

e Project Brief

What is eProject?

eProject is a step by step learning environment that closely simulates the classroom and lab based learning environment into actual implementation. It is a project implementation at fingertips!! An electronic, live juncture on the machine that allows to:

- Practice step by step, a laddered approach.
- Build large and robust applications.
- Usage of tools in applications designed by user.
- Single program to unified code leading to a complete application.
- Learn implementation of concepts in a phased manner.
- Enhance skills and add value.
- Work on real life projects.
- Feel real life scenario and help to create complex and useful applications.
- Mentoring through e-mail support.

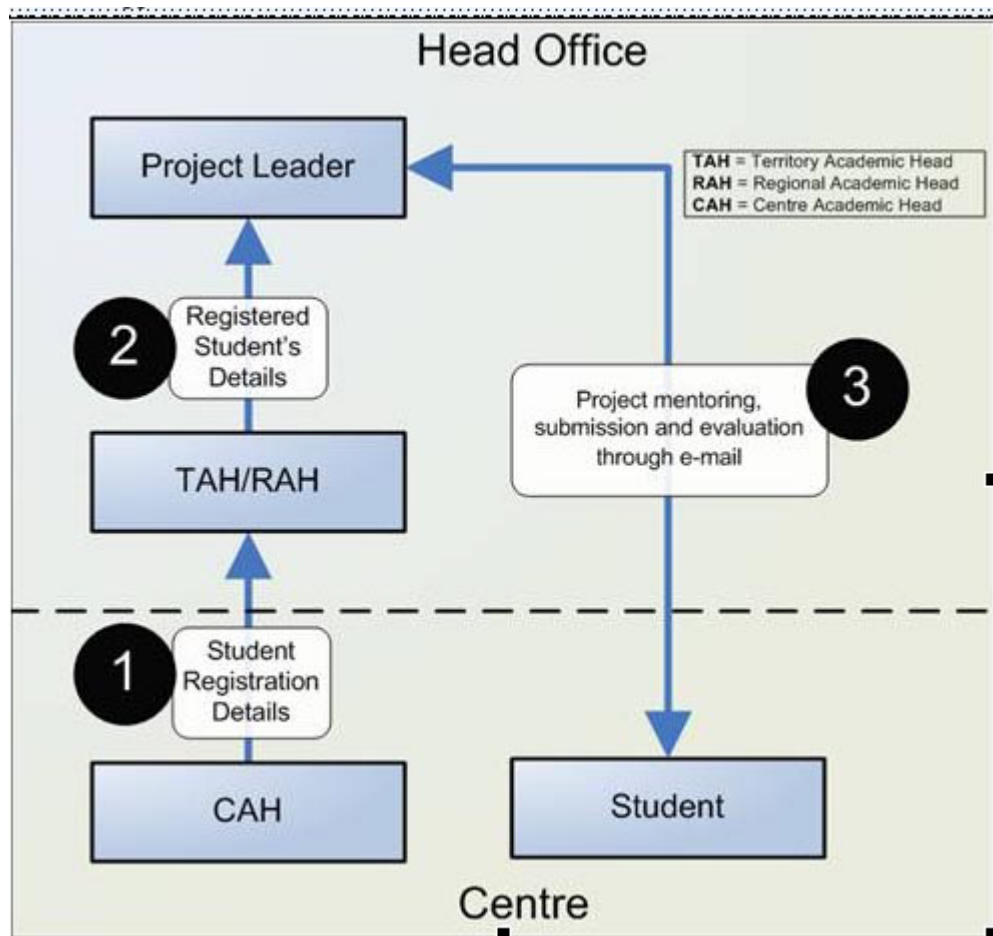


Figure Processes in eProjects

Process No.	Description
1	<ol style="list-style-type: none"> 1. CAH to send student registration details in a pre-defined format to respective TAH/RAH. 2. Soft copy of the format will be available with the respective TAH/RAH. 3. Welcome e-mail will be sent to all the students whose registration details are received by the respective TAH/RAH. 4. Students should acknowledge the welcome e-mail to register themselves.
2	TAH/RAH to send registered student's details to the project leader.
3	<ol style="list-style-type: none"> 1. Registered students will be provided with project specifications. 2. Students need to get back to project leader with their queries. 3. After completing project students should submit the deliverables for the project as mentioned in section 3 of this document. 4. Project deliverables will be evaluated and marks will be assigned by the project leader.