BHOJ REDDY ENGINEERING COLLEGE FOR WOMEN
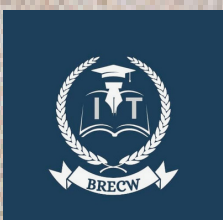
IS Sadan Crossroads, Vinaynagar, Saidabad,
Hyderabad - 500 059, Telangana.

TECH RADAR

January - December 2019

Volume 1

magazine

Department of Information Technology

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Department of Information Technology

Department Vision

- To emerge as a department of excellence in using cutting–edge technology by empowering women with sound technical knowledge to meet the future needs and challenges of the society.

Department Mission

- Department is committed to provide an enriching & conducive environment to build tools through the values of compassion and respect.

- To provide a holistic learning environment which will help students improve their personal and professional skills.

- To create an ambience that will contribute in creating self-reliant, innovative and entrepreneurial professionals, who shall contribute to the growth of technology.

- To develop a passion for learning through practical approach.

About BRECW

Bhoj Reddy Engineering College for Women is run by Sangam Laxmibai Vidyapeet, a registered voluntary social action group working since 1952 for empowerment of women and girls through education. The Vidyapeet has more than 60 years of experience in the field of education.

The College was established in 1997. It is managed by an executive committee consisting of persons with along experience in the field of education. Within a short period, it has emerged as one of the premier engineering colleges in the state.

The College campus has the unique advantage of being located in the heart of the city and yet free from noise and dust pollution. With considerable open space and greenery spread over 6.5 acers of land, the campus provides an ideal ambience for the engineering education of girls.

Faculty

The College has able and committed faculty. The development of faculty is pursued vigorously on a continuous basis. The selection of faculty members is made every year by the JNTU selection committee through an open advertisement in the leading newspapers. The College encourages the faculty members to pursue higher studies and research by extending special facilities.

Infrastructure

All Class rooms are provided with LCD facilities for conducting lectures and presentations effectively. Tutorials are conducted regularly and, for this purpose, separate tutorial rooms are provided in each department. An open air theatre to accommodate more than 1200 is also available in the college campus. A full fledged 'Ramdev Convention Center' with a capacity of 300 will be ready for the academic year 2012-13 for conducting curricular, co-curricular and extra-curricular activities.

The College Timings are 9:30am to 4:30pm. There will be 6 periods of 60 minutes duration in a day, with a lunch break of 60 minutes. The College attaches great importance to attendance and rewards students having good attendance.

Student Chapters

Presenlty, the College has Students Chapters, namely (i) Institution of Electrical & Electronics Engineers (IEEE), (ii) Indian Society for Technical Education (ISTE), (iii) Institution of Electronics & Telecommunication Engineers (IETE) and (iv) Instrument Society of India (ISOI).

Academic Activities

The College has been in the forefront in organizing various short-term courses, conferences, symposia, workshops, seminars and special lecturers.

Benefits of Academic Activities:

Enhanced Learning Experience: Supplement traditional classroom learning with practical experiences and exposure to current developments.

Skill Development: Foster skills such as communication, teamwork, problem-solving, and critical analysis.

Professional Growth: Support faculty development and research initiatives, contributing to their professional growth and academic achievements.

Community Engagement: Strengthen ties with the local community and industry partners, promoting collaborative research and community service initiatives.

Principal's Message

Dr C Berin Jones
Principal
BE (CSE), ME (CSE), MBA, PhD (CSE)
Member of IEEE, Professional and SIGITE Member of ACM
Life Member of ISTE

Dear Students,

Today the country is in great need of technically sound graduates having a strong aptitude to work with zeal and fervour. Our college focuses on offering the best of the Technical Education for the overall development of the students. When you walk out of the campus, you can be competent enough in carrying out 011 your personal os well os social responsibilities. Thanks to the Training and placement cell of our college which intends students be aware of the various job opportunities, imports the necessary training and skills, and conducts campus interviews to recruit themselves in the final year of the, graduation. It ploys o crucial role in helping students to kick-start their career in their respective fields. I om pleased that the students ore well-known about all curricular, co-curricular and extra-curricular activities along with substantial emphasis on sports and cultural activities. I specially wish to congratulate G Horshini, a student of Computer Science and Engineering of 2014-18 botch, for having topped the university examinations and bogged two gold medals from JNITUH and also to our senior faculty members who hove been felicitated for their twenty years of service in our college. Further, I appeal to all the students to give their best and take the maximum advantages of all the available resources so os to hove o brit lions career in future.

Congratulations to all the contributors, student coordinators and faculty members of the Magazine Committee on the successful publication of this magazine!

HOD's Message

Dr C Murugamani
Associate Professor
Head of IT Department
BRECW

Dear Students,

It gives me immense pleasure to release annnual departmental magazine of IT. Our College is one of the premier institutions, unique like a prism reflecting the manifold shades of learning and co-curricular activities.

The very motto of our department is to provide quality education. The process of learning is extremely important in life. What you learn, how you learn and where you learn play a crucial role in developing ones intellectual capability, besides career.

Along with academic knowledge CSE also trains its Engineers to face the challenges in life by providing many value added courses to enhance their career prospects. The excellent infrastructure, teaching faculty of the best kind ensuring quality education such as interaction among students, parents and staff, along with a Training and Placement Cell ensures a bright future to its students.

"Considering mentoring as a life-time commitment, we motivate students to achieve academic excellence with life skills"

Dr C Murugamani

**Dr C Murugamani
Associate Professor and Head of IT
Department
BRECW**

Filed patent on " Internet of Things and Intelligence Environmental Management and smart agriculture system" in the Domain "COMPUTER SCIENCE" on 21/7/2019

**Sandhya Rani
Associate Professor
Department of IT
BRECW**

Published papaer on "Multicast Symmetric Secret Key Management Scheme in Mobile Ad-hoc Networks" in Intelligent Technologies and RoboticsIntelligent Technologies and Robotics (RO) Conference on 13 July 2019

Proud Moment

Komal student of I year B.Tech from Information Technology department won SILVER MEDAL in Senior "Sepaktakraw" National (regu Event) held in Jodhpur, rajasthan in January 2019.

Inter Engineering Games Meets for Women students will be conducted every year.

We are proud that our students won **Throw Ball competition.** The Management of the College encouraging the students by giving cash awards for the University players as well as the winners in JNTUH Inter Engineering Collegiate Tournaments.

itting Left to Right: 1. B Vejitha III IT B, 2. B Vaishnavi I ECE C, 3. Y Sravani III IT
t: 1. P Varshithal IT B, 2. M Sowmya II CSE B, 3. M Sri Santhoshi III ECE C, 4. Mr
5. J Sai Soumya IV ECE-C, 6. K PoojaSmruthi II ECE B, 7. G Shamukhi II IT B

Faculty FDPs,Workshops

S.No	Name of the participant	Title of the FDP / professional development / administrative training program	Dates (from-to) (DD-MM-YYYY)
1	C Murugamani	Workshop on "NBA Accrediation & SAR filling"	18th, 19th Feb 2019
		FDP on " Design and Analysis of Antennas for 5G wireless Applicatons"	3rd July to 9th july 2019
2	M Sandhya Rani	Workshop on"Block Chain Technology"	29 June 2019
		NPTEL-Cryptography and Network Security	Jan-April 2019
		workshop on "Augmented Reality and Virtual Reality"	29-30 March 2019
3	D Navaneetha	workshop on "Augmented Reality and Virtual Reality"	29-30 March 2019
4	G Jyothi	workshop on "Augmented Reality and Virtual Reality"	29-30 March 2019
5	Mehveen M K	Workshop on Augmented reality and virtual reality	29.03.2019 to 30.03.2019
6	TasneemRahath	FDP on Data Base Management System	Feb-Apr 2019
		workshop on augmented Reality and Virtual Reality	29/03/2019-30/03/2019
7	Minhaj Begum	Augmented Reality and Virtual Reality	29th & 30th March 2019
		Cryptography and Network Security	Jan - April 2019

Faculty NPTEL Certfication

S.No	Faculty Name	Course
1	Dr C Murugamani	Database Management System
2	M Sandhya Rani	Cryptography & Network Security
3	D Navneetha	Database Management System
4	G Jyothi	Problem Solving through programming in C
5	Mehveen M K	Compiler Design
6	Veda Sahithi	Problem Solving through programming in C
7	E Nithya	Data Mining
8	T Santosh	Problem Solving through programming in C
9	Maya Dhone	Data Mining
10	Noya Ramesh G	Cryptography & Network Security
11	Tasneem Rahath	Database Management System
12	Suhasini A	Computer Archictecture and Organization
13	Minhaj Begum	Cryptography & Network Security
14	D Swetha	Database Management System

Faculty NPTEL Certficates

S. No	Faculty Name	Course Name	Type of certification
1	G Jyothi	Computer Graphics	Elite
2	G Jyothi	Object oriented Analysis and Design	Elite
3	S Revathi	Software Engineering	Elite

Students NPTEL Certfication

S.No	Student Name	Course
1	T Manisha Reddy	Programming in Java
2	R Priyanaka	Programming in Java
3	Pravallika M	Programming in Java
4	Kavya Jani	Programming in Java
5	Srivalli A	Programming in Java
6	P N K Lohitha	Programming in Java
7	G Supriya	Programming in Java
8	N Saileela	Programming in Java
9	B Mounika	Programming in Java
10	Sravani Y	Joy of Computing using Python
11	Paravllika M	Joy of Computing using Python
12	B Pranathi	Joy of Computing using Python
13	C Sumykya	Joy of Computing using Python
14	S Afreen	Joy of Computing using Python
15	G R Ramya	Database Management System

Students NPTEL Certficates

Technical Writing: What and How?

Watson Chatbot

In proposed system we can add extra features in existing systems to improve serviceability of bots and quality of bots. We can add features like Text-to-Speech by which chatbot will be able to read the output produced by itself. We can add Speech-to-Text feature in existing chatbot so that user can easily interact with bot. These features will help humans to experience human like response from bot. These features will improve user's interest in engaging with bot. We can increase datasets so that bot will be able to give response for any type of query asked by user. We can use various ML algorithms such as NLP for effective retrieval of response from datasets. The bots would be able to navigate to different sites according to user requests.
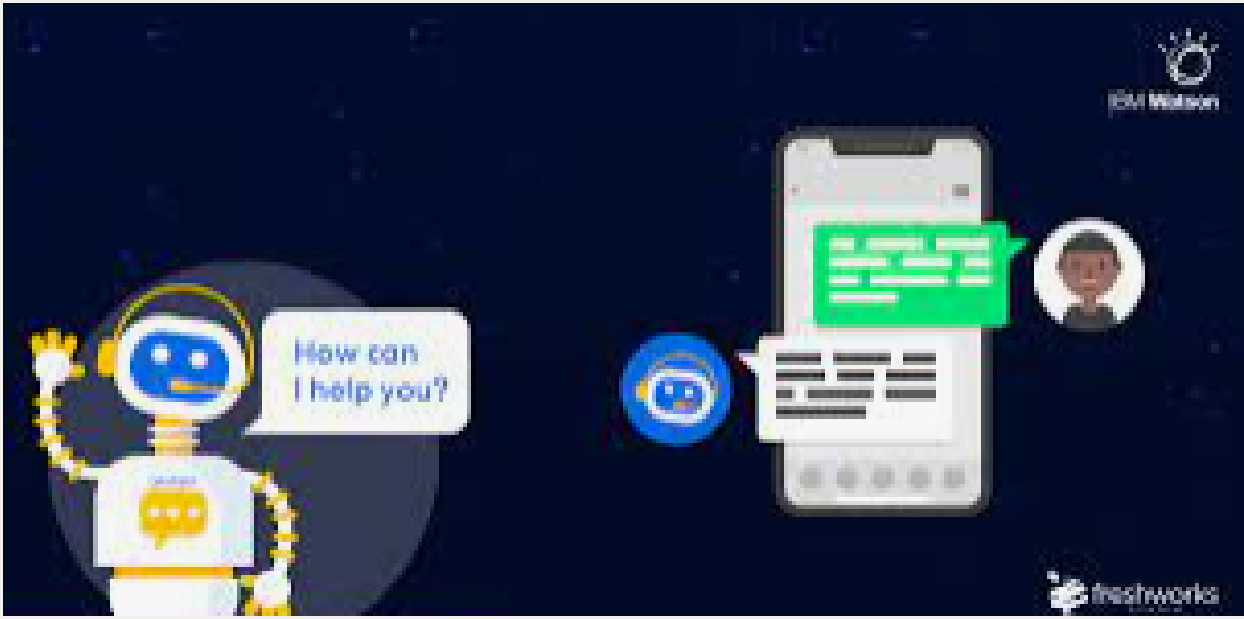
As we know Chatbot is a new way of handling user or customers request or feedback, Chatbot can be used in social sites like Government sites, Messaging sites etc. Chatbots can be used as an agent to handle the query of customers in business site of companies. Chatbot can be used as assistant to manage day-to-day activities, reminders, meetings and it should be able to perform some extra tasks ex: when user gives input "call xyz", so it should perform this task.

V TEJASRI

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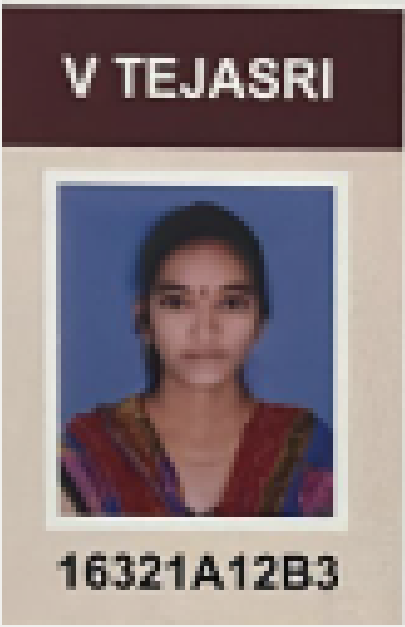
Counter Raffle Unity 3D Software

Block Runner is a basic game build under the unity training that is deployable as an android application. Counter Raffle is an application that selects a winner. The winner is been selected randomly via the IMEI code when the counter is set to zero. TECHNOLOGY: 1 Augmented Reality AR is an interactive experience of a real-world environment where the objects that reside in the real-world are "augmented" by computer-generated perceptual information. Augmented reality apps are written in special 3D programs that allow the developer to tie animation or contextual digital information in the computer program to an augmented reality "marker" in the real world. When a computing device's AR app or browser plug-in receives digital information from a known marker, it begins to execute the marker's code and layer the correct image or images.

Unity is a cross-platform game engine developed by Unity Technologies.The engine can be used to create both threedimensional and two-dimensional games as well as simulations for its many Unity gives users the ability to create games in both 2D and 3D, and the engine offers a primary scripting API in C#, for both the Unity editor in the form of plugging, and games themselves, as well as drag and drop functionality.The engine has support for the following graphics APIs: Direct3D on Windows and Xbox One; OpenGL on Linux, macOS, and Windows; OpenGL ES on Android and iOS; WebGL on the web; and proprietary APIs on the video game consoles.

ALPURI
SHIVANI

16321A1290

HAPTIC TECHNOLOGY

Haptic technology is also known as kinaesthetic communication or 3D touch.It refers to any technology that can create an experience of touch by applying forces,vibrations, or motions to the user. These technologies can be used to create virtual objects in a computer simulation, to control virtual objects, and to enhance remote control of machines and devices.Haptic devices may incorporate tactile sensors that measure forces exerted by the user on the interface. The word "haptic" from the Greek, means "tactile, pertaining to the sense of touch". Simple haptic devices are common in the form of game controllers, joysticks and steering wheels. Haptic technology progressed relatively slowly for decades. In the 1990s, companies were already trying to create consumer products that allow users to receive tactile feedback from devices and "feel" virtual objects. But the technologies being developed were largely confined to company research labs, and consumers didn't have much exposure to practical products ready for the marketplace.

One of the main fields where haptic technology is used is Gaming. Video gaming seems to be the industry that currently has the most to gain from haptic technology. Gaming consoles led the way for haptics to be introduced into consumers' lives, and video game haptics have come a long way. The perfect implementation would look something like Star Trek's Holodeck, a completely immersive virtual reality, with tangible virtual objects and the ability to walk around freely without worrying about running into walls. But while we wait for that, a variety of haptic devices that help users forget their bodies are still in the real world will have to do.

MALYALA PRAVALIKA

16321A1262

5G TECHNOLOGY

Fifth-generation wireless – better known as 5G – promises anytime, anywhere connectivity that works 20 times faster than the previous generation, opening the door to a wide variety of new services and potential solutions, and ushering in the Fourth Industrial Revolution

Could it even help fight climate change? Contrary to concerns about the carbon footprint of the ICT industry, some argue that 5G could help the sector reduce CO_2 emissions by 1.5 gigatonnes by 2030. What does 5G mean for a sustainable future? There may be potential for 5G to drive the development of a lower carbon and more sustainable economy.

This new form of wireless access previously inaccessible high-frequency millimeter radio waves, between 30 and 300 Gigahertz – and that is the real gamechanger. Once developed, all devices that run on the 5G NR (new radio) standard will no longer need to be connected to wi-fi hotspots, introducing an era of constant connectivity, as well as tremendous speed increases.

In order for this technology to develop, new infrastructure needs to be put in place. Higher frequencies have greater difficulty with object penetration, and therefore operators need to build new macro sites or wireless base stations.Information-sharing is key to equitable and sustainable development. Therefore, collaborative efforts towards building energy efficient infrastructure to support 5G systems available to all are vital.

VOTERKARI VEDASREE

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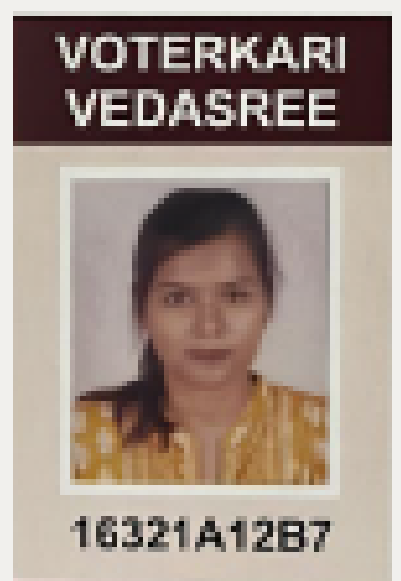
Placements

Name of the company	Number of Students	Package
HCL	6	3.8 LPA
Accenture	35	4.5 LPA
TCS	21	4.0 LPA
CGI	8	3.4 LPA
WIPRO	2	4.0 LPA
Tech Mahindra	2	6.6 LPA
Cognizant	14	4.0 LPA

Name of the company	Number of Students	Package
IBM	1	3.0 LPA
Amazon	1	2.8 LPA
Rythmos	1	3.0 LPA
Quesglobal	4	3.4 LPA
GBOXZ	6	4.0 LPA
Gem soft Technology	12	3.5LPA
Cbre	3	2.8 LPA
Factset	1	4.5 LPA

PLACEMENTS

ROLL NO	NAME	COMPANY PLACED
15321A1202	C Akansha	Accenture
15321A1205	Ranga Aslesha Goud	Accenture
15321A1208	Chaithanya Maram	Amazon
15321A1210	Chandrakala Enubothula	Amazon
15321A1214	Devika Pola	Cognizant
15321A1215	Divya Nomula	Accenture
15321A1217	Yanamagandla	IBM
15321A1223	Himaja Goorishetty	Target
15321A1225	Indhu Biruduraju	Amazon
15321A1229	T Kavya	Accenture
15321A1230	Komal Nanwani	TCS
15321A1231	Lahari Mittapalli	IBM
15321A1232	T Lakshmi Manoja	Value Labs
15321A1235	Boddu Manasa	Amazon
15321A1236	Manasa Maramraj	Amazon
15321A1240	K Naga Deepthi	Accenture
15321A1241	Nagapremitha Kotha	Value Labs
15321A1242	Nandini Amaravadhi	Amazon
15321A1243	Navatha Alluri	TCS

15321A1244	Navya Krishna Voggu	Accenture
15321A1252	Pravalika Bende	Amazon
15321A1253	Pravalika Mariyala	Amazon
15321A1254	M Preethi	Amazon
15321A1255	Priyanithya Kotte	Angel One
15321A1259	K Rashmika	Virtusa
15321A1261	Y Rishitha	Virtusa
15321A1262	K Roshitha	Accenture
15321A1264	P Sai Anjani	Virtusa
15321A1268	Sakshara	Accenture
15321A1270	Sriranga Samyuktha	IBM
15321A1271	K Sankeerthana	Accenture
15321A1278	Shreshta Thati	Fernsnpetals
15321A1279	K Shruthika	Amazon
15321A1280	Shubhasri Katkam	Virtusa

Editorial Board

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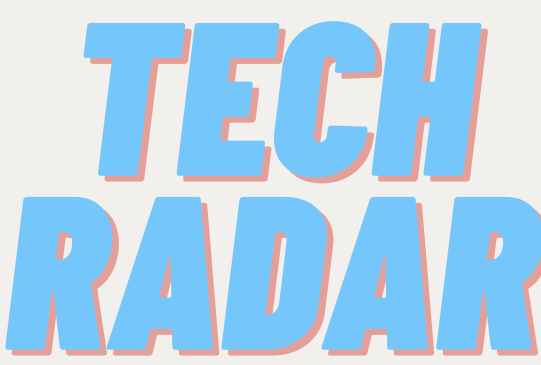
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❖A Poojitha IV IT A

❖C Indira III IT A

❖Sahithi Reddy III IT B

IT STAFF