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 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.

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Computer Science is a dynamic branch where what students learn in four years gets outdated by the time they pass out from college.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 this genuine and creative attempt of the vibrant student community of Department of Computer Science and Engineering of our college.

- Prof. Dr. Vijaya Chamundeeshwari
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, interpersonal 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.

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**HIGHLIGHTS OF OUR DEPARTMENT**

- Recognized as **nodal centre in 2011**, under **Anna University**, 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 42 Lakhs till date from 2009.
- **Publications** from the department: IJ:105; IC:161; NJ/NC:5/50; Books:5
- **University Ranks**: 2015: 14; 2014: 22; 2013: 23;
- **Yuvasini D** of **M.E Software Engineering** has bagged **Gold Medal** in 2014.
- Till date: **94 UG University ranks** and **27 PG University ranks**.
- **Placement** percentage for CSE: 2016: 85%; 2015: 95%; 2014:98%;
- Highest package: 16L from Microsoft.
- **51 students** have opted for **higher studies** in top Foreign and Indian universities namely University of Kansas, Arizona State University, National University of Singapore (NUS), University of Texas, Dallas, Indian Institute of Management (IIM), Anna University.
- **Student International Publications**: Our students have participated in the International conferences organized in Rhodes Island, Greece, Seoul, South Korea and Pattaya, Bangkok, Thailand.

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“YOU NEVER LOSE A DREAM. IT JUST INCUBATES AS A HOBBY.”

- Larry Page
  (co-founder & CEO Alphabet)
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 broadest context of technological change.
“Design is not just what it looks like and feels like. Design is how it works.”
- Steve Jobs
(co-founder Apple Inc)
## TECHNICAL EVENTS - PRESENTATION, CODING CONTEST

<table>
<thead>
<tr>
<th>NAME OF EVENT</th>
<th>DATE</th>
<th>PRIZE AMOUNT</th>
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<tbody>
<tr>
<td>CSI-Mini project</td>
<td>23.9.15</td>
<td>PRIZE -I(Rs.1500)-MOHAMMAD ISSAK RAYYAN, ANAND RAJA P R, HARIKRISHNAN T V- III YR CSE A SEC</td>
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<tr>
<td></td>
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<td>PRIZE -I(Rs.1500)-S.J.VIVEK SENTHIL, VIGNESH.P, SUDHARSHAN.B-III YR CSE B SEC</td>
</tr>
<tr>
<td>Project Day Exhibition</td>
<td>25.9.15</td>
<td>PRIZE -I(Rs.3000)-MOHAMMAD ISSAK RAYYAN, ANAND RAJA P R, HARIKRISHNAN T V- III YR CSE A SEC</td>
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<td></td>
<td></td>
<td>PRIZE -II(Rs.2000)-JOHN PANDIAN T, B.BALU, PAVAN NIHAL-III YR CSE C SEC</td>
</tr>
<tr>
<td>CSI Coding Contest</td>
<td>21.8.15</td>
<td>PRIZE-I(Rs.1500)-ABHISHEK KUMAR S-III YR CSE A</td>
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<td></td>
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<td>PRIZE-II(Rs.1000)-SANDEEP S-III YR CSE A</td>
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<tr>
<td>Network King Competition- 2015</td>
<td>20.8.15</td>
<td>PRIZE-III (Rs.5000)-JOHN PANDIAN-III YR CSE C</td>
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## CODE TALENTIA

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<thead>
<tr>
<th>S.No.</th>
<th>Title</th>
<th>Name of P.I</th>
<th>Amount (Rs. in Lakhs)</th>
<th>Funding Agency, project scheme</th>
<th>% of work completed as on date</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Performance Investigation Of Green Wireless Systems Using Operative Communication</td>
<td>Dr. R. Dhaya</td>
<td>Rs. 10,000</td>
<td>IEL, Kolkata</td>
<td>Ongoing</td>
<td>2015 (6 Months)</td>
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<tr>
<td>2</td>
<td>Enlargement of bluetooth sensor network for invasion finding system using game theory in adhoc surveillance locality</td>
<td>Dr. R. Dhaya</td>
<td>Rs. 20,000</td>
<td>IEL, Kolkata</td>
<td>6 Months</td>
<td>2015 (6 Months)</td>
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</table>

## CSE DEPARTMENT - ONGOING PROJECTS

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<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>FIST (Fund for improvement of S&amp; T</td>
<td>Dr. V. Vijaya Chamundeeswari</td>
<td>20 L</td>
<td>DST(FIST),</td>
<td>Ongoing</td>
<td>2011-Till Date</td>
</tr>
<tr>
<td>2</td>
<td>Enlargement of bluetooth sensor network for invasion finding system using game theory in adhoc surveillance locality</td>
<td>Dr. R. Dhaya</td>
<td>Rs. 20,000</td>
<td>IEL, Kolkata</td>
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<td>Dr. R. Dhaya</td>
<td>Rs. 10,000</td>
<td>IEL, Kolkata</td>
<td>Ongoing</td>
<td>2015 (6 Months)</td>
</tr>
</tbody>
</table>
An interactive workshop was conducted on “NETWORK SECURITY” and “USER INTERFACE DESIGN”

A workshop was conducted for IV year students in “GL MOBILE” & “PERVASIVE COMPUTING”

“FAILURE IS AN OPTION HERE. IF THINGS ARE NOT FAILING, YOU ARE NOT INNOVATING ENOUGH.”
- Elon Musk (co-founder PayPal, CEO Tesla Motors, Founder & CEO SpaceX)
TECHNOLOGICAL BREAKTHROUGHS

MAGIC LEAP

Magic Leap is a startup is betting more than half a billion dollars that it will dazzle you with its approach to creating 3-D imagery. Augmented reality is the next big thing.

The Raspberry Pi -2

Price - $35
RAM - 1GB
Processor - 900MHz quad-core ARM Cortex-A7 CPU
OS - Any linux OS & Windows 10 beta

Also,
4 USB ports
40 GPIO pins
Full HDMI port
Ethernet port
Combined 3.5mm audio jack and composite video
Camera interface (CSI)
Display interface (DSI)
Micro SD card slot
VideoCore IV 3D graphics core

“MOVE FAST AND BREAK THINGS. UNLESS YOU ARE BREAKING STUFF, YOU ARE NOT MOVING FAST ENOUGH.”

- Mark Zuckerberg (co-founder Facebook)
The technological singularity is a hypothetical event in which artificial general intelligence (constituting, for example, intelligent computers, computer networks, or robots) would be capable of recursive self-improvement (progressively redesigning itself), or of autonomously building ever smarter and more powerful machines than itself, up to the point of a runaway effect—an intelligence explosion that yields an intelligence surpassing all current human control or understanding. Because the capabilities of such a superintelligence may be impossible for a human to comprehend, the technological singularity is the point beyond which events may become unpredictable or even unfathomable to human intelligence.