



SHIVAJI UNIVERSITY KOLHAPUR

**REVISED SYLLABUS AND STRUCTURE
FINAL YEAR (FINAL YEAR B. Tech) BACHELOR OF
TECHNOLOGY**

IN

Computer Science and Engineering

**To be introduced from the academic year 2021-22
(w.e.f. June 2021) onwards**

FINAL YEAR COMPUTER SCIENCE AND ENGINEERING - CBCS PATTERN																
SEMESTER - VII																
Sr. No.	Course Subject / Title	TEACHING SCHEME							EXAMINATION SCHEME							
		THEORY			TUTORIAL		PRACTICAL		THEORY				ORAL / PRACTICAL		TERMWORK	
		Credits	No. Of Lectures	Hours	Credits	No. of Hours	Credits	No. of Hours	mode	marks	Total Marks	MIN.	MAX	MIN.	MAX	MIN.
1	PCC-CS701 Advanced Computer Architecture	4	4	4	1	1			CIE	30	100	40			25	10
									ESE	70						
2	PCC- CS702 Cloud Computing	3	3	3			1	2	CIE	30	100	40			25	10
									ESE	70						
3	PCC- CS703 Advanced Database Systems	3	3	3			1	2	CIE	30	100	40	50	20	25	10
									ESE	70						
4	PCE- CS704 Elective-I	3	3	3	1	1			CIE	30	100	40			25	10
									ESE	70						
5	PCC- CS705 Web Technologies	3	3	3			2	4					50	20	50	20
6	PW- CS706 Project – I						2	4					50	20	50	20
7	SI-CS707 Internship						1								50	20
	Total (SEM –VII)	16	16	16	2	2	7	12			400		150		250	

Final Year B. Tech (Computer Science and Engineering) Sem- VII

9. Internship (SI-CS707)

TEACHING SCHEME	EXAMINATION SCHEME
Theory : NA	Practical:1 Credit
Tutorial :NA	Term work: 50 Marks
Practical :Minimum4 Weeks duration	Mode of Evaluation : –Internship Report, Presentation and Project Review.

Pre-requisites: Completion of minimum of Six semesters, Knowledge of Basic Programming Languages, Database Software.

Course Objectives

The course is designed to expose the students to industry environment and to take up on-site assignment as trainees or interns.

Course Outcomes

At the end of this internship the student should be able to:

1. Have an exposure to industrial practices and to work in teams
2. Communicate effectively
3. Understand the impact of engineering solutions in a global, economic, environmental, and societal context
4. Develop the ability to engage in research and to involve in life-long learning
5. Comprehend contemporary issues
6. Engage in establishing his/her digital footprint

Duration: Minimum 4 Weeks

Details:

Four weeks of work at industry site.

Supervised by an expert at the industry.

Term Work

1. Mode of Evaluation: Internship Report, Presentation and Project Review.
2. Collect the Internship Completion Letter given by authorized industry.
3. Assess the work based on progress report (signed by industry expert).

A Project Report on

**“Chetana - An ML Based Application For Children With
Developmental Disabilities”**

submitted in partial fulfillment of the requirements

for the award of the degree of

Bachelor of Technology

in

Computer Science & Engineering

by

1. **Manali Mukund Joshi.** (06)
2. **Anushka Shrikrishna Kamat.** (07)
3. **Shital Ashok Mote.** (08)
4. **Ujvala Prakash Niroli.** (09)
5. **Sharayu Shankar Patil.** (10)

Under the guidance of

Prof. S. M. Mulla



Department of Computer Science & Engineering

BHARATI VIDYAPEETH'S COLLEGE OF ENGINEERING, KOLHAPUR

YEAR: 2021-22

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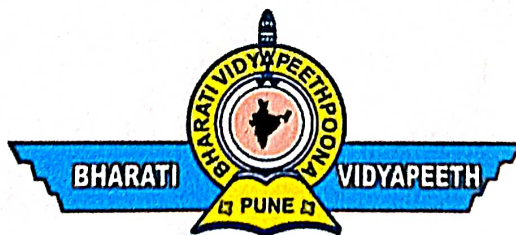
Computer Science & Engineering

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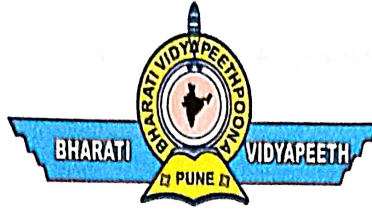
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Department of Computer Science & Engineering

**BHARATI VIDYAPEETH'S COLLEGE OF ENGINEERING,
KOLHAPUR YEAR: 2021-22**



CERTIFICATE

This is to certify that the project report entitled “Chetana-An ML Based Application for Children with Developmental Disabilities.” submitted by Ms. Manali Joshi, Ms. Anushka Kamat, Ms. Shital Mote, Ms. Ujvala Niroli, Ms. Sharayu Patil for the partial fulfillment of the requirement for the award of degree of Bachelor of Technology in Computer Science & Engineering to the Shivaji University.

This report is record of students’ teamwork carried out by them under my supervision and guidance.

Date:

Place:

Guide:

Prof. S. M. Mulla

HOD:

Prof. S. M. Mulla

External Examiner

Principal

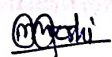
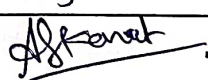
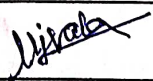
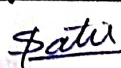
Dr. V. R. Ghorpade

ACKNOWLEDGEMENT

It is our privilege to acknowledge with deep sense of gratitude to our project guide **Prof. S. M. Mulla** for his valuable suggestions and guidance throughout our course of study and project.

We express our gratitude to **Prof. S. M. Mulla(HOD)** for their kind help and co-operation and special thanks to our **Principal Dr. V. R. Ghorpade** for giving us an opportunity to work on this topic

We are highly obliged to the entire staff of the Computer Science & Engineering Department for their kind co-operation and help. We also take this opportunity to thank all our colleagues, who backed our interest by giving useful suggestions and all possible help.

Name of the Project Group Members	Signature
Miss. Manali M.Joshi.	
Miss. Anushka S. Kamat.	
Miss. Shital A. Mote.	Mote.s.A
Miss. Ujvala P. Niroli.	
Miss.Sharayu S. Patil	

Outward number:- 20\1\2022 [183]

Date :- 20/9/2021

MEMORANDUM OF UNDERSTANDING

In order to declare their joint intention to cooperate in some or all the fields of academics and industrial endeavor for their mutual benefit.

Party 1: Chetana Apangmati Vikas Sanstha, Kolhapur.

Party 2: Department of Computer Science & Engineering, Bharati vidyapeeth's college of Engineering, Kolhapur.

Agrees to explore opportunities for collaboration in the areas described here under:

1. Sponsorship of final year project : "Chetana-An AI Based Application for Children With Developmental Disabilities."
2. Sharing the technology for academic purpose only.
3. Technical assistance for students as per requirements.
4. Any other academic activity with mutual consent.

"Chetana Apangmati Vikas Sanstha, and Department of Computer Science & Engineering Bharati Vidyapeeth's College of Engineering, Kolhapur agrees to share the information in strict confidence and will respect the intellectual property right of each other.

Head,

Dept. of Computer Sc. & Engineering
Stamp and Sign
College of Engineering Kolhapur

Prof. S. M. Mulla
HOD- CSE Dept

Stamp and Sign

Dr. V.R. Ghorapade
Principal

Head Mistress

Chetana Vikas Mandir
(Mentally Handicapped School)
Shenda Park, Kolhapur.

Name of Director
Managing Director

(H. Patil)

Outward number:- 20/1/2022 [183]

Date:- 20/9/2021

To,
Principal,
Bharati Vidyapeeth's College of Engineering, Kolhapur.
Subject:- Sponsorship for final year project of engineering.
Respected Sir,

We are pleased to inform you that our organization "**Chetana Apangmati Vikas Sanstha**, M6CP+JHC, Shenda Park, Kolhapur, Maharashtra 416013" has chosen following students for being sponsored under our Student development and Encouragement Program for completing their final year project.

1. Manali Mukund Joshi.
2. Anushka Shrikrishna Kamat.
3. Shital Ashok Mote.
4. Ujvala Prakash Niroli
5. Sharayu Shankar Patil.

"Chetana-An AI Based Application for Children With Developmental Disabilities."

The project is an effort towards studying the challenges in **intellectual disabled people**. The **intellectual disabled people** mean the people having **low IQ level**. There are many school and organization which are taking activities to improve their IQ level so they do their daily activities by their own.

Main goal of project is to overcome with education problems for these students. Help to do daily activities and learn new things and also help faculty in their work.

After completing the project we shall consider a demonstration of the project and if it fits to our organization's requirements we shall buy this project from students in the future. The expenses provided by us should be spent on the study materials, stationary and instruments required for establishing setup of the project.

Thanking You.

Regards,

Sign and stamp of Director
(Managing Director)
Head Mistress
Chetana Vikas Mandir
(Mentally Handicapped School)
Shenda Park, Kolhapur.



Outward number:- 219

Date:- 19/07/2022.

To,
Principal,
Bharati Vidyapeeth's College of Engineering,
Kolhapur.

Subject :- Completion of final year project in engineering.

Respected Sir,

This is to certify that below project group members has successfully completed an academic project entitled "**Chetana : An ML Based Application for Children With Developmental Disabilities**" with our organization. The project work which is completed is genuine and legitimate.

1. Manali Mukund Joshi
2. Anushka Shrikrishna kamat
3. Shital Ashok Mote
4. Ujvala Prakash Niroli
5. Sharayu Shankar Patil

During the tenure of their project with our organization, they have shown the great passion and understanding towards their work. The project team has demonstrated high academic understanding and creative skills while carrying out the assigned project.

Thanking You.

Yours faithfully,

Mr. Pawan Khebudkar

Executive President

Chetana Apangmati Vikas Sanstha
Kolhapur.

Mrs. Ajaya Patil

Head Mistress

Chetana Vikas Mandir
(Mentally Handicapped School)
Shenda Park, Kolhapur.

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1.1.5 ABSTRACT

1.1 Need of The Work

People interact with systems more and more through new technologies but there are some people who are disabled to understand anything easily as normal people known as **intellectually disabled people**. Technology is far away from these kinds of people but now through internet everything is possible.

Our projects aim to implement a **progressive web app** for student and teacher of a school. This work aims to provide a fast and convenient way to manage school and their data about activities. The online web app will help facilitate the user with queries and assist with personal work related to donation and school maintenance.

Website is provided with a whole information about the organization along with the admission facility to take needy childrens at right place. User will be able to see the organization work, their product and the special activities being carried out by the respective school. User can help the organization by donating some penny to make it work independently and so that many poor childrens can be the part of the school. For any more information one can contact the committee of school by email or phone.

The Development Partners of Chetna Vikas are the tribal and economically backward section of the society, which includes farmers, women and children, who are deprived of their developmental rights.

Chetna Vikas involves in rights-based, people-centered grassroots and participatory methods. It employs to eliminate socio-economic inequality, promote overall well-being, facilitate self-reliance, enable local self-governance, ensure natural resource management and promote people's education.

1.INTRODUCTION

1.1 Need of The Work

The project is an effort towards studying the challenges in **intellectual disabled people**. The **intellectual disabled people** mean the people having **low IQ level**. There are many school and organization which are taking activities to improve their IQ level so they do their daily activities by their own.

Our efforts are to put one such organization named as “**Chetana Vikas**” on a global platform for spreading their good work to help the organization to manage their activities and helping the children by acquiring good donations to provide better facilities for children in the organization and to expand the organizations work.

1.2 About the Organization

Chetna Vikas is an organization founded in the year 1985 for the consciousness, empowerment and overall development of the disadvantaged section of the society. It is based upon Gandhian ideology, hence, peace, justice and equity are its core values. A young team of social activists who were actively engaged in the Sampurna Kranti Movement of Loknayak Jaiprakash gave birth to this organization. The concept of SWARAJ and ANTYODAYA are the leading values for the organizational strategic plan.

The Development Partners of Chetna Vikas are the tribal and economically backward section of the society, which includes farmers, women and children, who are deprived of their developmental rights.

Chetna Vikas involves in rights-based, people-centered, grassroots and participatory methods. It employs to eliminate socio-economic inequality, promote overall well-being, facilitate self-reliance, enable local self-governance, ensure natural resource management, and promote people's advocacy.

1.3 Aim of the Project

This work aims to provide a fast and convenient way to manage school and their data about activities. The online web app will help facilitate the user with queries and assist with personal work related to donation and school maintenance

Main goal of project is to overcome with education problems for these students. Help to do daily activities and learn new things and also help faculty in their work.

Instead of using high-end technology like gloves or kinect, we aim to solve this problem using state of the art computer vision and AI algorithms.

1.4 Outline of Result

The website will help users to know about the organization regarding,

1. About Institution
2. Exhibition-Chetana Bazar
3. Other Facilities provided
4. Activities
5. Admission
6. Daily Submission
7. Upload Videos
8. Interest Test
9. Help Us
10. Feedback

2.LITERATURE REVIEW

Information and communications technology has been identified as an important aspect of the wider strategy for the social inclusion of students with disabilities. The following are some of the common approaches utilized:

1. Distance E- Learning: The distance learning home is accessible to students with disabilities. Distance courses allow students with disabilities to continue living at home while they are studying, to share documents, lessons, exchange ideas and make presentations. Using a computer is a common component of the training and studying process.[5]
2. Internet, broadband for persons with disabilities People with disabilities are today using the Internet, which builds their capacity to communicate with each other at a distance. Using the Internet helps them to gather and understand public information and news, to participate in leisure interests with others, to chat, shop, manage their finances, and write to authorities and friends. A computer with a 4 broadband connection provides opportunities for improved participation in everyday life and independent living.[5]
3. Research has shown that, compared with non-disabled youths who commit offenses, those with intellectual and developmental disabilities tend to commit more serious offenses, are at a much higher risk of second- and third-time offending, and enter the juvenile justice system at a younger age (Zhang et al. 2011). Youths with intellectual and developmental disabilities are also more likely to become involved in the child welfare system, compared with youths without disabilities, because of a higher risk of abuse and maltreatment by parents or guardians (Slayter 2016). In addition, a recent report from the Bureau of Justice Statistics showed that the rate of violent victimization against persons with disabilities was at least double that of the rate for those without disabilities. For example, youths ages 12 to 15 with disabilities had a violent victimization rate of 139.1 per 1,000 persons, compared with youths without disabilities in the same age group; this group had a violent victimization rate of 37.5 per 1,000 persons (Harrell 2016).
4. Identification of youths with disabilities as well as the definitions of the disabilities often vary by state and from agency to agency within the federal government (Morris and Morris). The National Council on Disability explained, "Federal legislative acts, professional organizations, social service and health agencies, schools, and various programs employ different terms, define the same terms differently, and use different types of information and approaches to diagnose and classify disabilities.

5. Developmental disabilities, according to the National Institutes of Health, are lifelong disabilities that may be intellectual, physical, or both (NICHD). For developmental disabilities, a mental or physical impairment must occur before the age of 22 and result in deficiencies in at least three major life activities¹ (Institute on Community Integration 2016). Many individuals with an intellectual disability also meet the criteria for a developmental disability. However, a young person with a developmental disability may not necessarily have an intellectual disability (The Arc's NCCJD ; Institute on Community Integration 2016).
6. Learning disabilities are conditions that affect a youth's ability to read, write, speak, and calculate numbers (NICHD). Learning disabilities occurring before age 22 are not necessarily developmental disabilities, but include a much smaller subset of about 10 disorders that specifically impact a child's ability to learn. Examples include dyslexia (which affects reading), dysgraphia (which affects writing), and dyscalculia (which affects math abilities). Under the Individuals with Disabilities Education Act, learning disabilities do not include learning problems that are due to intellectual disabilities or emotional disturbances (National Dissemination Center for Children with Disabilities [NICHCY]).
7. Longitudinal, neuropsychological studies have found that poor neuropsychological status, which is a measure of cognitive functioning, was an accurate predictor of initial male offending before age 13 and of continued high-level offending thereafter (Moffitt et al. 1994). A similar study by Seguin and colleagues found that even after controlling for factors such as race and class, the relationship between low IQ and delinquency behavior was maintained (i.e., those youths with low IQs were more likely to be delinquent). A report by Hawkins and colleagues (2000) also found that IQ was a predictor for violent and serious delinquent offenses. However, the study showed there were other, stronger predictors of violent behavior such as substance use, aggression, and antisocial peers. Overall, these findings suggest that youths with low IQs exhibit behavior that makes them more likely to be labeled as delinquent—and not because a low IQ is necessarily a predictor of delinquent behavior. The association between IQ and delinquency is largely derived from the relationship between deficiencies in delinquency related to verbal skills, such as abstract reasoning, and self-control functions (Moffitt et al. 1994). These findings suggest that delinquent behavior may be a symptom of the low intellectual functioning associated with an intellectual or developmental

3.PROPOSED WORK

3.1 Formalization of Problem:

A technology can work more efficiently then compared to a human being. The work becomes easy for the faculty and students, and thus some amount of time and energy is saved. Work integrity is maintained. This also saves a lot of time .Because of this login system, unauthorized persons cannot access the benefits that would be provided by our system and technology. Complexity in teaching and management process can be reduced by using the system which was not possible in manual or semi-automated system. So it saves the time as well as efforts utmost.

3.2 System Architecture:

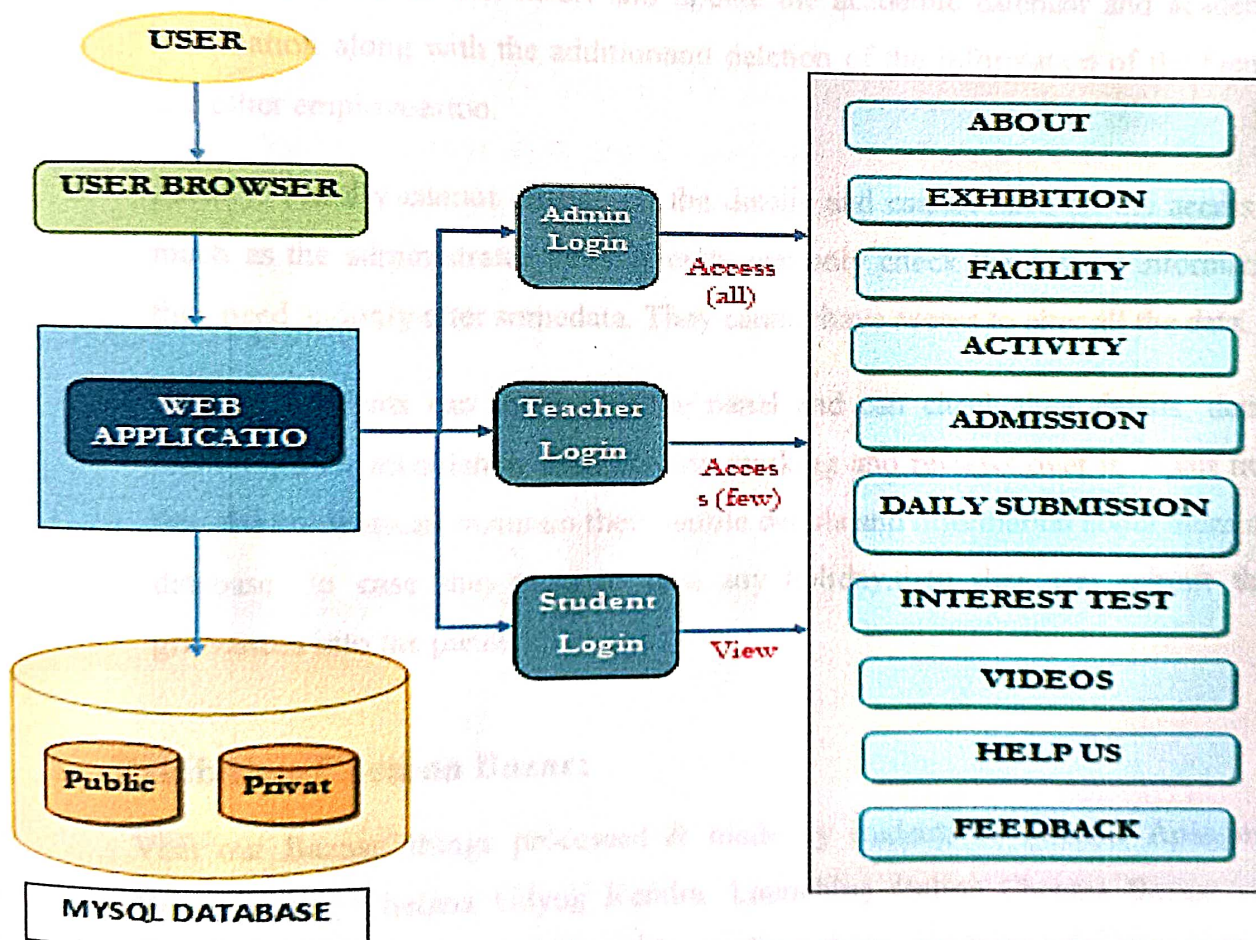


Fig 1. System Architecture

3.3 Modules:

1. About Institution
2. Exhibition-Chetana Bazar
3. Other Facilities provided
4. Activities
5. Admission
6. Daily Submission
7. Upload Videos
8. Interest Test
9. Help Us
10. Feedback

1. About Institution:

- a. Administrator: Administrator with user id and password can be able to login to this panel and then can insert and update the academic calendar and academic information along with the addition and deletion of the information of the faculty and other employees too.
- b. Faculty: Faculty cannot change all the details and cannot have all the access as much as the administrator have. Faculty can only check the desired information they need and only alter some data. They cannot have access to alter all the data.
- c. Student: Students can login into the panel and can check their details, details including their attendance, their reports marking and reviews over it. Apart from this, the students can maintain their profile details and information about them in a database. In case they need to take any holiday, then they can submit their grievances into the panel.

2. Exhibition-Chetana Bazar:

Visit our Bazaar, things processed & made by students of Chetana Apangmati Vikas Sanstha, Chetana Udyog Kendra. Launching Online Chetana Bazaar very shortly; where you would be able to buy these products via our website.

3. Other Facilities provided:

Our mission is personalized student academic success in a friendly and caring school community, in which all students are emotionally supported and socially welcome. Our objective is to guide children with respect and understanding, developing in them a love of learning. Our aim is to create a nurturing environment full of intellectual, social, and moral learning and development. The facilities provided by Chetana like different sports activities, bus transportation facility as well as medical camp organized in their school for student's betterment. And this helps them a lot in many ways.

4. Activities:

The different activities are held on different occasions like tree plantation and nature friendly activities. Different art and craft workshops are held for student's hobbies related too. The sport activities are also organized for their physical betterment.

5. Admission:

Our aim is to provide online platform to students take direct admission in Chetana institute through this web-application. User can register for admission by logging in as student and filling out the basic detail information.

6. Daily Submission:

There are benefits which helps to meet goal of this project-Like easy to use and accessible effective communication and sharing, speeds up the assignment process, Effective feedback, no need for paper, Clean and user-friendly interface and is for everyone.

7. Upload Videos:

Web based learning is often called e-learning because it includes online content in the form of video. Creating videos gives elementary students a fun, creative way to learn about anything also students enjoy it a lot. And different teachers have created videos are an amazing classroom learning supplement.. Here, teachers of Chetana as uploaded teaching videos like describing daily activities, etc.

8. Interest Test:

The interest test is a Psychometric Test that estimates a child's abilities from different angles. It differentiates the numerous ranges of abilities and inclinations present in an individual child. It also includes ML prediction technique which gives an individual profile, interest corner to comprehend the changing aspects, strengths and areas that require support and improvement.

9. Help Us:

A good effective website helps build a strong online presence and helps communicate quality information to your visitors. Today not having a website may raise a question of its legitimacy. Visitors expect legitimate, trustworthy interactions to have a website.

10. Feedback:

The main aim and reason behind to create this module is to interact with people all over the world and to connect with them. With this we will get to know the feedback of our honest and important work towards Chetana and like these people and students as well.

3.4 Methodologies:

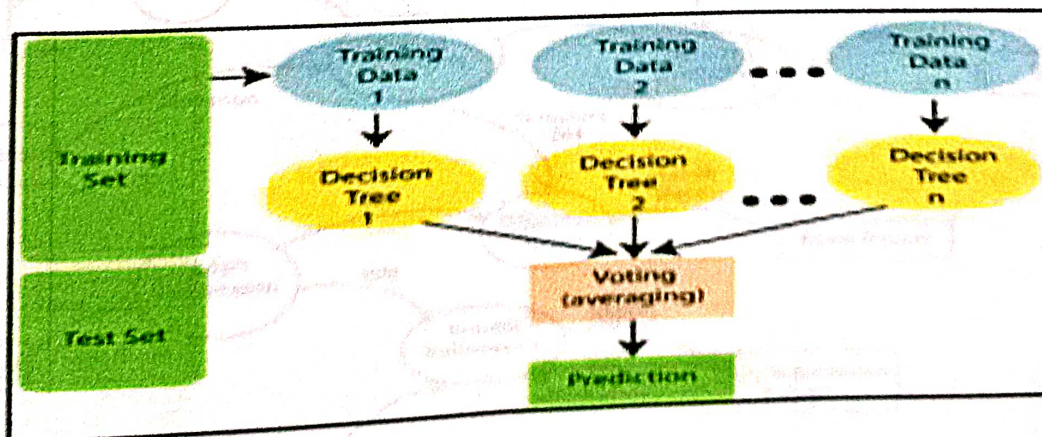
Machine Learning:

Machine learning is a subset of AI, which enables the machine to automatically learn from data, improve performance from past experiences, and make predictions. Machine learning contains a set of algorithms that work on a huge amount of data. Data is fed to these algorithms to train them, and based on training, they build the model & perform a specific task. These ML algorithms help to solve different business problems like Regression, Classification, Forecasting, Clustering, and Associations, etc.

- **Random Forest Algorithm:**

Random Forest is a popular machine learning algorithm that belongs to the supervised learning technique. It can be used for both Classification and Regression problems in ML. It is based on the concept of ensemble learning, which is a process of combining multiple classifiers to solve a complex problem and to improve the performance of the model. As the name suggests, "Random Forest is a classifier that contains a number of decision trees on various subsets of the given dataset and takes the average to improve the predictive accuracy of that dataset." Instead of relying on one decision tree, the random forest takes the prediction from each tree and based on the majority votes of predictions, and it predicts the final output. The greater number of trees in the forest leads to higher accuracy and prevents the problem of overfitting.

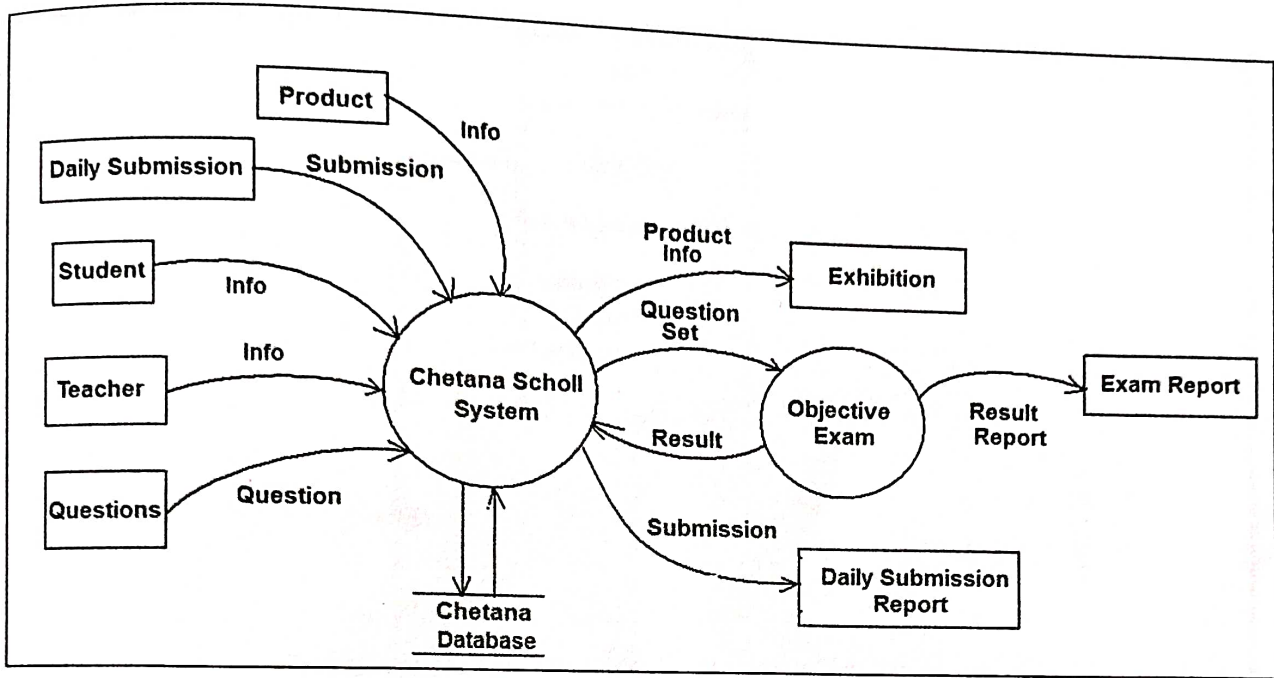
The below diagram explains the working of the Random Forest algorithm:



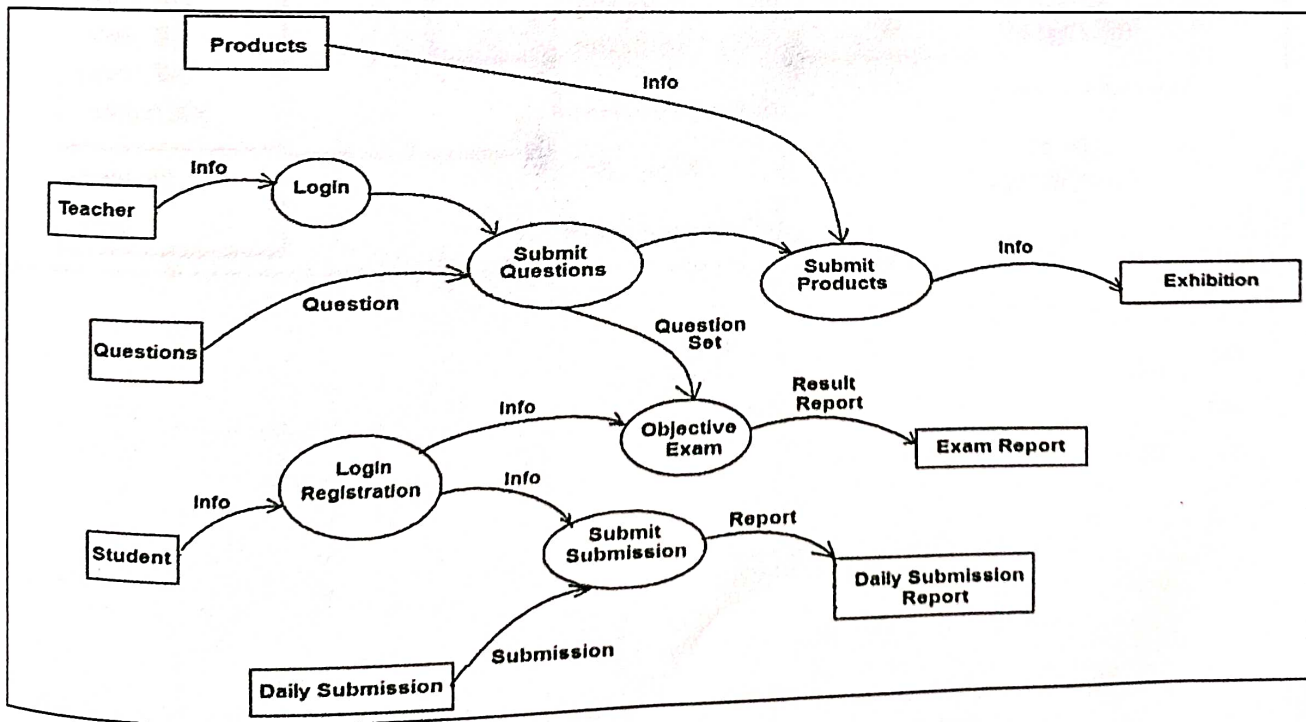
4.SOFTWARE DESIGN

4.1. DFD Diagram:

A. 0 Level DFD:

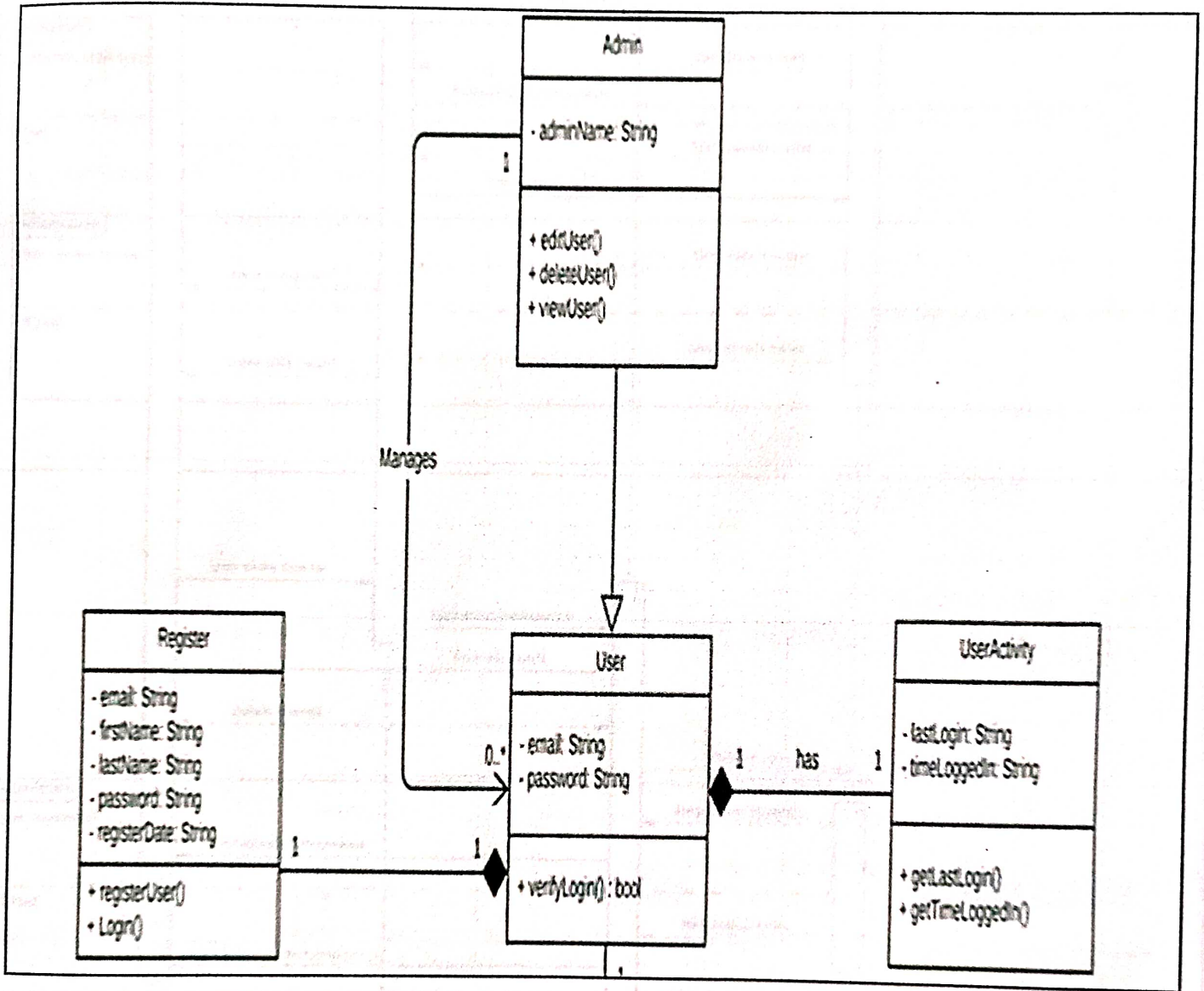


B. 1 Level DFD:



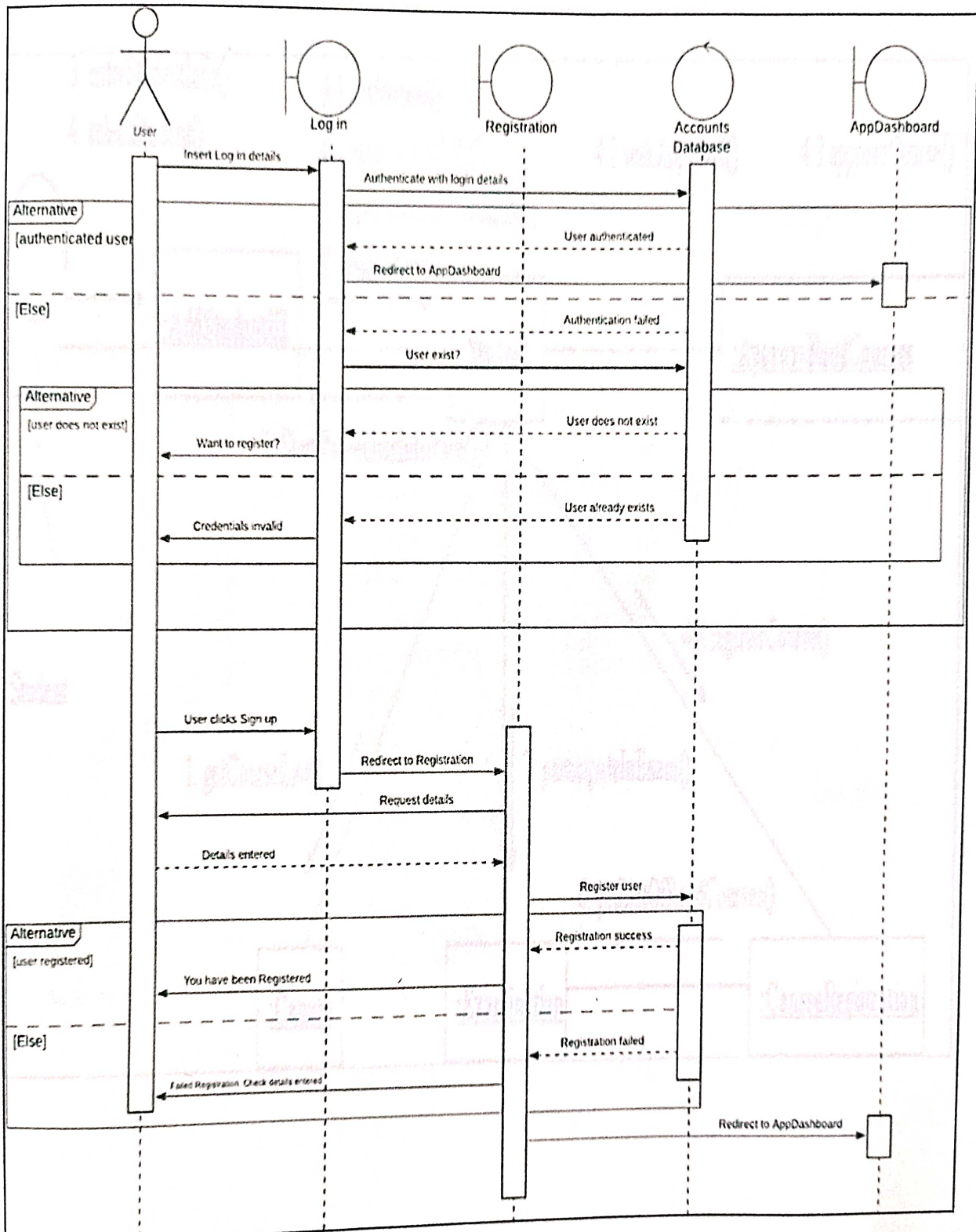
4.2. UML Diagrams:

4.2.1. Class Diagram:

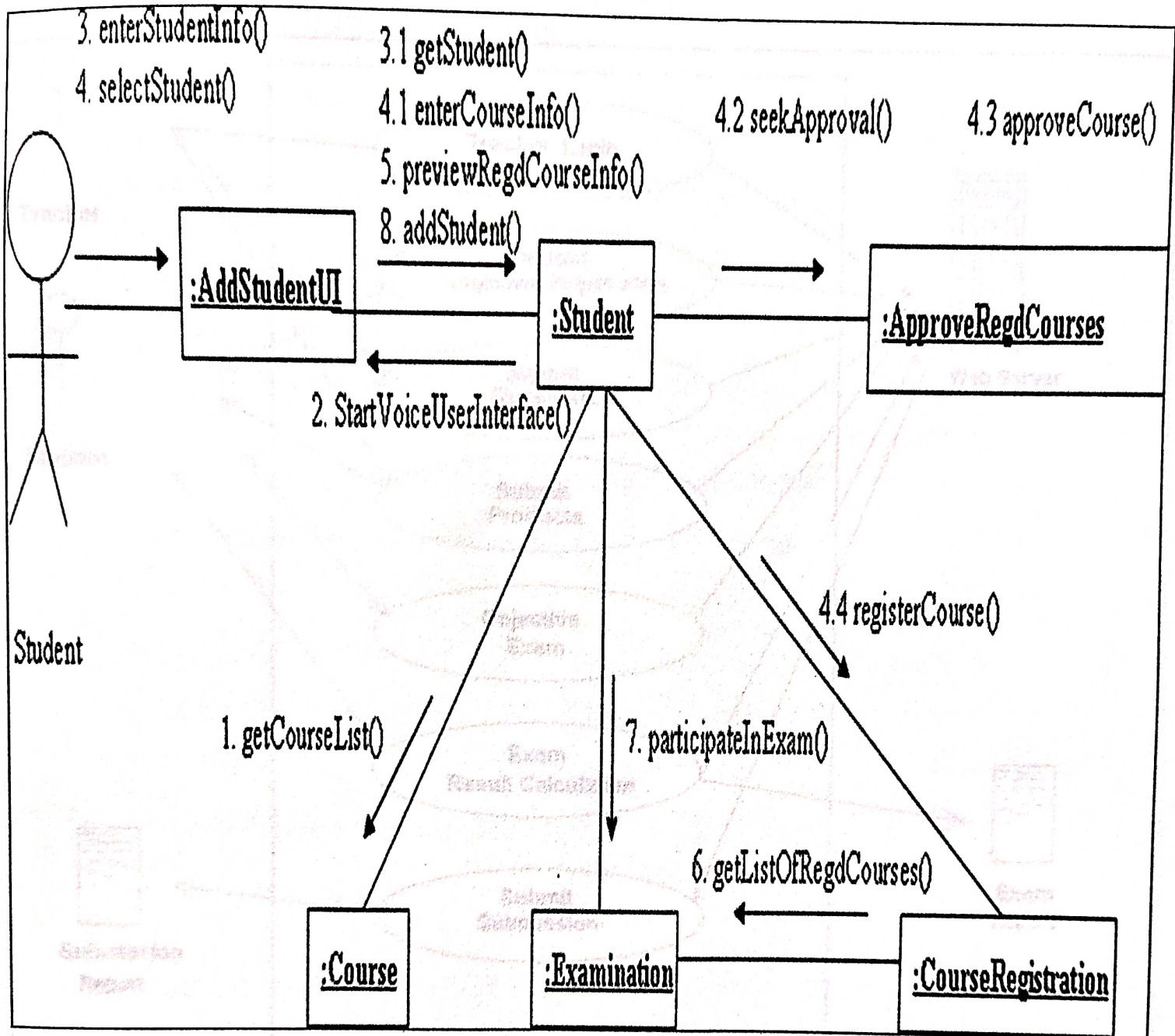


4.2.2 Interaction Diagram:

I. Sequence Diagram:

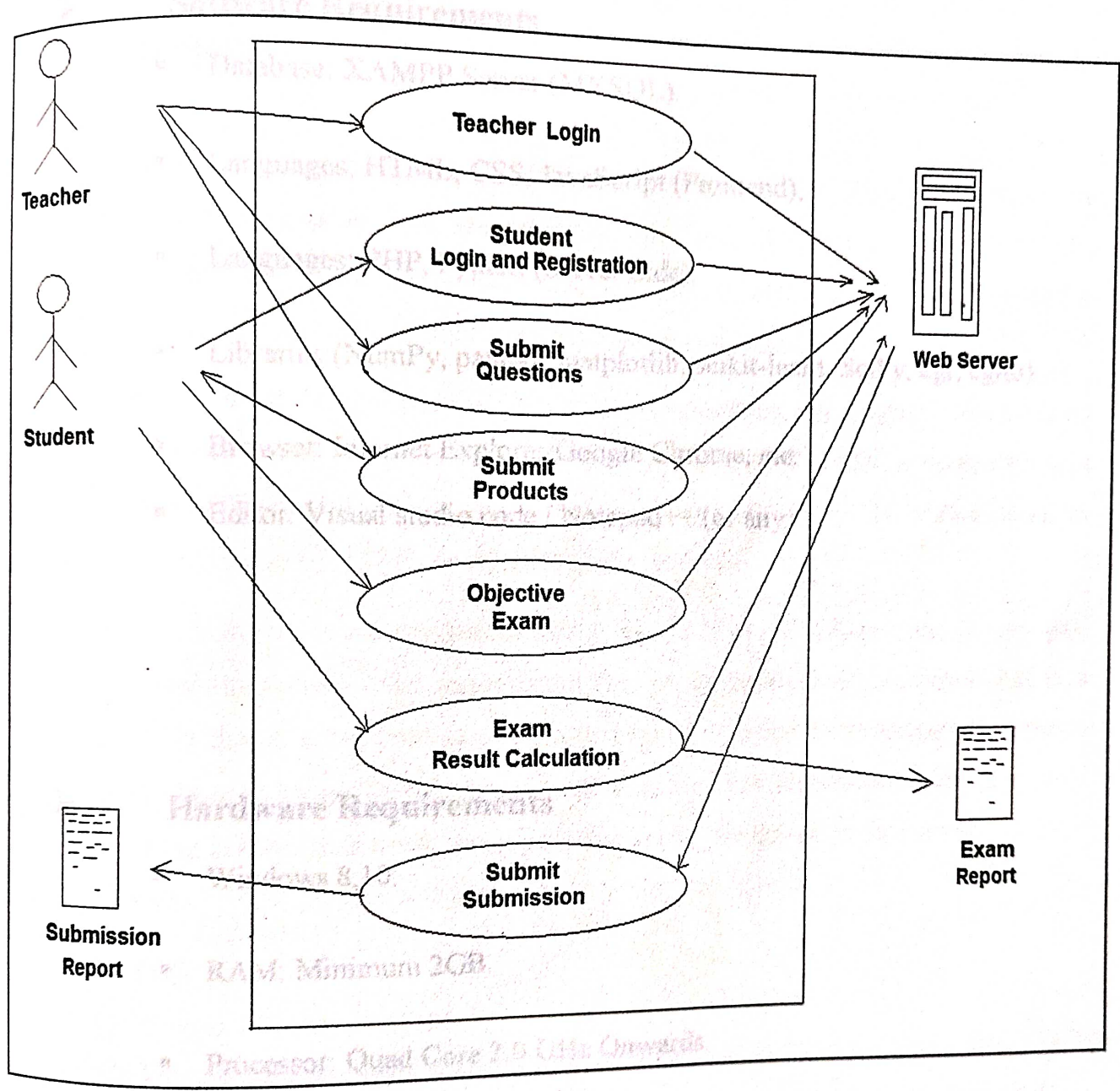


II. Collaboration Diagram:



SOFTWARE AND HARDWARE REQUIREMENTS

4.2.3. Use Case Diagram



5. SOFTWARE AND HARDWARE REQUIREMENTS

➤ Software Requirements

- Database: XAMPP Server (MYSQL).
- Languages: HTML, CSS, JavaScript (Frontend),
- Languages: PHP, Python (Server Side).
- Libraries: (NumPy, pandas, matplotlib, scikit-learn, SciPy, cgi, cgi.tb).
- Browser: Internet Explorer/Google Chrome, etc.
- Editor: Visual studio code / Notepad++ (or any)

➤ Hardware Requirements

- Windows 8,10.
- RAM: Minimum 2GB.
- Processor: Quad Core 2.0 GHz Onwards.
- HDD: 50 GB.

6.IMPLEMENTATION AND EXPERIMENTAL RESULTS

6.1. Technologies Used:

I. HTML:

Hypertext Markup Language (HTML) is a simple markup system used to create hypertext documents that are portable from one platform to another. HTML documents are SGML documents with generic semantics that are appropriate for representing information from a wide range of applications.

There are three categories of HTML: transitional, strict, and frameset. Transitional is the most common type of HTML while the strict type of HTML is meant to return rules to HTML and make it more reliable. Frameset allows Web developers to create a mosaic of HTML documents and a menu system.

HTML is the universal markup language for the Web. HTML lets you format text, add graphics, create links, input forms, frames, and tables, etc., and save it all in a text file that any browser can read and display. It helps to structure our website well. As a Software Developer especially in the Web Development domain, then learning HTML is a must, because without knowledge of it you cannot build a website.

II. CSS:

CSS stands for Cascading Style Sheets. It is the language for describing the presentation of Web pages, including colors, layout, and fonts, thus making our web pages presentable to the users. Types of CSS (Cascading Style Sheet) I. Inline CSS. II. Internal or Embedded CSS. III. External CSS. Styling is the essential property for any website. It increases the standards and overall look of the website that makes it easier for the user to interact with it. A website can be made without CSS, as styling is MUST since no user would want to interact with a dull and shabby website.

III. JAVASCRIPT:

JavaScript is a powerful programming language that can add interactivity to a website. It was invented by Brendan Eich. JavaScript is versatile and beginner friendly. With more experience, you'll be able to create games, animated 2D and 3D graphics, comprehensive database-driven apps, and much more! JavaScript itself is relatively compact, yet very flexible. Developers have written a variety of tools on top of the core JavaScript language, unlocking a vast amount of functionality with minimum effort. These include:

Browser Application Programming Interfaces (APIs) built into web browsers, providing functionality such as dynamically creating HTML and setting CSS styles, collecting, and manipulating a video stream from a user's webcam, or generating 3D graphics and audio samples

Third-party APIs that allow developers to incorporate functionality in sites from other content providers, such as Twitter or Facebook.

Third-party frameworks and libraries that you can apply to HTML to accelerate the work of building sites and applications.

IV. PYTHON:

Python is a popular programming language. It was created by Guido van Rossum and released in 1991. It is used for:

Web development (server-side), software development, mathematics, system scripting.

Python was designed for readability and has some similarities to the English language with influence from mathematics.

Python uses new lines to complete a command, as opposed to other programming languages which often use semicolons or parentheses. Python relies on indentation, using whitespace, to define scope, such as the scope of loops, functions, and classes. Other programming languages often use curly brackets for this purpose

V. BOOTSTRAP:

Bootstrap is a front-end focused, free to use and share library which is used for designing websites and applications. Websites and applications that can be designed using Bootstrap are compatible with both iOS and Android. Bootstrap contains a variety of design templates. These design templates are based on and work with the following: HTML and CSS

Bootstrap is becoming the world's favorite front-end component library. Using Bootstrap, we can easily build responsive, mobile-first projects on the web, quickly prototype our unique ideas. Build an entire application using their Sass variables, powerful plugins, extremely responsive grid system, a lot more.

VI. V S Code:

Visual Studio Code is a source-code editor made by Microsoft for Windows, Linux and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git.

Developer-Microsoft. Initial release-April 29, 2015.

VII. XAMPP:

XAMPP is an open-source package of web solutions that includes Apache distribution for many servers and command-line executables along with modules such as Apache server, PHP, and Perl. XAMPP helps a local host or server to test its website and clients via computers and laptops before releasing it to the main server. It is a platform that furnishes a suitable environment to test and verify the working of projects based on Apache, Perl, MySQL database, and PHP through the system of the host itself. Among these technologies, Perl is a programming language used for web development is a backend scripting language, and MariaDB is the most vividly used database developed by MySQL.

6.2. User Interface:

The user will be able to see the components of the website at the top right side of homepage. As a website is responsive website it will be properly visible on different sizes of screens.



Chetana Apangmati Vikas Sanstha

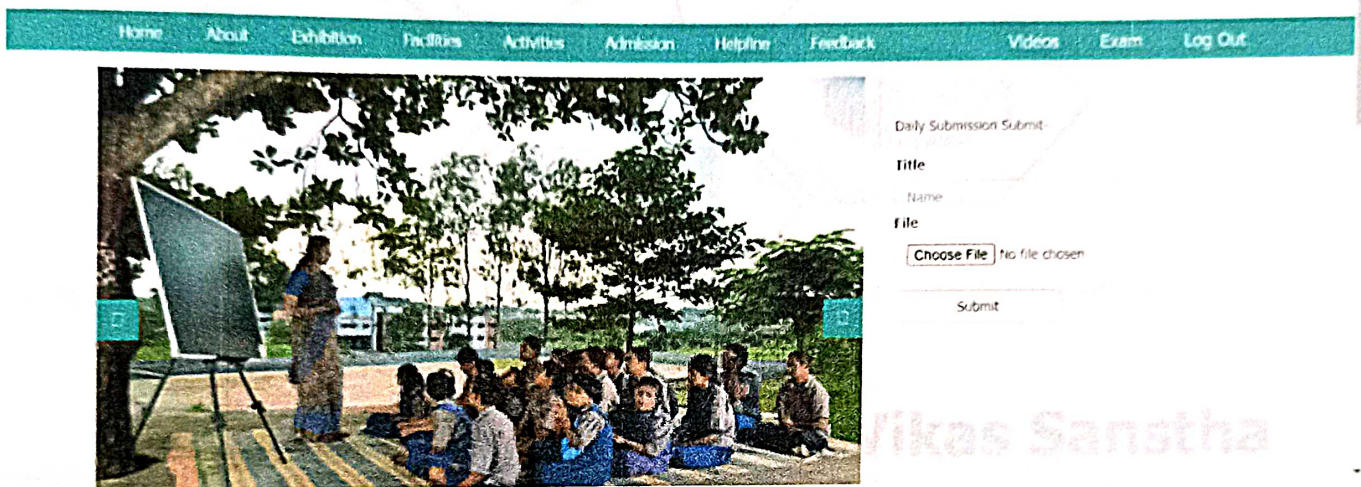


Fig.1. Homepage

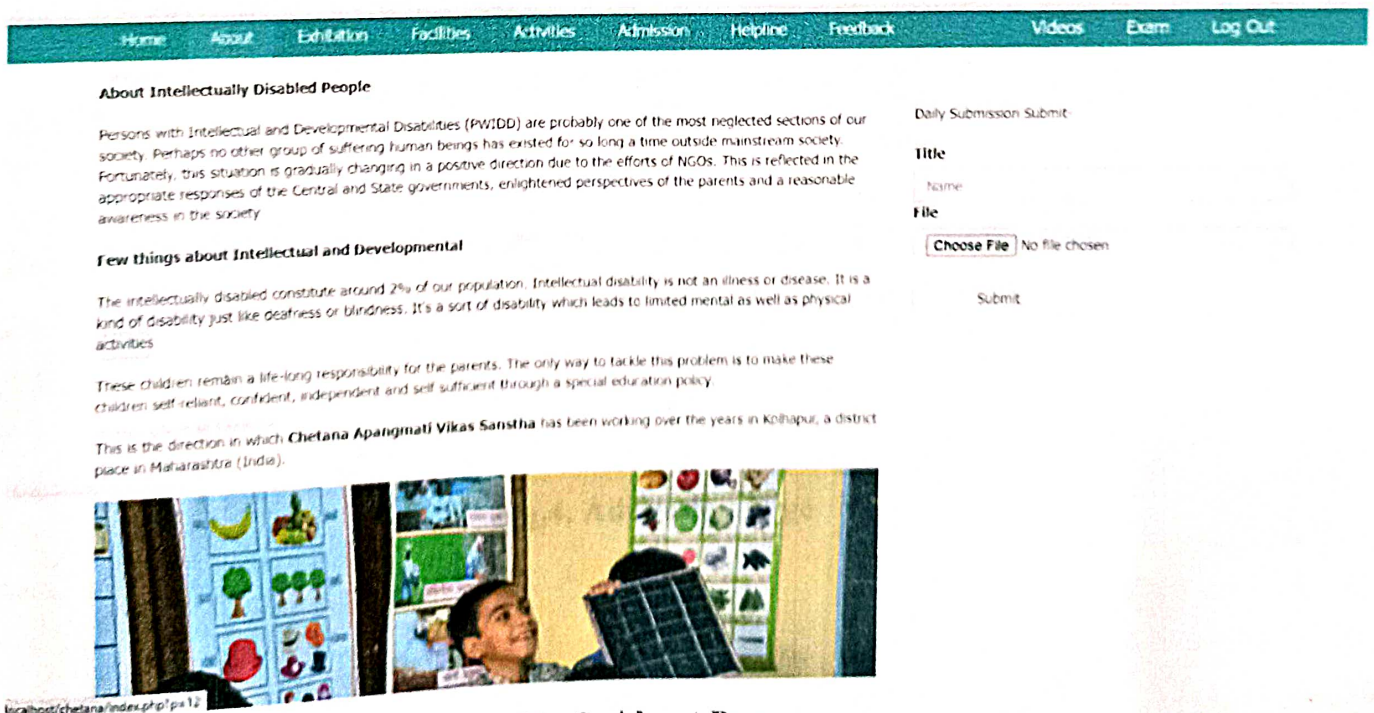


Fig.2. About Page

Wall Hangings - Wall Hangings

Price - 150/- only.



Fig .3.Exhibition Page



Chetana Apangmati Vikas Sanstha

Home About Exhibition Facilities Activities Admission Helpline Feedback Videos Exam Log Out

Student

Register New Student:

Student Name	Parents Name
Name	Parents Name
Password	Mobile No
Password	Mobile No

Gender : ☒ Male ☐ Female

future plans of Chetana

Project Chetana

Sanstha Apangmati Vikas Sanstha

Daily Submission Submit:

Title

Name

File

No file chosen

Fig.4. Admission Page

Agriculture demands a tremendous variety of skills. This will provide employment from the least to the severely retarded person. Various other activities such as tree farming, hatchery, sericulture, goat farming etc could also come up, in due course of time. Around 100 persons can be rehabilitated through this centre. Parents of these children will also be permitted to stay in this centre in emergencies. There will also be a old age home for the old intellectually disabled persons in this centre and permanent medical facility will be available here.

**"Let us make the persons with Intellectual and Developmental Disabilities
Self reliant and self supporting
Let us help them win their rights
Let us help them win Self Respect and Human Dignity"**

For donations & online fund transfer

Chetana Apangmati Vikas Sanstha

Bank IDBI bank

Branch Khari corner, Kolhapur.

Account no. 634104000027566.

IFS code IBKL0000634

Bank account for the donations from abroad

Chetana Apangmati Vikas Sanstha

Bank name State Bank of India

Branch Udyamnagar Ind.Istate, Kolhapur.

Savings account no. 10557524801

IFSC code SBIN0003439

SWIFT code SBININBB369

Fig.7. Feedback Form

Fig.5. Help Us Page

About Us	Chetana Vikas Mandir	Chetana Udyog Kendra	Chetana Education & Research Academy
<p>About Info</p> <p>Chetana Vikas Mandir is a non-profit organization established in the year 1982. It is a registered society under the Societies Registration Act, 1860. The organization is dedicated to the welfare and development of persons with Intellectual and Developmental Disabilities (IDD).</p>	<p>Chetana Vikas Mandir is a non-profit organization established in the year 1982. It is a registered society under the Societies Registration Act, 1860. The organization is dedicated to the welfare and development of persons with Intellectual and Developmental Disabilities (IDD).</p>	<p>Chetana Udyog Kendra is a non-profit organization established in the year 1982. It is a registered society under the Societies Registration Act, 1860. The organization is dedicated to the welfare and development of persons with Intellectual and Developmental Disabilities (IDD).</p>	<p>Chetana Education & Research Academy is a non-profit organization established in the year 1982. It is a registered society under the Societies Registration Act, 1860. The organization is dedicated to the welfare and development of persons with Intellectual and Developmental Disabilities (IDD).</p>

Fig.6. Information About Chetana(Footer)

Fig.8. Vision for State's Purpose

Home About Exhibition Facilities Activities Admission Helpline Feedback Videos Exam Log Out

Feedback

Feedback

First Name, Last Name Email

Subject

Message

Submit

Daily Submission Submit:

Title

Name

File

Choose File No file chosen


Submit

Fig.7. Feedback Form

Home About Exhibition Facilities Activities Admission Helpline Feedback Videos Exam Log Out

Videos

घड़्याल वाचन



How to check correct time from watch

Daily Submission Submit:

Title

Name

File

Choose File No file chosen

Submit

Fig.8. Videos for Study Purpose

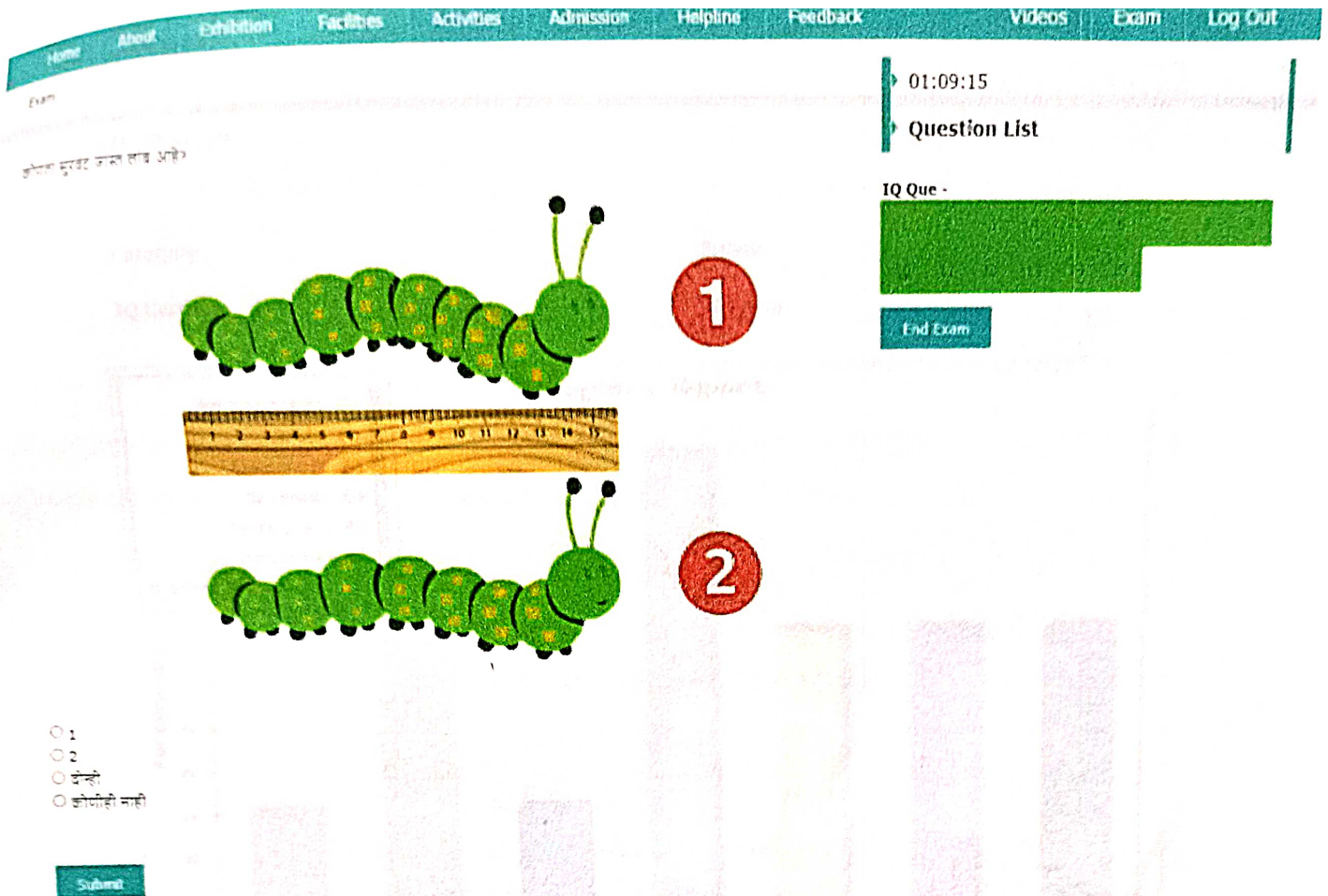


Fig.9. Exam for Chetana Students

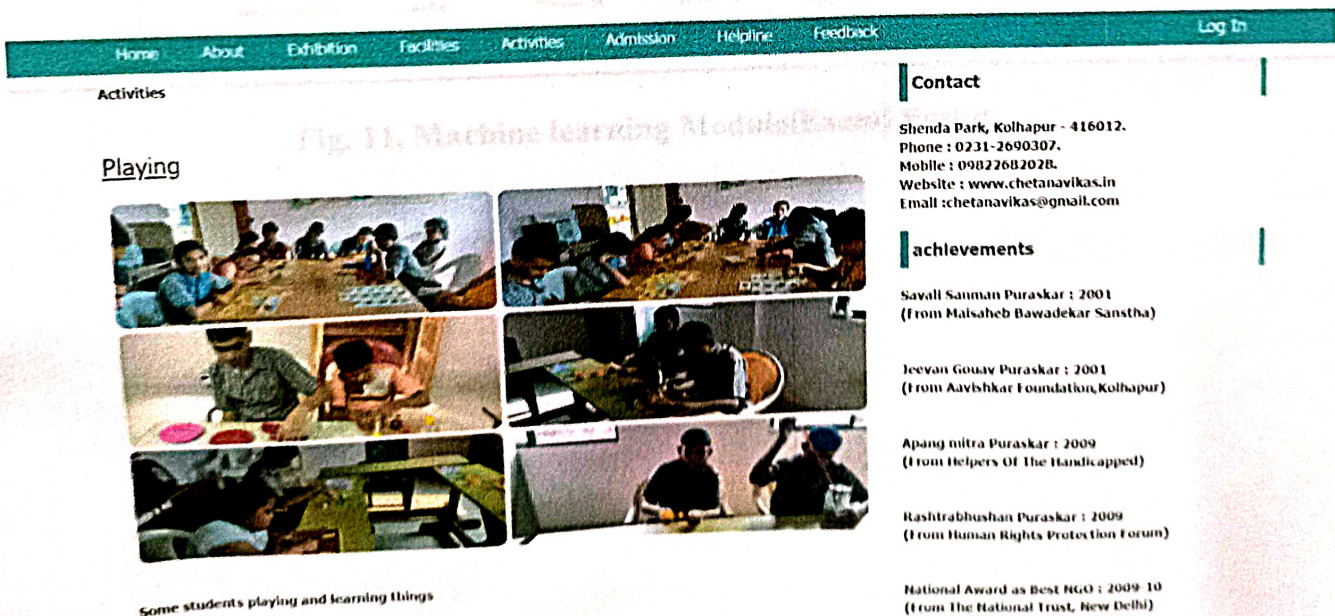


Fig. 10. Activities Page

■ Result:

ML Result -

Category

Result

IQ Carrier

Technical

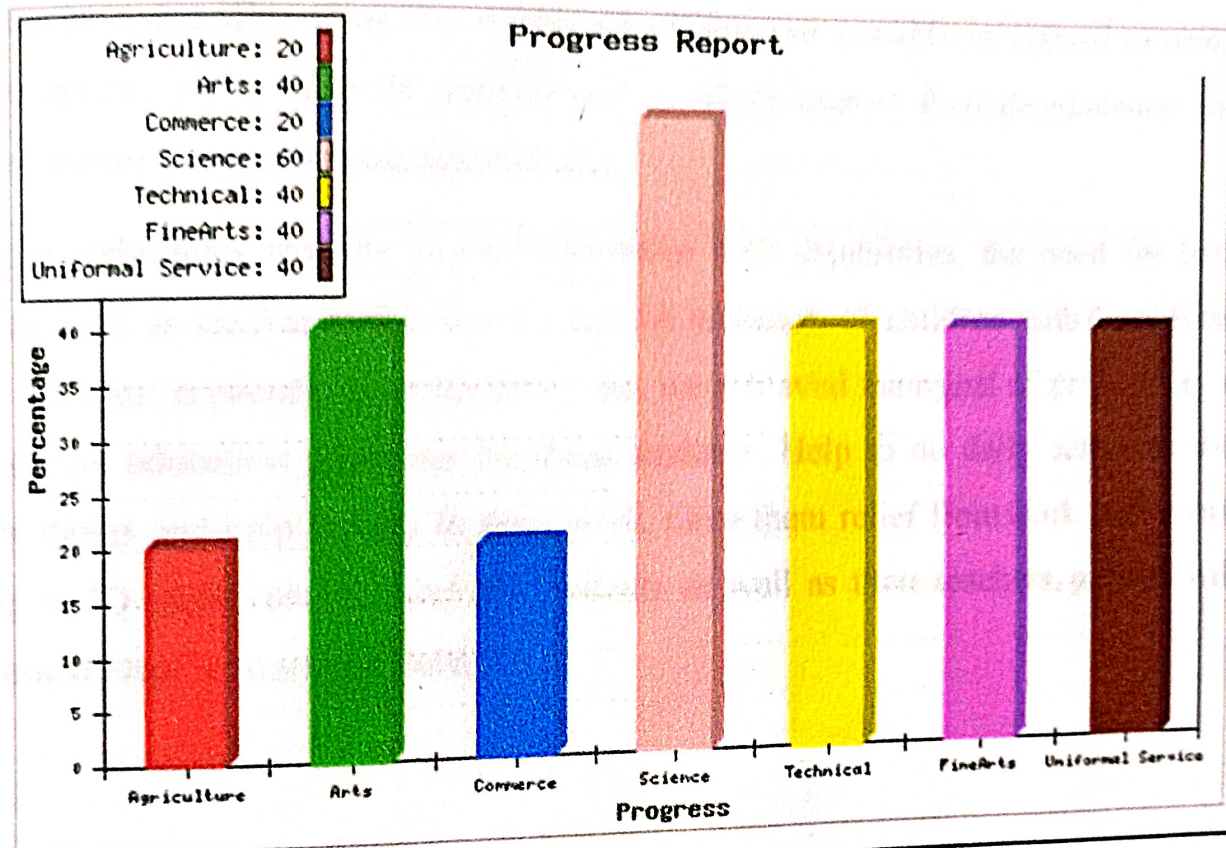


Fig. 11, Machine learning Module(Exam) Result

7.CONCLUSION

A technology can work more efficiently then compared to a human being. The work becomes easy for the faculty and students, and thus some amount of time and energy is saved. Work integrity is maintained. This also saves a lot of time. Because of this login system, unauthorized persons cannot access the benefits that would be provided by our system and technology. Complexity in teaching and management process can be reduced by using the system which was not possible in manual or semi-automated system. So, it saves the time as well as efforts utmost. Provide education and training on disability for relevant stakeholders.

These techniques may be useful for children with disabilities, the need for both students as well as teacher and strategies for the inclusion of children with disabilities and their families, especially in these times. So, we achieved main goal of project i.e. to overcome with education problems for these students. Help to do daily activities and learn new things and help faculty in their work. Give them relief from work and stress. Also help in IQ improvement. And the students as well as their teachers, parents will know about student's interested field

8.FUTURE SCOPE

Following are the some of the key concepts on which we can work for improving and moving this project i.e., web application to next level:

1. We can implement this web-application as mobile application so it will be more convenient for users.
2. We can work on extending capacity of storage so video uploadation will be done directly on application and capacity of videos will be more.
3. We can provide an e-commerce service for products made by Chetanastudents so it will provide selling platform

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