

BITS & BYTES

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COMPUTER SCIENCE DEPARTMENT

E-Newsletter

ABOUT DEPARTMENT

The Department of Computer Science and Engineering educates and conducts research covering wide areas of information science, from fundamental technologies such as software design, object oriented programming, computer architecture, database system, discrete mathematics, and Internet technologies, which support infrastructures of the highly information-oriented society, to applied and advanced technologies including multimedia, robotics, computer vision, data mining, human-machine interface design, bio-informatics, computational science, life science, distributed computing, and theoretical computer science.

To achieve our mission, we provide attractive educational programs for students to learn from the basics to advanced technologies related to computer science and engineering. Through our educational programs students are expected to become leading engineers and researchers who are highly motivated and have practical, creative, and management skills to drive an advanced next-generation information society in all industrial fields.

DIRECTOR'S DESK

Dr. Vikas Mishra



**"DON'T WAIT FOR
OPPORTUNITY.
CREATE IT."**

I am very happy that Computer Science Department is releasing 2nd Edition of 'Bits & Bytes' as a forerunner of department activities. It is a technical platform to bring out the hidden talents of students and faculty. The major strength of the department is a team of well qualified and dedicated faculties who are continuously supporting the students for their academic excellence.

We have arranged several industrial visits and workshops for our 2nd, 3rd and 4th year students in this semester. The seminars held have been enlightening for both the students and the faculty. The workshops have made our students professionally competent with huge moral values, ethics and leadership qualities that would enable them to serve the society in the best possible manner.

The students have not only academically excelled but have also gained excellence in sports and other extracurricular activities.

The GITS family is an ever increasing family and I feel proud to be a part of it. Congratulations to all the students who have excelled in various fields and good luck to those who are on their way to achieve success.

HOD's DESK

Prof.(Dr.) Amit Sinhal



"WHO YOU ARE
TOMORROW BEGINS
WITH WHAT YOU DO
TODAY."

It gives me immense pleasure to lead the department of CSE .Our college is one of the premier institutions in the region, unique like a prism reflecting the manifold shades of learning and co-curricular activities. Geetanjali Institute of Technical Studies is striving hard towards the goal of providing innovative and quality education with high standard to achieve academic excellence.

The very motto of our department is to provide quality education. The process of learning is extremely important in life. What you learn, how you learn and where you learn play a crucial role in developing ones intellectual capability, besides career. The excellent infrastructure, teaching faculty of the best kind ensuring quality education such as interaction among students, parents and staff, along with a Training and Placement Cell ensures a bright future to its students. Thus we are

confident that our Engineers will emerge as assets not only to this institution and to the organization they belong, but also to the country at large.

EDITORIAL BOARD

SAILING THE ICY OCEANS...

MORE GREAT STORIES INSIDE

This new edition of “Bits & Bytes” is another evolution of the department. Students of our department make us sail through icy oceans. We always have bothered about their comforts and they never bothered about sailing through the icy oceans to take the department on to the shores of sunny lands.



EDITOR :

CHARU KAVADIA (ASSISTANT PROFESSOR,
DEPARTMENT OF CSE)

STUDENT EDITORS :

~ GAURI SHRIMALI (II YEAR CSE)
~ CHINMAY JAIN (II YEAR CSE)

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Going The Extra Mile

RAJASTHAN HACKATHON

ABOUT HACKATHON :

Started in 2016 with the vision to support and strengthen the technological ecosystem in the state, Rajasthan Digifest has now established itself as India's largest technology and startup festival, attracting a footfall of more than 1 Lac from all across the globe. Continuing with its commitment to further boost the technology paradigm in the state, Department of Information Technology & Communications, Government of Rajasthan is back with the fifth edition of Rajasthan DigiFest from 25th to 27th July, 2018 in the historic city of Bikaner.

Rajasthan DigiFest has grown in leaps and bounds since its inception. What started with 1000 people, the fest broke the glass ceiling in its last edition by hosting a footfall of 1 Lac enthusiasts. In its latest edition, Rajasthan DigiFest Bikaner will once again set the stage for innovation and advancement, validating itself as the biggest technological fest in the country.

Government of Rajasthan has pledged to digitally empower every citizen of the state to enhance their quality of life and become innovation and knowledge hub of the country. This year's event theme "Technology for All" will revolve around this agenda. The state government want to ensure digitisation of the complete state and not just a niche sections. Sub events and activities hosted under the Rajasthan DigiFest Bikaner are conceptualised based on the theme, wherein not just students or entrepreneurs or IT experts can participate, but general citizens can also enjoy and take back a memorable experience filled with knowledge.

Rajasthan DigiFest Bikaner will host five events under the fest that will cater to all sections of the society. Similar to previous editions, this year also the fest will witness Hackathon wherein the coding community of the country will get a chance to showcase their ingenious hacks on a global platform. Along with this, Tech Rush will be organized to combine sports and fun activities. Startup Fest will prove to be a great destination for emerging entrepreneurs and aspiring students to interact and learn from the best minds in the business. IT expo will commemorate cutting-edge IT solutions launched by the state government and will inform the general public on how IT is enhancing quality of life in the state. Job Fair will be the highlight of the event, where state's youth will get a chance to start their careers with the best organizations of the country.

Adding to the five incredibly successful and triumphant editions to its grandeur, Rajasthan DigiFest Bikaner is all set with its new and exalted levels of zeal, enthusiasm and passion to march ahead as a flag bearer continuing its glorious lineage and legacy.

Hon'ble Chief Minister Smt. Vasundhara Raje has always been intrigued by the technological spectrum.

EVENTS WHICH ARE THERE IN HACKATHON :

1. HACKATHON 5.0
2. TECHRUSH
3. JOB FAIR
4. EXHIBITION
5. EDU HACK
6. STARTUP FEST
7. GREEN-A-THON

TEAM OF HACKATHON :

1) TEAM CHARLES:

NAME OF PROJECT : SOIL TESTING WITH THE HELP OF DETECTOR

THEME : IOT BASED PROJECT

DESCRIPTION : In this project we are testing the soil by the different tablets like(nitrogen, potassium, phosphorous) in which we use the different led and set the range of tablets according to the colour . The led are (rgb)form. And in which we prevent the soil problem and there degradation according to the weather in this the soil is not degrade and we help the farmer to maintain the soil and there subscridy.

MEMBERS :

1. SAURABH SRIVASTAVA (2nd YEAR CSE)
2. BHUPATI PARMAR (2nd YEAR CSE)
3. MILIND JAIN (2nd YEAR CSE)
4. KRITIK JAROLI (2nd YEAR CSE)

2) TEAM AIRPRO:

NAME OF THE PROJECT : AIR PRO

THEME : IOT BASED PROJECT

DESCRIPTION : Air pro project is used for real time air quality monitoring system with smart pco etc, utislise it for providing value added service to the public.

MEMBERS:

1. DEPENDRA GADWAL
2. HIMANSHU TAYLOR



RTU HACKATHON

B.Tech CSE final year students secured 5th rank in RTU Hackathon Arya College in collaboration with RTU in Jaipur on 22 and 23 of September 2018.

A total 107 teams from all over Rajasthan participated in this mega event for proposing and providing the solutions to the problems defined by leading MNCs like Amazon, indigo, EVC ventures, No brokers and AERIS.

Our B.Tech CSE team entitled in which CryptoKnights proposed a solution for “improving farming strategies to gain optimum productivity using IOT and AI.” Under the category of AERIS Commutation. The team members Mr. Neeraj, Ms. Sakina, Mr. Pushkar briefed to us and said:

“During first evaluation round we earned 9 points out of 10. In second round we have a sensor burned out but were still able to fix it and gain a 7+ point out of 10. And as at last when finalists were announced we ranked 5th out of 107 teams which participated in event. The only reason we lacked was just due to the sensor burn out if it would have not been there we would have been in top 3 teams. But still it was a good experience out there.”



STUDENT ACADEMIC TOPPERS




VI Semester

Sr. No.	Roll No.	Name		Percentage
1	15EGICS039	LAKSHITA PALIWAL		82.5 %
2	15EGICS040	LISHA KUMAWAT		80.3 %
3	15EGICS032	HABIBA KURABAR WALA		80.2 %

IV Semester

Sr. No.	Roll No.	Name		Percentage
1	16EGICS059	LAKSHITA SUTHAR		80.9 %
2	16EGICS103	SNEHA JAIN		76.8 %
3	16EGICS021	DHARINI SHARMA		76.7 %

II Semester

Sr. No.	Roll No.	Name		Percentage
1	17EGICS092	RIYA SONI		84.7 %
2	17EGICS052	KAJAL SINGHVI		81.3 %
3	17EGICS031	GEETIKA AGARWAL		80.2 %

NPTEL

National Programme on Technology Enhanced Learning

ABOUT

The National Programme on Technology Enhanced Learning (NPTEL) was initiated by seven Indian Institutes of Technology (Bombay, Delhi, Kanpur, Kharagpur, Madras, Guwahati and Roorkee) along with the Indian Institute of Science, Bangalore in 2003. Five core disciplines were identified, namely, civil engineering, computer science and engineering, electrical engineering, electronics and communication engineering and mechanical engineering and 235 courses in web/video format were developed in this phase.

The main goal of NPTEL Phase II (2009-14) was to build on the engineering and core science courses launched previously in NPTEL Phase I. An additional 600 web and video courses were created in all major branches of engineering, physical sciences at the undergraduate and postgraduate levels and management courses at the postgraduate level. Several improvements such as indexing of all video and web courses and keyword search were implemented.

Many students as well as faculties completed various NPTEL courses and passed with flying colors.

S.no	Course Name	Name	Role	Certificate Type
1	The Joy of Computing using Python	RITESH KUMAR JAIN	Faculty	Elite+gold (Topper of 5% in this course)
2	Introduction to R Software	JITENDRA SHARMA	Faculty	Elite+gold
3	Problem Solving through Programming in C	CHARU KAVADIA	Faculty	Elite (Topper of 5% in this course)
4	Introduction to Internet of Things	MAYANK PATEL	Faculty	Elite
5	Problem Solving through Programming in C	MAYANK PATEL	Faculty	Elite
6	Problem Solving through Programming in C	CHINMAY JAIN	Student	Elite
7	Problem Solving through Programming in C	RIYA SONI	Student	Elite

8	Problem Solving through Programming in C	DALPAT I	Student	Elite
9	Problem Solving through Programming in C	SHIVAM PURBIA	Student	Elite
10	Problem Solving through Programming in C	CHANDRASHEKHAR PANWAR	Student	Elite
11	Programming in C++	MILIND JAIN	Student	Elite
12	Introduction to Machine Learning	RITESH KUMAR JAIN	Faculty	Successfully completed
13	Programming, Data Structures and Algorithms using Python	GIRISH KUMAR AMETA	Faculty	Successfully completed
14	Introduction to Machine Learning	RUCHI VYAS	Faculty	Successfully completed
15	Introduction to Programming in C	SAKSHI SHARMA	Student	Successfully completed
16	Introduction to Programming in C	LOKESH KUMAR	Student	Successfully completed
17	Problem Solving through Programming in C	HIMANSHI	Student	Successfully completed
18	Problem Solving through Programming in C	GOURAV PURI GOSWAMI	Student	Successfully completed
19	Problem Solving through Programming in C	HONEY MATHUR	Student	Successfully completed
20	Programming in C++	PANKHURI SHARMA	Student	Successfully completed
21	Problem Solving through Programming in C	GEETIKA AGARWAL	Student	Successfully completed
22	Programming in C++	RHYTHM BHIWANI	Student	Successfully completed
23	Problem Solving through Programming in C	DEVENDRA KUMAWAT	Student	Successfully completed
24	Programming in C++	SAKSHI SHARMA	Student	Successfully completed
25	Programming, Data Structures and Algorithms using Python	GAURI SHRIMALI	Student	Successfully completed
26	Programming in C++	VISHAL JOSHI	Student	Successfully completed
27	Problem Solving through Programming in C	BHANU PRATAP SINGH SISODIA	Student	Successfully completed
28	Problem Solving through Programming in C	JAIPRAKASH JANGID	Student	Successfully completed
29	Introduction to Programming in C	AASHISH LOHAR	Student	Successfully completed
30	Problem Solving through Programming in C	JAYESH SHARMA	Student	Successfully completed
31	Programming in C++	RAJ PALIWAL	Student	Successfully completed
32	Programming in C++	RAJVEER SINGH CHOUHAN	Student	Successfully completed

33	Problem Solving through Programming in C	KANHAIYA LAL KUMAWAT	Student	Successfully completed
34	Problem Solving through Programming in C	HEENA KUMAWAT	Student	Successfully completed
35	Problem Solving through Programming in C	RUSHIL AGARWAL	Student	Successfully completed
36	Problem Solving through Programming in C	ZENAB WAGLA WALA	Student	Successfully completed
37	Problem Solving through Programming in C	HIMANI JAIN	Student	Successfully completed
38	Software Engineering	GAURI SHRIMALI	Student	Successfully completed
39	Problem Solving through Programming in C	SOMIA CHOUDHARY	Student	Successfully completed
40	Problem Solving through Programming in C	NEHAL KALRA	Student	Successfully completed
41	Problem Solving through Programming in C	VAIBHAV VINAY TOSHNIWAL	Student	Successfully completed
42	Problem Solving through Programming in C	KOMAL SUTHAR	Student	Successfully completed
43	Programming in C++	MOHMMED SOHEL	Student	Successfully completed
44	Programming in C++	KANHAIYA LAL KUMAWAT	Student	Successfully completed
45	Programming in C++	SAURABH SRIVASTAVA	Student	Successfully completed
46	Programming in C++	GAURI SHRIMALI	Student	Successfully completed

PLACEMENTS

Knocking Opportunities

ACTIVITIES OFFERED BY GITS CSE

All final year students are exposed and trained in the following areas :

- 1] Career Awareness sessions
- 2] Model Aptitude tests, Mock Group discussions & Interviews to excel in the Recruitment process
- 3] Guidance sessions for higher studies
- 4] Arranging the following :

Industrial visits

Projects

Guest lectures

Industry-Institute interaction activities

S.NO.	RTU ROLL NO.	STUDENT NAME	DATE	COMPANY NAME	PROFILE	PACKAGE
1	15EGICS007	ANKIT JAGAN	2018-08-10	OBBSERV	MARKETING	1.8 - 2.4 LAC
2	15EGICS048	MUKESH NATH	2018-08-10	OBBSERV	SEO	1.8 - 2.4 LAC
3	15EGICS095	VIDIT MEGHWAL	2018-08-10	OBBSERV	SEO	1.8 - 2.4 LAC
4	15EGICS013	AVIRAL CHAUHAN	2018-09-14	ARGUSOFT INDIA LTD.	Trainee	3.5 - 4.5 LAC
5	15EGICS035	HEENA SHRIMALI	2018-09-14	ARGUSOFT INDIA LTD.	Trainee	3.5 - 4.5 LAC
6	15EGICS073	SAKINA SABUNWALA	2018-09-14	ARGUSOFT INDIA LTD.	Trainee	3.5 - 4.5 LAC
7	15EGICS001	ABHINAV SUHALKA	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
8	15EGICS006	AMISHA MATHUR	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
9	15EGICS009	ARCHANA JHANWAR	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
10	15EGICS018	BHAVYA MATHUR	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
11	15EGICS034	HARSHIT CHAUHAN	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
12	15EGICS045	MINAL SHARMA	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
13	15EGICS053	NEERAJ JOSHI	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
14	15EGICS072	RUMAN AHMED RIZVI	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
15	15EGICS089	SWEETY MALLICK	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
16	15EGICS091	UPASANA AMETA	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC
17	16EGICS205	SAURABH SHUKLA	2018-09-17	RADIX WEB	Trainee Software Engineer	2.10 LAC

18	15EGICS009	ARCHANA JHANWAR	2018-09-02	TCS	System Engineer	3.36 Lac
19	15EGICS011	ARPIT SHARMA	2018-09-02	TCS	System Engineer	3.36 Lac
20	15EGICS013	AVIRAL CHAUHAN	2018-09-02	TCS	System Engineer	3.36 Lac
21	15EGICS028	DIKSHITA BHATT	2018-09-02	TCS	System Engineer	3.36 Lac
22	15EGICS033	HARSH JAIN	2018-09-02	TCS	System Engineer	3.36 Lac
23	15EGICS044	MAYANK SHARMA	2018-10-10	EINFOCHIPS LTD	Trainee Engineer	2.40 Lac
24	15EGICS085	SRASHTI VYAS	2018-10-10	EINFOCHIPS LTD	Trainee Engineer	2.40 Lac
25	15EGICS019	CHANDRADARSHAN PANDEY	2018-10-25	EDWISOR	Business Development Associate	3.50 Lac
26	15EGICS053	NEERAJ JOSHI	2018-10-25	EDWISOR	Business Development Associate	3.50 Lac
27	15EGICS026	DHEERENDRA SOLANKI	2018-11-01	HEXAWARE TECHNOLOGIES	Software Engineer	3.00 Lac
28	15EGICS045	MINAL SHARMA	2018-11-01	HEXAWARE TECHNOLOGIES	Software Engineer	3.00 Lac

SEMINAR

Exchanging Ideas

INTERNATIONAL INFORMATICA STARTUP SUMMIT

A new generation of entrepreneurs and technocrats at Department of Computer Science & Engineering gathered at GITS on 5th Oct 2018 during International Informatica Startup Summit - 2018.

This event was organized by the students of CSE final year in which 8 speakers, expertise and entrepreneurs in today's modern technology era shared their experiences to our B.Tech students. The summit was intended to build a strong echo system for nurturing innovation and Startups while also empowering them through design, networking, collaboration and funding opportunities. The purpose of this summit is to drive sustainable economic growth and generate large scale employment opportunities.

The entire event was coordinated by Mr. Deependra Gadwal, B.Tech final years CSE and very well supported by all of his class mates. We congratulate the team for successful execution of this mega event.

Following were the eminent speakers during summit.

Gorav Vishwakarma:

CEO, Xavoc Technocrats Pvt. Ltd

VP India, International Entrepreneurs Club

Udaipur, India

Karan Chaturvedi

Cloud Technical Evangelist/Developer Advocate, IBM India Private Limited

Delhi, India

Paras Pundir

Founder and Community Builder, Community Folks

Community Advisor, Incubate India

Bengaluru, India

Mahaveer Muttha

Organizer Google Developer Group Pune,

Director BirdVision consulting pvt ltd.

Director techAppsPlanet Pvt Ltd.

Pune, India

Romans Malinovskis

System Architect Designer,

Developer of AgileToolkit

Co-Founder of code less development tool Saasty.io

London UK



TRAINING

For Everything Digital

PYTHON TRAINING

Dated: 30 July-04 August 2018 and 14 Aug-19 August 2018

Audience: B.Tech CSE, V Sem A and B

Department of Computer Science and Engineering, GITS had organized One Week hands on training on “Programming Using Python”, for B.Tech CSE V Semester students. The training was attended by 110 students in two different sessions, each session was of one week.

The objective of this one-week hands on training was to introduce python and its diversity of solving the problems to students. The training covered all programming skills using data structures. The focus of the training was coding algorithms using python.

The training was delivered by Mr. Girish Ameta, Assistant Professor, Department of Computer Science and Engineering. The department is committed to organized many of such trainings to students for making them industry ready resources.



LINUX TRAINING

Dated: 4th September 2018 - 7th September 2018

A linux and Shell programming held on 4/09/2018 to 07/09/2018 from noon session 1 PM to 4 PM by Manish Tiwari as suggested by Dr Amit Singhal. Asset and Lab was arranged by Dr Mayank Patel.

The contents which were covered were Introduction to Linux , its developer, basic commands that are file and folder commands, locate commands, user permissions, Soft link , Hard Link, and VI Editor related command and mode of operation and ways to run C++ Nano Editor using GCC compiler and Basic Programming in Linux. During the workshop the students were captivated by the idea of learning. They leaned new things apart from their syllabus curricular. They also learned that in future Linux is the free operating system and is demanding by the companies. It is more secure and portable. This feature makes it very popular nowadays.



DEXPERT TRAINING

Dated: 8th September 2018

Placement Oriented Training ON “Java Technologies For Android Applications Development”
By - Dexpert System Pune

Dexpert System, Pune is an IT Company expertise in mobile application, web application and social media technologies. The experts of Dexpert System under their VCU program gave training to the B.Tech CSE and III and IV year students on Java technologies for Android Applications Development.

A batch of 50 students were given benefit of this hands-on training for 3 days and few of them upon the selection procedure were considered for getting internship at Dexpert System, Pune.



PHP TRAINING

3- Days Hands-On Workshop On “Real World PHP Using Yii Framework”

Dated: 25-27th September, 2018

Department of Computer Science, had organized a 3 days hand-on training on “Real World PHP Using Yii Framework” for 3rd Year, B. Tech CSE students on 25th-27th Sept, 2018.

The training sessions were delivered by Mr. Jitendra Joshi, CTO and Co-Founder, Rebel station, Jodhpur for 6 hours each day. The trainer Mr. Joshi is expert in web development using latest framework like Yii, Drupal, Magento and Joomla. His technical expertise definitely helped students to develop the real time applications using web technologies.

This workshop was attended by total 89 students of B. Tech CSE, 3rd year, in which server-side programming technology PHP was taught using Yii framework. The Yii framework is latest buzzword in field of web development in PHP.

Dr. Vikas Misra, Director GITS, felicitated Mr. Joshi on final day of training. The workshop was coordinated by Mr. Girish Ameta, Assistant professor, CSE under the guidance of Dr. Amit Sinhal (Head, CSE).



IOT TRAINING

Dated: 3rd October 2018 - 31st October 2018

Department of CSE at GITS organized a 30-day Hands-On Training on “INTERNET OF THINGS” for 2020 batch CSE students from 3rd Oct to 31st Oct 2018.

The Internet Of Things, commonly referred to as IoT, is the network of physical objects, devices, vehicles, buildings and other items, embedded with electronics, software, sensors and network connectivity, which enables these objects to collect and exchange data.

The Training was delivered by Er. Umar Farooq, Co-Principal Investigator (Co-PI) of DIGITEK SOLUTIONS.

Under the motivation and Guidance of Our Honourable Director GITS Prof.(Dr.) Vikas Misra and HOD CSE Dr. Amit Sinhal, the department successfully organized the Training.



WEB DEVELOPMENT TRAINING

A 30-day Hands-On Training on “FULL STACK WEB DEVELOPMENT” had started for II Year students from 3rd Oct to 31st Oct 2018.

The Training was delivered by Er. Umar Farooq, Co-Principal Investigator (Co-PI) of DIGITEK SOLUTIONS.

The training covered following modules:

1. Designing of websites using HTML5, CSS3, JavaScript, editing templates.
2. Server side programming and creating dynamic contents through PHP.
3. Database connectivity using MySQL.
4. Developing websites using CMS.

The delivery of technical training was vision of our Director Dr. Vikas Misra and Dr. Amit Sinhal, HOD, for CSE undergraduates, to reduce the gap between the industry and the institute.

This activity was coordinated by Mr. Manish Tiwari and Mr. Vishal Jain (CSE).



STUDENT CLUB

Beyond The Classrooms



Providing an outlet and a stage for the creative juices of young minds, this Club organizes Technical as well Non-Technical activities on weekly basis.

As Student Clubs are the main centres of student activity. They provide an outlet and a stage for the creative juices of young minds, this club would be organizing technical as well non technical activities on weekly basis. The motto of this club is to increase technical skills of students and enhance their abilities. The student club faculty coordinator is Ms Ruchi Vyas ,there are several committees and following are the corresponding heads who handle these committees.

s.no.	Name of student	Year	Sec
1	Ankit Jagan	IV	President
2	Abhinav Suhalka	IV	Secretary
3	Deependra	IV	Treasurer
4	Dherendra Solanki	IV	Sports Head
5	Dikshita Bhatt	IV	cultural Head
6	Saurabh Shukla	IV	Technical Head
7	Swati Bhati	IV	PR Head
8	Vandana Gaur	IV	Vice President
9	Mayank Sharma	IV	Physical Arrangements

The first event conducted by student club was on 4/8/18. The events held on the day were:

1. CODE WARRIOR
2. MISSION IMPOSSIBLE

Code Warrior was an event where students were given a problem and students have to make the code in either C or C++ language and in semi final round students have to debug a given set of code.

Mission impossible was LAN game counter strike.

Winners for the event were:

Event	Name of student	Prize
Code warrior	Chinmay Jain	I
	Rhythm Bhiwani	II
	Deepika Choudhari	III
Mission Impossible	Bhavin Byati	I
	Bhupati Parmar	I
	Nayan Pancholi	I
	Daksh Raj Singh	I
	Sahastra Rawal	I



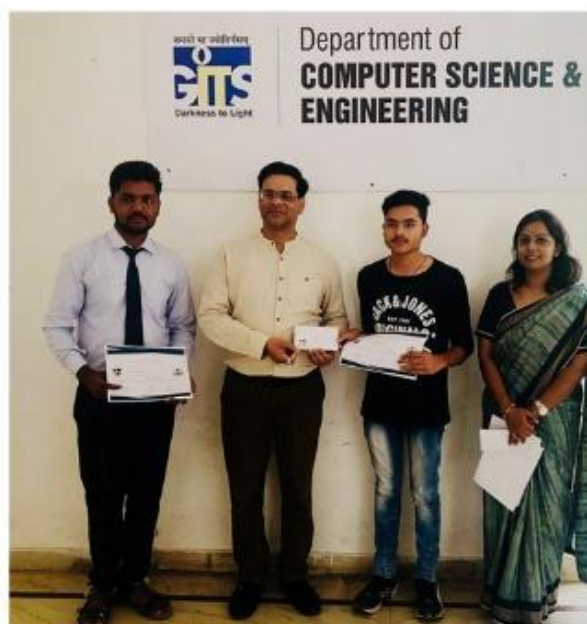


The second event conducted by student club was on 1/9/18. The events held on the day were:

1. QUIZ MANIA (Technical Quiz(online and offline))

2. CODER'S LEAGUE (Gully Cricket)

Event	Name of student	Prize
QUIZ MANIA	Vishal Joshi	I
	Nikhil Jain	I
	Zenab Wagela	II
	Pranjal Jain	II
	Jyoti Singh	III
	Lakshita Suthar	III
CODER'S LEAGUE	Shubham Devpura	I
	Nikhil Suhalka	I
	Sudeep Nagda	I
	Ronak Vaishnav	I
	Palak intodia	I
	Rajal Rathore	I





TEACHER'S DAY

Teacher's day is celebrated every year on the birth anniversary of a great person Dr. Sarvapalli Radhakrishnan. He was highly dedicated towards the teaching profession. It is said that, once he was approached by some students and requested for celebrating his birthday on 5th of September.

Teachers are the ones who establish young minds and thus indeed are the Nation-Builders.

"A teacher is the one who knows the way, shows the way, goes the way, and leads others through the way."

Sir Isaac Newton once said-"If I have seen further, it is by standing on the shoulders of giants."

What we gain from our teachers, our parents, everyone who guides us is no less than that from a giant. Teachers are the beacons who empower us to make the wind favourable to our journey and help us set sail to reach further academically and socially.

Geetanjali fraternity celebrated this day with as much vigour and joy. The event commenced with a speech dedicated to all the teachers and management staff followed by various cultural events organized by the students for their beloved teachers.

The time passed under the sway of dance and singing performances. Teachers were asked to participate in various games like dumb charades and musical chairs. At the end, as the teachers are our role models, they were made to walk the ramp looking all dapper.

All this was just a small tribute to all the teachers who play such humungous roles in the lives of their students.



“

The influence of teachers extends beyond the classroom, well into the future.



ARTICLES

HUMANS VS COMPUTERS

Humans and Computers both are used for storing and processing the information to accomplish tasks. Both use electrical signals in computer its binary system and in human it's neuron to neuron. Humans cannot work without physical emotions while computer acts mathematically and logically. The human brain cannot be updated whereas a computer can be updated with the latest evolving technology. The Humans can easily adapt and learn to new things without any trouble where computers have better ability to do multitasking at the same time.



In the past few decades we have seen how computers are becoming more and more advance, challenging the abilities of the human brain. We have seen computers doing complex assignments like launching of a rocket or analysis from outer space. But the human brain is responsible for, thought, feelings, creativity, and other qualities that make us humans. So the brain has to be more complex and more complete than any computer. Besides if the brain created the computer, the computer cannot be better than the brain. There are many differences between the human brain and the computer, for example, the capacity to learn new things.

Even the most advance computer can never learn like a human does. While we might be able to install new information onto a computer it can never learn new material by itself. Also computers are limited to what they "learn", depending on the memory left or space in the hard disk not like the human brain which is constantly learning everyday. Computers can neither make judgments on what they are "learning" or disagree with the new material. They must accept into their memory what it's being programmed onto them. Besides everything that is found in a computer is based on what the human brain has acquired through experience.

In addition, emotions can be only transmitted by the human brain and cannot be programmed into a computer. One of the reasons is there are too many emotions to be described and they can be a mixture of feelings that it would be hard to put it into one category. Furthermore, the computer wouldn't have the ability to know to what situation he should apply certain emotion. And different emotions can be applied to the same situation; it all depends on the experiences in our past. Emotions are personal and are different for every person and it would have to be different for every computer.

Chinmay Jain
(II Year, CSE)

“MAN IS STILL THE MOST
EXTRAORDINARY
COMPUTER OF ALL!”

VIRTUAL REALITY

Virtual reality applications are finding their way into the mainstream of society. Initially, the use of VR (virtual reality) was seen as valuable only to scientists and engineers whose highly specialized needs more than overcame the poor quality of the computer generated 3D images. For example, scientists can engage in molecular research by moving within molecules to examine their structures. Doctors and other medical personnel can practice elaborate or dangerous procedures before attempting them on human subjects. With special imaging software, the experience can take place on a virtual done of the patient awaiting surgery in the next room. Doctors can control a microscopic, mechanical, seeing-eye arm, through the body which can lead to better diagnoses even on patients thousands of miles away



Apart from physiological issues, VR has several psychological issues such as addiction, brainwashing, effects of interactive pornography or violence, and desensitization or devaluing of the 'real' world .

The major concern of some critics is that Virtual Reality will "use us in the future by becoming too large for us to control" . It may be used so frequently, that humans will use the virtual world as a means of escape.

Virtual Reality (VR) is a system that enables single or multiple users to move and react in a computer simulated environment. It contains various types of devices, which allow users to sense and manipulate virtual objects the same way as they would real objects. VR's natural style of interaction allows participants the feeling of being immersed in the simulated world. The virtual worlds in which participants are immersed are created by mathematical models and computer programs .

Virtual Reality, when effective, creates an environment with benefits pertaining to education and safety . VR invites user participation in problem solving, concept development, and creative expression, in an environment that is safer than the 'real' world . VR can also, and in some case has already, been very successful in areas such as military, training/education, surgery, entertainment, advertising, and tourism .

VR has always suffered from the perception that it's little more than a glorified arcade game—literally a "dreamy escape" from reality. In that sense, "virtual reality" can be an unhelpful misnomer; "alternative reality," "artificial reality," or "computer simulation" might be better terms. The key thing to remember about VR is that it really isn't a fad or fantasy waiting in the wings to whistle people off to alternative worlds; it's a hard-edged practical technology that's been routinely used by scientists, doctors, dentists, engineers, architects, archaeologists, and the military for about the last 30 years. What sorts of things can we do with it?

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“ VIRTUAL REALITY IS LIKE
DREAMING WITH YOUR
EYES OPEN.

Until Next Time...

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