

SUMMER 2020

Program : Computer Engineering

NEWSLETTER



SHANTI EDUCATION SOCIETY'S

A. G. PATIL POLYTECHNIC INSTITUTE,

SOLAPUR

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Find us....

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Welcome



It gives me an immense pleasure to present this issue of newsletter of Computer Engineering Department.

The newsletter offers a platform for showcasing departmental activities throughout the year and sharing the journey of our department.

I am feeling proud to say that our department has got an “**NBA Accreditation**” in A.Y. 2017-18

and got “**Excellent**” remark from EAMC MSBTE, Mumbai.

As per our vision our team strives to persistently improve educational environment in our department. We are always engaged in the activities for overall development of our students with various aspects like technical education, self-motivation, ethics and personality. As the field of computer is ever changing, we arrange various additional workshops, seminars and expert lectures for our students and motivate them to pursue advanced graduate studies so that they can cope-up with challenging industrial context.

I look forward to many more upgrading issues of the newsletter in coming future.

My best wishes always!

Mr. Patil T. L.
Head of the Department

Vision

To create skilled and technically competent diploma computer professionals to meet the need of industry, business & society.

Mission

- 1.To cope up with rapid changing technology in the field of computer Engineering.
- 2.To build team work, innovation & professionalism among students.
- 3.To develop competency for meeting needs of business & society.

Program Educational Objectives (PEOs)

- 1.To practice as computing professionals conducting research, designing, developing and maintaining projects in various technical areas.
- 2.To apply the ethical and social aspects of modern computing technology to fulfill the needs of society.
- 3.to work effectively as a team member and or leader in an ever changing professional challenges.

Academic Results

High Flyers

Third year

Name of Student	Percentage	Rank
Mr. Kulkarni Praveen	95.37	First
Ms. Jadhav Vaishnavi	93.89	Second
Mr. Shaikh Sohel	91.54	Third

Second Year

Name of Student	Percentage	Rank
Ms. Shaikh Farheensaba	92.60	First
Ms. Bhandarkavte Ruksar	90.06	Second
Ms. Mane Shradha	87.66	Third

First Year

Name of Student	Percentage	Rank
Mr. Adhyapak Soham	95.60	First
Ms. Shaikh Shaarika	94.80	Second
Ms. Patil Vaishnavi	94.40	Third



Kulkarni Praveen
First



Jadhav Vaishnavi
Second



Shaikh Sohel
Third



Shaikh Farheensaba
First



Bhandarkavte Ruksar
Second



Mane Shradha
Third



Adhyapak Soham
First



Shaikh Shaarika
Second



Patil Vaishnavi
Third

Co curricular Activities

1. Dange Ashutosh & Shrungarpure Pratik, won the Second prize in Paper Presentation held at SVERI, Pandharpur.
2. Dange Ashutosh, won the first prize in Paper Presentation held at SPM Polytechnic, Kumthe, Solapur.
3. Nalwar Shubham, won the first prize in paper presentation held at MAP, Solapur.
4. Kulkarni Praveen & Jadhav Vaishnavi, won the second prize in JAVA Battle Ground held at NKCEOT, Solapur.
5. 6. Jadhav Vaishnavi, won second prize in Blind C held at SSWP, Solapur.



Extracurricular Activities

1. Ramgal Sunita, won first prize in 100m Running held at BMIT, Solapur.
2. Dange Ashutosh & Hirve Yash, won second Prize Counter Strike held at SVERI, Pandharpur.
3. Hirve Yash, won second prize Digital Treasure Hunt held at NKCOET, Solapur.



Memorandum of Understanding (MoU)

During this academic year department has made three Memorandum of Understanding (MoU) with,

- Devagya IT Services, Solapur.
- Dacway Infotech, Solapur

This will help our students to improve their practical knowledge by easily visiting these industries.

Master Talks (Expert Lectures)

1. " Latest Trends in Computer & IT " by Mr. Kunait Mulla for third year students.
2. " Carrier Counseling " by Mr. Shreedhar Kulkarni for second and third year students.
3. " Needs of Implant Training " by Ms. Sneha Kurri for second and third year students.



Faculty Achievements

Workshops/Training Attended

1. Mr. Patil T.L., Mr. Kulkarni M.M., Mrs. Yemul P.P. & Mrs. Patil Y.P. attended 3 days FDP on Educational 4.0
2. Mr. Patil T.L. , Mrs. Yemul P.P. & Mrs. Patil Y.P. attended one week FDP on Moodle Learning Management System.
3. Mrs. Patil Y.P. attended 2 days workshop on Startup Lifecycle & Patent Registration.
4. Mrs. Patil Y.P. attended 5 days FDP on Accreditation Mechanism & NBA Approach.
5. Mr. Patil T.L. attended one week FDP on Linux.
6. Mr. Patil T.L. attended 1 day workshop on Moodle Test for Site Administrators Training/Teachers Training.
7. Mr. Patil T.L. attended 1 day FDP on Cyber Security.
8. Mr. Kulkarni M.M. attended 1 day FDP on Effective Online Teaching (IIT Bombay).
9. Mrs. Yemul P.P. attended one week workshop on PHP & MySQL.
10. Mrs. Patil Y.P. attended 1 day workshop on Introduction to Computers.
11. Mr. Dudhagi S.S., Mr. Kulkarni M.M. & Mrs. Yemul P.P. attended 1 day FDP On C & C++ (IIT Bombay).
12. Mr. Ingle H.D. & Mr. Patil T.L. attended 5 days FDP on Mobile Application Development using Android.

Industrial Visits

1. Hewlett Packard Enterprise, Bengaluru.



2. Guru Computers, Solapur.



Other Achievements

1. Mr. Patil T.L. worked as "Convener" for Annum2k19.
2. Mr. Patil T.L. worked as "Convener" for Soft Insignia V.20.
3. Mr. Dudhagi S.S. worked as an "Coordinator" for PUBG Gaming Event-Soft Insignia V.20.
4. Mr. Kulkarni M.M. worked as "Coordinator" for Technical Paper Presentation-Soft Insignia V.20.
5. Mrs. Yemul P.P. worked as an "Coordinator" for Poster Presentation-Soft Insignia V.20.



GST Billing Software

The “GST Billing and Inventory Software” is application based software designed for all type of companies to maintain the bills as per the recent trending of filing tax in the name of Goods and Service Tax (GST) by the new government. Unlike earlier when there were multiple taxes such as Central Excise, Service Tax and State VAT etc., under GST, there is just one tax. GST is classified into CGST, SGST or IGST depending on whether the transaction is within the state (Intra-State) or between the states (Inter-State). The designed new system will allow any user to design the billing software based on their needs. In this project we create GST billing software that calculates the SGST, CGST and IGST. In this system we implement the automatic GST report generation software for purchase and sales. We develop a system which calculates the GST reports. To do manual calculation is a difficult task so we design a system which will reduced the manual work as well as save the time and generate reports efficiently. Most of the businesses use simple accounting software for all their requirements.

This software provides you the facility to work in local network with multiple server for different department in single organization, where a single admin gets ability to manage multiple sector which indeed increases the efficiency of the project. It is important for any business to keep track of their invoices. But GST software will make this process easy. The software will help in keeping the track of all the invoices and it calculates the tax separately for each and every invoice.

In this project there is two main sector i.e. Inventory Management and Billing system.

In Inventory Management all the data about the Inventory is stored. It includes Stock Management that is for Sales Services and for keeping the record of available quantity of products in stocks.

The Billing section generates printable and portable document added Bill for the Customers.

Tools Used for Development

- Vb.Net [Visual Studio 2012]
- SQL Server Database 2014
- SAP Crystal Reports
- Install Shield

System requirements:

- Windows OS 7/8/10 [Recommended Windows 10]
- Microsoft Visual Studio 2012
- SQL Server Database 2014
- SAP Crystal Report

Suhas Chalwadi

Ankit Raut

Siddharth Gaikwad

Tushar Jetagi

Mr. T. L. Patil



Go Online

Now days the life style of the people is different. People feel uncomfortable and time consuming for going crowded markets. So, E-Shopping is a boon as it saves lot of time. Online shopping is a process whereby consumers directly buy goods, services etc. from a seller without an intermediary service over the Internet. Shoppers can visit web stores from the comfort of their house and shop as by sitting in front of the computer. Online stores are usually available 24 hours a day and many consumers have internet access both at work and at home. So it is very convenient for them to shop Online. One of the most enticing factors about online shopping, particularly during holiday season is, it alleviates the need to wait in long lines or search from a store for a particular item. Variety of goods is available in online. So the researcher wants to know the preference of the consumers. So fifty respondents were met and data were collected regarding their preference towards shopping online.

The four basic process activities of specification development, validation and evolution are organized differently in different development process. The team will be divided to work on each module of project. All the members of our team will play separate roles on each part of project assigned to them. Once the code and interface of the parts or modules assigned to them will be completed. Then all parts will be assigned together to form a single software. During the development of each module testing will be performed simultaneously. After that integration testing is done to make sure that all modules get plugged in properly. At each stage of software a regression testing phase will be undertaken to assure proper functionality of modules.

This project is basically an idea to generate an E-Commerce website for shopping purpose. The project consists of searching an online product as per customer requirement and buys it as well.

Design an interactive website that can ultimately help you to search required product from your home or any another specific place and buy it without visiting the shop personally. Security Prospective- We can set a password to secure our accounts data from unauthorized access. If website will match the password, you will be logged back into your account.

The interactive system facilitates user to have a backup of his call logs, SMS, and contacts on server the system should support following facilities: -

New User can register to use website.

Registered user needs to login with user id and valid password.

Yash Hirve
Aishwarya Rajmanya
Akash Birajdar
Manisha Chavan

Mrs. P. P. Yemul



Online Musical Instrument Shop

The purpose of the project entitled as “Online Musical Instrument Shop” store to develop software which is user friendly simple, fast and cost effective, for personal use and makes the data processing very fast. Is the simple Shopping solution, It’s a full featured website. The basic concept of the website is to allow the customer to perches virtually using the internet and allow customers to buy the items of their desire from the store. The information pertaining to the product are stores on an RDBMS at the server side (store). The server processes the customers and the items are shipped to the address submitted by them. The details of the items are brought forward from the database for the customer view based on the selection through the menu and the database of all the products are updated at the end of each transaction. The term online music store describes a website or online service that allows you to browse through and buy music instruments from many types and brands.

Most online music stores allow the customer to views photos of instruments, and buy both single instrument and multiple instrument.

Some are subscription services, and discount purchases. Dedicated completely to sell guitars, drums, amplifiers, pianos and more, is always committed to finding solutions to the demands of our customers.

We have created an interface for our users that user will be able to browse through all the categories before buying the product and with our easy purchase service the user won’t be needing to login to order a product, going into any product profile and purchase is made direct by this website becomes easy to use and extremely user friendly, the process whereby consumers directly buy instruments from a seller in real-time, without an intermediary service, over the internet. It is a form of electronic commerce.

This project will serve the following objectives:-

- Add & maintain records of available Instruments.
- Add & maintain customer details.
- Add & maintain description of new product.
- Provide the convenient solution of ordering in Musical Instrument shop
- Make an easy to use environment for users & customers.

The system can generate various report useful for the management and as it is quite user friendly it saves time and reduce the chances of error occurrences. The co-ordination of various function can be achieved and miss management does not take place. This system guide lines the user in maintaining proper and appropriate data, generation of report is easy and fast which can help the management to take quick decision. proper security is maintained and data is protected from unauthorized user.

Shruti Arvat

Chhaya Magade

Aishwarya Tonape

Pooja Ajawadare

Mr. M. M. Kulkarni



Shanti Education Society's

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“ALL PROGRAMS NBA ACCREDITED”

Approved by : All India Council for Technical Education (AICTE), New Delhi

Recognized by : Government of Maharashtra

Approved by : Directorate of Technical Education (DTE), Mumbai

Affiliated to : Maharashtra State Board of Technical Education (MSBTE), Mumbai

An 'Excellent' Grade awarded by MSBTE, Mumbai

COURSES OFFERED IN DIPLOMA ENGINEERING

Discipline	Intake Capacity	Duration
Mechanical Engineering	60	3 years
Electronics and Telecom. Engineering	60	3 years
Civil Engineering	60	3 years
Computer Engineering	60	3 years
Electrical Engineering*	60	3 years
Total Intake	300	

