FALCON 2017-18

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Lekhana M

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Vinay B

Designed Assists

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Falcon Timelines

Biannual Newsletter by

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

2017-18 (Even sem)

Intake 60 | Total students 244 | Boys 75 | Girls 169 | SFR 1:15

Volume 2 | Issue 2 | Date release 28.08.2018

GMIT

DAVANGERE

CET Code: E114

With blessings of

Late Sri G Mallikarjunappa
Hon'ble Member of Parliament
Founder President

HoD Desk

Dr. Sanjay Pande M B
HoD, Dept. of CSE

Each and every one of you will one day have to ascribe a meaning to your life. As Swami Vivekananda said, "Truth can be stated in a thousand different ways, yet each one can be true." Your education here, in this department and outside it, during your time here and long after you graduate, will help you find that truth. The true hallmark of that education would be one "by which character is formed, strength of mind is increased, the intellect is expanded, and by which one can stand on one's own feet." So, seek out that education, discover that truth and remember to use it well.

Vision of the Department

To build excellent Technocrats in Computer Science and Engineering by continuously striving for excellence in IT industry to meet the challenges of society.

Mission of the Department

1. To train students by adopting effective teaching-learning approach.
2. To establish collaborative learning approach with Industry and Professional bodies.
3. To develop engineers with Professional-Social ethics and creative Research Culture.

Programme Educational Objectives

1. Graduates able to apply the knowledge of Basics Science and Core Computer science to analyze and solve real world problems.
2. Graduates possess professional skills needed for IT employment and pursue higher education in Computer Science and Engineering.
3. Graduates engage in life-long learning and adapt to changing Environment.
4. Graduates who can succeed as an individual or team leader in multidisciplinary avenues.

Dr. P Prakash
Principal

I feel extremely happy to understand that computer Science & Engineering department of our Institution is bringing out its News letter Falcon Timelines. I understand that all the students have contributed for bringing out this magazine in an excellent format. the records like Academic achievements, sports achievements, extra curricular achievements of the students along with the career progress of the faculty or documented at regular intervals in the News letter. selected technical articles, research, authored by the students and faculty will impart a weightage to the News letter. I congratulate the editorial team and wish them Good luck in their future endeavors.

Editorial Board

Program Specific Outcomes :

Graduates of Computer science & engineering are able to :

1. Use new technology in solving professional problems.
2. Competent in problem solving techniques.
3. Use the creativity and software design knowledge in the development of Information & Technology.

Programme outcomes

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

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

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

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

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

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

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

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

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

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

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

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

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About department

The department was started in the year 2001. The department is progressing dynamically in both academic and research areas. Currently the department offers a 4-year Under Graduate B.E degree in Computer Science and Engineering with an intake of 60 students, under the affiliation of Visveswaraya Technological University, Belgaum.

The objective is to educate, train and develop world class research and IT professionals with a mastery of not only hardware and software skills but also soft skills for professional success. The Department is well equipped with state-of-the-art laboratories in the areas of Computing, Systems Programming, File Systems, Computer Networking, Microprocessor and Electronic Circuits along with a department library.

The Department has CSE Forum called "Falcon" which provides a platform for students to showcase their talents in both technical and extracurricular activities. The Forum helps in all-round development of the students through various Technical and non-Technical activities conducted throughout the year. The faculties of the department are actively involved in research activities in various technical areas. The department is regularly conducting workshops for faculty and students.

Placement :


Sahana B


Shravanthi N


Poornima B S


Aldrin Dias


Sharath M Kolekar

SLK


Pallavi basappa karadi


Chandana Patil


Chaitra T N

codilar


Jaya Chandra S

SHRIRAM
Commercial Vehicle Finance
GETS YOU GOING


Vikas B S


Anees Ahmed A N

WESTLINE
Sail Across the World...


Vikas B S


Varsha M S

Optreum Human Capital


Arpitha A H


Aldrin Dias


Yashwitha


Ashwini M J

abc


Vinayaka C

EQUILOGICS SOFTWARE


Amshula A S

YoungStone
TECHNOLOGIES


Tejaswini N

FACE


Kavya S Patel

Faculty Corner

Special activities conducted by faculties

Model Construction
Subject: Computer Graphics & Visualization
Description: Students have to construct physical model that will help to understand and gain knowledge about realistic images
Conducted by: Shivanna K
Date Conducted: 13-04-2018

Case Study: Design & implementation of Digital Certificate
Subject: Information & Network Security
Description: Students have to implement a given problem statement in JAVA language. This activity improves coding skills of students.
Conducted by: Shivanna K
Date Conducted: 07-05-2018

Pass the 'mic'
Subject: System Modelling and Simulation
Description: Students will have a tendency to pick the terms that they are most comfortable speaking about and those left consistently untouched will give you a clear assessment of the subjects in which your class is struggling, and where comprehension is lacking.
Conducted by: Rachana N B
Date Conducted: 04-05-2018

Quiz(MCQ)
Subject: Object Oriented concepts
Description: Better understanding of subject and preparing for campus
Conducted by: Santosh Kumar M
Date Conducted: 24-03-2018

X-game, class test
Subject: Automata Theory and Computation
Description: Better understanding of subject and improved performance in 1st IA
Conducted by: Santosh Kumar M
Date Conducted: 21/9/2016

Quality of Service (QOS)
Subject: Ad-Hoc Networks
Description: Students given Seminar presentation on the topic of QOS, how Quality is maintained during data packet sending via intermediate nodes in Ad-Hoc Networks.
Conducted by: Arunkumar B T

QUIZ
Subject: Cryptography, network security & Cyber law
Description: Multiple choice questions were given to students to answer each carrying one mark. This activity helped them to retain some basics of cryptography
Conducted by: Divya GC
Date Conducted: 14-03-2018

Nibbling cryptography
Subject: Cryptography, network security & Cyber law
Description: Important cryptography topics were chosen and was given as seminar topics. This activity helped students to gain more knowledge about cryptography
Conducted by: Divya GC
Date Conducted: 29-03-2018, & 1-04-2018

QUIZ
Subject: PCD
Description: Technical quiz on C programming language
Conducted by: Kotreshi S N

Word Finder
Subject: Design and analysis of algorithms
Description: Find the words of the list within the letter grid. Words can be found horizontally, down or diagonally. This activity is fun to play as well as educational.
Conducted by: Deepak D J
Date Conducted: 24-03-2018

Chart Preparation
Subject: PCD
Description: Syllabus content module-wise
Conducted by: Kotreshi S N

Seminar
Subject: OOMD
Description: Technical seminar
Conducted by: Kotreshi S N

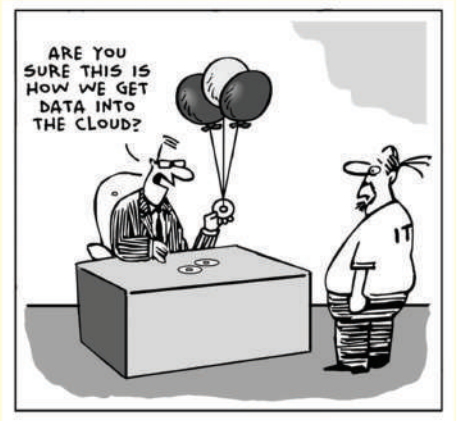
Quiz
Subject: PCD
Description: Technical quiz on C programming language
Conducted by: Kotreshi S N

Chart Preparation
Subject: PCD
Description: Syllabus content module-wise
Conducted by: Kotreshi S N

Multiple Chioce Questions - 24
Subject: Operating Systems
Description: Questions were selected from Module 1& 2, Specfically releated to Company Interviews.
Conducted by: Dr. Sanjay Pande M B
Date Conducted: 23/3/2018

Object Type questions
Subject: SS AND Comipler Design
Conducted by: Niranjan Murthy C

Brain Strom on DEADLOCK
Subject: Operating Systems
Description: Students were clustered into team teams and each was given a topic to be discussed among themselves to write down the important points in the releated topic. One person from the team was made to explain the concept to the entire class.
Conducted by: Dr. Sanjay Pande M B
Date Conducted: 05-10-2018



Technical Talks:

"Nature is an infinite sphere, whose Centre is everywhere and whose circumference is nowhere"
Nature is the art of god. Mother Nature is the source of everything. Generosity is the prime aspect we need to learn from Mother Nature.

Biomimicry is a new technology which is rapidly budding and spreading throughout the world. Biomimicry is the technique of designing and producing materials, structures and systems that are modelled based on activities, processes and entities occurring in the nature. Biomimicry is derived from Greek words ' Bios' and 'Mimes'. Bios means 'Life' and Mimesis means 'To imitate'. Thus Biomimcry means "To Imitate Life" or "To Imitate Nature". Biomimcry is also termed as 'Biomimetics'.

Biomimcry is brought about in various fields of engineering. It is creative and innovative way that is inspired by nature to solve the engineering problems and to transform them into a new invention. In civil engineering, Biomimcry is recognized to solve the multipart issues, create the green technology material, reduce the environmental impact and reduce the engineering cost..
Here are few of the marvels of Biomimcry.

Burrs-inspired Velcro: The most famous example of biomimcry was the invention of Velcro Brand Fasteners. The idea was taken from the burrs of a plant that stuck tenaciously (means strong grip) to a dog's hair. Under microscope it was found out that the tiny hooks on the end of the burr's spines caught firmly anything with a loop such as clothing, hair or animal fur. Velcro Brand Fasteners system uses the same principle. One side has strips or patches of a hooked material and the other with strips or patches of a loose-looped weave of nylon that holds the hooks.

Inch Worms-Inspired Tree-Climbing Robots: The Treebot uses tactile sensors to find its way up a tree, which is just same as the way an inchworm does. It feels around to determine where it should grasp for the best grip. The objective of the Treebots is to assist or to replace human being in performing forestry tasks on trees

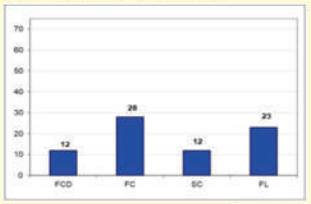
There are many aspects of biomimcry from which can learn. There are a lot of things around us waiting silently to be discovered. Biomimcry is another gift from Mother Nature. We cannot thank her enough for her generosity. At least let us save her and not harm her..

Mrs.G C DIVYA
Assistant professor

Students' Corner

Result:

4th Semester - July 2017



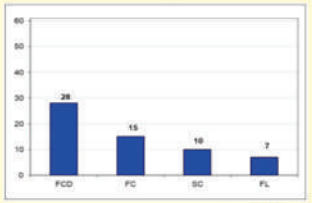

Shwetha M M
1st Topper


Mamata B B
2nd Topper

Overall Result :
52/75 = 69.3 %


Divya I
3rd Topper

6th Semester - July 2017



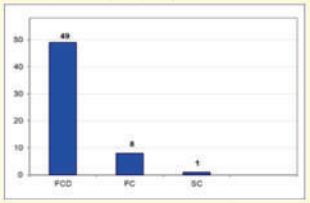

Ramya G R
1st Topper


Anusha P
2nd Topper

Overall Result :
53/60 = 88.3 %


Anusha G V
3rd Topper

8th Semester - July 2017




Pallavi B K
1st Topper


Sahana B
2nd Topper

Overall Result :
58/58=100%


Rekha C
3rd Topper

Three Day Workshop on Mobile Application Development
16th, 17th& 18th Feb 2018
Resource persons
Mr. Avinash R S
Senior Software Engg. Nandi Mobile Tech. & Corporate Trainer in Android at Jspiders, Bengaluru

Mr. Chanabasappa M Harti
Senior Consultant, SOA IT Solutions Pvt. Ltd, Bengaluru

Lighting the lamp by Dr. P Prakash, Principal in the presence of Dr Shreedhar B, Vice Principal, Dr SunilKumar B S, Dean Academics, Dr Sanjay Pande M B, HOD, CSE, Resource persons Mr.R Avinash, Mr. Channabasappa M H and coordinator Mr. Maruthi S T

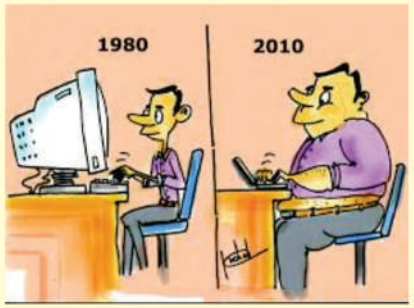
Three Day Workshop on "ARM Processor & Its Applications"
5th& 7th April 2018
Resource persons
Mr. Mohammed Asif
Asst. Manager, Innowie Tech. Solutions, Bengaluru

Three Day Workshop
Graphics Application Development Using OpenGL
April 20th to 22nd, 2018

Inaguaration of three day workshop on "Graphics Application Development Using Open GL" in the presence of Dr. Shreedhar B R, Vice Principal, Dr. Shreedhar K S, Chief guest, Prof, UBDTCE, Mr Kotreshi S N & Mr. Shivanna K, Resource Persons, Dept of CS&e, GMIT

Paper Publications by Students

Name of the Student	Title	Conference / Journal
Nayana Bayari	An effective and Robust high efficiency video coding framework to enhance real-time video frames	TECHNOZON E 2018, Jawaharlal Nehru National College of Engineering Shivamogga
Anusha G.V	An effective and Robust high efficiency video coding framework to enhance real-time video frames	TECHNOZON E 2018, Jawaharlal Nehru National College of Engineering Shivamogga



Name of the Student	Date	Event	Place Won	Venue
Anusha G V	5-05-2018	Project Contest	Consolation Prize	BMS College of Engineering Bengalore
Ananthram K E	23-02-2018	Blind Coding	Paticipated	TECHNIE'18 at Jain Institution of Technology Davanagere
Ananthram K E	16-02-2018	God Father	First	Kaushala 2018 at U.B.D.T College of Engineering. Davanagere
Nikhitha N	5-04-2018	Workshop (ARM Processor & its Applications)	Participated	GMIT. Davanagere
Shweta K H		Javelin Throw	Second	Mallika 18.0 at GMIT. Davanagere
Varsha N J		Class Representative	Participated	FALCON at GMIT. Davanagere
Aishwarya Halagi	16-02-2018	Workshop(Mobile Application Development)	Participated	GMIT. Davanagere
Anusha S V		Fast and Curious	Second	FALCON at GMIT
Srujana N D		Advanced speed Typing	Grade A	Sri Manjunatha Computer Coaching Centre
Vani B	16-02-2018	Workshop(Mobile Application Development)	Participated	GMIT. Davanagere
Savitri S K	20-04-2018	Workshop(Graphics Application Development using open GL)	Participated	GMIT. Davanagere
Anusha S V	20-04-2018	Workshop(Graphics Application Development using open GL)	Participated	GMIT. Davanagere
Shweta K H		Javelin Throw	Second	Mallika 18.0 at GMIT. Davanagere
Vinutha S M	20-04-2018	Workshop(Graphics Application Development using open GL)	Participated	GMIT. Davanagere
Anusha S V	16-02-2018	Workshop(Mobile Application Development)	Participated	GMIT. Davanagere