Booking gas cylinders usually takes time and is not properly managed. This project acts helps the booking process be efficient and convenient.

Problem Statement:

- Long Wait Times: Even if users manage to book a gas cylinders, delivery may be delayed to long wait times caused by high demand or logistical issues.
- Booking procedures: Some gas companies have complex or outdated booking procedures, requiring users to navigate through phone calls, online forms, or even physical visits to book a cylinders. This can be time-consuming and frustrating.
- Limited Availability: Gas cylinders may not always be readily available, especially during peak seasons or in remote areas. This can lead to delays in delivery.

Aim and Objectives:

To develop an application that helps in the booking of LPG gas cylinders through a mobile platform. To improve the system of gas booking. To provide convenient approach to the problem that arises from booking LPG cylinders.

Expected Outcome:

The users should be able to easily book gas cylinders through this app without encountering any technical difficulties. The booking process should be intuitive, requiring minimal steps and providing clear instruction.

"Rest-At-Ease"

A project report submitted

in partial fulfillment of the requirements for the Degree of

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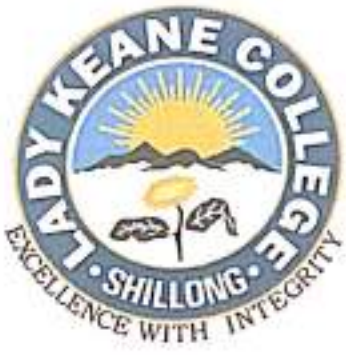

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SYNOPSIS

INTRODUCTION

- Guest house booking is a web application which automate online booking process for a client.
- It list out the available rooms that the user can request online.
- It also increases the chances of a better discounts and deal for assured accommodation on early booking.

PROBLEM STATEMENT

- The traditional way of booking Guest House can sometimes be challenging due to limited availability or difficulty finding the right one.
- By developing this website, it can helps to plan in advance and explore different booking platforms for options.
- It also saves the clients from the difficulty of finding rooms on arrival especially during peak seasons when most of the Guest House are full.

AIM AND OBJECTIVES

- The aims of this RestAtEase is to provide an efficient and organized booking system for clients to book their stay at a guest house.
- It also provide users with detailed information about the guest houses including amenities, discounts, pricing and reviews, to help them make informed decisions.

EXPECTED OUTCOME

- It is Guest House Booking website that enables guests to check room availability, make reservations and access booking details from anywhere, at any time.
- This website will improved communication with the guests .

"Online Nurse Hiring App"

A project report submitted

in partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

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SYNOPSIS

INTRODUCTION

- An **"Online Nurse Hiring App"** is a digital application that facilitates the process of finding, booking, and connecting with qualified and experienced private nurses for in-home healthcare services.
- It also benefiting the patient by getting their health care at early as expected by the patient through this app .

PROBLEM STATEMENT

- Many individuals and families in need of specialized healthcare services, post-surgery care, elderly care, or other forms of in-home nursing support face challenges in finding qualified nurses who can provide personalized care in a convenient and accessible manner.
- This app will streamline the process of connecting patients with qualified nurses who can meet their healthcare needs by providing treatment in the comfort of their homes.

AIMS AND OBJECTIVES

- To improve the overall comfort of patients by offering the option to hire a private nurse online.
- Ensuring timely and personalized care for individual in need.
- Allowing patients to adapt care hours to their unique needs and preferences.
- Address the urgency of healthcare services needs by offering a quick and efficient online hiring process for private nurses.

ARE OF APPLICATION

- This project falls with in the domain of Mobile Application Development.

EXPECTED OUTCOMS

- To make the patient get treatment easier.
- Patient can get guidance at any time they need.
- Patient get satisfaction in case of health care facilities

"Tutor Searching App"

A project report submitted

in partial fulfillment of the requirements for the Degree of

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

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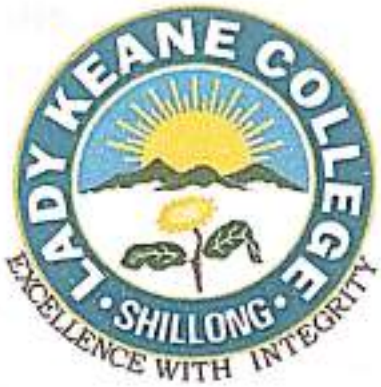

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INTRODUCTION

Tutor Searching App(TSA) app is a mobile application and a tool to assist the students/parents to find private tutors In an interactive manner.

This platform is for the students and Tutors to connect. With a quick glance , see available Tutors around you who offers offline tutoring

This app can be used by many students who love teaching as a part time job.

PROBLEM STATEMENT

There is no such application as it is done by manual process.

It is also a time consuming process as student/parents.

AIM AND OBJECTIVES

To develop a user- friendly app to search a tutor easily whenever needed.

Student do not have to go door to door to search for tutor

EXPECTED OUTCOME

The expected outcome from the project would be that , student can find the teacher easily of their desirable subject

Tutor Searching App(TSA) also saves the time and effort of student/parents

"Pet Adoption Platform"

A project report submitted

In partial fulfillment of the requirements for the Degree of

BACHELOR OF COMPUTER APPLICATION

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SYNOPSIS

INTRODUCTION

The Pet Adoption is a platform for connecting the animals in need of a home with people who are thinking of adopting pets. This platform aids the many people who are looking for ways to provide a caring home for the animals. The user need to register through this application before adopting the pets.

PROBLEM STATEMENT

Many potential adopters are unaware of the pets available for adoption or lack convenient access to adoption resources, leading to missed opportunities for both pets and adopters. The information provided about the pets available for adoption may be incomplete or unclear. This can make it hard for potential adopters to understand the pet's personality, or specific needs.

AIM AND OBJECTIVES

- This web-application aim to provide a platform for animals lovers to adopt the pets of their choice.
- Saves adopters' time and effort by providing all the necessary information in one place.

EXPECTED OUTCOME

- An increase in the number of successful adoptions of pets.
- A better quality of life for pets by providing them with loving homes and essential care.

"Cine-Predict"

A project report submitted

in partial fulfillment of the requirements for the Degree of

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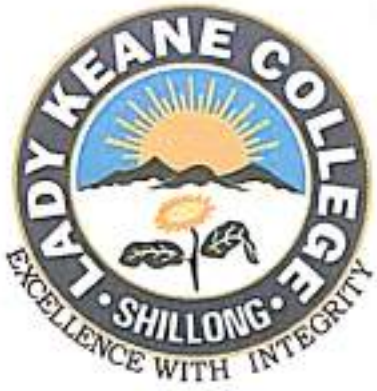

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SYNOPSIS

INTRODUCTION

- It is a system that is used to predict the success of a movie based on the past and the present data.
- This prediction is done with the help of machine learning algorithms.
- Such system is greatly beneficial for the movie producers and directors to improve upcoming movies based on certain criteria.

PROBLEM STATEMENT

- This system aims to address the need to elevate the user experience within movie recommendation systems.
- It addresses the imperative to not only enhance accuracy but also personalize movie recommendations for users.
- This project helps recommendations system understand individual preferences ,aiming to enhance user satisfaction and engagement with the content
- This project also improve overall user experience in discovering and enjoying movies

AIM AND OBJECTIVES

- AIM:
    - The aim of this system is that it would predict the success of movies that has not been released and reviewed
- OBJECTIVES:
    - To estimate or predict the success that viewers will give to a movie by analyzing various features and factors of a movie such as genre,budget,duration and release date.
    - Optimize a machine learning model that achieves high accuracy in predicting movie success

AREA OF APPLICATION

- Data analysis
- Data science
- Machine learning (artificial intelligence)
- ALGORITHM:
    - Gini index using decision tree for prediction model
- TOOLS:
    - Machine learning libraries: (common ones include scikit-learn, pandas)
    - IDE (integrated development environment): VS code

EXPECTED OUTCOME

- The expected outcome of this system is that it will help to predict how successful the movie will be.

"DoS Detector"

A project report submitted
in partial fulfillment of the requirements for the Degree of

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Synopsis

Introduction:

A Denial-of-Service (DoS) attack is an attack meant to shut down a machine or network, making it inaccessible to its intended users. DoS attacks accomplish this by flooding the target with traffic, or sending it information that triggers a crash. In both instances, the DoS attack deprives legitimate users (i.e., employees, members, or account holders) the service or resource they expected. Victims of DoS attacks often target the web servers of high-profile organizations such as banking, commerce, and media companies, or government and trade organizations. Though DoS attacks do not typically result in the theft or loss of significant information or other assets, they can cost the victim a great deal of time and money to handle. There are two general methods of DoS attacks: flooding services or crashing services. Flood attacks occur when the system receives too much traffic for the server to buffer, causing them to slow down and eventually stop.

SYN flood – sends a request to connect to a server, but never completes the handshake. Continues until all open ports are saturated with requests and none are available for legitimate users to connect to. Other DoS attacks simply exploit vulnerabilities that cause the target system or service to crash. In these attacks, input is sent that takes advantage of bugs in the target that subsequently crash or severely destabilize the system, so that it can't be accessed or used. An additional type of DoS attack is the Distributed Denial of Service (DDoS) attack. A DDoS attack occurs when multiple systems orchestrate a synchronized DoS attack to a single target. The essential difference is that instead of being attacked from one location, the target is attacked from many locations at once.

Problem Statement:

- These attacks can cause inconvenience, loss of productivity, and financial losses for the affected organization.
- The challenge is to develop a system that can quickly and accurately detect and stop these attacks.
- The system should minimize the impact of the attack and prevent downtime.

Aims and Objectives:

- To detect the Denial-of-Service Attack in the network.
- DoS attacks can target networks, systems, or applications and can originate from a single machine or multiple distributed sources.
- The goal of this system is to provide robust and effective protection against DoS attacks.

Area of Application:

- **Area of Application**
    - Network Security: It refers to the activity designed to protect the integrity of your network and data. It involves the use of software and hardware solutions, as well as procedures, guidelines, and setups for network usage, accessibility, and threat protection. Network security solution aim to protect various vulnerabilities such as users, location, data, devices, and application. The main aim is to prevent breaches, invasions, and other dangers to the network.
- **Algorithm**
    - Syn, syn-flood detection algorithm
- **Tools**
    - Wireshark
    - Hping3

Expected Outcome:

- The expected outcome of this project is to uncover any attackers in the network.
- Developing a robust system is essential to ensure the security and integrity of the machine, by implementing measures that can protect it from various types of attack.