ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CMANIAX

E-NEWS LETTER

Volume-1,Issue-1

Academic year 2017-18 ODD SEMESTER

SPECIAL POINT OF INTREST

Message from HOD

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DEPARTMENT VISION

"Engendering competent, excellent professionals by transforming the knowledge and computing skills to individuals through modern innovative tools and techniques?

DEPARTMENT MISSION

- *To produce skilled, creative software developers through rigorous training*
- *To conduct specific technical courses to keep abreast to the latest technological developments and transformations in the domain.*
- *To establish Industry-Institute Interaction programs to enhance the skills of employability and entrepreneurship.*
- *To implement the ideas of research and innovations in interdisciplinary domains.*

EDITORIAL BOARD

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

MESSAGE FROM HOD

It is *my pleasure to congratulate the team that has taken the initiative for producing this e-News Letter from the Academic year 2017-18. It is great to find a considerable number of news like Technical Talks, Internships, Training & Workshops, FDPs and Placement News that certainly prove that our staff and students are adequately equipped and possess necessary skill sets to express their talent. Reading this e-news letter would definitely be an inspiration and motivation for all students and staff to contribute even more to the forthcoming issues. I hope that everyone would continue to give their full efforts to keep the momentum and continue to enhance the standards of the e-news letter.*

Dr.Manjunath Kotari

Professor& Head,CSE

TECHNICAL TALK

Technical Talk on the topic "Software Development-Case Study"

Resource Person: Mr. Sanjay Hungund, Co-Founder, GITO.me, Bangalore

He addressed about Software development case study, Software development *is the process of computer programming, documenting, testing, and bug fixing involved in creating and maintaining applications and frameworks resulting in a* ***software*** *product. Everybody would agree that launch of a startup is extremely popular these days. Startups are created all the time while software development is in constant evolvement. Of course, creating a company from scratch is a quite challenging and uneasy task. He addressed about the challenges of startups that, It is true that startups struggle to be successful.*

Technical Talk on the topic "Project Guidance: Fundamentals about Project"

Resource Person: Mrs. Roopa Sanjay, Founder, GITO.me, Bangalore

The resource person ***Mrs. Roopa Sanjay explained the basics of Project under taking.****. A project is defined as a planned set of tasks outside normal business operations with an established beginning and end date that is limited to a defined budget.* ***Project management*** *is the discipline of initiating, planning, executing, controlling, and closing the work of a team to achieve specific goals and meet specific success criteria.*

Technical Talk on the topic "A Sneak Peek Into IT Technologies"

Resource Person: Mrs. Seema Nair, Senior Development Lead, QSG Technologies, Bangalore

Mrs. Seema Nair had given an overview of requirements for IT industries. How the students can prepare for the IT world. She started with a SDLC (software development process or life cycle) concept, it is a structure imposed on the development of a software product . Resource person enlightens the marketing of products or services using digital channels to reach consumers.

Seema Nair also gave the insight into ***Search engine optimization*** *(****SEO****),*

TECHNICAL TALK

Technical Talk on the topic "Machine Learning

Resource Person: Mr. Ananda Padmanabha, Research Associate, Innovation Centre of BMS Innolabs, Bangalore

Mr. Ananda Padmanabha gave a brief introduction on Machine Learning. Machine Learning is a programming computer to learn from the past experience and engineering data. He addressed to the students about how machine leaning can be extended to any area such as anti-spam software to detect fraudulent usage of credit cards, obstacle detection system in vehicles, pattern recognition, web search etc.Finally he gave the major difference between Artificial Intelligence and Machine Learning .

Technical Talk on the topic "Digital Image Processing"

Resource Person: Dr. Shridevi Soma, Associate Professor, Dept of CSE, PDACE, Gulbarga.

Sridevi Soma gave detailed explanation on Digital image processing. It is the use of computer algorithms to perform image processing on digital images. She taught about the Image processing and its related fields. They are signal processing, computer/ machine/ Robot vision etc. She explained about the fundamental steps in digital image processing like Knowledge about a problem domain is coded into an image processing system in the form of a knowledge database.

Technical Talk on the topic "Software Localization"

Resource Person: Vinay C R Shastry, Localization Consultant (For Japan), Sakura India Foundation, Bengaluru

Vinay shastry gave brief explanation on Localization, which was normally thought to be synonymous with Translation in earlier days, has changed its limits with tremendous growth of Language Industry . It is not just customization of available features into other languages but is a complex process which may even lead to a complete redesign of logic, visual structure or presentation depending on the locale.

HACKTHON

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

First Hackathon was conducted by the Department of Computer Science, C-maniax as a first branch event on 14th and 15th October 2017.A hackathon which is also known as a hack day, hackfest or codefest is a design sprint-like event in which computer programmers and others involved in software development, including graphic designers, interface designers, project managers, and others, often including subject-matter-experts, collaborate intensively on software projects.

The event was inaugurated by Prof. Harish Bhat, IISc, Bangalore and told that students should be engaged in all kinds of Hackathon programs by attending Hackathon programs and need to learn new things. Mr. Vivek Alva, Managing Trustee, AET, Prof. Manjunath Kotari HOD, Dept of CSE, AIET and staff and student coordinators present during the inauguration. The Hackathon event was conducted by Mr. Rakesh Choyal, Senior Software Engineer, ***SYNOPSIS****, Bangalore. The first Hackathon was about MEAN stack development. MEAN is a collection of JavaScript-based technologies like Mongo DB, Express.js, AngularJS, and Node.js used to develop web applications. From the client and server sides to databases, MEAN is a full-stack development toolkit.*

Around 150 students participated in Hackathon. It was opened for all the branches for the students of Alva's Education Foundation, Moodbidri. Participants were enthusiastic to learn and actively involved in the workshop which was conducted on 14th and 15th of October 2017.And were provided with the certification of appreciation for each individual.

WORKSHOP

MOZILLA CAMPUS CLUB

Mozilla Campus Club Workshop on "Virtual Reality"

*Mozilla campus club hosted a **WebVRDeveloper camp**1-day hands-on workshop on virtual reality. This workshop aimed at teaching to build VR with A-Frame and create virtual reality experience on browser with A-Frame. The inauguration of Mozilla Campus Club was hels on 28th Oct,2017. The workshop was started with welcoming the Mozilla representative Ms. Rutujasurve, Mr.Vivek Alva, Managing trustee, Dr. Manjunath Kotari, HOD-CSE, Prof. G R. Golsangi. Mr. Vivek Alva spoke about need of learning out of syllabus and also encouraged the students on conducting such workshops.*

The workshop started with the idea of how to get internship on google, Mozilla and continued with how to use github account, open source software and many other platforms. Later she continued with basic of html, css, javascript as there were students from various branch. In afternoon session she started with A-Frame about an hour and later gave chance was the participants to build a small project on their own. It was followed by the presentation of the selected works and at last she spoke on machine learning and also the related project in which she had worked.

PROJECT FUNDING AND EXHIBITION

The KSCST- Karnataka State Council for Science & Technology sanctioned a Rs. 12,000 for Best 3 projects of the department of Computer Science & Engineering for the Academic year 2017-18. All the 3 projects were selected for KSCST Zonal Level Exhibition held at SJEC, Mangalore.

	PROJECT TITLE	NAME OF THE GUIDE	SANCIONED AMOUNT
	Learn and teach a platform for a digital classroom	Mr. Vasudev Shahapur	4000.00
	A speak up app for people	Mr.Vivek Sharma	4000.00
	V bralle: text input of multi-touch screen mobile phones	Mr. Tahir Naquash H B	4000.00

Finally, one project is selected for the KSCST State Level Exhibition at BIET,Davanagere .

KALIYONA COMPUTER-Rural Computer Education

Department of Computer Science & Engineering student's association C-Maniax Forum conducted a Rural Computer Education camp in J.E.M High School, Kalasa. The program was formally inaugurated by HOD of CSE department Dr. Manjunath Kotari with Kalasa Education Society President Mr. Shreekanth, Secretary Mr. Gopinath Pai ,Joint Secretary Mr. Narendra and Head Mistress Mrs. Sunanda. Mr. Hemanth Kumar N P, Mr. Vivek Sharma, Ms. Shruthi Shetty J and Ms. Ankitha Shetty were present during the inauguration function.

Soon after the inauguration, the students began their training session by introducing them about what exactly is a computer? What is its importance and how it evolved? What are the major hardware parts and majors software's found in a computer were dealt in detail. There was a one to one interaction session with the students. Lot of doubts and questions raised by the JEM students were well handled by the Alva's students. In the afternoon, hands-on sessions were conducted related to the topics discussed in the morning. The students seemed to be very interested and enthusiastic about the session and were comfortable in using and getting to know well about the computers.

INSTITUTE VISION, MISSION & PO

INSTITUTE VISION

"Transformative education by pursuing excellence in engineering and management through enhancing skills to meet the evolving needs of the community"

INSTITUTE MISSION

- *To bestow quality technical education to imbibe knowledge, creativity and ethos to students community.*
- *To inculcate the best engineering practices through transformative education.*
- *To develop a knowledgeable individual for a dynamic industrial scenario*
- *To inculcate research, entrepreneurial skills and human values in order to cater the needs of the society.*

PROGRAM OUTCOMES(POs)

Engineering Graduates will be able to:

1. ***Engineering knowledge:*** *Apply the knowledge of mathematics, science, Engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.*

2. ***Problem analysis:*** *Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.*

3. ***Design/development of solutions:*** *Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.*

4. ***Conduct investigations of complex problems:*** *Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.*

5. ***Modern tool usage:*** *Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.*

6. ***The engineer and society:*** *Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.*

POs, & PEO

7. ***Environment and sustainability:*** *Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.*

8. ***Ethics:*** *Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.*

9. ***Individual and team work:*** *Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.*

10. ***Communication:*** *Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.*

11. ***Project management and finance:*** *Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.*

12. ***Life-long learning:*** *Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.*

PROGRAM EDUCATION OUTCOMES

PEO1: *To provide students with fundamental strength in core disciplines of computer engineering to solve the problems of computing world*

PEO2: *To ensure that graduates conquer the difficulties of emerging adaptive technological changes.*

PEO3: *To prepare students for successful career in the industry of international standard.*