

Master in Computer Applications (MCA)

The details of experiential learning are described in this document. Kindly refer to the respective pages as shown in the tables below for the courses offered in various academic sessions.

Year 2018-2019

Course Title	Year of Offering	Name of Students	Page No
OBJECT ORIENTED PROGRAMMING USING C++	2019	Jyoti Gupta, Diksha Gambhir	3
PROGRAMMING IN JAVA	2019	Rahul Bareja , Deepak Aanand	6
ADVANCED WEB TECHNOLOGY-	2018	Jyoti Gupta, Diksha Gambhir	5
WEB TECHNOLOGIES	2019	Jyoti Gupta, Diksha Gambhir	5
Mobile Application Development	2018	Chirag Makkar, Ramesh	4
PROJECT REPORT	2019	Rahul Bareja , Deepak Aanand	2

Year 2017-2018

Course Title	Year of Offering	Name of Students	Page No
OBJECT ORIENTED PROGRAMMING USING C++	2018	Ekta Khungar ,Ravikant	3
WEB TECHNOLOGIES	2018	TarunaRani , Sheena Talwar	5
Java Programming	2018	Ekta Khungar ,Ravikant	6
ADVANCED WEB TECHNOLOGY-	2017	TarunaRani , Sheena Talwar	5
Mobile Application Development	2017	Neha Verma , Nisha	4
PROJECT REPORT	2018	Neha Verma , Nisha	2

Year 2016-2017

Course Title	Year of Offering	Name of Students	Page No
OBJECT ORIENTED PROGRAMMING USING C++	2017	RenuGupta ,Shalu Rani	3
WEB TECHNOLOGIES	2017	Nikita Singhla , Nisha	5
Java Programming	2017	Aashish Arora , AnmolChadhha	6
ADVANCED WEB TECHNOLOGY-	2016	Megha wadhwa, Kanika Gogia	5
Mobile Application Development	2016	Nikita Singhla , Nisha	4
PROJECT REPORT	2017	Sazalgupta, Neha Aneja	2

Year 2015-2016

Course Title	Year of Offering	Name of Students	Page no
OBJECT ORIENTED PROGRAMMING USING C++	2016	Heena , Neha chopra	3
WEB TECHNOLOGIES	2016	Pallavi , Rashmi Bhardwaj	5
Java Programming	2016	Heena , Neha chopra	6
PROJECT REPORT	2016	Pallavi , Rashmi Bhardwaj	2

Year 2014-2015

Course Title	Year of Offering	Name of Students	Page no
OBJECT ORIENTED PROGRAMMING USING C++	2015	Akash , Anita Relhan	3
WEB TECHNOLOGIES	2015	Jyoti chanana, Jyotsana wadhwa	5
Java Programming	2015	Little Gabba, Manish Kumar	6
PROJECT REPORT	2015	Payalsharma, Rajni Bala	2

PROJECT REPORT (MCA-14-61):

As per the curriculum of MCA, **6th semester students are supposed to undergo industrial training of duration 4 to 6 month. Training projects are developed in the fields of web development, Android applications, desktop applications, machine learning based project, and IOT based project and network-related projects.**

The main aim of this 6 month training is to provide hands on experience to all the MCA students on live projects. A rigorous process has been adopted to evaluate the performance of the students time to time. In order to improve the performance of student each student is allotted an internal mentor who monitor his/her overall performance and give them valuable suggestions to improve the work. Students are supposed to come at least once in a month to present their progress report. After the completion of the project student submit the project report in hard –bound form duly signed by their external mentor, internal guide and head of department. Some types of the projects undertaken by students under these training are

Experiential Activity: Project Development

S.no	Project Title	Year	Student Name
1	E-Commerce websites	2019	Rahul Bareja , Deepak Aanand
2	Informational websites	2018	Neha Verma , Nisha
3	Mobile Applications for Android and ios Platforms	2017	Sazal gupta, Neha Aneja
4	Microcontroller Programming	2016	Pallavi , Rashmi Bhardwaj
5	Compiler Designs	2015	Payal Sharma, Rajni Bala

Object oriented programming using C++ (MCA-14-22):

Object oriented programming uses bottom up approach to solve the real life problems using the concepts of class, objects, abstraction, inheritance and polymorphism etc. Most of the languages use the concept of object oriented programming, therefore it is very essential for the student to learn the insights of object oriented programming in C++.

Experiential Activity: Project Development

S.no	Project Title	Year	Student Name
1	Brick breaker and	2019	Jyoti Gupta, Diksha Gambhir
2	Bow and arrow	2018	Ekta Khungar, Ravikant
3	Small games like tic Tac Toe	2017	Renu Gupta ,Shalu Rani
4	Airline reservation system	2016	Lovedeep Kaur, jyoti Rani
5	Inventory management and	2015	Jyoti Chanana, Jyotsana Wadhwa

MOBILE APPLICATION DEVELOPMENT (MCA-14-54):

Mobile app development has become a standard and fundamental requirement. In recent years, there has been deep growth of mobile users across the world. Smartphone have accomplished billions of people. People are now using mobile apps for an excess of purposes such as entertainment, shopping, daily planning, booking movie tickets etc. Mobile apps have become a vital portion of the daily lives of the people. These apps modernize the work process of industries too. They assist in the management of employees and the teams. Mobile apps have a wide range of usage in various industries. Android Apps are amongst the majorly used mobile apps. Many of the users and businesses are using Android apps for a various purposes. As a business, it is now essential to have an app. The android app remains to be the top option among the businesses. It is due to the extensive usage of Android apps by the potential customers of the business. They look after both customer's and business owner's requirements, by providing them with an effective marketing tool. A mobile app can make purchasing things easier for a customer, with secure payment portals and user friendly functions. Thus, it guarantees a customer friendly experience. It's also advantageous to business owners by providing a cheaper option of marketing and advertising their brand.

The students of Department of Computer Applications have developed various Android Apps.

Experiential Activity: Project Development

S.no	Project Title	Year	Student Name
1	FOODZEE	2018	Chirag Makkar, Ramesh R
2	Location tracking App	2017	Neha Verma , Nisha
3	Voice Command Recognition App	2016	Nikita Singhla , Nisha

WEB TECHNOLOGIES (MCA-14-25) & ADVANCED WEB TECHNOLOGY (MCA-14-52):

Web engineering focuses on the methodologies, techniques, and tools that are the foundation of Web application development and which support their design, development, evolution, and evaluation. Web application development has certain characteristics that make it different from traditional software, information system, or computer application development.

Web engineering is multidisciplinary and encompasses contributions from diverse areas: systems analysis and design, software engineering, hypermedia/hypertext engineering, requirements engineering, human-computer interaction, user interface, information engineering, information indexing and retrieval, testing, modeling and simulation, project management, and graphic design and presentation. Web engineering is neither a clone nor a subset of software engineering, although both involve programming and software development. While Web Engineering uses software engineering principles, it encompasses new approaches, methodologies, tools, techniques, and guidelines to meet the unique requirements of applications. **Students have developed various Web based applications and achieve experiential learning.**

Experiential Activity: Project Development

S.no	Project Titles	Year	Student Name
1	College Networking Site	2018-2019	Jyoti Gupta, Diksha Gambhir
2	Daily Horoscope	2017-2018	Taruna Rani , Sheena Talwar
3	Chat Room	2016-2017	Megha Wadhwa, Kanika Gogia
4	Hotel Website Management System	2015-2016	Pallavi , Rashmi Bhardwaj
5	Online College Management System	2014-2015	Kirti Bhatia , Karishma Nasa

Programming in JAVA (MCA -14-41):

Java is the most popular language in today's world billions of devices are running on a Java platform. Java has practically touched every field of development of software. Its features make it the most powerful language in the current market of software development. It is object-oriented language which supports all the features of object-oriented programming language. It is most secured language in current world. All the banking applications, enterprise applications are preferred to be developed in Java only. It supports multithreading also which helps in the designing of various games. The distributed application can also be easily developed with the help of Java. The framework like spring, hibernate, jsp, servlet, springBoot makes it more powerful. The language has become the backbone of millions of applications across multiple platforms including Windows, Mac, and UNIX, Android-based mobiles, embedded systems and enterprise solutions. Various enterprise systems use Java for scripting and running software, proving it to be one of the fastest emerging and extensively applied programming languages. The applications of Java are not limited to web and application development, it has also left impressions on the fields of Big data and Artificial Intelligence. **Students have developed various projects in Java.**

ExperientialActivity: Project Development

S.no	Project Titles	Year	Student Name
1	Milk Palour	2019	Rahul Bareja , Deepak Aanand
2	Sky Force Game	2018	Ekta Khungar ,Ravikant
3	Self-Business Automation	2017	Aashish Arora , Anmol Chadhha
4	Easy Share	2016	Heena , Neha chopra
5	Live Stock	2015	Akash , Anita Relhan