

VELAMMAL ENGINEERING COLLEGE

VEEVACS

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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VISION

The Department of Computer Science and Engineering encourages students to actively learn, participate and demonstrate the capabilities learnt on fundamental and applied concepts in Computer Science, thereby providing socio-economic impact for global growth and enhanced quality of life for the human kind.

MISSION

- ✓ Enhance the problem solving and programming capabilities of the students.
- ✓ Establish closer and symbiotic relationship with IT industries and expose the students to the cutting edge technological advancements.
- ✓ Involve corporate and academic veterans in various techno-managerial forums and ameliorate the teaching / learning process.
- ✓ Establish interactions and collaborations with academia of international repute and involve in collaborative projects of higher order research and development.
- ✓ Provide impetus and importance to beyond-curriculum learning and thereby provide an opportunity for the student community to keep them updated with latest and socially relevant technologies.

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Mrs. Amirthavalli

STUDENT EDITOR

Mr. Purusotaman G (CSE B Illyr)

FOREWORD OF HOD

Computer Science is a dynamic branch where what students learn in four years gets outdated by the time they pass out from college. So there is a constant urge amongst the student community to come out with some innovative ideas by which they are able to keep addressed with the nuances of bleeding edge technology. Reading computer magazines, participating in technological events keep them posted of latest developments of computing and information sciences. Such newsletters provide them an opportunity to share the knowledge which they have gained through such co-curricular activities. I have immense pleasure in involving myself in thus genuine and creative attempt of vibrant student community of Department of Computer Science and Engineering of our college.



- Prof. Dr. Vijaya Chamundeeshwari

PROGRAM EDUCATIONAL OBJECTIVES

I. PREPARATION:

To provide strong foundation in mathematical, scientific and engineering fundamentals necessary to analyze, formulate and solve engineering problems.

II. CORE COMPETENCE:

To develop the skills in identifying problems, design and implement, analyzing the evaluations and finally making appropriate decisions.

III. PROFESSIONAL:

To enhance new computing technologies through self-directed studies, professional development and training.

IV. SKILL:

To motivate for developing technical communication, logical and analytical thinking, team building, inter personal relationship, group discussion and leadership qualities to become a better Entrepreneur.

V. ETHICS:

To inculcate for applying the ethical and social aspects of modern computing technology to development the society.

HIGHLIGHTS OF THE DEPARTMENT

- ★ Recognized as nodal centre under AU, Chennai
- ★ Faculty Members with higher qualification - 5 Ph.D holders, 16 Undergoing Ph.D
- ★ Research projects from reputed funding agencies such as AICTE, ISRO,DST,IEI etc.,worth Rs 25 Lakhs
- ★ Received the prestigious "Best Accredited Student Branch Award" for the year 2014 for its Computer Society of India – Student chapter, Dept of Computer science and Engineering.
- ★ University Ranks: 2015: 14; 2014: 22 ; 2013: 23 ; Yuvasini D of M.E Software Engineering has bagged Gold Medal in 2014. Till date: 78 UG University ranks and 26 PG University ranks
- ★ Publications from the department: IJ:82; IC:115;NJ/NC:1/40; Books:4
- ★ Iniyar Olivannan, IV yr, has been selected by Rotary District 3230 for the “Semester at Sea” program from March 1 to March 11, 2014, embarking at Yangon, Myanmar and disembarking at Kochi, Kerala. This is a study abroad program, managed by the Institute for Shipboard Education in Charlottesville, Virginia.
- ★ John Pandian, III yr, won III place in National Level Network King Competition -2015 conducted by Live Wire Team
- ★ Venkatesh S reported vulnerabilities to 100+ companies which includes Google, facebook, Yahoo, twitter, IBM, Intel etc and received rewards upto \$5000
- ★ Hari Krishnan P.V and Ishak Rayyan, III year CSE created website to provide accommodation details for the people in Chennai who were suffering in the floods without any shelter.
- ★ Reach: 10000 people viewed and 250+ submission for providing shelter and nearly 500 benefitted from it.
- ★ These students have also designed a website for Book Donation facility for the people in chennai where the majority of students of Tamil Nadu dealt with shortage of books which got washed away in the floods. 200+ people benefitted from this scheme

“IF SOMETHING IS IMPORTANT ENOUGH YOU SHOULD TRY, EVEN IF THE PROBABLE OUTCOME IS FAILURE.”

~ ELON MUSK

(CEO SpaceX, TESLA Motors, co-founder PAYPAL)

PROGRAM OUTCOMES

a) ENGINEERING KNOWLEDGE

Ability to apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

b) PROBLEM ANALYSIS

Ability to identify, formulate, research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

c) DESIGN OF SOLUTIONS

Ability to 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.

d) CONDUCT INVESTIGATIONS OF COMPLEX PROBLEMS

Understanding of the problems that cannot be solved by straightforward application of knowledge, theories and techniques applicable to computer science and engineering.

e) MODERN TOOL USAGE

Ability to create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.

f) THE ENGINEER AND SOCIETY

Ability to 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.

g) ENVIRONMENT AND SUSTAINABILITY

Understanding the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of need for sustainable development.

h) ETHICS

Ability to apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

i) INDIVIDUAL AND TEAM WORK

Ability to function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

j) COMMUNICATION

Ability to 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.

k) PROJECT MANAGEMENT AND FINANCE

Ability to 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.

l) LIFE-LONG LEARNING

Recognizing the need for, and have the preparation and ability to engage in independent and life-long learning in the

“ TRY NOT TO BECOME A MAN OF SUCCESS, TRY TO BECOME A MAN OF VALUE.”

**~ ALBERT EINSTEIN
(THEORETICAL PHYSICIST)**

STUDENTS OUTSIDE PARTICIPATION

DATE	STUDENT NAMES	YEAR AND SECTION	COLLEGE /INSTITUTE NAME	EVENT/WORKSHOP/SEMINAR NAME	PRIZE WON
18.3.16	TVS. Chandrahass	III B	VIT University, Chennai	Project Exhibition	I
	Rishivenkat				I
	M.Manikandan				I
15.3.16	Yalla Prathusha	II A	Adhi parasakthi Engineering College, Chennai	Paper Presentation	III
5.3.16	TVS. Chandrahass	III B	Velammal Institute of Technology	Project Exhibition-Andro Jet, Project Mania	I
	Rishivenkat				I
	M.Manikandan				I
19.2.16	TVS. Chandrahass	III B	SRM UNIVERSITY	Project Exhibition	I
	Rishivenkat				I
	M.Manikandan				I

BEST PAPER AWARDS

SNO	DATE	STUDENT NAME	YEAR AND SECTION	PAPER TITLE	COLLEGE NAME	CONFERENCE/ JOURNAL NAME
1	9.4.16	Hashni, Sumathi.S, R.Sudhanthira	IV A	Smart city Application for Health Services	ICSA Hall Center, Egmore	International Conference on Engineering and Technology
2	17.3.16-18.3.16	John Pandian.T, Balu.B, Pavan Nihal.c	III C	An Intelligent Sound Based Surveillance System for Office Environment	Rathinam Technical Campus	2nd IEEE International Conference on Engineering and Technology (ICETECH), Coimbatore, Tamilnadu

PRIZES AND AWARDS



TVS Chandrahass, Rishi Venkat & Manikandan, III yr B,
Project Competition-SRM University, 1st Place



Ajay Vethesh, IV yr CSE A, Highest Committed Student Branch
Activist Award



Best Active Student's Chapter Award.



R. Priya of IV Year CSE receives Best ISTE Student Award for the
Year 2015



Maria Patricia Peeris, all India gold medalist in squash



Subathra Srinivas, state level gold medalist in Senior
Championship.



CSI Foundation day-Inaugural Address by Shri K.Bhaskaran on 04-03-2016



Seminar on NP Hard & NP Complete by Dr. Janaki Meena, VIT, Chennai.

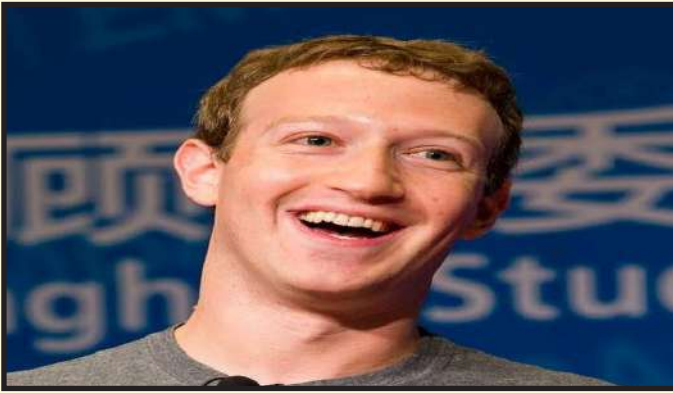
TECH UPDATE



Facebook is working on making its platform more accessible to visually challenged people. This is made possible by creating an **Artificial Intelligence** that understands colors and objects. The AI then describes the objects and its colors to the required person.



Google Deepmind's AlphaGo is an **Artificial Intelligence** that is able to play the ancient Chinese game 'GO'. This game has as more possibilities than the number of atoms in the visible universe. Thus, like chess, brute force methods cannot be used to predict the most relevant move. Humans who play this game make the moves based on their **intuition** and not based on some predefined actions. AlphaGo was able to beat the world champion **Lee Sedol** 4 times out of the 5 games. This is the stepping stone to a new era where machines may reach human level intelligence, maybe even more.



Mark Zuckerberg, the co-founder of **facebook.com** announced that he will be building an Artificial Intelligence software. The primary purpose of the software is to manage his home, letting in friends by recognising their faces, alerting him if his daughter needs any care, listening to voice commands to perform various activities and projecting the company statistics using **virtual reality** headsets. The entire idea was inspired from Jarvis, Iron Man's personal assistant.



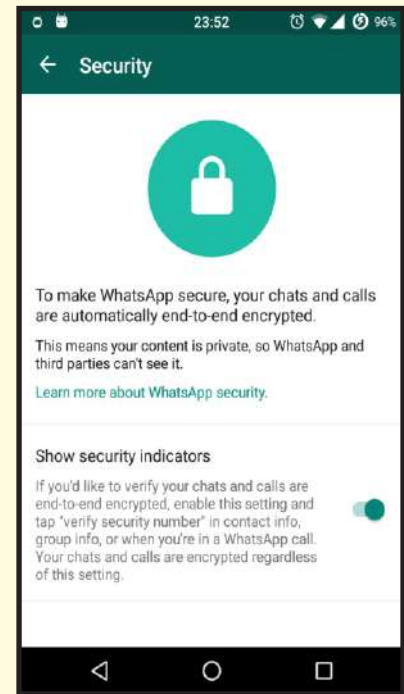
MIT Scientists and the University of Innsbruck in Austria have developed a scalable Quantum computers which finds prime factors in real time. Owing to this latest technology, encryption schemes might experience a significant boost. Factoring large numbers is extremely tedious when done manually.



Magic Leap, an augmented reality company released a new video as to how great their product will be. This video took the internet by storm. No products have been showcased yet, but the hype is real.

“ I THINK A SIMPLE RULE OF BUSINESS IS, IF YOU DO THE THINGS THAT ARE EASIER FIRST, THEN YOU CAN ACTUALLY MAKE A LOT OF PROGRESS. “

**~ MARK ZUCKERBERG
(CO-FOUNDER & CEO of FACEBOOK)**



Apple released a brand new phone line up called iPhone SE, standing for special edition. The phone contains the same specification as that of an iPhone 6s, but the size of the phone is just 4 inches.

WhatsApp, the most popular online messaging service announced that it will be enabling **end to end encryption** of messages, thereby boosting our security & privacy.

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