

Team-based projects assigned to students during Spring 2022

CSC103 - Computer Programming I

- a) Automatic Teller Machine (a program that takes the balance of a user's account as input, and asks the user how much amount he/she wants to withdraw from his/her account)
- b) A Calculator that performs four basic arithmetic operations

CSC105: Digital Logic

- a) Design of a Full-Adder (a circuit that performs the addition of three bits (two significant bits and a previous carry) and produces the sum and the carry)
- b) Design a BCD-to-7 segment converter that translates 4 binary inputs into a decimal output, using two 7-segment displays.

CSC112: Computer Programming II

- a) Banking system Project with account class with data members like account number, name, deposit, withdraw amount, and type of account
- b) Supermarket Billing Project that has product class with data members like product no, product name, price, quantity, tax, and discount. Product details are stored in a binary file. Administrators can create, modify, view, and delete product records.

CSC209 – Visual Programming

- a) College Management System project in Visual Basic
- b) Travel Agency Booking Information System project in Visual Basic and Mysql

CSC210 – Web Designing

- a) Design and implement an Internet based discussion forum for the college. The forum should include modules for teachers, alumni and students
- b) Design and implement an online charity system.

CSC302 – Databases

- a) Design and implement a college student information relational database management system
- b) Design and implement an online retail application database project