

# Title for paper submitted to 10<sup>th</sup> Project Innovation Contest 2021

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**(READ INSTRUCTIONS OF EACH SECTION CAREFULLY BEFORE PREPARING THE PAPER)**

**Abstract-** Mention the abstract for the article. An abstract is a brief summary of a research article, thesis, review, conference proceeding or any in-depth analysis of a particular subject or discipline, and is often used to help the reader quickly ascertain the paper's purpose. When used, an abstract always appears at the beginning of a manuscript, acting as the point-of-entry for any given scientific paper or patent application. Write the abstract of your project in **200 words**. Use the Font “Times New Roman” and Font size “11” to prepare the project paper. Use the page Margins Top=0.7 in, Bottom=0.7 in, Left=1.0 in, Right=1.0 in.

**Index Terms-** About four key words or phrases in alphabetical order, separated by commas. Keywords are used to retrieve documents in an information system such as an online journal or a search engine. (Mention 4-5 keywords)

## I. INTRODUCTION

In this section, briefly explain the introduction of the project, aim of the project, need of such type of project, technology used and in major scale how it will help the society. Within **3 to 4 paragraphs** mention all the above points about the project. Add **citations** [1,2,3,4] from reference papers at appropriate places.

## II. BASIC CONCEPTS/ TECHNOLOGY USED

In this section, briefly explain the basic concepts or the details about the technologies used in the project, such that a read has to be clear about these topics in order to better understand the project. With the help of figures, explain about the important concepts used in this project in this section. Within **5 to 7 paragraphs** try to describe all the important concepts.

### III. STUDY OF SIMILAR PROJECTS OR TECHNOLOGY / LITERATURE REVIEW

While doing this project go through a complete thought process of project subject and its viability by following means:

- 1) Read already published work in the same field.
- 2) Goggling on the topic of your project work.
- 3) Suggestions from the project mentor.

In this section, present some existing projects or system similar to the current project and their comparisons. Identify unique and innovative points of the current project that are not present in some of the existing projects in the same field. If no such project is available in past, then this section can be **omitted**.

### IV. PROPOSED MODEL / TOOL

This is the most crucial step for the project. In this section, describe about the project's model or tool and its working with some figures (Block diagram or Ckt diagrams). Theoretically explain the working of the project with a diagram (if suitable).

### V. IMPLEMENTATION AND RESULTS

In this section, describe how the project is developed and implemented. Mention about the case studies done using the proposed technique and findings of the case studies.

### VI. CONCLUSION

In conclusion section, the author has to present the processes, observations and findings of the project. The author may give some suggestions for future directions of their projects for the readers.

### REFERENCES

In this section, add all the references of your project work. In a project paper, this section is **very important**. while entering the references, **follow the uniform formatting** for all the references listed in this section. All references in this list **must be cited** in appropriate places inside the paper.

[1] X. Zhang, R. Gupta, and Y. Zhang, *Precise Dynamic Slicing Algorithms*, In Proceedings 25th International Conference on Software Engineering, IEEE, pages 319-329, 2003.

[2] J. Krinke, *Context-sensitive Slicing of Concurrent Programs*, ACM SIGSOFT Software Engineering Notes, Vol-28(5), pages 178-187, 2003.

[3] G. Kiczales, J. Lamping, A. Mendhekar, C. Maeda, C. Lopes, J. M. Loingtier, and J. Irwin, *Aspect-Oriented Programming*, Springer, 1997.

[4] L. Larsen and M. J. Harrold, *Slicing Object-Oriented Software*, In Proceedings of the 18th International Conference on Software Engineering, IEEE, pages 495-505, 1996.