



TECH - SAVVY

Sep-Nov, 2014

THE NEWS LETTER

Department of Computer Science & Engineering

The Department of Computer Science & Engineering was established in the year 2001. It has intake capacity of 120 students. All the laboratories are well established with state of the art equipment. The department has highly qualified and experienced faculty and technical staff. An innovative teaching and learning process is implemented in imparting quality education to the students which includes conduct of workshops, seminars, industrial tours, expert lectures and various extracurricular activities.



PROF. (DR.) N. SUBHASH CHANDRA

Principal

To my mind an Educational Institute is not just about four walls with bricks, mortar and concrete, but about building characters, enriching minds and developing confidence towards above motivation. Every effort is pursued to identify the functional gaps between Holy Mary Institute of Technology & Science and the Premier Institutions of the country like IITs and NITs so as to narrow the caps as soon as possible.



PROF. G. CHARLES BABU

HOD-CSE

It gives me immense pleasure to lead the department of Computer Science & Engineering. The aim of the department is to provide high quality education along with training the students with all the new advancements in the computers field. I congratulate the team of faculty members and the students for their brilliant and original efforts. I wish all the students and faculty a great academic career.

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From the Editorial Board

Communication plays an important role in the development of a nation. It is an integral part of development. Societies cannot change and develop without communication, as it is a process of social interaction through which people are influenced by ideas, attitudes, knowledge and behavior of each other. The useful developmental messages are conveyed to the target groups through various communication approaches. This helps masses in acquiring new knowledge required for coping with fast changing society. It helps people in adoption of innovations for the improvement of their practices, methods and quality of life. Development as an objective is planned transformation of society from one stage of life and living to well-defined and known goal. It is a process in which man is the objective as well as the tool of development. All objectives of transformation are to make man live as a human being, with better clothing, food, shelter, health and education. This cannot be achieved without man's involvement. He cannot be involved unless the whole process of development is communicated to him as a desirable and acceptable objective. Communication, thus, becomes a key factor in the process of development. Thus, communication is very important in fostering the development process in a country. It can be a powerful instrument in integrating diversified society. It can create an ethos of change and progress. Communication by itself does not produce development. Communication should be designed or tailored to fit the various development projects. This can be done by experimenting on communication strategies for development. Communication is very important for development planners and practitioners as they mediate between specialists and layman. They are required to develop and use effective communication strategies in order to play their role effectively.

Department of Computer Science & Engineering

Slow Bike Racing

SLOW BIKE RACE RULES 1. Riders must wear helmets and ride a standard 2-wheel bicycle. 2. Riders must stay in their lane and cannot go backwards. 3. Riders cannot touch the ground with their feet or anything else on their person or bicycle. 4. Any rider who goes backward, rides out of the lane or touches the ground is disqualified. 5. Last one across the finish line wins, and advances to the next round of heats. 6. Each rider is eligible to race a minimum of two heats through consolation rounds. 7. In a heat where no rider crosses the finish line, the last rider standing before disqualifying wins. 8. First Prize will be awarded to the Last Place Winner. 9. Prizes are awarded for best costume, team spirit, and highest fundraiser. 10. Have fun and thank you for supporting the Rail Trails



All department final year students got participated in slow bike racing.

Photography

Third and final year students actively participated in photography by trying to capture nature's beautiful moments in camera.

Here are some common issues that you may have to deal with and some tips on how you can use them to your advantage.

- Compose in Thirds.
- Avoid Camera Shake.
- The Sunny 16 Rule.
- Use a Polarizing Filter.
- Create a Sense of Depth.
- Use Simple Backgrounds.
- Don't Use Flash Indoors.
- Choose the Right ISO.



While eye contact is not always desirable in a portrait, sharp eyes certainly are. Manually select an AF point that's positioned over one of your model's eyes, or use the central focus point to lock focus on their eye.

Then, with the shutter release half-pressed to keep the setting locked, recompose your picture before taking the shot.

Cricket Tournament



Cricket tournament was played between third year and final year students; faculty also participated in cricket and had great fun with the students, which even cheers the students to perform excellent in cricket game. No matter who won the game their participation with great enthusiasm is important.



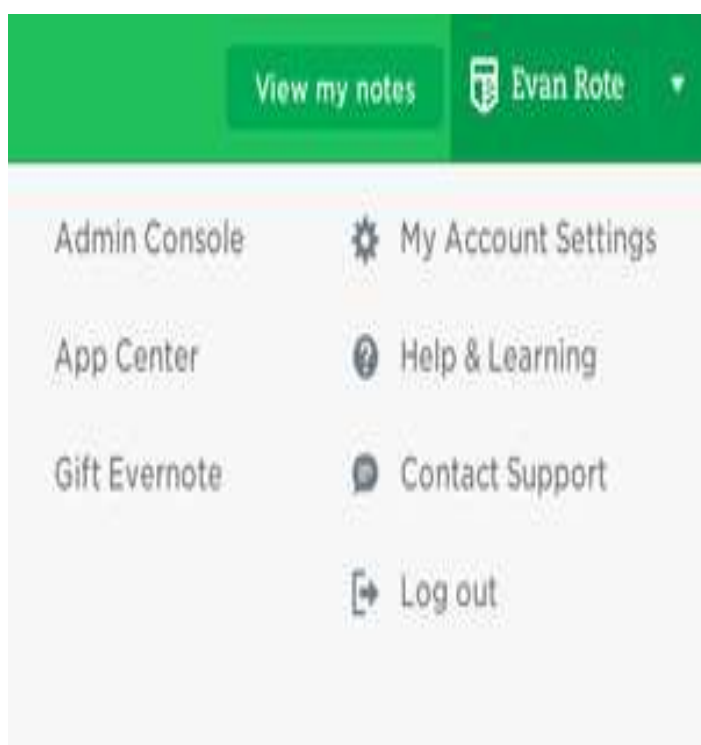
Technical Zone

Evernote is a premium App designed for note taking, organizing and achieving. It is developed by the Evernote corporation, a private company headquartered in Redwood City, California. The app allows users to create a "note" which can be a piece of formatted text, a full webpage or webpage excerpt, a photograph, a voice memo, or a handwritten "ink" note. Notes can also have file attachments. Notebooks can be added to a stack while notes can be sorted into a notebook, tagged, annotated, edited, given comments, searched, and exported as part of a notebook. Evernote supports a number of operating system platforms (including OS X, iOS, Chrome OS, Android, Microsoft Windows, Windows Phone, BlackBerry 10, and webOS) and also offers online synchronization and backup services.

Evernote integrates with just about everything. It has browser extensions that allow you to save a web page—in its entirety—in one click for future reference. A dedicated Evernote email address lets you forward emails, tweets, or any other type of content to any of your Evernote notebooks. Also, [IFTTT](#) (If This Then That) support means you can automatically send content from other services (e.g., Gmail or Google Reader or Pocket) to your Evernote account. If nothing else, you could use Evernote to [archive your digital life](#).

Evernote can thus serve as your "everything" inbox. Thanks to its cross-platform support (desktop apps, web apps, mobile apps) you really can offload all of your reference materials, ideas, to do tasks, or other digital items to Evernote and never worry about where you've collected all those random bits of information. *It's* one container to store them all. Evernote's search is good enough that you can retrieve all those docs quickly, but it also has great notebook and tagging organization (more on that in a bit) that really make it stand out.

Technical Zone



EVERNOTE

Double Twist Media Player: uses two sources to recognize files (& the associated metadata) and playlists on devices.

The `MediaDatabase.sqlite3` library database created/updated by the double Twist computer application during a sync. This database file is stored in the double Twist folder. For any files not synced by the double Twist computer application, double Twist will also read information from the Android Media Scan (AMS) database created by the Android Media Storage service. The service runs in the background to index all media files and can also be triggered by mounting/unmounting in USB Mass Storage mode (available only on older devices), rebooting, or if an app such as **Rescan Media (Android 4.3 or lower only)** triggers a rescan.

Audio files from folders named `amazonmp3`, `download`, `music`, `mp3s`, and `mp3` will be imported into the double Twist library database. All audio files in other folders will be ignored and not added to the library database. In addition, audio files in the root directory larger than 1MB in size will be added.

To hide files or folders from the Android Media Scan database, you can use a `.no media` file/folder. More information on this is available at this **3rd party web page**.



Vision

To produce technically competent and qualified professionals with cutting edge of research and innovative technology for the benefit of student community in particular and society in large.

Mission

- M1: To be a centre of excellence in Technical and Higher Education
- M2: To be a centre of excellence in Research
- M3: To be a centre of excellence in Support Services

Program Educational Objective

PEO 1:

To prepare the students for entry into successful employment as software engineers in industry, service, consulting and/or government organizations or for advanced study at leading graduate schools in engineering, business, management or other technical or non-technical fields.

PEO 2:

To encourage teamwork skills among the students to design and implement complex software systems, particularly the ability to work with people from other fields in integrated engineering teams and develop the leadership skills for maximizing the performance of those teams.

PEO 3:

To offer a curriculum that encourages students to become broadly educated engineers and to equip with the attitudes and skills to foster learning themselves for life long, an ability to communicate effectively with various audiences and function as responsible member of the global society.

POs AND PSOs of Department**PROGRAMME OUTCOMES**

- (a) An ability to apply knowledge of mathematics, science and engineering.
- (b) An ability to design and conduct experiments, as well as to analyze and interpret data.
- (c) An ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health & safety, manufacturability and sustainability.
- (d) An ability to function on multidisciplinary teams.
- (e) An ability to identify, formulates and solve engineering problems.
- (f) An understanding of professional and ethical responsibility.
- (g) An ability to communicate effectively.
- (h) The broad education necessary to understand the impact of engineering solutions in a global, economic, environmental and societal context.
- (i) A recognition of the need for and an ability to engage in life-long learning.
- (j) A knowledge of contemporary issues.
- (k) An ability to use the techniques, skills, and modern engineering tools necessary for engineering practice.