A Project Report on

ONLINE SHOPPING

Thesissubmitted in partial fulfilment of the requirements

for the award of the degree

of

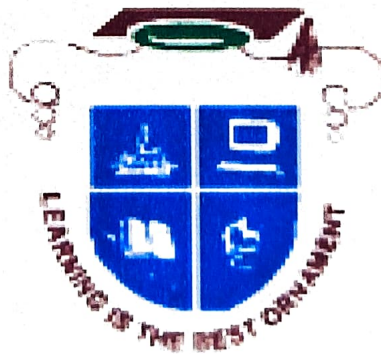**BACHELOR OF SCIENCE**

IN

MSCS

BY

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Under the guidance of
Mrs. P KALPANA
COMPUTER SCIENCE

DEPARTMENT OF MSCS

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(Affiliated to OU, Hyderabad, Telangana)

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2016-2019

ABSTRACT

Electronic commerce, also known as ecommerce is a type of industry where buying and selling of a product is conducted over electronic systems such as the internet. The purpose of this application is to bring knowledge to students about ecommerce and how an interactive ecommerce application can be designed from scratch using client-side languages, such as JavaScript and HTML, combined with the server-side Java language through Java Server Faces. The server side, mostly Java, contains all the implementation related to setting up the database, creating session models for joining different user-interface (UI) pages, calculating the shipping costs and sales tax, etc. It is responsible for taking information from the database and making it available to the UI by mapping the category or item ID to the respective IDs stored in the database. The client side is responsible for showing the entire user interface, containing the CSS, HTML, and JavaScript.

Internet Banking:

Introduction: Now a Days Internet banking has become very popular as bank user or client can easily access his/her account from anywhere in the world
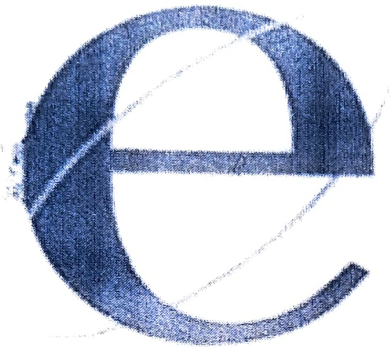
Net banking :

Online banking, also known as **internet banking, e-banking** or **virtual banking**, is an <u>electronic payment system</u> that enables customers of a <u>bank</u> or other <u>financial institution</u> to conduct a range of <u>financial transactions</u> through the financial institution's website. The online banking system will typically connect to or be part of the <u>core banking</u> system operated by a bank and is in contrast to <u>branch banking</u> which was the traditional way customers accessed banking services.

To access a financial institution's online banking facility, a customer with internet access would need to register with the
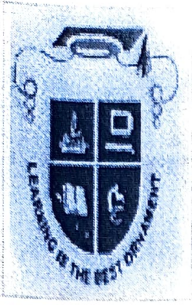
A STUDY PROJECT ON CREATING A COLLEGE WEBSITE
(GDCW BEGUMPET WEBSITE)

PROJECT SUBMITTED
BY

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BACHELOR OF SCIENCE

DEPARTMENT OF COMPUTER SCIENCE

A **Web site** is a collection of related network web resources, such as web pages, multimedia content, which are typically identified with a common domain name, and published on at least one web server. Notable examples are wikipedia.org, google.com, and amazon.com.

Websites can be accessed via a public Internet Protocol (IP) network, such as the Internet, or a private local area network (LAN), by a uniform resource locator (URL) that identifies the site.

Websites can have many functions and can be used in various fashions; a website can be a personal website, a corporate website for a company, a government website, an organization website, etc. Websites are typically dedicated to a particular topic or purpose, ranging from entertainment and social networking to providing news and education. All publicly accessible websites collectively constitute the World Wide Web, while private websites, such as a company's website for its employees, are typically part of an intranet.

Web pages, which are the building blocks of websites, are documents, typically composed in plain text interspersed with formatting instructions of Hypertext Markup Language (HTML, XHTML). They may incorporate elements from other websites with suitable markup anchors. Web pages are accessed and transported with the Hypertext Transfer Protocol (HTTP), which may optionally employ encryption (HTTP Secure, HTTPS) to provide security and privacy for the user. The user's application, often a web browser, renders the page content according to its HTML markup instructions onto a display terminal.

Hyperlinking between web pages conveys to the reader the site structure and guides the navigation of the site, which often starts with a home page containing a directory of the site web content. Some websites require user registration or subscription to access content. End users can access websites on a range of devices, including desktop and laptop computers, tablet computers, smartphones and smart TVs.

Student Attendance Management System

The project report submitted to partial fulfillment of the Requirement
for the Award of the Degree

In

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GOVERNMENT DEGREE COLLEGE FOR WOMEN
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AUTONOMOUS

(2018-19)

ABSTRACT

STUDENTS ATTENDANCE MANAGEMENT SYSTEM

Objective:

The objective of this project STUDENTS ATTENDANCE MANAGEMENT SYSTEM is to provide an easy way to enter the attendance details of Students in different classes of the four branches namely DCME, DECE, DCE and DAA, calculate the attendance percentage of students and easily find out or print the attendance of students month wise or cumulative.

Using this project application we can also print reports of eligible students, condonation payable students and detained students. We Can also add new students and remove old students.

Advantages:

> User friendly.
> Graphical User Interface (GUI).
> We can maintain huge database about medicines.
> To use this no special expert is required.

A STUDY ON

CREATING A COLLEGE WEBSITE

Bachelor of Science

BY

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2018-2019

A **WEBSITE** is a collection of Web pages, images, videos and other digital assets that is hosted on one or several Web server, usually accessible via the Internet, cell phone or a LAN.

The pages of websites can usually be accessed from a common root URL called the homepage, and usually reside on the same physical server. The URLs of the pages organize them into a hierarchy, although the hyperlinks between them control how the reader perceives the overall structure and how the traffic flows between the different parts of the sites.

A website requires attractive design and proper arrangement of links and images, which enables a browser to easily interpret and access the properties of the site. Hence it provides the browser with adequate information and functionality about the organization, community, network etc.

The website has been developed for our college (SIST) in an effort to make it as attractive and dynamic as possible. Compared to the existing site a database has been added to our project.

The working of the project is as follows.

The first page provides several links. The Home page contains several information about the site like campus, management, facilities, admission etc.
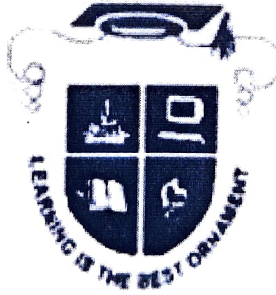
Student login module helps the user to login to the result page. For that he must type the username and password correctly. The login provision in this page helps the already registered user to directly access the site and there is a link for registration to a user who is new to this site.

Student Registration module helps the new user to register into the site. The information entered by the users is added into the table registration. A teacher page is also provided for teachers to update marks and attendance of students, and access to that page is through a teacher login user id and password. This prevent inappropriate use of student data.

A STUDY ON

CREATING A COLLEGE WEBSITE

Bachelor of Science

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Student login module helps the user to login to the result page. For that he must type the username and password correctly. The login provision in this page helps the already registered user to directly access the site and there is a link for registration to a user who is new to this site.

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A STUDY ON

CREATING COLLEGE DATABASE

Bachelor of Science

By

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2018-2019

DEVELOPMENT OF A STUDENT DATABASE MANAGEMENT SYSTEM FOR A UNIVERSITY

ABSTRACT

In this scholarly thesis pertinent to the setting up of a automated student performance record management

system which enables the users of a university like student and faculty to access the important information with ease through a user friendly web application. This proposed system aims at eliminating the practice of time consuming and vulnerable tradition of manual maintenance of student information in paper at the very basic level. In a university there are many departments all these departments provide various records regarding student. Most of these track records need to maintain information about the students. Thus by proposing a computerizes student record management system will enable the users to access data at any time and any place. The student web portal enables huge storage of data and easy retrieval. There are many departments in a college thus but introducing a student web portal will centralize the administration and the entire system will work as one single entity. The paper work would be reduced and number of workers in each department staff also reduces as one single operator can run this web application

Keywords: database, design, MySql, deployment, software modeling.

DROWSINESS DETECTION USING PYTHON (OpenCV)

The Project Report

SUBMITTED IN PARTIAL FULFILMENT OF THE REQUIREMENT FOR THE AWARD
OF DEGREE OF

BACHELOR OF SCIENCE

IN

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<u>ABSTRACT</u>

The main idea behind this project is to develop a non-intrusive system which can detect fatigue of any human and can issue a timely warning. Drivers who do not take regular breaks when driving long distances run a high risk of becoming drowsy, a state which they often fail to recognize early enough. According to the expert's, studies show that around one quarter of all serious motorway accidents are attributable to sleepy drivers in need of a rest, meaning that drowsiness causes more road accidents than drink-driving. This system will monitor the driver eyes using a camera and by developing an algorithm we can detect symptoms of driver fatigue early enough to avoid the person from sleeping. So, this project will be helpful in detecting driver fatigue in advance and will give warning output in form of alarm and popups.

Moreover, the warning will be deactivated manually rather than automatically. For this purpose, a de- activation dialog will be generated which will contain some simple mathematical operation which when answered correctly will dismiss the warning. Moreover, if driver feels drowsy there is possibility of incorrect response to the dialog. We can judge this by plotting a graph in time domain. If all the three input variables show a possibility of fatigue at one moment, then a Warning signal is given in form of text and sound. This will directly give an indication of drowsiness/fatigue which can be further used as record of driver performance.

PROJECT REPORT

ON

CLASSIFYING FAKE NEWS ARTICLES USING NATURAL LANGUAGE PROCESSING TO IDENTIFY IN-ARTICLES

IN
COMPUTER SCIENCE

BY

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(2020 – 2021)

ABSTRACT

The advent of the World Wide Web and the rapid adoption of social media platforms (such as Facebook and Twitter) paved the way for information dissemination that has never been witnessed in the human history before. With the current usage of social media platforms, consumers are creating and sharing more information than ever before, some of which are misleading with no relevance to reality. Automated classification of a text article as misinformation or disinformation is a challenging task. Even an expert in a particular domain has to explore multiple aspects before giving a verdict on the truthfulness of an article.

The goal of the Fake News Challenge is to explore how artificial intelligence technologies, particularly machine learning and natural language processing, might be leveraged to combat the fake news problem In this project we are going to predict the fake news and non-fake news in the given document by using Natural Language Processing Techniques like TF-IDF, Bag Of Words(BOW).

The fake news detection algorithm is as follows. For each document in the document collection, the document's paragraphs are counted and tokenized. Each paragraph is also checked for quotes. If a paragraph has quotes, then these are processed using the custom attribution classifier (which uses the A-score algorithm). Positive attributions receive a +1 score and negative attribution classifications receive a -1 score. If the overall A-score (the sum of positives and negatives) is greater than or equal to 0, then the document is assigned a label of real. If the A-score is less than 0 then the document is assigned a label of fake. Note that the A-score threshold is, thus, a key area of potential configuration for this algorithm.

Moving object detection using frame differencing and summing technique

The project report submitted to partial fulfillment of the Requirement for the Award of the Degree of BACHELOR OF SCIENCE
In

COMPUTER SCIENCE

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(2018– 2021)

ABSTRACT

ABSTRACT

Motion detection is the process of detecting a change in the position of an object relative to its surroundings or a change in the surroundings relative to an object. It can be achieved by either mechanical or electronic methods. In recent years, deep learning techniques have contributed hugely to the field of computer vision and object detection. They can employ GPUs for efficient computing which makes it easier for us to use them for large-scale applications.

Still, there are some very simple computer vision techniques that work quite well to date. They may not be used as widely in the industry, but still knowing about them gives a good idea of what we can achieve with very simple techniques. The **moving object detection using frame differencing and summing** technique is one such method. We will know more about it further on in this article.

Cryptography using Artificial Neural Networks

project report submitted to partial fulfillment of the Requirement for the Award of the Degree of BACHELOR OF SCIENCE

In

COMPUTER SCIENCE

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ABSTRACT

A Neural Network is a machine that is designed to model the way in which the brain performs a task or function of interest. It has the ability to perform complex computations with ease. The objective of this project was to investigate the use of ANNs in various kinds of digital circuits as well as in the field of Cryptography. During our project, we have studied different neural network architectures and training algorithms. A comparative study is done between different neural network architectures for an Adder and their merits/demerits are discussed.

Using a Jordan (Recurrent network), trained by back-propagation algorithm, a finite state sequential machine was successfully implemented. The sequential machine thus obtained was used for encryption with the starting key being the key for decryption process. Cryptography was also achieved by a chaotic neural network having its weights given by a chaoticsequence.

A PROJECT REPORT

ON

CLOUD COMPUTING

Project Report is submitted to

Government Degree College for Women, Autonomous, Begumpet

BACHELOR OF SCIENCE

IN

COMPUTER SCIENCE

Submitted by

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(2020-2021)

CLOUD COMPUTING

ABSTRACT

Cloud computing has come of age since Amazon's rollout of the first of its kind of cloud services in 2006. It is particularly relevant to Hong Kong because of the tremendous amounts of data that are being processed here daily in various sectors, and there are signs that subscription to cloud services by the local companies will soon be on a skyrocket course, despite a slow start in previous years. As a research theme, cloud computing now easily tops any list of topics in computer science because of its far reaching implications in many areas in computing, especially big data which without cloud computing is at best a concept. Alibaba's jump in 2014 FQ on the bandwagon (www.aliyun.com), as well as the recent establishment of one of its datacenters in Hong Kong, signified the beginning of a new era in cloud computing where not just the scale, but also every other single aspect in a cloud service will meet with much elevated complexities. Hong Kong is poised to play a role in the advancement of cloud computing technologies because of its track record in networking, and recently cloud, research. The recent establishment of a major cloud R&D center in Hong Kong by Lenovo (January 2015) attests to this fact. Researchers in various local institutions already have an active agenda of important and significant problems for which they would like to seek the best and optimized solutions. We believe solving these problems will create a spot for Hong Kong in the world map of cloud computing research. The results will also benefit Hong Kong as the reliance on cloud computing services is rapidly increasing. This brief talk will outline some of the concerns pertaining to the further development of cloud computing into a mature technology that meets its original goals.

PROJECT BASED LEARNING ON TIC-TAC-TOE

The project report submitted to partial fulfillment of the Requirement for the Award of the Degree of BACHELOR OF SCIENCE

In

COMPUTER SCIENCE

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(20██-2021)

ABSTRACT

We built a browser – based version of the classic TIC-TAC-TOE games as part of the free code camp curriculum. Our primary goal for the game was to create a computer AI that offered increasing resistance as the difficulty level increased but we never wanted the AI to be unbeatable. Rather than using the standard MinMax algorithm. We adopted and modified a subset of rules from best game play practices:

(1) Try to win.
(2) Try to prevent a loss.
(3) Make a strategic move and
(4) Make a random move.

To make the game more fun and more winnable at easier difficult levels, we introduced a probability that the computer would find a valuable move and ignore it. In the end the computer AI uses a simple, lightweight decision tree to choose its next move, and the game play is fast, balanced and enjoyable.

TRAFFIC AND IMPERATIVENESS CAREFUL GUIDING FOR HETEROGENEOUS REMOTE SENSOR FRAMEWORK

A project report submitted to the **Government degree college for women, Begumpet**
In partial fulfillment for the award of the

BACHELOR OF DEGREE

In

(COMPUTER SCIENCE)

Submitted by,

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(2020 –2021)

ABSTRACT

The essentialness reasonableness of controlling count is fundamental for adapting the life expectancy of succession obliged distant sensor frameworks (WSNS). Focus centers heterogeneity in planning is basic for achieving impeccable resource use. The letter here consider sensor centers by methods for capricious starting energies and self-unequivocal irregularities in data age rate (traffic) to show a sensible social occasion based WSN fitting for heterogeneous unmistakable applications. This letter represents a centrality model for the condition and proposes a traffic and essentialness careful directing (TEAR) plan to get better the quality time range. The distraction outcome show that TEAR beats additional clustering based arranging estimations beneath the ance.

PROJECT REPORT
ON
WHATSAPP STICKERS

IN COMPUTER SCIENCE

BY

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(2020 – 2021)

Abstract

WhatsApp stickers are gaining popularity among university students due to their pervasiveness, specifically in educational WhatsApp groups. However, the acceptanceofstickersbyuniversitystudentsisstillinshortsupply.Thus,thisresearch aims to empirically examine the determinants affecting the acceptance of WhatsApp stickers through a proposed theoretical model by integrating the technology acceptance model (TAM) with the uses and gratifications theory (U&G). A questionnaire survey was circulated to collect data from 372 university students who have been engaged in a "Group Talk" in WhatsApp. A novel approach was employed to analyze the hypothesized relationships among the constructs in the research model through the use of machine learning algorithms. The results pointed out that IBk and RandomForestclassifiershaveperformedbetterthantheotherclassifiersinpredictingthe actual use of stickers with an accuracy of 78.57%. The research findings are believed to provide future directions for stickers developers to better promote stickers in educational activities.

IFACE JAVA

The project report submitted to partial fulfilment of the Requirement for the

Award of Bachelor's Degree

In

COMPUTER SCIENCE

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IFace

ABSTRACT

IFace is a smart attendance system, which eases the process of marking attendance.

The existing solutions like pen and paper system require more time and effort, the solution which we propose is the usage of smart phone to grant attendance. Nowadays every college student has a smart phone at his hand and its front camera can be used as an authentication mechanism to grant attendance.

We plan to do this by developing an android application where the faculty members can be registered and monitored by an administrator. Each faculty would provide a unique code or a QR Code (auto generated) for every session to their students, this code would serve as the entry point to connect to the faculty members phone. Once a student is connected with the faculty members phone. They need to prove their identity by using face recognition. Once an identity is confirmed the back end database is updated accordingly and once the faculty member is free they can review the attended candidates list in the application

We would use Android Studio to develop this application. As a back end Database we plan to use Fire base to power the android application. As for face recognition we plan to use the Local Binary Pattern (LBP) algorithm with the help of Open CV image processing technology. the LBP algorithm guarantees accuracy even under low lighting conditions like a classroom.

Key Words: IFace, Smart attendance System, Real Time Database (Fire base), Local Binary Pattern (LBP), Open CV, Image Processing.

PROJECT REPORT
ON

BLOCKCHAIN BASED CERTIFICATE VALIDATION

IN

COMPUTER SCIENCE

By

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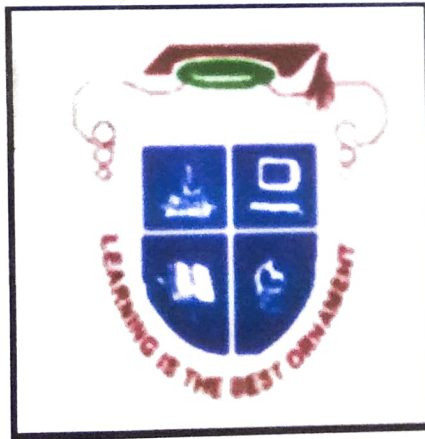
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(2020-2021)

ABSTRACT

The term blockchain is on the lips of revolutionaries ever since 2008 when the use case of crypto currency was introduced. The applications of blockchain today are innumerable; from finance to internet security to distributed ledger.

The blockchain technology handles over 10 billion dollars of transactions. With the distributed ledger technology, blockchain will eliminate malicious alteration of ledgers. As soon as a transaction or block of data is added to the chain a majority of the nodes must verify its validity.

This guarantees the integrity of the ledger. These principles could be applied to transition everything from the electoral process to state identification cards to dual-factor authentication into a secure, fast, reliable, and readily available service. It is well known today that the certificates issued today from universities, colleges and other educational institutes are priceless documents for graduates. To have in your possession a certificate from an educational institution entails you have the qualifications and technical knowhow to deliver the said subject to an expertise level.

These certificates gotten from the various institutions are used to apply for jobs and could make or mar your future. In today's world, because of the high advancement in technology and the ease of accessibility of printing equipment's, it has become very easy to forge documents such as ID cards, pass cards and certificates. It has been observed that using the manual method of verification takes a long while and is quite costly. The purpose of this thesis is to explore the ground-breaking technology called blockchain and how it can improve certificate authenticity.

PROJECT REPORT
ON
DECENTRALIZED ACCESS CONTROL WITH DATA STORED IN CLOUDS
IN
COMPUTER SCIENCE

BY

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(2019 – 2021)

ABSTRACT

A new decentralized access control scheme for secure data storage in clouds, which supports anonymous authentication. In the proposed scheme, the cloud verifies the authenticity of the user without knowing the user's identity before storing the data. This has the added feature of access control in which only valid users are able to decrypt the stored information. The scheme prevents replay attacks and supports creation, modification and reading data stored in the cloud. And also addresses user revocation. It is a decentralized, robust and access control schemes designed for cloud. The communication, computation, and storage overheads are comparable to centralized approaches

PROJECT REPORT
ON
FACE DETECTION USING PYTHON
IN
COMPUTER SCIENCE

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CHAPTER-1

ABSTRACT

Face recognition has been a very active research area in the past two decades. Many attempts have been made to understand the process of how human beings recognize human faces. It is widely accepted that face recognition may depend on both componential information (such as eyes, mouth and nose) and non-componential/holistic information (the spatial relations between these features), though how these cues should be optimally integrated remains unclear. In the present study, a different observer's approach is proposed using eigen/fisher features of multi-scaled face components and artificial neural networks. The basic idea of the proposed method is to construct facial feature vector by down-sampling face components such as eyes, nose, mouth and whole face with different resolutions based on significance of face components

In this report, we use two approaches for detecting a face and track it continuously. Basically video sequences provide more information than a still image. It is always a challenging task to track a target object in a live video. We undergo challenges like illumination; pose variation and occlusion in pre-processing stages. But this is can be overcome by detection of the target object continuously in each and every frame. Face tracking by Kanade Lucas Tomasi algorithm that is used to track face based on trained features. Whereas the Viola Jones algorithm is used detect the face based on the haar features. We have modified the KLT and Viola Jones Algorithm to make its working, a bit more efficient than what it was.

Keywords: KLT, Eigen Features, Viola Jones

Project based on

CORPORATE BASED CREDENTIAL CLUSTER

The project report submitted to partial fulfillment of the Requirement for the Award of the Degree of BACHELOR OF SCIENCE

In

COMPUTER SCIENCE
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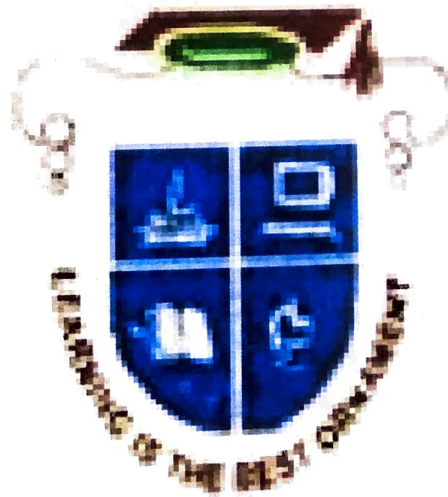
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ABSTRACT

This **Corporate Based Credential Cluster** concerned with the development of a system that is simple and easy to use yet a powerful web application for sharing, managing and controlling enterprise documents on intranet/internet in a secure manner.

This Corporate Based Credential Cluster concerned with the development of a system that is simple and easy to use yet a powerful web application for sharing, managing and controlling enterprise documents on intranet/internet in a secure manner.

Manage your documents over the Web. It enables to create a central repository of organizational documents indexed by key words and organized by category. Internet based Document Management System provides a document library with secure access control, advanced search features and document centric collaboration for document sharing and supporting project teams.

PROJECT BASED LEARNING ON ANDROID CONTROLLED

The project report submitted to partial fulfillment of the Requirement for the Award of the Degree of

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Abstract

This project presents the overall design of Home Automation System (HAS) with low cost and wireless system. This system is designed to assist and provide support in order to fulfill the needs of elderly and disabled in home. Also, the smart home concept in the system improves the standard living at home. . The switch mode and voice mode are used to control the home appliances. The video feedback is received in the android application which streams the video of IP-Camera. The main control system implements wireless technology to provide remote access from smart phone. The design remains the existing electrical switches and provides more safety control on the switches with low voltage activating method. The switches status is synchronized in all the control system whereby every user interface indicates the real time existing switches status. The system intended to control electrical appliances and devices in house with relatively low cost design, user-friendly interface and ease of installation.

A MAJOR PROJECT REPORT ON
SUPERVISED MACHINE LEARNING ALGORITHMS FOR
CREDIT CARD FRAUD DETECTION: A COMPARISON

A Project Report is submitted to
Government Degree College For Women,Autonomous,Begumpet

BACHELOR OF SCIENCE
IN
COMPUTER SCIENCE

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(20 20-2021)

ABSTRACT

In today's economic scenario, credit card use has become extremely commonplace. These cards allow the user to make payments of large sums of money without the need to carry large sums of cash. They have revolutionized the way of making cashless payments and made making any sort of payments convenient for the buyer. This electronic form of payment is extremely useful but comes with its own set of risks. With the increasing number of users, credit card frauds are also increasing at a similar pace. The credit card information of a particular individual can be collected illegally and can be used for fraudulent transactions. Some Machine Learning Algorithms can be applied to collect data to tackle this problem. This paper presents a comparison of some established supervised learning algorithms to differentiate between genuine and fraudulent transactions.

KEYWORDS:

Classification, Decision Tree, KNN

SMART AWARENESS SYSTEM FOR COVID-19

The project report submitted to partial fulfilment of the Requirement for the Award of BACHELOR'S DEGREE OF SCIENCE

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HOME AUTOMATION USING IOT OVER WIFI MODULE

The project report submitted to partial fulfillment of the Requirement for the Award of the Degree of

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ABSTRACT

The goal of the paper was to design a system ,which should be easy to implement ,and short ranged.The project is implemented through on board wi-fi ,which is inbuilt in Mobile phones having an Android as its system.

Implementing the actuators for doors systems for more security aspects can increase the future scope of this project,This project shows a general overview of smart home project that are masterminded by this expected services.

The purpose system is server independent and users internet of things to control human desired appliances starting from industrial machines to consumer goods the users can also use different devices for controlling by the help of web browser, smart phone or IR remote module .It helps the user to control various appliances such as light,fan,TV and can take decision based on the feedback of sensors remotely .