Velammal College of Engineering and Technology

Department of Computer Science and Engineering

CSE CHRONICLES

Learn Today ... Lead Tomorrow...

VISION

To become a Center of Excellence in the field of Computer Science and Engineering upholding social values

MISSION

- **Heightening the knowledge of the faculty in recent trends through continuous development programmes.**
- **Transforming the students into globally competent and technically well-equipped computer Professionals with strong theoretical and practical knowledge.**
- **Cultivating the spirit of social and ethical values for the cause of development of our Nation.**

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PROF & HOD (CSE)
DEAN PLANNING & DEVELOPMENT

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Dr.T.GRACE SHALINI ,
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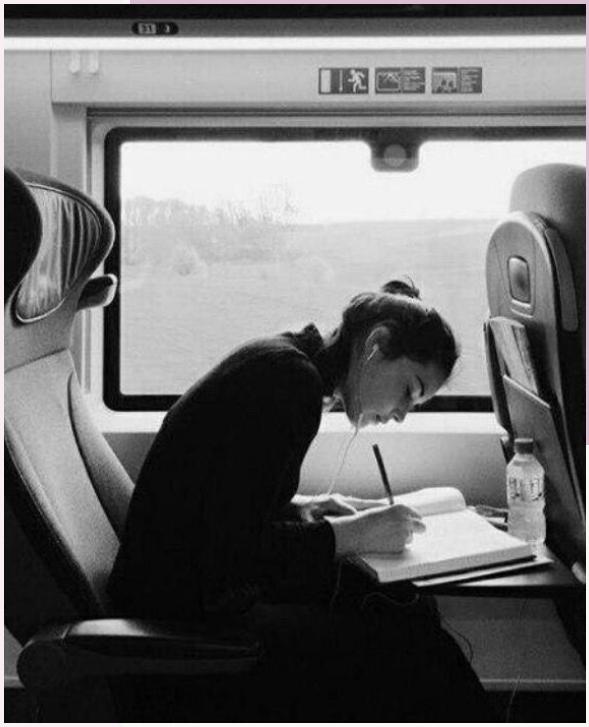
ASSISTANT PROFESSOR

This issue brings out the latent creative talents of the students and thus helps them to form the habit of reading and writing. It also helps them to hone their intellectual skills as well as benefits in widening their horizons of knowledge.



Editor's Desk,

On behalf of the Velammal CSE department, We would like to wish all authors, patrons, and readers a wonderful and prosperous year ahead.When a thought that has been enduring in mind becomes true, it is truly an interesting and exciting experience. This new assignment of ours as editors is one such cherished work that we would fulfill to the best of our attributes.

We need the support of all students and the faculty. So sit back and enjoy browsing through the magazine.

Happy reading folks!

Dr.P.ALLI ,M.S,PH.D,
PROF & HOD (CSE)
DEAN PLANNING & DEVELOPMENT

"Welcome to the department of Computer science and Engineering

"The function of education is to teach one to think intensively and think critically. Intelligence plus character - that is the goal of true education."

-Martin Luther King, Jr.

The Department of Computer science and Engineering is a center of excellence for computer science teaching and research. It was established in 2007 and it started with 60 students and 4 faculty members. Now it has grown to 477 students and 24 faculty members. The department offers both Under Graduate and Post Graduate courses in CSE. The department has a well-equipped computer lab with centralized monitoring facility and this is an approved Research Centre of Anna University, Chennai. The Department has signed MoUs with CISCO, TYCO Electronics, and Pearson VUE authorized testing center and has received funds from DST, DRDO, MNRE, ISRO, and IEI worthy of Rs.111.96 Lakhs for R&D work.

The Department with qualified, experienced, and dedicated faculty strength of Professors and Assistant Professors sufficiently caters to its requisite teaching and research requirements. Its curriculum covers all areas of Computer Science and Engineering in the streams such as Hardware and System Programming, Application Development, Networking, and Distributed computing, Data Engineering and Data Analytics and
Software Engineering."

TABLE OF CONTENT

NFT

NFT means Non-Fungible Token. Non-Fungible means, irreplaceable. Here in NFT, people can sell digitalized items in their market via many marketplaces that are available on the internet right now. Once people sell the items, a special token will be generated for that item. That token is unique. The process of creating a nonfungible token is called Minting. The term refers to the process of turning a digital item into an asset on the blockchain. NFTs are minted once they are created.

NFT uses cryptocurrencies for purchasing NFTs. Most people prefer Ethereum. People also prefer Bitcoin which is also pretty much famous. First, the seller also needs to pay some money to start selling his digitalized items. In marketplaces like the open sea, the seller needs to pay a gas fee while accepting an offer from the buyer. But if the item is of a fixed price, the buyer has to pay the gas fee. The gas fee is charged by these marketplaces because it costs a lot to do minting. So around 2.5% is charged in the open sea. It varies based on the platform. Mostly the purchases are done via auctions.

HOW THESE NFTs ARE SOLD FOR SUCH A HIGH PRICE?

We as kids loved collectibles. We used to collect cricket cards, WWE cards, toys, cars, and many more. It was for the craze and if the collected item is unique its value will be high among our friends' circle. Our friends will be ready to provide us with any number of cards or items just for that single unique item we have in our collection. That's the concept here too. Here every single item is unique. So it's hard to make a duplicate. So people are driven to buy these simple artworks for millions of dollars. These are not purchased just for the reason that they are collectibles. There are many uses too. Let's see about the uses in the next section.

USES OF NFT

NFTs are mere collectibles for rich people and businessmen. For example, the first tweet on Twitter was sold as a screenshot in NFT, which was sold for millions.

The digital 3D locations and items made can be used in games. The game developing companies can purchase and use these locations and items in their game and on the game's map.

For example, the buildings and gun skins are purchased by the Game developers. They add them to their game. Buildings are added to their maps and skins are purchased by the users.

METAVERSE has an integral part in making NFT successful and important.

NFT is completely a virtual world where you can find almost everything that's available in the real world.

So the things that people use in the META can be purchased from NFT.

Even the characters of people, houses to live, places to visit, and many more.

HOW CAN I BE A SUCCESSFUL NFT CREATOR?

All you need is to have good skills in creating digitalized items. The item might be a 3D model, an Animated model, or anything useful for the virtual world. Blender is a fine platform for making these models.

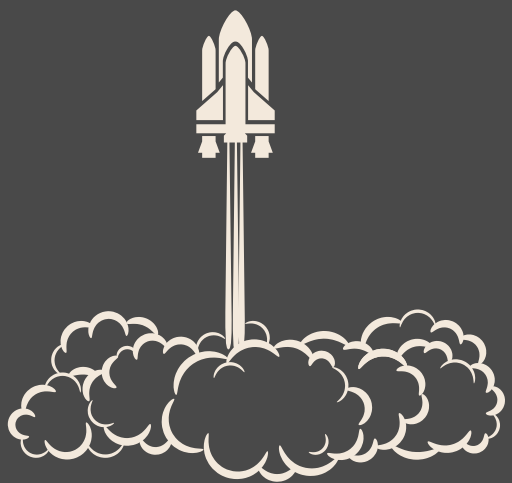
So, guys go and explore NFTs, and who knows, if you are lucky enough, your work too might get sold for millions!!

Rohan Karthikeyan
II YEAR

TECHNOKING

As an engineer, I always think about how we can improve the way things are done. People with the intention of using alternative energies and creating new technologies to improve our lifestyle. However, these entrepreneurs have a lot of obstacles in their way. therefore people need a role model that inspires them to follow work to change the world and this role model is Elon Musk.

In this world some peoples are only trying to do something innovative for people to use. In that order Elon musk is one of the most innovative thinker.



Elon Musk is revered as one of history's greatest innovators. But what makes him
so brilliant is that his genius is rooted not in an abstract complexity, but in straightforward simplicity. It's this ability that enables him to seemingly turn any wild idea he pursues into a wildly successful business.Fav Innovation-SpaceX One of the my favorite innovative thing of Elon musk that is creation of spaceX.He founded spaceX in 2002,a company that makes rockets and spacecraft. SpaceX is developing a satellite internet constellation named Starlink to provide commercial internet service. In January 2020, the Starlink constellation became the largest satellite constellation ever launched, and as of May 2022, it comprises over 2,400 small satellites in orbit.

Musk has stated that one of his goals with SpaceX is to decrease the cost to enable the colonization of mars and improve the reliability of the access to space, ultimately by a factor of ten. SpaceX contains more facilities some are headquarters, manufacturing,and refurbishment.SpaceX manufactures the Falcon 9 and Falcon Heavy launch vehicles, several rocket engines, Cargo Dragon, crew spacecraft, and Starlink communications satellites.

"Innovation is not some mysterious thing," he added. "It's basically being just an absolute perfectionist about the product or service that you make."

-Elon Musk.

R.Pandimeena
II YEAR

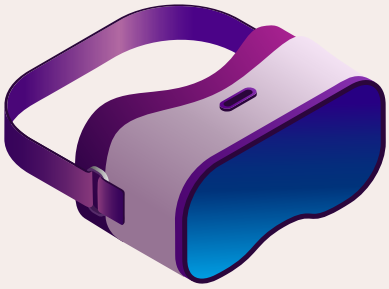
VR FACTS

Virtual Reality is expected to reach $34 billion by 2023 according to Markets and Markets and a combined total of $94 Billion including augmented reality by 2023.

A recent study found that many consumers increased their familiarity and interest in VR technology with as little as 2 minutes of exposure to VR content. A little more than 50% of viewers showed an increase in their likelihood to purchase or use VR technology after a brief informational session.

Seventy-five percent of the Forbes World's Most Valuable Brands have created a virtual or augmented reality experience for consumers or employees.

Scientists with NASA can use virtual reality to enable robot arms in space to perform gestures that are being done on earth with an operator.

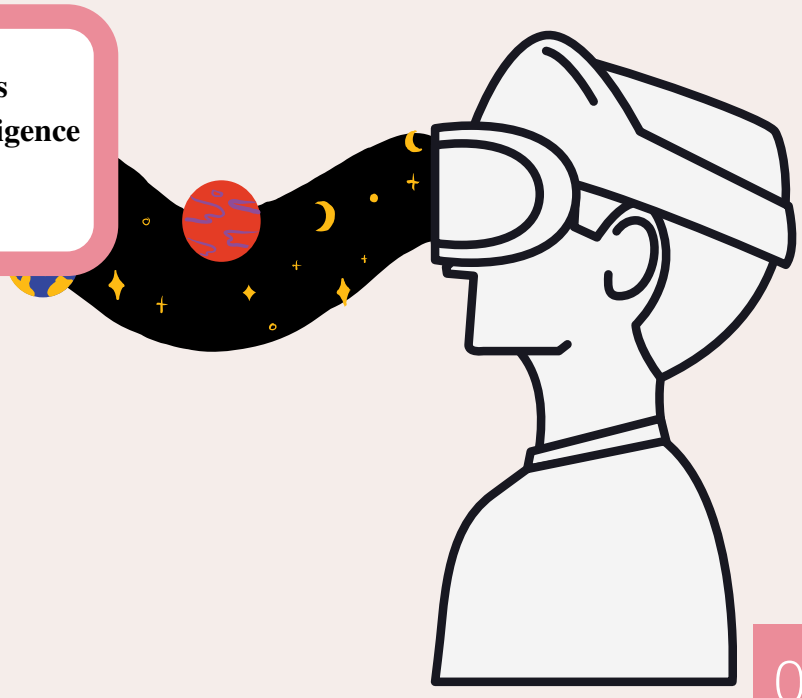


Travel companies are using virtual reality to allow customers to visit places and determine if they wish to visit in real life.

Although virtual reality can be used for gaming, it is also becoming popular for other purposes such as allowing a person to feel as if they are in a virtual reality documentary

Militaries are now using virtual reality to train soldiers in ways that will help better prepare them when they are actually deployed in combat.

Can be integrated with other Technologies
VR can be integrated with artificial intelligence to help users in dealing with risky sectors.



P.Shanbana Shree
II YEAR
Nandhini
I YEAR

HUMANS.AI PARTNERS WITH BOOMING JOBS, REVOLUTION IN THE CAREER GROWTH OF WESTERN EUROPE;

The world is not just revolving; it also creates history and makes technological revolutions. Every time technology proves it is beyond description to describe. Being categorized as a student, I always had a bucket list of creating magic with words. Indeed, a content writer precisely. Eventually, I found technology articles more fascinating. My real interest started when I started investigating things on my own. One major topic that made me pen down words is "HUMAN.AI PARTNERS WITH BOOMING JOBS". Yes, exactly the article below.

Humans.ai partners with Booming Jobs:

Booming Jobs will use Humans.ai's artificial intelligence and synthetic media technology to revolutionize the recruiting process.

Deep-tech company Humans.ai and its SaaS synthetic video production platform Tovid.ai are partnering with Booming Jobs, the fastest-growing career platform in the Netherlands.

"We are excited to announce Tovid.ai's partnership with Booming Jobs, as we continue to expand our business use cases by working with select partners. Through our combined forces, we aim to develop HR recruitment videos and possible AI-driven application processes", said Bart Veenman, CEO at Tovid.ai.

"We are very happy to be working with Booming Jobs, one of the fastest-growing career platforms in the region to help build more use cases with our synthetic media automation technology. Our mission at Humans.ai and with Tovid.ai is to build synthetic media that maximize human creativity, as we believe creative expression and communication can have a significant impact on society and human relations, especially in a field where it's as important as the HR and recruitment sector.", added Bart Veenman

Humans.ai's experts explain that today, artificial intelligence and synthetic media can be used to support a wide spectrum of applications for the recruitment industry and companies such as Booming Jobs, ranging from mass corporate communications presentations to individual interaction with AI-enabled virtual assistants.

Humans.ai's experts explain that today, artificial intelligence and synthetic media can be used to support a wide spectrum of applications for the recruitment industry and companies such as Booming Jobs, ranging from mass corporate communications presentations to individual interaction with AI-enabled virtual assistants.

Even though talent acquisition market leaders report that their hiring volume will increase in the next couple of years, their recruiting teams seem to remain the same size or even contract. This means recruiters will be expected to become more efficient by doing more with less. Technology represents a great opportunity for recruiters to reduce the time spent on repetitive, time-consuming tasks, such as automating the screening of resumes, automatically triggering assessments or scheduling interviews with candidates. Another advantage of speeding up these parts of recruiting through automation is that it reduces time-to-hire, which means recruiters will be less likely to lose the best talent to faster-moving competitors.

About Humans.ai

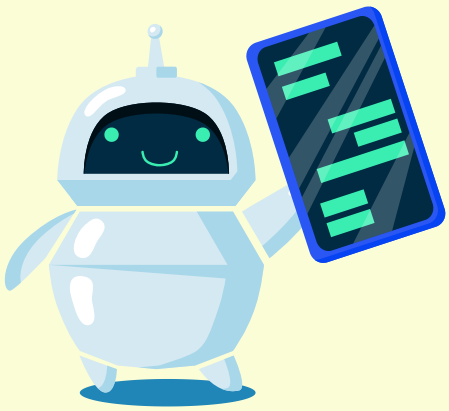
Humans.ai is developing the first framework for ethical AI and blockchain. It is creating an all-in-one platform for AI-based creation and governance at scale, beginning with an initial focus on synthetic media. The team at Humans.ai is building the next-generation blockchain platform that brings together an ecosystem of stakeholders around the use of AI to create a scale. It combines a library of AI tools into a creative studio suite where users will be able to pick and choose as they bring their ideas to life. Individuals are empowered to create and own their digital likenesses, which may be used by themselves and others in the creation of any number of digital assets.

About Booming Jobs

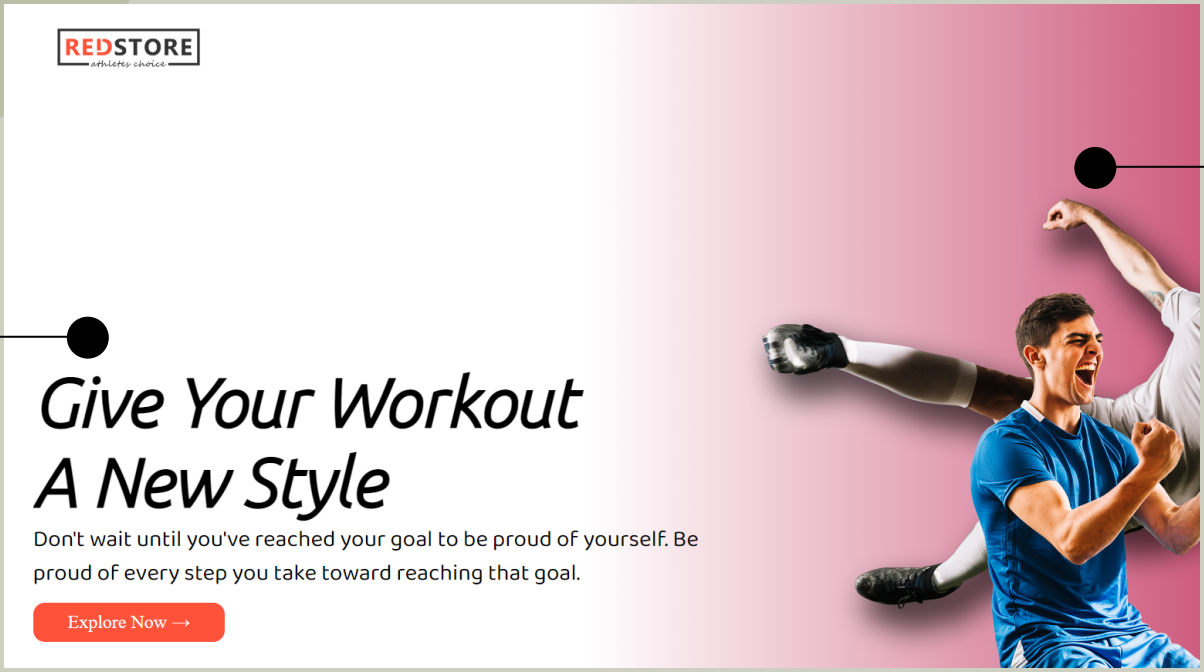
Booming Jobs is the career platform where job seekers and employers can easily find each other. Booming Jobs offers a user-friendly platform where finding the best match is paramount.

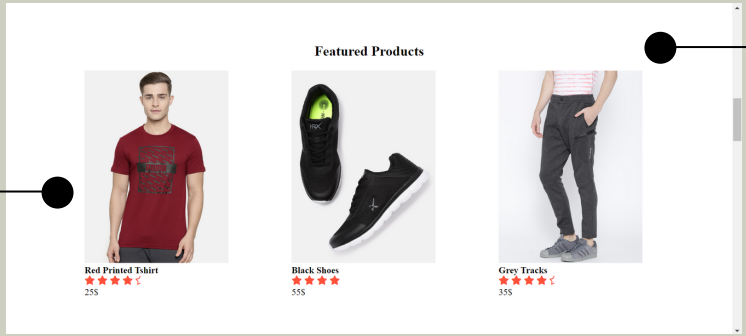
Finally, I end my article here.

K.Shruthi
IV YEAR



WEBSITES





E- COMMERCE WEBSITE

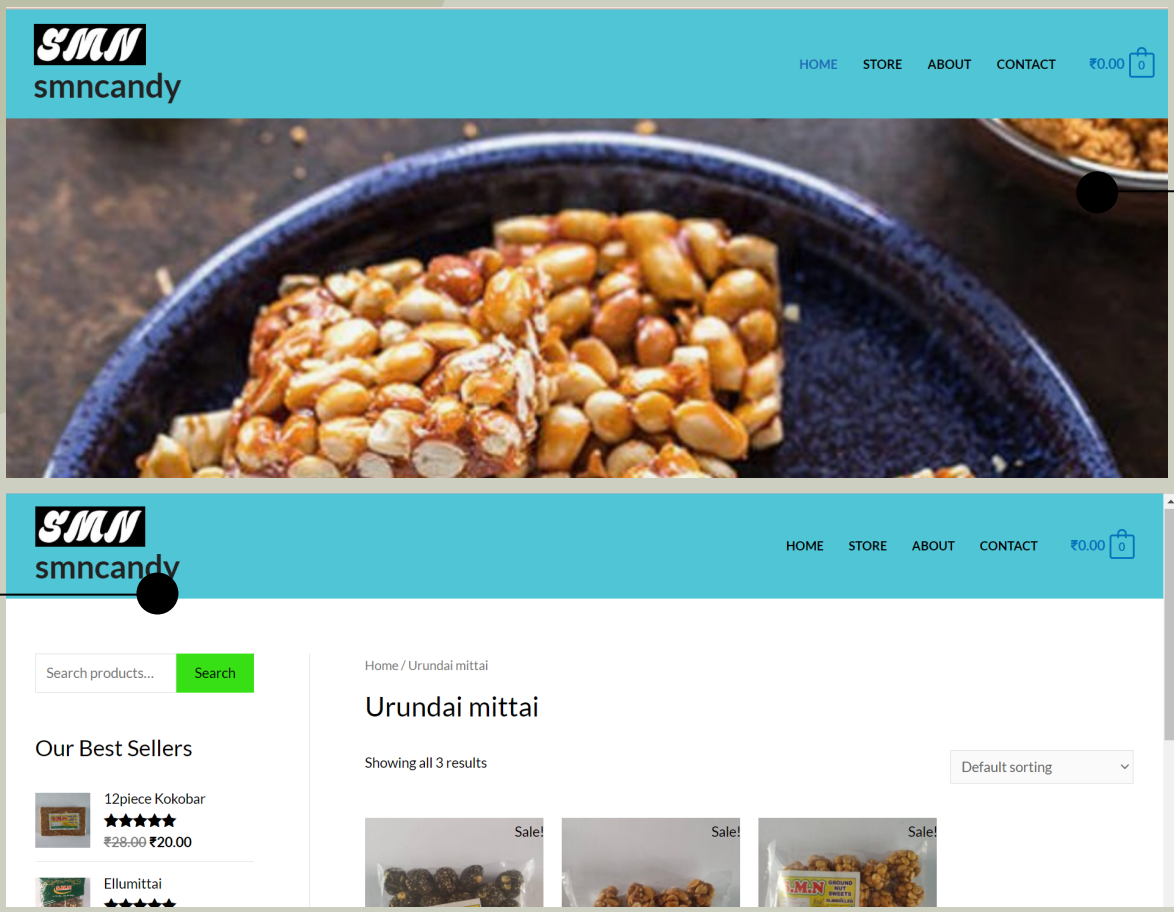
Done by,

Ankit khurana

II YEAR

The aim of this project is to create a e-commerce website for workout wear/accessories, with separate modules so that the customers can purchase the product in ease. We have developed several pages including home, about, contact etc,. I have integrated the payment module to enable the user to pay online. I have developed the project to provide the customer with easy navigation, retrieval of data and give necessary feedback as much as possible.

Link:https://ankitkhurana14.github.io/RedStore1.github.io/



E- COMMERCE WEBSITE

Done by,

N.Miruthula

J.Subadhina

S.Thiru Amirtha Lakshmi

III YEAR

The aim of this project is to create a e-commerce website for SMN candy, with separate modules so that the customers can purchase the product in ease. We have worked on the Wordpress website to develop each modules. We have developed several pages including home, about, contact etc,. We have integrated the payment module to enable the user to pay online. We have developed the project to provide the customer with easy navigation, retrieval of data and give necessary feedback as much as possible. In this project, the user is provided with an e-commerce website that can be used to buyall types of peanut chikki products online.

Link: https://smncandy.com/

Technology in Education

MAHESHWARI A
II - YEAR

How important is technology in education? The COVID-19 pandemic is quickly demonstrating why online education should be a vital part of teaching and learning. By integrating technology into existing curricula, as opposed to using it solely as a crisis-management tool, teachers can harness online learning as a powerful educational tool.

The effective use of digital learning tools in classrooms can increase student engagement, help teachers improve their lesson plans, and facilitate personalized learning. It also helps students build essential 21st-century skills.

Virtual classrooms, video, augmented reality (AR), robots, and other technology tools can not only make class more lively, they can also create more inclusive learning environments that foster collaboration and inquisitiveness and enable teachers to collect data on student performance.

Still, it's important to note that technology is a tool used in education and not an end in itself. The promise of educational technology lies in what educators do with it and how it is used to best support their students' needs.

Educational Technology Challenges

BuiltIn reports that 92 percent of teachers understand the impact of technology in education. According to Project Tomorrow, 59 percent of middle school students say digital educational tools have helped them with their grades and test scores. These tools have become so popular that the educational technology market is projected to expand to $342 billion by 2025, according to the World Economic Forum.

However, educational technology has its challenges, particularly when it comes to implementation and use. For example, despite growing interest in the use of AR, artificial intelligence, and other emerging technology, less than 10 percent of schools report having these tools in their classrooms, according to Project Tomorrow. Additional concerns include excessive screen time, the effectiveness of teachers using the technology, and worries about technology equity.

Prominently rising from the COVID-19 crisis is the issue of content. Educators need to be able to develop and weigh in on online educational content, especially to encourage students to consider a topic from different perspectives. The urgent actions taken during this crisis did not provide sufficient time for this. Access is an added concern — for example, not every school district has resources to provide students with a laptop, and internet connectivity can be unreliable in homes.

Additionally, while some students thrive in online education settings, others lag for various factors, including support resources. For example, a student who already struggled in face-to-face environments may struggle even more in the current situation. These students may have relied on resources that they no longer have in their homes.

Still, most students typically demonstrate confidence in using online education when they have the resources, as studies have suggested. However, online education may pose challenges for teachers, especially in places where it has not been the norm.

Despite the challenges and concerns, it's important to note the benefits of technology in education, including increased collaboration and communication, improved quality of education, and engaging lessons that help spark imagination and a search for knowledge in students.

Early Day's

TIMELINE OF AI

1915

Sir.Leonardo Torres Quevedo built a chess automaton, El Ajedrecista, and published speculation about thinking and automata

1923

Karel Čapek's play R.U.R. (Rossum's Universal Robots) opened in London. This is the first use of the word "robot" in English.

1931

Kurt godel build a universal, integer-based programming language,he is sometimes called the "father of theoretical computer scienc

1941

1941 Konrad Zuse built the first working program-controlled computers

1945

The progress of AI was introduced with the 1944 paper, Theory of Games and Economic Behavior by mathematician John von Neumann and economist Oskar Morgenstern.

50's

1950

1956 McCarthy coins the term artificial intelligence for the conference

1956

Isaac Asimov published his Three Laws of Robotics.

1959

Arthur Samuel coins the term “machine learning,”

60's

1960 Ray Solomonoff lays the foundations of a mathematical theory of AI, introducing universal Bayesian methods for inductive inference and prediction.

1963 Leonard Uhr and Charles Vossler published "A Pattern Recognition Program That Generates, Evaluates, and Adjusts Its Own Operators"

70's

1965 Joseph Weizenbaum (MIT) built ELIZA, an interactive program that carries on a dialogue in English language on any topic.

1978 Tom Mitchell, at Stanford, invented the concept of Version spaces for describing the search space of a concept formation program.

80's

1979 Jack Myers and Harry Pople at University of Pittsburgh developed INTERNIST, a knowledge-based medical diagnosis program based on Dr. Myers' clinical knowledge.

1980 First National Conference of the American Association for Artificial Intelligence (AAAI) held at Stanford.

1981 Danny Hillis designs the connection machine, which utilizes Parallel computing to bring new power to AI

1989 Dean Pomerleau at CMU creates ALVINN (An Autonomous Land Vehicle in a Neural Network).

90's

1996 Steve Grand, roboticist and computer scientist, develops and releases Creatures, a popular simulation of artificial life-forms with simulated biochemistry, neurology with learning algorithms and inheritable digital DNA.

1997 The Deep Blue chess machine (IBM) defeats the (then) world chess champion, Garry Kasparov.

First official RoboCup football (soccer) match featuring table-top matches with 40 teams of interacting robots and over 5000 spectators.

1999 Sony introduces an improved domestic robot similar to a Furby, the AIBO becomes one of the first artificially intelligent "pets" that is also autonomous.

2000's

2002

Rodney Brook's spin-off company, iRobot, created the first commercially successful robot for the home – an autonomous vacuum cleaner called Roomba.

2004

NASA's robotic exploration rovers Spirit and Opportunity autonomously navigate the surface of Mars.

2005

Honda's ASIMO robot, an artificially intelligent humanoid robot, is able to walk as fast as a human, delivering trays to customers in restaurant settings

2009

Google builds autonomous car

2010

ancebots - at Shanghai's 2010 World Expo, some of the extraordinary capabilities of these robots went on display, as 20 of them danced in perfect harmony for eight minutes

2016

Sophia is a social humanoid robot developed by the Hong Kong-based company Hanson Robotics

2017

Taryn Southern is a pop artist working with several AI platforms to co-produce her debut album I AM AI.

2018

AI art Portrait of Edmond Belamy makes $432,500 at an auction

2019

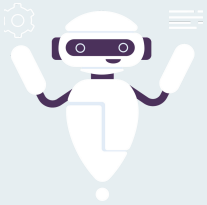
AIArtists.org charts the future

DONE BY,
Sri Balaji
Jayan raja yokesh
IV YEAR

5 TRENDING TECHNOLOGIES

01 **Artificial Intelligence (AI)**

Al refers to a computer system designed to mimic human intelligence and perform tasks



02 **Machine Learning (ML)**

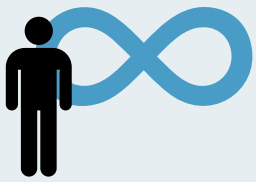
Machine learning is a kind of data analysis that automates the creation of analytical models

03 **Data Science**

Data Science is the automation that aids in the simplification of complex data

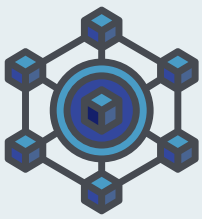
04 **DevOps**

DevOps is a methodology that brings together software development and IT operations.



05 **Blockchain**

In simpler terms, a Blockchain is an electronic record that may be shared among several users.

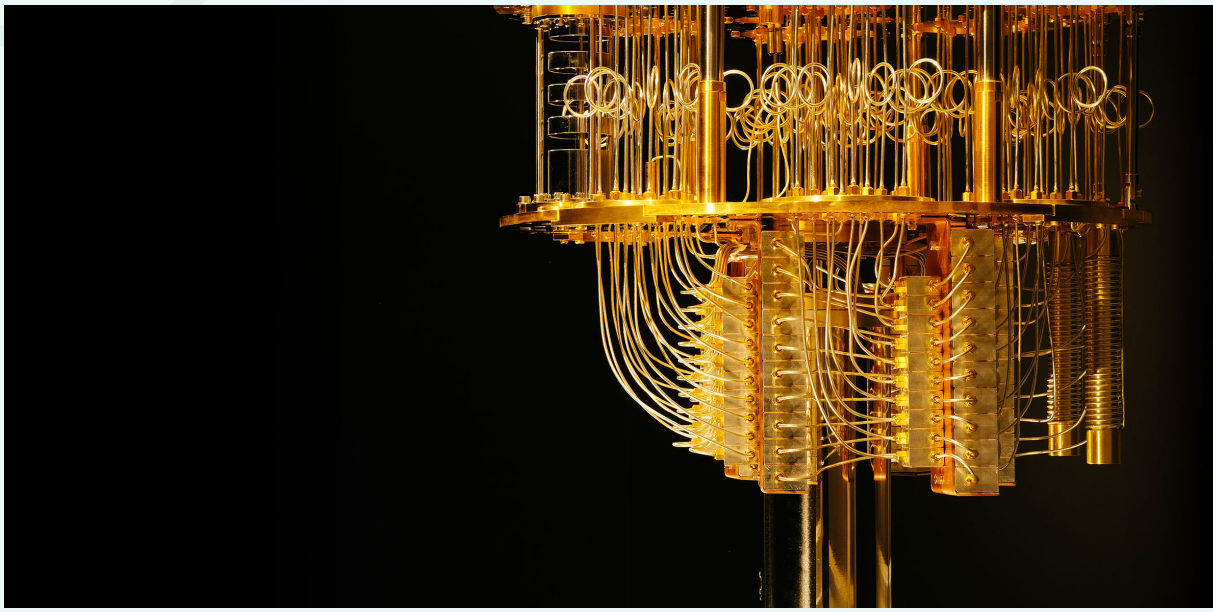


Natchathirah

I - Year

QUANTUM COMPUTING

Quantum computing is a rapidly-emerging technology that merges two great scientific revolutions of the 20th century: computer science and quantum physics. Quantum physics is the theoretical basis of the transistor, the laser, and other technologies which enabled the computing revolution.



WORKING OF QUANTUM COMPUTERS:

Quantum computers are used to solve problems too complex for classical computers.

Conventional computers use transistors that can only store information in two electrical states—On or Off—which binary computer code represents as 1 or 0.

Quantum computing is an altogether different beast. A quantum computer uses quantum bits aka qubits (A quantum bit is any bit made out of a quantum system, like an electron or photon) to run multidimensional quantum algorithms.

Superfluids

Quantum processors need to be very cold – about a hundredth of a degree above absolute zero. To achieve this, super-cooled superfluids to create superconductors.

Control

Quantum computers use Josephson junctions as superconducting qubits. By firing microwave photons at these qubits, we can control their behavior and get them to hold, change, and read out individual units of quantum information.

Superposition

A qubit itself isn't very useful. But it can perform an important trick: placing the quantum information it holds into a state of superposition, which represents a combination of all possible configurations of the qubit.

Entanglement

Entanglement is a quantum mechanical effect that correlates the behavior of two separate things.Quantum algorithms leverage those relationships to find solutions to complex problems.

Some of the top quantum computing applications in the real world.

Artificial Intelligence & Machine Learning:

These are emerging technologies that have penetrated almost every aspect of humans' lives. However, as the number of applications increases, quantum computing can help in processing complex problems in very less time, which would have taken traditional computers thousands of years.

Cybersecurity & Cryptography:

With our increasing dependency on digitisation, we are becoming even more vulnerable to these threats. Quantum computing with the help of machine learning can help in developing various techniques to combat these cybersecurity threats. Additionally, quantum computing can help in creating encryption methods, also known as, quantum cryptography.

Financial Modelling:

For a finance industry to find the right mix for fruitful investments based on expected returns, the risk associated, and other factors are important to survive in the market. However, by applying quantum technology to perform these massive and complex calculations, companies can not only improve the quality of the solutions but also reduce the time to develop them.

Weather Forecasting:

The Quantum computer's ability to crunch vast amounts of data, in a short period, could indeed lead to enhancing weather system modelling allowing scientists to predict the changing weather patterns in no time and with excellent accuracy.

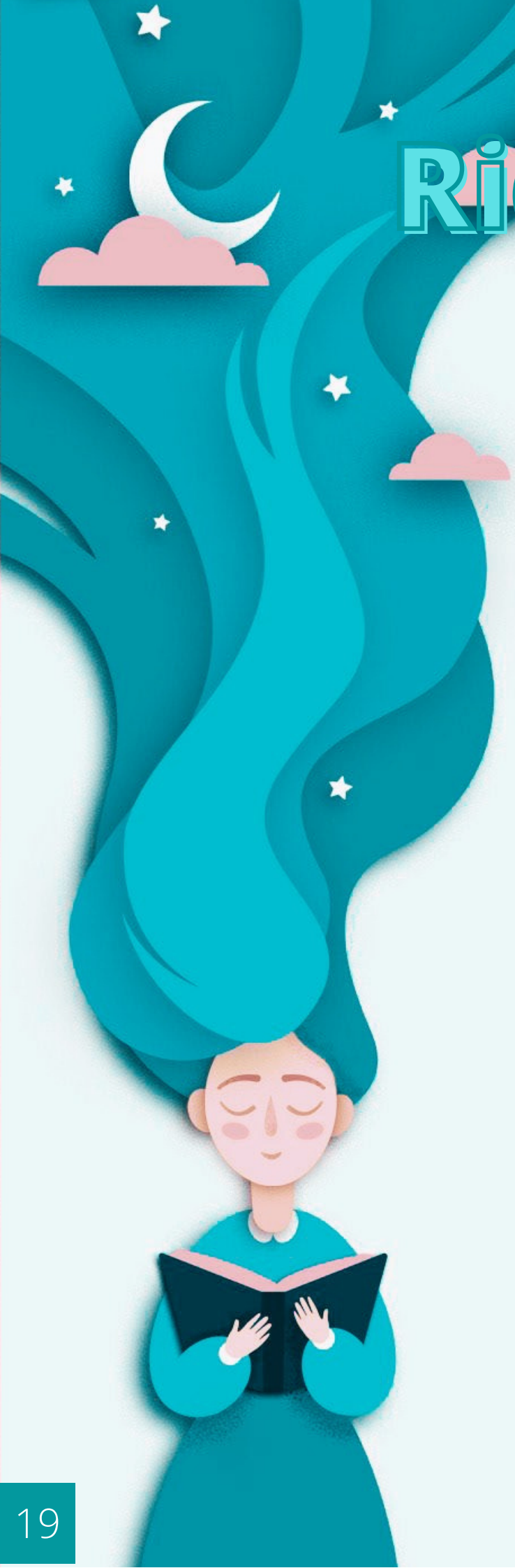
CONCLUSION:

Despite the flurry of activity and rapidly growing interest in quantum computing, major breakthroughs with real-world applications are probably years away.

One reason is the fickleness of subatomic matter. Qubits are extremely delicate, and even a small disturbance knocks particles out of quantum state. That's why quantum computers are kept at temperatures slightly above absolute zero, colder than outer space, since matter becomes effectively more stable the colder it gets. Even at that temperature, qubit particles typically remain in superposition for only fractions of a second.

While the quantum era may develop slowly, it's worth remembering that the Internet—or an early version of it—was around for decades before it was established as the truly revolutionary force it would become. But like the Internet, the work researchers are doing now on quantum computing lead to a world we can't now imagine.

S.LAKSHMAN RAJ
III YEAR

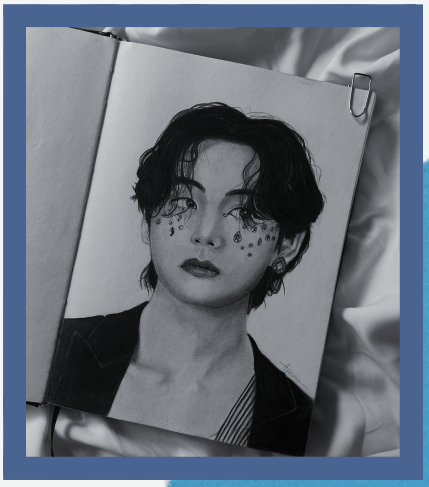


Riddles

1) What can you catch, but not throw?
Answer: A cold.
2) What begins with T, finishes with T, and has T in it?
Answer: A teapot.
3) What is brown, has a head, and tails, but no legs?
Answer: A penny
4) I am full of keys but I can't open any doors. What am I?
Answer: A piano.
5) What bank never has any money?
Answer: A riverbank.
6) What building in a town has the most stories?
Answer: The library.
7) I am as light as a feather but even the strongest man can't hold me for more than a minute. What am I?
Answer: Breath.
8) I am not alive, but I can still die. What am I?
Answer: A battery.
9) I'm tall when I'm young and short when I'm old. What am I?
Answer: A candle.
10) I shave every day but my beard stays the same. How?
Answer: I'm the barber.
11) I can run even though I have no legs. What am I?
Answer: Your nose.
12) What is full of holes but still holds water?
Answer: A sponge.
13) How many months have 28 days?
Answer: All of them!
14) When does Friday come before Thursday?
Answer: In the dictionary.
15) What belongs to you, but other people use more?
Answer: Your name.

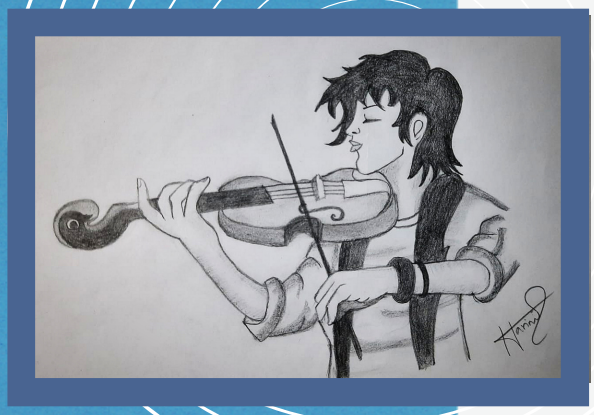
Dharshanaa.S
I YEAR

ART



Aparna.M
II YEAR

S.Sri Gayathri
III YEAR



S.Harini
II YEAR

S.Sharmila
III YEAR

SPORTS DAY

2022

ANNUAL SPORTS MEET

The first torch bearer of Olympic flame is B.Bharath, B.E III Computer Science and Engineering… (Basketball Player… Represented School Divisional Level…and also our college basketball player)

Now the Olympic torch is passed on to R.Durai Pandi, B.E III Computer Science and Engineering…(Karate Player… Represented and secured Gold Medalist for school Divisional & open State and III - Place in the Kumite -84Kg Category event in Anna University Inter - Zonal Karate Selection Trials 2022)

Now the Olympic torch is passed on to S.Dheeksha, B.E II Computer Science and Engineering. (Gymnaste - Represented School State Medalist and National Participated).

Now the Olympic torch is passed on to I.Mohammed Imrankan, B.E II Computer Science and Engineering (Karate Black Belt…Represented National, South Asian & International Medalist for Karate).

Now the Olympic torch is passed on to T.Meera B.E I Computer Science and Engineering… (Football Player and Cycle Polo & Athlete… Represented School State Medalist and National Participated).

Basketball/ runners
Sonal.l.R
iii year
Captain
Preetha
ii year
Vice captain

Our CSE department students participated and won in several activities this year.Congrats to all the winners!

100mts
1st place
Dheeksha .s
ii year

Throwball/winners
Reshma.s
ii - year
Vice captain

400 mts
Dheeksha.S
1 st place
Preetha.S
2nd place
ii year

Discus throw
S.threegha
2nd place
ii year

MULTIMEDIA CONTEST

We, the CSE Association and VCET Institutions Innovation Council (IIC) jointly
organized a Multimedia Contest on NATIONAL TECHNOLOGY DAY for I and II-year students of all the Department on 11.05.2022.
This is an event which hinders some critical thinking and innovative thought among student and this event was organized by T.Grace Shalini , Professor, CSE .
And the student co-ordinators – G.M.Yazhmozhe and S.Threegha.
Totally 29 teams registered and 11 teams were selected for the competition.
Dr.R.Kavitha, Professor, ECE and Dr.Kamalesh, Associate Professor, IT acted as Jury for the competition.
By 11.30 am, Session started with a welcome speech by Ms.Yazhmozhe,II CSE B, greeted the Judges, students and faculty members.
Students actively Participated with new innovative ideas.

First prize : 1. S. Rohan Karthikeyan – II CSE
2. M.S. Suryakanth –II CSE
Second Prize:1.A. Ahamed Imthiyaz – I ECE
Third Prize:1. G. Sri Barath Selva -II ECE
2. G. Siva Jeeva –II ECE

Ms.Threegha,II CSE B gave the vote of thanks.

LET NO-ONE STEAL YOUR DREAMS

Harish
IV year

LET NO-ONE STEAL YOUR DREAMS
LET NO-ONE TEAR APART
THE BURNING OF AMBITION.
THAT FIRES THE DRIVE INSIDE YOUR HEART

LET NO-ONE STEAL YOUR DREAMS
LET NO-ONE TELL YOU THAT YOU WON'T
LET NO-ONE TELL YOU THAT YOU CAN'T
LET NO-ONE HOLD YOU BACK

SET YOUR SIGHTS AND KEEP THEM FIXED
SET YOUR SIGHTS ON HIGH
LET NO-ONE STEAL YOUR DREAMS
YOUR ONLY LIMIT IS THE SKY

CHIEF ADVISOR:

Dr.P.Alli, M.S., Ph.D.,
DEAN-PLANNING AND DEVELOPMENT,
Professor & Head, Department of CSE

EDITORIALCHIEF:

Dr.T.GraceShalini,M.E.,M.B.A,Ph.D,
Assistant Professor

EDITORS TEAM

IV YEAR

Shruti

SharanVel

III YEAR

Poojha Keerthi S S

Baruni Priya

II YEAR

Reshma.S

Janani.R

Sakthi Aishwarya.S

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2007 to 2022

Over a decade of experience in providing powerful weapon to the students to change the world