



Department of Computer Engineering

A.Y. 2014-2015

List of Projects Undertaken by B.E. Students

1. Detection and Prevention of key generation attack on AES algorithm
2. A design and implementation of a new optimized protocol for MANET
3. Automatic error analysis and grammar correction in machine translation.
4. M.O.M. - Mother on a Mission, Game development in flash
5. Safe Walk- Safe navigation in urban areas.
6. Securing computer / laptop device using Bluetooth Technology and One-Time Password.
7. Optimizing Ad-hoc on demand distance vector routing
8. Duplicate File Finder using Contextual matching
9. Voice commands and Gesture commands in Linux Distribution
10. Applications of influence propagation in viral marketing.
11. Machine Learning algorithm for Intelligent Email Sorting.
12. Air Writing - alphanumeric character recognition.
13. Auto colorization of gray scale images using machine learning.
14. Keyword extraction using neural networks
15. Optimizing Duckworth Lewis method using Machine Learning
16. Blind Man Stick using micro controller
17. RFID based students attendance management system.
18. Smart power saving system using Home Automation.
19. Finger writing in the air using a kinect
20. Virtual Ocular Reality.
21. Telepresence remote for physically handicapped.
22. Brain Computer Interface.



23. A Hybrid Approach for predicting users future request using FP tree
24. MediHelp - An Ontology based question answering system for medicines
25. Enhancing brand visibility by identifying influencers.
26. A generic approach for team selection in multi player games using genetic algorithm
27. Relevance based sorting of Forum Responses
28. Disambiguation of user search query
29. Author Profiling of anonymous text.
30. Reducing Ambulance Response Time using CEP
31. An SVM based analysis of Indian Rupees.
32. Personalized image search for photo sharing website.
33. Dynamic Taxi Ridesharing Service
34. Voice automated computer for the visually impaired.
35. Fuzzy search engine based on fuzzy ontology and semantic search.
36. Sentiment Analysis to Improve Emotional Health of User
37. Human Activity Recognition in Videos.

