II Om Shree Manjunathaya Namaha II

MMK & SDM MAHILA MAHAVIDYALAYA

Krishnamurthypuram, Mysore

GI Talk

Girls IT Talk...

Prof. SAINATH MALLIGEMADU
Principal

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From the Principal's Desk

I am delighted to pen down few words as a message from the Principal's desk in the 21st edition of "GI TALK" brought out by the Department of Computer Science, I would like to record my sincere appreciation for their team work. Everything in the world is generally subjected to change, keeping in view of growth and development and the subject Computer Science is no exception to this and is swifter way going ahead. The knowledge of this subject has no more remained as a concern of one single department. The changes in this particular field should be made to known to everybody and I am happy that our department of Computer Science has taken a minute step in doing so.

The staff and students of the department have worked together with great concern and have to the 21st edition of GITalk , which will be useful to the readers. I congratulate Smt K.S. Sukrutha , and her department- Staff and Students - for their zeal and enthusiasm in bringing this news letter. I will be very grateful if they are propulsive to their work just as the subject itself which is changing instantaneously, then real empowerment of women and enlightenment of society will be materialized.

Whatever the success we spell, it is because of the unstinted support and blessing bestowed by Pujya Heggadeji and the encouragement given by the Management. Hence, without fail, I on behalf of everyone here at SDM MMK render our gratitude to Dr Heggadeji and all the office bearers of the Management.

May Lord Munjunatha Swamy bless all of us.

Prof. Sainath Malligemadu
Principal

Message by HOD

It gives me immense pleasure to present the 21st issue of Biannual News Letter "GI Talk" to its readers. This issue contains a good piece of information on the advancement made in the field of Computer Science and its applications. The voice of innovative technologies has also been echoed in the pages of "GI Talk" along with the activities and achievements of the Department.

I am proud to write that the students have contributed very well and valuable activities under the guidance of their teachers. We will be happy to receive readers constructive suggestions to improve the News Letter. Finally, I wish the contributors and the readers a very happy time ahead.

Smt. K.S. Sukrutha
HOD, Computer Science

Photo Gallery

Ms Preethi B of III BCA, President of Student's Council of the academic year 2017-18, receiving best out going student award for her achievement in curricular and co-curricular activities during Annual Day Celebration

Office bearers of Tech Amateur IT Club of the 2017-18
along with Principal and Staff of Computer Science Department

Smt Jyothilakshmi G. Kava handling Certificate Course
on "Data Mining" to the students of B Sc

Inter class Lecture Competition held on the topic "Cryptography".
on 29th January 2018

Student Faculty Programme by Ms Rashmi Hebbar of III B Sc on the topic "Searching Techniques "
to I B Sc Students on 6th January 2018

One Day workshop on "Android Application Development" by Dr H P Mohan Kumar,
Professor & HOD of MCA, PES College of Engineering, Mandya, on 22nd January 2018

Release of 20th issue of the Bi-Annual Newsletter GI Talk by Dr H P Mohan Kumar
Professor & HOD of MCA, PES College of Engineering, Mandya on 22nd January 2018.

Inter class Debugging Competition in "C Programming" held on 30th January 2018

INTERNET BALOONS

The balloon envelopes used in the project are made by Raven Aerostar, and are composed of polyethylene plastic about 0.076 mm (0.0030 in) thick. The balloons are super pressure balloons filled with helium, standing 15 m (49 ft) across and 12 m (39 ft) tall when fully inflated. They carry a custom air pump system dubbed the "Croce" that pumps in or releases air to ballast the balloon and control its elevation.

A small box weighing 10 kg (22 lb) containing each balloon's electronic equipment hangs underneath the inflated envelope. This box contains circuit boards that control the system, radio antennas and a Ubiquiti Networks 'Rocket M2' to communicate with other balloons and with Internet antennas on the ground, and batteries to store solar power so the balloons can operate during the night. Each balloon's electronics are powered by an array of solar panels that sit between the envelope and the hardware. In full sun, the panels produce 100 watts of power, which is sufficient to keep the unit running while also charging a battery for use at night.

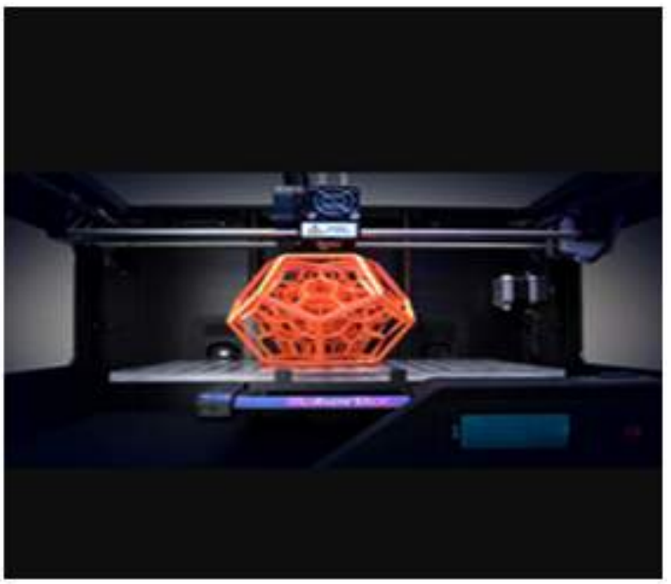
A parachute attached to the top of the envelope allows for a controlled descent and landing when a balloon is ready to be taken out of service. In the case of an unexpected failure, the parachute deploys automatically. When taken out of service, the balloon is guided to an easily reached location, and the helium is vented into the atmosphere. The balloons typically have a maximum life of about 100 days, although Google claims that its tweaked design can enable them to stay aloft for closer to 200 days.

The prototype ground stations use a Ubiquiti Networks 'Rocket M5' radio and a custom patch antenna to connect to the balloons at a height of 20 km 12 mi. Some reports have called Google's project the Google Balloon Internet.

The balloons are equipped with automatic dependent surveillance - broadcast and so can be publicly tracked (along with other balloons) with the call-sign "HBAL"

- ANUSHA - I BCA

3D PRINTING WORKING



What is 3D printing ?

3D printing or additive manufacturing is a process of making three dimensional solid objects from a digital file.

The creation of a 3D printed object is achieved using additive processes. In an additive process an object is created by laying down successive layers of material until the object is created. Each of these layers can be seen as a thinly sliced horizontal cross-section of the eventual object.

How Does 3D Printing Work ?

It all starts with the creation of a 3D model in your computer. This digital design is for instance a CAD (Computer Aided Design) file. A 3D model is either created from the ground up with 3D modeling software or based on data generated with a 3D scanner. With a 3D scanner you're able to create a digital copy of an object.

Types of 3D Printing Technologies and Processes

There are several ways to 3D print. All these technologies are additive, differing mainly in the way layers are build to create an object.

Some methods use melting or softening material to extrude layers. Others cure a photo-reactive resin with a UV laser (or another similar power source) layer by layer.

To be more precise: since 2010, the American Society for Testing and Materials (ASTM) group "ASTM F42 - Additive Manufacturing", developed a set of standards that classify the Additive Manufacturing processes into 7 categories according to Standard Terminology for Additive Manufacturing Technologies. These seven processes are:

1. Vat Photopolymerisation
2. Material Jetting
3. Binder Jetting
4. Material Extrusion
5. Powder Bed Fusion
6. Sheet Lamination
7. Directed Energy Deposition

FUTURE OF 3D PRINTING

It is predicted by some additive manufacturing advocates that this technological development will change the nature of commerce, because end users will be able to do much of their own manufacturing rather than engaging in trade to buy products from other people and corporations.

3D printers capable of outputting in color and multiple materials already exist and will continue to improve to a point where functional (electronic) products will be able to be output. With effects on energy use, waste reduction, customization, product availability, medicine, art, construction and sciences, 3D printing will change the manufacturing world as we kno3D Print Services

Examples and Applications of 3D Printing

Applications include rapid prototyping, architectural scale models and maquettes Types of 3D Printing Technologies and Processes, 3D printed prosthetics and movie props.

Other examples of 3D printing would include reconstructing fossils in paleontology, replicating ancient artifacts in archaeology, reconstructing bones and body parts in forensic pathology and reconstructing heavily damaged evidence acquired from crime scene investigations.

Education

Workshops & Online Courses

Rapid Prototyping

Automotive

- RAKSHITHA N - II BCA

BIG DATA ANALYSIS

Big data is data sets that are so voluminous and complex that traditional data-processing application software are inadequate to deal with them. Big data challenges include capturing data, data storage, data analysis, search, sharing, transfer, visualization, querying, updating, information privacy and data source. There are five concepts associated with big data: volume, variety, velocity and the recently added, veracity and value [according to whom?].

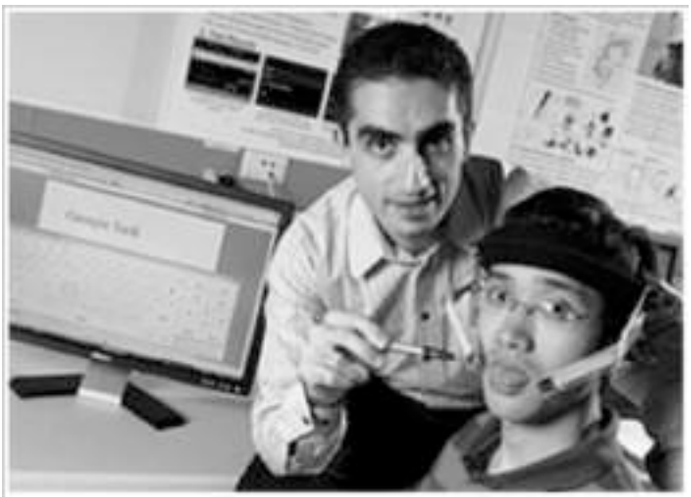
Lately, the term "big data" tends to refer to the use of predictive analytics, user behavior analytics, or certain other advanced data analytics methods that extract value from data, and seldom to a particular size of data set. "There is little doubt that the quantities of data now available are indeed large, but that's not the most relevant characteristic of this new data ecosystem."Analysis of data sets can find new correlations to "spot business trends, prevent diseases, combat crime and so on." Scientists, business executives, practitioners of medicine, advertising and governments alike regularly meet difficulties with large data-sets in areas including Internet search, fintech, urban informatics, and business informatics. Scientists encounter limitations in e-Science work, including meteorology, genomics, connectomics, complex physics simulations, biology and environmental research.

Data sets grow rapidly - in part because they are increasingly gathered by cheap and numerous information-sensing Internet of things devices such as mobile devices, aerial (remote sensing), software logs, cameras, microphones, radio-frequency identification (RFID) readers and wireless sensor networks. The world's technological per-capita capacity to store information has roughly doubled every 40 months since the 1980s; as on 2012, every day 2.5 exabytes (2.5×1018) of data are generated. Based on an IDC report prediction, the global data volume will grow exponentially from 4.4 zettabytes to 44 zettabytes between 2013 to 2020. By 2025, IDC predicts there will be 163 zettabytes of data. One question for large enterprises is determining who should own big-data initiatives that affect the entire organization.

Relational database management systems and desktop statistics [clarification needed] and software packages to visualize data often have difficulty handling big data. The work may require "massively parallel software running on tens, hundreds, or even thousands of servers". What counts as "big data" varies depending on the capabilities of the users and their tools, and expanding capabilities make big data a moving target. "For some organizations, facing hundreds of gigabytes of data for the first time may trigger a need to reconsider data management options. For others, it may take tens or hundreds of terabytes before data size becomes a significant consideration."

- ROJA -I BCA

TONGUE DRIVE SYSTEM TO OPERATE COMPUTERS



Scientists developed a new revolutionary system to help individuals with disabilities to control wheelchairs, computers and other devices simply by using their tongue.

Engineers at the Georgia Institute of Technology say that a new technology called Tongue Drive system will be helpful to individuals with serious disabilities, such as those with severe spinal cord injuries and will allow them to lead more active and independent lives.

Individuals using a tongue-based system should only be able to move their tongue, which is especially important if a person has paralyzed limbs. A tiny magnet, only a size of a grain of rice, is attached to an individual's tongue using implantation, piercing or adhesive. This technology allows a disabled person to use tongue when moving a computer mouse or a powered wheelchair.

Scientists chose the tongue to control the system because unlike the feet and the hands, which are connected by brain through spinal cord, the tongue and the brain has a direct connection through cranial nerve. In case when a person has a severe spinal cord injure or other damage, the tongue will remain mobile to activate the system. "Tongue movements are also fast, accurate and do not require much thinking, concentration or effort." said Maysam Ghovanloo, an assistant professor in the Georgia Tech School of Electrical and Computer Engineering.

The motions of the magnet attached to the tongue are spotted by a number of magnetic field sensors installed on a headset worn outside or an orthodontic brace inside the mouth. The signals coming from the sensors are wirelessly sent to a portable computer that placed on a wheelchair or attached to an individual's clothing.

The Tongue system is developed to recognize a wide array of tongue movements and to apply specific movements to certain commands, taking into account user's oral anatomy, abilities and lifestyle."The ability to train our system with as many commands as an individual can comfortably remember is a significant advantage over the common sip-n-puff device that acts as a simple switch controlled by sucking or blowing through a straw," said Ghovanloo.

The Tongue Drive system is touch-free, wireless and non-invasive technology that needs no surgery for its operation.

During the trials of the system, six able-bodied participants were trained to use tongue commands to control the computer mouse. The individuals repeated several motions left, right, up and down, single- and double-click to perform computer mouse tasks.

The results of the trials showed 100 percent of commands were accurate with the response time less than one second, which equals to an information transfer rate of approximately 150 bits per minute.

Scientists also plan to test the ability of the system to operate by people with severe disabilities. The next step of the research is to develop software to connect the Tongue Drive system to great number of devices such as text generators, speech synthesizers and readers. Also the researchers plan to upgrade the system by introducing the standby mode to allow the individual to eat, sleep or talk, while prolonging the battery life.

-Rashmi Hebbar - III BCA

NEW ROBOT ROLLS WITH THE RULES OF PEDESTRIAN CONDUCT

Just as drivers observe the rules of the road, most pedestrians follow certain social codes when navigating a hallway or a crowded thoroughfare, Keep to the right, pass on the left, maintain a respectable berth, and be ready to weave or change course to avoid oncoming obstacles while keeping up a steady walking pace.

Now engineers at MIT (Massachufetts Institute of Technology) have designed an autonomous robot with "socially aware navigation," that can keep pace with foot traffic while observing these general codes of pedestrian conduct.

In drive tests performed inside MIT's Stata Center, the robot, which resembles a knee-high kiosk on wheels, successfully avoided collisions while keeping up with the average flow of pedestrians. The researchers have detailed their robotic design in a paper that they will present at the IEEE Conference on Intelligent Robots and Systems in September.

"Socially aware navigation is a central capability for mobile robots operating in environments that require frequent interactions withpedestrians," says Yu Fan "Steven" Chen, who led the work as a former MIT graduate student and is the lead author of the study. "For instance, small robots could operate on sidewalks for package and food delivery. Similarly, personal mobility devices could transport people in large, crowded spaces, such as shopping malls, airports, and hospitals".

Social drive

In order for a robot to make its way autonomously through a heavily trafficked environment, it must solve four main challenges: localization (knowing where it is in the world), perception (recognizing its surroundings), motion planning (identifying the optimal path to a given destination), and control (physically executing its desired path).

Chen and his colleagues used standard approaches to solve the problems of localization and perception. For the latter, they outfitted the robot with off-the-shelf sensors, such as webcams, a depth sensor, and a high-resolution lidar sensor. For the problem of localization, they used open-source algorithms to map the robot's environment and determine its position. To control the robot, they employed standard methods used to drive autonomous ground vehicles.

"The part of the field that we thought we needed to innovate on wasmotion planning," Everett says. "Once you figure out where you are in the world, and know how to follow trajectories, which trajectories should you be following?"

That's a tricky problem, particularly in pedestrian-heavy environments, where individual paths are often difficult to predict. As a solution, roboticists sometimes take a trajectory-based approach, in which they program a robot to compute an optimal path that accounts for everyone's desired trajectories. These trajectories must be inferred from sensor data, because people don't explicitly tell the robot where they are trying to go.

"But this takes forever to compute. Your robot is just going to be parked, figuring out what to do next, and meanwhile the person's already moved way past it before it decides 'I should probably go to the right,'" Everett says. "So that approach is not very realistic, especially if you want to drive faster."

Others have used faster, "reactive-based" approaches, in which a robot is programmed with a simple model, using geometry or physics, to quickly compute a path that avoids collisions.

The problem with reactive-based approaches, Everett says, is the unpredictability of human nature - people rarely stick to a straight, geometric path, but rather weave and wander, veering off to greet a friend or grab a coffee. In such an unpredictable environment, such robots tend to collide with people or look like they are being pushed around by avoiding people excessively.

- HARSHITHA B - I BCA

A Computer Geek

We computer geeks are a breed of our own, and as with any group of people with mutual references, we often make jokes and observations that are totally incomprehensible to outsiders.

So consider this post a litmus test. If you laugh at these jokes, then you are most definitely a computer geek.

For computer geeks

A computer lets you make more mistakes faster than any invention in human history - with the possible exceptions of handguns and tequila.

If it weren't for C, we'd all be programming in BASI and OBOL.

There are 10 types of people in the world: those who understand binary, and those who don't.

In a world without fences and walls, who needs Gates and Windows?

Programming today is a race between software engineers striving to build bigger and better idiot-proof programs, and the Universe trying to produce bigger and better idiots. So far, the Universe is winning.

Computers make very fast, very accurate mistakes.

Never underestimate the bandwidth of a station wagon full of tapes hurling down the highway.

An SQL statement walks into a bar and sees two tables. It approaches, and asks "may I join you?"

Q: Why is it that programmers always confuse Halloween with Christmas?

A: Because 31 OCT = 25 DEC.

Man is the best computer we can put aboard a spacecraft… and the only one that can be mass produced with unskilled labor

Q: How many programmers does it take to change a light bulb?

A: None. It's a hardware problem.

Two strings walk into a bar and sit down. The bartender says, "So what'll it be?"

The first string says, "I think I'll have a beer quagfulkboorgjdk^CjfdLk jk3s d#f67howe%^U r89nvy~~owmc63^Dz x.xvcu"

"Please excuse my friend," the second string says. "He isn't null-terminated."

"I'm not interrupting you, I'm putting our conversation in full-duplex mode."

-Antone Roundy

A doctor, a civil engineer and a programmer are discussing whose profession is the oldest.

"Surely medicine is the oldest profession," says the doctor. "God took a rib from Adam and created Eve and if this isn't medicine I'll be…"

The civil engineer breaks in:

"But before that He created the heavens and the earth from chaos. Now that's civil engineering to me."

The programmer thinks a bit and then says:

"And who do you think created chaos?"

And a few not quite computer-related bonus jokes

liked these ones too much to throw them away, so here you are.

A logician tells a colleague his wife just had a baby.

- Is it a boy or a girl?

- Yes.

A cop pulls over Werner Heisenberg and says, "Sir, do you know how fast you were going?"

Heisenberg responds, "NO, but I know EXACTLY where I am."

- ANUSHA - I BCA

Facial Recognition System

A facial recognition system is a computer application capable of identifying or verifying a person from a digital image or a video frame from a video source. One of the ways to do this is by comparing selected facial features from the image and a face database.

It is typically used in security systems and can be compared to other biometrics such as fingerprint or eye iris recognition systems. Recently, it has also become popular as a commercial identification and marketing tool.

.3-dimensional recognition

Three-dimensional face recognition technique uses 3D sensors to capture information about the shape of a face. This information is then used to identify distinctive features on the surface of a face, such as the contour of the eye sockets, nose, and chin.

One advantage of 3D face recognition is that it is not affected by changes in lighting like other techniques. It can also identify a face from a range of viewing angles, including a profile .Three-dimensional data points from a face vastly improve the precision of face recognition. 3D research is enhanced by the development of sophisticated sensors that do a better job of capturing 3D face imagery..

Advantages and disadvantages Compared to other technologies

Among the different biometric techniques, face recognition may not be most reliable.However, one key advantage is that it does not require the cooperation of the test subject to work. Properly designed systems installed in airports, multiplexes, and other public places can identify individuals among the crowd, without passers-by even being aware of the system. Other biometrics like fingerprints, iris scans, and speech recognition cannot perform this kind of mass identification. However, questions have been raised on the effectiveness of face recognition software in cases of railway and airport security.

Weaknesses

Ralph Gross, a researcher at the Carnegie Mellon Robotics Institute in 2008, describes one obstacle related to the viewing angle of the face: "Face recognition has been getting pretty good at full frontal faces and 20 degrees off, but as soon as you go towards profile, there've been problems".Besides the pose variations, low-resolution face images are also very hard to recognize. This is one of the main obstacles of face recognition in surveillance systems.

Effectiveness

It can be explained by the notion that when the public is regularly told that they are under constant video surveillance with advanced face recognition technology, this fear alone can reduce the crime rate, whether the face recognition system technically works or does not. This has been the basis for several other face recognition based security systems, where the technology itself does not work particularly well but the user's perception of the technology does.

Privacy issues

Civil rights right organizations and privacy campaigners such as the Electronic Frontier Foundation and the ACLU express concern that privacy is being compromised by the use of surveillance technologies. Some fear that it could lead to a "total surveillance society," with the government and other authorities having the ability to know the whereabouts and activities of all citizens around the clock.

- YOGITHA

LEAP MOTION

From the earliest hardware protypes to latest Tracking software, the leap motion platform has a come a long way. The present article look at how raw sensor data is translated into useful information into useful information that developers can use in their applications.

Hardware

From hardware perspective, the leap motion controller is actually quite simple. The heart of the devices consists of two cameras and 3 infrared LEDs. these track infrared light with wavelength of 850 nanometers ,which is outside the visible light spectrum.

Software

The leap motion service is a software on computer that process the images . after compensating for background objects and ambient environmental lighting ,the images are analyzed to reconstruct a 3D representation of what the device sees.

Next ,the tracking layer matches the data to extract tracking information such as fingers and tools. Our tracking algorithms interpret the 3D data and infer the position of occluded objects.

The leap motion service then feeds the results expressed as a series of frames, or snapshots, containing all of the tracking data- into a transport protocol.

-SUSHMITHA - I BCA

Test your Skill in 'C'

1 Which of the header file should be included to use functions like malloc() and calloc()?
1. memory.h 2. Stdlib.h
3. string.h 4.dos.h

2. C was primarily developed as_____
1. System programming language 2. General purpose language
3. Data processing language 4. None of the above.

3. What is the correct value to return to the operating system upon the successful completion of a program?
1. 1 2. -1 3. 0 4. Program do no return a value

4. C preprocessor
1. Takes care of conditional compilation 2. Takes care of macros
3. Takes care of include files 4. All of the above

5. In which stage the following code #include<stdio.h> gets replaced by the contents of the file stdio.h
1. During Preprocessing 2. During Execution
3. During linking 4. During Editing

6. What will be the output of following program ? #include <stdio.h> int main() {char *str="IncludeHelp"; printf("%c\n",*&*str); return 0;}
1. Error 2. IncludeHelp
3. I 4. *I

7. What will be the output of following program ?
#include <stdio.h> int main() { int a=10,b=2; int *pa=&a,*pb=&b;
printf("value = %d", *pa/*pb); return 0; }
1. 5 2. 5.0 3. ERROR 4. None of these

8. What will be the output of following program ?
#include <stdio.h> int main() {union test { int i; int j; };
union test var=10; printf("%d,%d\n",var.i,var.j);
1. 10,10 2. 10,0 3. 0,10 4. Error

9. What will be the output of following program ?
#include <stdio.h> int main() { int anyVar=10; printf("%d",10); return 0; } extern int anyVar;
1. Compile time error 2. 10 3. Run time error 4. None of these

10. What will be the output of following program ?
#include <stdio.h> int main() { 4. char X[10]={'A'},i; for(i=0; i<10; i++)
printf("%d ",X[i]); return 0; 8. }
1. A 0 0 0 0 0 0 0 0 0 0 2. A 3. A 32 32 32 32 32 32 32 32 32 4. ERROR

-Bindhu Raj .L and Preethi .B - III BCA

Key Answers

1) 2 6) 3
2) 1 7) 3
3) 3 8) 4
4) 4 9) 2
5) 1 10) 1

Clever Machines Learn How to Be Curious

Computer scientists are finding ways to code curiosity into intelligent machines.

You probably can't remember what it feels like to play Super Mario Bros. for the very first time, but try to picture it. An 8-bit game world blinks into being: baby blue sky, tessellated stone ground, and in between, a squat, red-suited man standing still - waiting. He's facing rightward; you nudge him farther in that direction. A few more steps reveal a row of bricks hovering overhead and what looks like an angry, ambulatory mushroom. Another twitch of the game controls makes the man spring up, his four-pixel fist pointed skyward. What now? Maybe try combining nudge-rightward and spring-skyward?Done. Then, a surprise: The little man bumps his head against one of the hovering bricks, which flexes upward and then snaps back down as if spring-loaded, propelling the man earthward onto the approaching angry mushroom and flattening it instantly. Mario bounces off the squished remains with a gentle hop. Above, copper-colored boxes with glowing "?" symbols seem to ask: What now?

This scene will sound familiar to anyone who grew up in the 1980s, but you can watch a much younger playeron Pulkit Agrawal's YouTube channel. Agrawal, a computer science researcher at the University of California, Berkeley, is studying how innate curiosity can make learning an unfamiliar task - like playing Super Mario Bros. for the very first time - more efficient. The catch is that the novice player in Agrawal's video isn't human, or even alive. Like Mario, it's just software. But this software comes equipped with experimental machine-learning algorithms designed by Agrawal and his colleagues Deepak Pathak, Alexei A. Efros and Trevor Darrell at the Berkeley Artificial Intelligence Research Lab for a surprising purpose: to make a machine curious.

A computer agent imbued with curiosity teaches itself how to play Super Mario Bros. pathak22/noreward-rl

"You can think of curiosity as a kind of reward which the agent generates internally on its own, so that it can go explore more about its world," Agrawal said. This internally generated reward signal is known in cognitive psychology as "intrinsic motivation." The feeling you may have vicariously experienced while reading the game-play description above - an urge to reveal more of whatever's waiting just out of sight, or just beyond your reach, just to see what happens - that's intrinsic motivation.

Humans also respond to extrinsic motivations, which originate in the environment. Examples of these include everything from the salary you receive at work to a demand delivered at gunpoint. Computer scientists apply a similar approach called reinforcement learning to train their algorithms: The software gets "points" when it performs a desired task, while penalties follow unwanted behavior.

-AISHWARYA P. - II BCA

Staff and Students Achievements

STAFF ACHIEVEMENTS

Smt Sukrutha K.S., Assistant Professor of Computer Science

- Attended BOE Meeting on 27th October 2017 at Government College(Autonomous), Mandya.
- Felicitated during the Inauguration of South Zone Inter-University Kho-Kho Tournament for Women 2017 on 4th October 2017 who had won bronze medal in the All India Inter-University Kho-Kho Tournament for Women during 1995-96.
- Attended One Day UGC Sponsored National Conference on **Advances in Computer Science and Engineering (ACSE 2018)** on 6th April 2018 and presented a paper on **Survey on Recent Developments in Blue Eyes Technology.** In the National Conference she was awarded with Best Paper Presenter.

Smt Ramya S.K., Assistant Professor of Computer Science

- Appointed as BOE member for the Computer Science Board, University of Mysore for the academic year 2017 -18 and 2018- 19.
- Attended One Day UGC Sponsored National Conference on **"Advances in Computer Science and Engineering" (ACSE 2018)** on 6th April 2018 and presented a paper on "**An Overview on Video Processing".**

Smt. Rajitha V., Assistant Professor of Computer Science

- Attended One Day National Seminar on "**Indian Language Computing"** organized by Computer Society of India in association with JSS Science and Technology University, Mysore on 27th March 2018.

Smt. Jyothilakshmi G. Kava, Assistant Professor of Computer Science

- Attended One Day UGC Sponsored State Level Workshop on **"Advanced Technologies in Computer Science"** organized by JSS College of Arts Commerce and Science, Ooty Road, Mysore on 22nd March 2018.

Smt Nayana M.P., Assistant Professor of Computer Science

- Invited to Judge Miss Maharani Beauty Contest held at Maharani's Science College, Mysore.
- Participated in the Two Day University Level Workshop on **"Personality Development and Life Skills"** conducted on 18th and 19th January 2018 at MMK & SDM Mahila Mahavidyalaya, Mysuru.

Ms. Shwetha M., Assistant Professor of Computer Science, Part Time

- Attended One Day Workshop on **"Research and Publications"** organized by SDM Institute for Management Development, Mysuru in Association with the Mysore University Information and Library Science Alumni Network on November 19th 2017 as part of National Library Week 2017.

STUDENT ACHIEVEMENTS

- On 26th February 2018 the students of II BCA and III BCA participated in GYAANBYTES 2K18 - Intercollegiate iTalk and LogIQ organized by Department of Computer Science and Applications of S B R R Mahajana First Grade College, Mysore. Five students were presented papers and 4 teams(2 students in a team) participated in Quiz Competition.
- On 28th February 2018 the nine students of II BCA participated in Inter-Collegiate Technical Talk Competition on the occasion of National Science Day Celebration organized by Department of Computer Science of NIE First Grade College, Mysore.
- On 28th February 2018 Miss Greeshma and Miss Sreeraksha of III BCA participated in State Level Science Model Competition and Exhibition held at Government First Grade College for Women, Holenarasipur.

Jewel of the Department

Ms. Preethi B., III BCA
President of Students' Council
Best Outgoing Student : 2017-18

Photo Gallery

Smt Nagalakshmi H.S,, Assistant Professor of Computer Science, Government Womens College, Hunsur has delivered a talk on "Green Computing" on 28th March 2018

Smt Jyothilakshmi G Kava, Assistant Professor of Computer Science, participated in one Day UGC sponsored State Level Workshop on "Advanced Technologies in Computer Science" organized by JSS College of Arts, Commerce and Science Ooty Road, Mysore on 22nd March 2018.

Smt K S Sukrutha , Assistant Professor of Computer Science receiving Best Paper Presenter award at One Day UGC Sponsored National Conference on Advances in Computer Science and Engineering (ACSE 2018) on 6th April 2018 for presenting a paper on "Survey on Recent Developments in Blue Eyes technology."

Smt Ramya S K, Assistant Professor of Computer Science at One Day UGC Sponsored National Conference on Advances in Computer Science and Engineering(ACSE 2018) on 6th April 2018 and presented a paper on "An Overview on Video Processing".

Photo Gallery

Student Faculty Programme by Ms Ranjitha N of III B Sc on the topic Problem Solving Technique in Data Structures to I B Sc Students on 31st January 2018

Staff and Students from II BCA visited High Performance Computing (HPC) Laboratory, Department of Studies in Computer Science, Manasagangothri, University of Mysore, Mysore and attended a UGC Sponsored One Day Workshop on Super Computers on 19th February 2018.

Miss Greeshma and Miss Sreeraksha of III BCA participated in State Level Science Model Competition and Exhibition held at Government First Grade College for Women Holenarasipur on 28th February 2018.

Students of II BCA and I B Sc exhibited Computer Science related Projects in the Science Exhibition organized by Science & Nature Club of the College to commemorate the National Science Day On 28th February 2018 .

On 24th February 2018 Mrs Nayana M P, Assistant Professor of Computer Science invited as Judge to Miss Maharani Beauty Contest held at Maharani's Science College, Mysore.

Recorded video of Prime Minister Narendra Modi on " How to face Examination " was shown to Students of all BCA Classes.

Students of B Sc and BCA classes witnessed the display cum competition of Wall Magazines prepared by the students of all B Sc and BCA classes on 15th March 2018

Smt. Nagalakshmi H S , Assistant Professor of Computer Science Government Women's College, Hunsur distributed the prizes to the winners of various competitions organized by the Tech Amateur IT Club during the year 2017-18 during Valedictory function of Tech Amateur IT Club on 28th March 2018.

CONGRATULATIONS TO ALL THE TOPPERS WHO HAVE SECURED HIGHEST MARKS IN THE UNIVERSITY EXAMINATION HELD DURING NOV./DEC. 2017

Shravya C.S.
96/100 - I B.Sc.

Surabhi B.
91/100 - I B.Sc.

Anushree M.
89/100 - I B.Sc.

Archana R.
89/100 - I B.Sc.

Manasa D.
93/100 - II B.Sc.

Pallavi G.M.
93/100 - II B.Sc.

Pooja Sugam
93/100 - II B.Sc.

Rashmi Urs M.
92/100 - II B.Sc.

Chaitra R.
92/100 - II B.Sc.

Priyanka M.
91/100 - II B.Sc.

Sahana H.D.
91/100 - II B.Sc.

Ranjitha
264/300 - III B.Sc.

Rashmi Hebbar S.
263/300 - III B.Sc.

Shakunthala N
252/300 - III B.Sc.

Kusuma K.
471/500- I BCA

Divyashree N.
459/500 - I BCA

Divyashree M.
456/500 - I BCA

Yogitha N.
535/600 - II BCA

Yashaswini M.A.
517/600 - II BCA

Manisha Singh R.
504/600 - II BCA

Aishwarya K.P.
580/600 - III BCA

Madhura H.K.
572/600 - III BCA

Preethi B.S.
566/600 - III BCA

Bhuvaneshwari
566/600 - III BCA

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