



Volume Number: I, Issue II

IT TECH TIMES

Information Technology, VCE

DEPARTMENT OF INFORMATION TECHNOLOGY

Vision

To be a center of excellence in core Information Technology and multidisciplinary learning and research, where students get trained in latest technologies for professional and societal growth.

Mission

To enable the students, acquire skills related to latest technologies in IT through practice-oriented teaching and training.

Programme Educational Objectives (PEOs) for IT Program

The Program will produce graduates

- PEO1. With theoretical and practical knowledge to obtain employment or pursue higher studies and solve problems in Information Technology.
- PEO2. With effective written and oral communication skills that will help them to work in diversified and dynamic working environments.
- PEO3. With competence to succeed in their professional lives with ethical values.

Program Specific Outcomes (PSOs) for IT Program

The students will demonstrate

- PSO1. Competency in programming using different programming languages to implement algorithms.
- PSO2. Competency in the analysis and design of a software solution using different modeling tools.
- PSO3. Competency in Electronic Design and Embedded System Design using different simulation tools.

EDITORIAL TEAM:

B. Leelavathy, Assistant Professor

G. Saatvik , Kushal - 4/4 IT-B

Yeshaswini, Lahari Reddy – 3/4 IT-A

Lahari – 2/4 IT-A

PROGRAM OUTCOMES (PO'S)

Engineering Graduates will be able to:

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, review 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 teamwork: 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.

Why is big data an opportunity?

Big data is a general term for any dataset with an extraordinarily large volume. In business, data collected from and about customers and about products and competitors is like a hidden motherlode of gold, waiting for a geologist to tell the miners where to dig.

90% of data was created in the last two years alone. Data originates from everything from sensors on NASA spacecraft to selfies shared on Facebook. Big data is now entrenched in every part of modern life and will only continue to gain importance. Successful organizations of all types are increasingly reliant on data to inform their decision-making in a competitive global marketplace. To meet the needs of a data-driven world, workers are upskilling to become data-driven decision makers.

Big Data is everywhere and there is almost an urgent need to collect and preserve whatever data is being generated, for the fear of missing out on something important. There is a huge amount of data floating around. What we do with it is all that matters right now. This is why Big Data Analytics is in the frontiers of IT. Big Data Analytics has become crucial as it aids in improving business, decision makings and providing the biggest edge over the competitors. This applies for organizations as well as professionals in the Analytics domain.

According to the 'Peer Research – Big Data Analytics' survey, it was concluded that Big Data Analytics is one of the top priorities of the organizations participating in the survey as they believe that it improves the performances of their organizations.

Analytics no matter how advanced they are, does not remove the need for human insights. On the contrary, there is a compelling need for skilled people with the ability to understand data, think from the business point of view and come up with insights. For this very reason technology professionals with Analytics skill are finding themselves in high demand as businesses look to harness the power of Big Data. A professional with the Analytical skills can master the ocean of Big Data and become a vital asset to an organization, boosting the business and their career.

Google Duplex

Google Duplex was first announced at the Google I/O developers conference in May 2018 by company CEO Sundar Pichai. He showed how the service worked with an AI-driven voice, which was designed to help people make appointments to businesses over the phone, but without any interaction from the user. Pichai's demo showed the AI voice could not only understand the voice of the human on the other end of the call, but it could respond back with correct answers to that real person's inquiries and questions as well. Google Duplex's voice even put in words like "um" and pause breaks to make it sound even more like a real human.

In November of 2018, the company announced that Google Duplex was rolling out to a select number of public users in a few U.S. cities. Google put in a few changes to address the security concerns of some users. Those changes include the AI voice system starting the voice call by identifying itself as being from Google. It also tells the receiver of the call that it is being recorded. If the receiver says they don't want to be

recorded, Google Assistant then transfers that call to a non-recorded line.

At the moment, the only thing that Pixel phones owners can do with Duplex is to make a reservation at a restaurant. In the future, the AI-based voice service could do a lot more, such as make reservations for your doctor's appointment or set up a time and day to get your hair cut.

In October, Duplex on the web started rolling out in the US. At the moment, it is only being used to help in buying movie tickets. If you use Google Search to buy those tickets, it will give users a way to purchase them via Google Assistant. From here, Duplex takes over, as a persistent Google Assistant overlay is placed on top of the ticket site. After you select how many tickets you want to buy, the Assistant overlay handles the actual purchase, using your stored payment information.

Impact of cloud on our future

Cloud computing is about delivering computing services remotely, over the Internet. Cloud computing allows organisations and individuals to access software and hardware that is managed by a managed service provider on-demand. It's a convenient shared pool of computing resources that can be scaled up or down depending on your organisations changing needs.

There are three cloud computing service models:

1. Infrastructure as a Service (IaaS)
2. Platform as a Service (PaaS)
3. Software as a Service (SaaS)

Cloud services are popular because they can reduce the cost and complexity of owning and operating computers and networks. Since cloud users do not have to invest in information technology infrastructure, purchase hardware, or buy software licences, the benefits are low up-front costs, rapid return on investment, rapid deployment, customization, flexible use, and solutions that can make use of new innovations. In addition, cloud providers that have specialized in a particular area (such as e-mail) can bring advanced services that a single company might not be able to afford or develop. Some other benefits to users include scalability, reliability, and efficiency.

Cloud computing offers a whole host of benefits for small and medium-sized enterprises. There is no need to invest in expensive hardware that you will not fully use, and your service provider will also take care of the licence fees, equipment maintenance and IT support so you don't have to worry about updates and you get IT experts who can help your users with their problems. Plus research shows that SMEs can save up to 70% of their IT costs if they move their IT infrastructure to the cloud as you are only charged for what you use, and if the worst happens with cloud based business continuity services you can be back up and running in the shortest possible time.

Cloud has certainly changed the dynamics of IT industry. AWS and Microsoft remain the largest cloud providers inclusive of all services.

Computer Vision **Can it change our view?**

One of the most powerful and compelling types of AI is computer vision which you've almost surely experienced in any number of ways without even knowing. Here's a look at what it is, how it works, and why it's so awesome (and is only going to get better).

Computer vision is the field of computer science that focuses on replicating parts of the complexity of the human vision system and enabling computers to identify and process objects in images and videos in the same way that humans do. Until recently, computer vision only worked in limited capacity.

Thanks to advances in artificial intelligence and innovations in deep learning and neural networks, the field has been able to take great leaps in recent years and has been able to surpass humans in some tasks related to detecting and labelling objects.

One of the driving factors behind the growth of computer vision is the amount of data we generate today that is then used to train and make computer vision better.

Along with a tremendous amount of visual data (more than 3 billion images are shared online every day), the computing power required to analyse the data is now accessible and more affordable. As the field of computer vision has grown with new hardware and algorithms so has the accuracy rates for object identification. In less than a decade, today's systems have reached 99 percent accuracy from 50 percent making them more accurate than humans at quickly reacting to visual inputs.

Early experiments in computer vision started in the 1950s and it was first put to use commercially to distinguish between typed and handwritten text by the 1970s, today the applications for computer vision have grown exponentially.

By 2022, the computer vision and hardware market is expected to reach \$48.6 billion.

AUGMENTED REALITY AND VIRTUAL REALITY

Augmented reality (AR) is one of the biggest technology trends right now, and it's only going to get bigger as AR ready smartphones and other devices become more accessible around the world. AR let us see the real-life environment right in front of us—trees swaying in the park, dogs chasing balls, kids playing soccer—with a digital augmentation overlaid on it. For example, a pterodactyl might be seen landing in the trees, the dogs could be mingling with their cartoon counterparts, and the kids could be seen kicking past an alien spacecraft on their way to score a goal.

With advances in AR technology, these examples are not that different from what might already be available for your smartphone. Augmented reality is, in fact, readily available and being used in a myriad of ways including as Snapchat lenses, in apps that help you find your car in a crowded parking lot, and in variety of shopping apps that let you try on clothes without even leaving home.

Perhaps the most famous example of AR technology is the mobile app Pokemon Go, which was released in 2016 and quickly

became an inescapable sensation. In the game, players locate and capture Pokemon characters that pop up in the real world on your sidewalk, in a fountain, even in your own bathroom.

Games aside, there are as many uses for AR in our everyday lives as there are Pikachu on the loose in Pokemon GO. Here are just a few examples:

- Enhanced navigation systems use augmented reality to superimpose a route over the live view of the road.
- Furniture and housewares giant IKEA offers an AR app (called IKEA Place) that lets you see how a piece of furniture will look and fit in your space.
- Military fighter pilots see an AR projection of their altitude, speed, and other data on their helmet visor, which means they don't need to waste focus by glancing down to see them.
- Neurosurgeons sometimes use an AR projection of a 3-D brain to aid them in surgeries.

Virtual reality is an artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment. On a computer, virtual reality is primarily experienced through two of the five senses: sight and sound. The simplest form of virtual reality is a 3-D image that can be explored interactively at a personal computer, usually by manipulating keys or the mouse so that the content of the image moves in some direction or zooms in or out. More sophisticated efforts involve such approaches as wrap-around display screens, actual rooms augmented with wearable

computers, and haptics devices that let you feel the display images.

Virtual reality can be divided into:

- The simulation of a real environment for training and education.
- The development of an imagined environment for a game or interactive story.

The Virtual Reality Modelling Language (VRML) allows the creator to specify images and the rules for their display and interaction using textual language statements.

Deep Learning for Business:

Enterprises at every stage of growth from startups to Fortune 500 firms are using AI, machine learning, and deep learning technologies for a wide variety of applications.

Deep learning is rapidly transforming many industries including healthcare, energy, fintech, transportation, and many others, to rethink traditional business processes with digital intelligence.

Deep learning also has several use cases in the cybersecurity space. One of the advantages that deep learning has over other approaches is accuracy. In many cases, the improvement approaches a 99.9% detection rate. The high risk and cost associated with not detecting a security threat make the expense related with deep learning justified. Deep learning can play several important roles within a cybersecurity strategy. Use cases include automating intrusion detection with an

exceptional discovery rate. Deep learning also performs well with malware, as well as malicious URL and code detection. Deep learning for cybersecurity is a motivating blend of practical applications along with untapped potential. With proper vetting, it's well worth the effort to ensure the time and investment required for implementing a solution that yields the anticipated gains.

There are many opportunities for applying deep learning technology in the financial services industry. One important task that deep learning can perform is e-discovery. For example, large investment houses like JPMorgan Chase are using deep learning-based text analytics for insider trading detection and government regulatory compliance. Hedge funds use text analytics to drill down into massive document repositories for obtaining insights into future investment performance and market sentiment. The use case for deep learning-based text analytics revolves around its ability to parse massive amounts of text data to perform analytics or yield aggregations.

Construction company Bechtel Corp. has a deep learning use case which is aimed at optimizing construction planning. The company is using reinforcement learning models like those used by AlphaGo. The model runs step-by-step simulations of projects, testing out sequences of installing pipe laying concrete to find the optimal sequence.

Each project is unique, which means there's essentially no availability of training data from past projects that can be used for training algorithms. To get over this hurdle, reinforcement learning is used where simulations essentially become the training data set.

LED in the place of projection

The myth that projection is more effective than LED still lingers in some sectors. As AV industry leaders, we have seen LED start to take Centre stage at events and in permanent installations throughout 2018 so far. The versatile, modular format continues to lead the way, replacing traditional projection as an alternative for more and more brands and events.

First, LED has the edge on brightness. It is less affected by light conditions than a projector because it emits its own light and manages its own brightness. This means it can function as a high-quality display for outdoor events and conferences. It's also cost-effective, with a wide range of options to suit all budgets.

LED also comes in a range of pixel pitches, from as little as 1 mm, so you can achieve a high-quality HD finish. Plus, LED walls are easy to set up and transport with individual panels and modules that slot together easily and in a range of formations and shapes. This has endless benefits for displays at both temporary showcases and permanent spaces, with quick and easy access to maintenance points.

LED wall panels are becoming the new standard bearer in outdoor video production. Their bright image and ease of use makes them an attractive option for many different settings including stage backdrops, advertising signs, scenic pieces, and immersive centerpieces. This increased demand for LED also means that buying or renting them is getting more and more affordable.

The brightness of LED panels is probably

the main reason as to why they are supplanting projectors as the top choice for visual production. LED panels generate their own brightness, so the image is much more vivid when it reaches the viewer, while projectors must transmit the image to a projection screen, which then must travel to the viewer's eyes. Because light must travel further and must reflect off the screen, there is a higher chance for the image to lose its brightness and crisp content.

Ambient light plays a huge factor in projection image quality, and events, such as outdoor music festivals, ballparks, stadiums, fashion and auto shows, will make a projected image more difficult to see. Another advantage that LED has over projection is that in some situations, full brightness might not even be needed for the image to pop, and while it may not be of great concern on show site, it sure makes a difference on the energy bill.

Trojanized Tor Browser steals Users' Digital Currency

Researchers have discovered a Trojanized version of the popular Tor Browser, which has already stolentens of thousands of dollars' worth of digital currency from users.

Two domains registered in 2014 are used to spread the malware: tor-browser[.]org and torproect[.]org. In essence, the package is a version of the popular anonymizing tool from 2018 (v 7.5) with some of its default browser settings and extensions altered to disable updates and ensure the malware authors can modify the product.

The hackers also modified the HTTPS Everywhere add-on included with the

browser to add a content script (script.js) that will be executed in every webpage. The only JavaScript payload have seen targets three of the largest Russian-speaking darknet markets. This payload attempts to alter QIWI (a popular Russian money transfer service) or bitcoin wallets located on pages of these markets.

“Once a victim visits their profile page in order to add funds to the account directly using bitcoin payment, the Trojanized Tor Browser automatically swaps the original address to the address controlled by criminals.”

The scheme takes advantage of the fact that the Putin regime is increasingly pushing Russia to adopt an online censorship apparatus akin to China's. Earlier this year, Putin signed a new law that could allow the government to cut access to foreign servers.

The AI Wave is Beginning, But the RPA Wave is Breaking

Artificial intelligence (AI) is creeping its way into the enterprise through back-office automation. While self-driving cars and physical robots are poised to transform the world tomorrow, enterprises today are already automating components of less glamorous business functions like accounting, IT and customer support.

At its most basic, RPA software moves data from system to system using human-defined rules. It's a stretch to call it AI, since it can't reason for itself. Actions that basic RPA bots take are defined by humans ahead of time, not learned. RPA bots won't be predicting the best route for your commute during rush hour any time soon.

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RPA's lack of depth is also its strength. It's relatively cheap, easy to deploy and can quickly produce business results by boosting productivity, increasing speed, improving regulatory compliance and data accuracy. Most companies implementing automation are not focused on cutting jobs. Most of the organizations are focused on achieving productivity goals, such as returning hours to the business and decreasing cycle times. Of course, cost savings is a goal – no RPA business case would get approved without savings – but that savings typically comes from factors beyond headcount reduction.

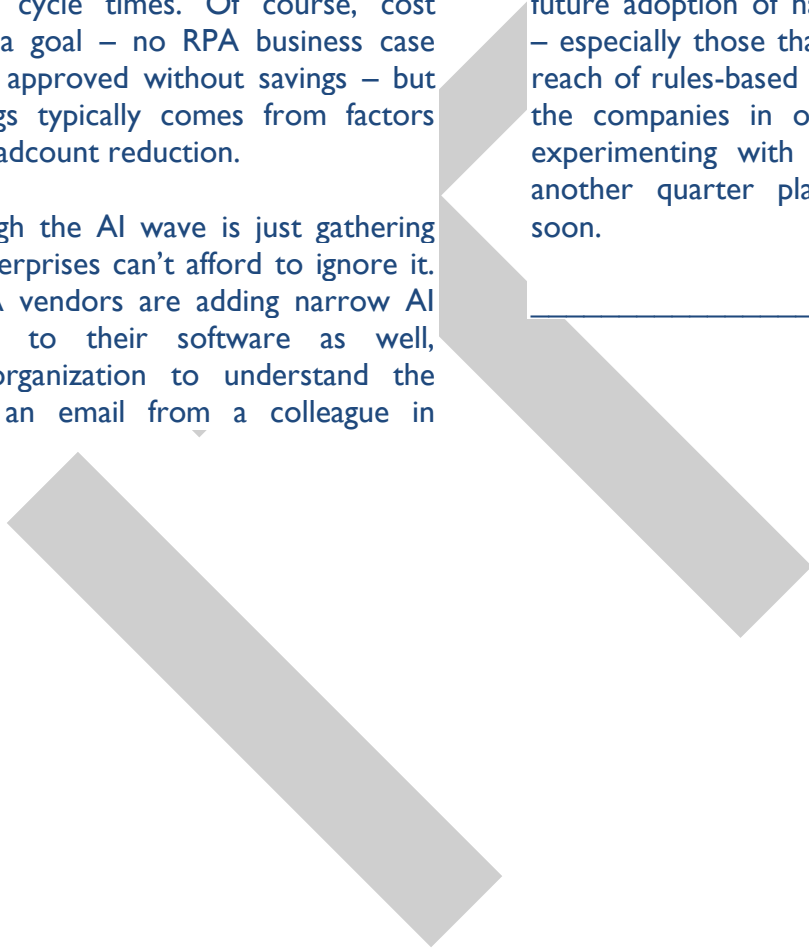
Even though the AI wave is just gathering steam, enterprises can't afford to ignore it. Some RPA vendors are adding narrow AI capabilities to their software as well, enabling organization to understand the intent of an email from a colleague in

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another department, for example, or recognize a purchase order number on a scanned invoice. These technologies don't operate like traditional software using human-defined rules.

They use AI approaches like machine learning to "learn" how to optimize an outcome

We see significant levels of interest in future adoption of narrow AI technologies – especially those that will help extend the reach of rules-based RPA. Nearly a third of the companies in our current study are experimenting with cognitive today, with another quarter planning to experiment soon.



DEPARTMENTAL ACTIVITIES

ALUMNI ACTIVITY

- Mr. Akhil Rao , working as a Software Engineer at CDK Global, Hyderabad who passed out from the college in the year 2016 has given a talk on **Full Stack Development** for BE IV-Semester IT-A students on 25th of January 2019.
- Sai Akhilesh, Software Engineer at Hexagon has visited the college to give a Technical Talk on **Concepts of DBMS** for the BE IV Semester students of IT-B on 23rd February 2019.

CO CURRICULAR/ PROFESSIONAL BODY ACTIVITIES

Workshops/ Conferences / Seminars attended:

- A workshop on Case Studies in **BigData Analytics and Internet of Things (IoT)** under Computer Society of India Student's Chapter Activities on 04.01.2019 [11:00 AM to 1:00 PM, Project Lab] by Dr Rajkumar Buyya, Redmond Barry Distinguished Professor, Director of the Cloud Computing and Distributed Systems Laboratory, University of Melbourne, Australia was addressed to BE IVth Year IT A&B Students.
- **An Introduction about Mission R&D Screening Test and Sample questions** was given to the students of BE IV-Sem A&B students as part of CCA Activity on 05.01.2019 by IT IV Yr. IT Students, VCE
Abhishek Vanam, Abhijith Chandra, IT VI-Sem IT Students, VCE, Akhil, Lahari Reddy, Sai Charan , Sarika
- Dr. K. Raghavendra Kune, Adjunct Faculty-IT-VCE & Scientist/Engineer S/F, ADRIN, ISRO, Hyderabad has given a lecture on **Machine Learning & Project Discussion** on 05.01.2019 which was addressed to IV year IT-A&B students.
- An Orientation Program on **IOT MakerSpace** by ORL Technologies under TASK program was conducted on 09.01.2019 by Mr. Madhu, Co-founder, ORL Technologies for IV-year students interested in IOT.
- 1 day workshop on **Advanced Python – Module-I** under **CSI Professional body** activity was conducted by Mr. Amar Sharma, Adjunct Faculty-IT-VCE & Founder &CEO, WOIR Software Pvt. Ltd. & Adjunct Faculty, IT-VCE on 11.01.2019 for the student's IV semester.
- A Lecture on **Machine Learning & Project Discussion** was delivered by Dr. K. Raghavendra Kune, Adjunct Faculty-IT-VCE & Scientist/Engineer S/F, ADRIN, ISRO on 12.01.2019 for IV-year IT students
- A 2 Day workshop on **Web Application Development using Django** under CSI Professional body activity was conducted for the VI semester students on 18.01.2019 and 19.01.2019 by Mr. Amar Sharma, Adjunct Faculty-IT-VCE & Founder &CEO, WOIR Software Pvt. Ltd. & Adjunct Faculty, IT-VCE, Hyderabad.
- A 2 Day workshop on **Android App Development** was given by Mr. R. Dharma Reddy, Asst. Prof., Dept. of IT, VCE to the students who opted android development in theme-based projects on 18.01.2019 and 19.01.2019.

- A Lecture on **Machine Learning & Project Discussion** was given by Dr. K. Raghavendra Kune, Adjunct Faculty-IT-VCE & Scientist/Engineer S/F, ADRIN, ISRO, Hyderabad. On 19.01.2019 to the IV year students.
- A One Day Workshop on **Advanced Python: Module 2** under Computer Society of India Student's Chapter Activities was held on 02.02.2019 by Mr Amar Sharma-Adjunct Faculty, Founder & CEO, WOIR Software India Pvt Ltd for IV-Semester IT A&B students.
- A lecture on **Machine Learning and project Description** was held on 02.02.2019 by Dr. Raghavendra Kune-Adjunct Faculty, Scientist/Engineer 'SF', Advanced Data Processing Research Institute (ADRIN), Dept. of Space, Indian Space Research Organization (ISRO) to IV year II semester students.
- A 2 Day Guest Lecture on **Design and Analysis of** Algorithms was given by Mr. Ravi Kumar Peddapu, Faculty, MADE EASY Educational Institute on 15.02.2019 and 16.02.2019 to IV semester IT A&B students.

Faculty:

- Mrs. DRLPrasanna, Assistant Professor and Mrs. L Divya, Assistant Professor attended the **Microsoft WISE Session** at Microsoft Office on 10.01.2019.
- Dr. V.Venkata Krishna, Professor and Mr. R. Dharma Reddy, Assistant Professor met scientists for research work at ICAR, Rajendra Nagar on 11.01.2019.
- Mrs. S. Aruna, Assistant Professor attended the **Meeting of the Virtual Lab Nodal Coordinators** at Virtual Labs Digital Class room, IIIT Hyderabad, Gachibowli on 11.01.2019 addressed by Professor Ravi Shanker, IIIT Hyderabad.
- Mr. N. David Raju, Assistant Professor has visited **Wipro Solutions** for verification of Student internship for Main Project on 11.01.2019
- Mr. G.Srinivas Rao, Assistant Professor has visited **Vihasta Solutions** for verification of Student internship for Main Project on 18.01.2019
- Mr. N. David Raju, Assistant Professor and Mr. M. Krishna Kishore, Assistant Professor, Mrs. G.K. Pallavi, Assistant Professor have conducted the **E-Summit-2019 as part of SWAYAM** – The Entrepreneurship Development Cell of VCE at Tagore Auditorium, OU on 19.01.2019 and 20.01.2019 where many prominent people like Dr. Jaya Prakash Narayana, Retd. IAS Officer, Mr. Arjun Rao, Founder & CEO, Value Labs, Mr. Sahith Gummadi, Alumnus-VCE, VP, Products at Zagg Protocol, Mr. Sricharan Lakkaraju, Founder, Stumagz, Mr. Raj Neravati, Founder & CEO of HUG Innovations Corp., Ms. Vaishali Neotia, Alumni-Alumnus, VCE, Co-founder & CEO, Merxius attended.
- Dr. K. Ram Mohan Rao, Associate Professor & HoD has visited Dayanand Sagar institution, Bangalore to study the **implementation of software** supplied by *Mjs.IonEMS & IonCUDOS Software* on 29.01.2019.
- Dr. K. Ram Mohan Rao, Associate Professor & HOD, IT has attended the **Infosys Summit, 2019** at Mysore Campus from 14.02.2019 to 16.02.2019 where many experts like I.UB Pravin Rao, Chief Operating Officer, Infosys

2. Binod Hampapur, Executive Vice President, Infosys, Hon. Chairman, Board of Governors at Rangadore Memorial Hospital

3. Thirumala Arohi, Vice President at Infosys

4. Rajesh Ahuja, Greater New York City Area, Human Resources, Head Talent Acquisition – EMEA addressed.

- Dr. K. Ram Mohan Rao, Associate Professor & HOD has attended the **International Conference on Emerging Trends in Engineering (ICETE)** at UCE, OU held during 22-23 March, 2019 as the Session Chair.
- Mrs. T. Satyasavithri and Mrs. S.K. Chaya Devi have presented a paper on **RIB Suppression and Nodule Detection from Posterior and Anterior Chest Radiographs** for International Conference on Sustainable Computing in Science, Technology & Management (SUSCOM-2019) organized at Amity University, Rajasthan, Jaipur, India held during February 26-28, 2019 pp2521-2527.

Achievements :

- ❖ The college was awarded **‘Half Yearly Best Performance Nodal Center Award’** from Virtual Labs, IIIT, Hyderabad for the period June-December, 2018 for consistent effort and dedication to spread the usage of labs which has exceeded the target. Dr. K. Ram Mohan Rao, Assoc. Prof. & HoD, IT (The Nodal Coordinator) was congratulated for his efforts for coordinating and ensuring good use of Virtual Labs in the college.
- ❖ Proposal submitted by Dr. K. Ram Mohan Rao, Assoc. Prof. & HoD, IT for establishing Deep Learning Lab in IT Department with a budget of Rs. 20,00,000/- (Rupees Twenty Lakhs only) under MODROBS has been evaluated and provisionally recommended by AICTE.

Others :

- Ms. DRL Prasanna, Assistant Professor got a Certificate of Appreciation in recognition of her contribution as coordinator for organizing E&ICT Academy-NIT Warangal funded FDP on Machine learning using Python from 29-11-18 to 05-12-2018 at VCE sponsored by Ministry of Electronics and Information Technology (MeitY, GOI).
- Dr. V. Venkata Krishna Attended his Scholar student Mr. A. Mallikarjuna Reddy bearing Roll No. I4022P510 Ph.D. Viva Voce in CSE Discipline on 28.02.2019 at JNTU, Kakinada
- Dr. V. Venkata Krishna Scholar Mr. A.Mallikarjuna Reddy bearing Roll No. I4022P0510 is provisionally declared qualified for the award of degree of Doctor of Philosophy on 07.03.2019 and the thesis entitled ‘Region based Methods on Facial Images for Effective Face Recognition and Age Classification’ in thesis faculty of CSE. Viva Voce held on 28.02.2019 at JNTU, Kakinada.
- A.Nagamani (1602-16-737-086) requested for Financial Assistance for Fees of Finishing School-Technical Skills and got from College for Rs. 26,535/- towards PEGA Course Fees.

ACUMEN IT 2019: DETAILS OF TECH-FEST EVENTS

S	Name of the event	No. of participants registered
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No.		From VCE	From other colleges
1	Paper Presentation	28	12
2	Poster Presentation	10	4
3	Mortal Kombat	35	3
4	Head Start	40	6
5	Cognitia	38	5
6	Reorient	30	6
7	AR Hunt	33	10
8	You Guess You Find You Rule	31	8
9	Code Chain	45	15
10	You Can't Escape	50	4
11	PUBG Quest	42	6
12	Hogwarts Mystery	82	10
13	Sense With Common Sense	45	5
14	Kairotic King	30	10
	Total	539	104

Students Participation/ Achievements (Cocurricular / Extracurricular / Other) :

- Mr. Abhijith Reddy [1602-15-737-061] participated in Sports Bout – Badminton conducted by CVSR Campus held during 04-05 January, 2019.
- The following students secured First & Second Prizes in Virtual Labs Remote Internship held from June -December 2018.
 1. Gowtham [1602-16-737-074] – 3rd yr. IT-B Student secured First Prize (cash prize of Rs. 1250/-).
 2. Devika [1602-16-737-071] 3rd Yr. IT-B student secured Second Prize (Cash prize Rs. 1000/-).
- Following students participated in 15 hour Hackathon – ‘MJ Hack Revolution’ powered by XIT solutions and Bothook & organized under CSI in collaboration with Entrepreneurship Cell, MJCET on 27.01.2019.

Team 3 created an App on ‘Hospital Finder’ and their work has been highlighted in the News paper.

Team1:	Team2:	Team3:
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1. Sarika[1602-16-737-102], 2. Lahari [1602-16-737-020], 3. Kiranmayi[1602-16-737-078],	Sai Charan[1602-16-737-095] Shiva [1602-16-737-104] Praneet G[1602-16-737-037]	Abhishek [1602-15-737-002] Sravya[1602-15-737-047], Abhijith[1602-15-737-001]
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- Pariksha pe Charcha 2.0 by Prime Minister of India Live session on 29.01.19 at 11.00 am at R-Block Seminar Hall. Following Students attended for this session

IV-Sem IT-A	IV-Sem IT-B
L.DEEPTHI(011)	ABDUL.KAREEM ARBAZ(061)
LAHARI.P(014)	N.V. SAI MANISHA (082)
K.SATHYA SREE(044)	K.RESHMI REDDY(093)
P.SURAJ (052)	R.TANISHKA(112)
Y.VARUN REDDY(055)	R.ADITHYA(316)

VI-Sem IT-A	VI-Sem IT-B
G MANOJ KUMAR(023)	J DEEKSHITHA(070)
J SASANKA(042)	M DIVIJA(072)
S SRI HARSHA RAO(048)	KIRANMAYI A(078)
B ABHIRAM GOUD(303)	K SAI CHARAN(095)
S SAI TEJA(305)	T VARUN TEJA(117)

- Ms. Katla Divya [1602-16-737-011] VI-Sem got Goodwill Loan scholarship of Rs. 1500/- per month for one year (Results released by Alumnus G. Nagaraju). She has to repay the same amount after completing her course.
- Ms. Dara Yamini [1602-15-737-059] got Harsha Vardhan Podipireddy Memorial Young Leader award-2019.
- The following IV-Semester A&B section students are attended 'Image Hack' organized by Muffakham Jah College of Engineering & Technology (MJCET) during 23-24 February, 2019.

S. No.	H.T. No.	Student Name
1	1602-17-737-004	Y. Abhiram
2	1602-17-737-014	Lahari P
3	1602-17-737-032	K. Saheeshna
4	1602-17-737-052	P. Suraj
5	1602-17-737-053	G. Varun Dev
6	1602-17-737-054	G. Varun

S. No.	H.T. No.	Student Name
7	1602-17-737-061	A.K. Arbaz
8	1602-17-737-064	R. Akhila Reddy
9	1602-17-737-071	P. Bhargav Reddy
10	1602-17-737-085	K. Nava Prashanth
11	1602-17-737-087	A.Nikitha Reddy
12	1602-17-737-099	A.Sai Ramana

- The following teams were selected for Smart Rice Hackathon organized by ICAR-IIRR held on 9-10 February, 2019.

I. Team Name: GothamRogue

S. No	Student Roll No.	Name	Prize Details
1	1602-16-737-001	T.K.AISHWARY	Participation Certificate

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2	1602-16-737-044	KV SHIVANI	Participation Certificate
3	1602-16-737-055	KABIR VARSHA	Participation Certificate
4	1602-16-737-027	NAVYA MATTA	Participation Certificate

2. Team Name: Genetic Coders – 3rd Prize (Rs. 2500/- Cash Prize)

S. No	Student Roll No.	Name	Prize Details
1	1602-16-737-095	K. SAI CHARAN	3rd prize (Rs. 2500/- Cash Prize) & Participation Certificates
2	1602-16-737-117	T. VARUN TEJA	
3	1602-16-737-104	K. SHIVA KUMAR	
4	1602-16-737-081	LOKESH KUMAR	

- Ms. Sreeja (1602-16-737-107) participated & secured **2nd Place** in the event of Hackathon (24 hour) in Technovanza 2K19 on March 11th & 12th 2019 by IEEE MVSR Student branch.
- Ms. Lahari Pokala (1602-17-737-014) was awarded **Certificate of Merit by Vasavi 1991 Alumni** for being topper in the batch till second year first semester. This award presented in Euphoria 2019 conducted on 16.03.2019.