EASWARI ENGINEERING COLLEGE

(AN AUTONOMOUS INSTITUTION)

BHARATHI SALAI, RAMAPURAM, CHENNAI 600089

DEPARTMENT OF CSE

CONNECTRIX

2023 - 2024

NOVEMBER

VOLUME 1

ISSUE 6

EASWARI ENGINEERING COLLEGE

AUTONOMOUS

COMPUTER SCIENCE AND ENGINEERING

VISION

To impart quality education in the field of computer science and engineering and to provide graduates with technical skills enabling them to contribute to the society by solving real world problems and to become a centre of excellence for advanced computing.

NEWSLETTER
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MISSION

M1. To provide strong foundation in computer science and engineering and in problem solving techniques to become successful professionals in the field of computing and prepare them for higher education.

M2. To provide students with latest skills in the field of computer science and engineering and to realize the importance of life-long learning.

M3. To produce graduates with the ability to participate in interdisciplinary collaborations and apply recent computing tools and technologies in new domains and industry.

M4. To produce graduates capable of ethically and responsibly approaching and committing themselves to the social impact of computing.

M5. To prepare students to communicate effectively and exhibit leadership qualities to work on diverse project teams.

M6. To provide research environment for students and faculty to undertake inter-disciplinary research in emerging areas.

CONTENTS

PROGRAMME EDUCATIONAL OBJECTIVES

PEO 1

Graduates will possess the ability to think logically and have capacity to understand technical problems and to design optimal solutions for a successful career in industry, academia and research.

PEO 2

Graduates will have foundation in mathematical, scientific and computer science and engineering fundamentals necessary to formulate, analyze and solve engineering problems.

PEO 3

Graduates will have the potential to apply their expertise and current technologies across multiple disciplines to solve real world challenges and research issues.

PEO 4

Graduates will have the ability to work as a team and will be able to promote the design and implementation of products and services with an understanding of its impact on economical, environmental, ethical, and societal considerations through their strong interpersonal skills, leadership quality and entrepreneurial skills.

PEO 5

Graduates will possess an urge to learn continuously and to be responsive to the demands of the progressive industrial world by carrying out researches in frontier areas of computer science and engineering.

PROGRAMME SPECIFIC OUTCOMES

PSO 1

Analyze , design and develop computing solutions by applying foundational concepts of computer science and engineering.

PSO 2

Apply software engineering principles and practices for developing quality software for scientific and business applications.

PSO 3

Adapt to emerging information and communication technologies (ICT) to innovate ideas and solutions to existing/ novel problems.

PROGRAMME OUTCOMES

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

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

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.

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.

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.

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.

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.

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

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

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.

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.

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.

PLACEMENTS

S.No	REG NO	NAME	COMPANY NAME
1	310620104008	AKASH SARVESH M	MAVERIC system
2	310620104014	ANJANA S	ROX Hitech
3	310620104016	ARAVINDH M A	MAVERIC system
4	310620104022	ARVIND B	MAVERIC system
5	310620104023	ASHWIN KUMAR S	ARCADIA
6	310620104027	BALAJI B	KINAXIS
7	310620104031	BHARATHKUMAR J	MAVERIC system
8	310620104046	HAFEELUDDEEN V B T	JMAN Group
9	310620104043	GAYATHRI R	TATA ELXSI
10	310620104050	HARINI P	MAVERIC system
11	310620104054	HARITTHA A	MAVERIC system
12	310620104063	JOEL MERRITON R	LTTS
13	310620104070	KISHAN RAAJ N	MAVERIC system
14	310620104079	MANOJ E	LTTS

15	310620104093	NITHISH KUMAR R	ZOHO
16	310620104097	POOJA SRI K	KINAXIS
17	310620104098	PRAKASH S	MAVERIC System
18	310620104099	PRAMEDEISH S M	ZOHO
19	310620104101	PRETHE T	MAVERIC System
20	310620104103	PRIYADHARSHINI P	INGRAM MICRO
21	310620104121	SAIPRIYA S	INGRAM MICRO
22	310620104131	SETHU MOHAN RAJ	MUSIGMA
23	310620104153	SUBIKSHA M	MUSIGMA
24	310620104155	SUDHARSHAN S	TATA ELXSI
25	310620104158	TAUSEEF UL HASAN	Lister Technologies
26	310620104165	TRISHA S	CAMS
27	310620104171	YADAM KARTHIK	INGRAM MICRO

KRATOS 23

Our college's symposium was a significant event that brought together students, faculty, experts, and even participants from other institutions to engage in discussions, presentations, and various other fun activities. These events served as platforms for sharing knowledge, ideas, and research findings across various disciplines.

INAUGRATION

The Symposium was Inaugurated by the Chief Guest and our beloved Head of Department, which was followed by the felicitation. The symposium was set to kick off with a grand opening ceremony, which featured speeches from esteemed faculty members, distinguished guests, and industry leaders who have been instrumental in shaping the vision of the event.

TECHNICAL EVENTS

E-TREASURE HUNT

The "E-Treasure Hunt" is a modern twist on the traditional treasure hunt game, leveraging digital technology and online platforms to create an interactive and engaging experience. Participants embark on a virtual adventure, solving puzzles, deciphering clues, and navigating through a series of challenges to uncover the hidden treasure.

PAIR PROGRAMMING

Pair programming is a software development technique where two programmers work together on the same task, typically at the same computer. One programmer, the driver, writes the code, while the other, the observer or navigator, reviews each line of code as it is typed, providing feedback, suggesting improvements, and thinking strategically about the overall design and direction of the codebase.

HUNT FOR CODE

"Hunt for Code" is a coding challenge or event where participants are tasked with solving a series of programming puzzles or problems within a set timeframe. Similar to a treasure hunt, participants must navigate through various challenges, each leading to the next clue or problem to solve.

TECHNICAL FEUD

TECHNICAL FEUD IS AN event where teams or individuals compete against each other to showcase their technical knowledge, problem-solving skills, and ability to resolve technical disputes or conflicts effectively.

DESIGN DECODE

DESIGN DECODE REFERS TO THE deciphering or understanding design elements, principles, or patterns. It could refer to a process or activity aimed at unraveling the intricacies of design and gaining insights into its underlying principles.

QR SCAVENGER HUNT

QR Scavenger Hunt is a modern twist on the traditional scavenger hunt game, incorporating QR codes as clues or checkpoints for participants to scan with their smartphones or other mobile devices. This type of scavenger hunt adds an interactive and technology-driven element to the game, allowing participants to engage with digital content, solve puzzles, and navigate through challenges using QR code technology.

BUG OFF

BUG OFF is an event where participants compete to identify and fix software bugs within a set timeframe. It's a fun and educational way to hone debugging skills, promote teamwork, and foster a collaborative spirit among participants.

PAPER PRESENTATION

Paper presentation is a formal presentation of research findings, project reports, or academic papers to an audience of peers, experts, or stakeholders. It is a common format for sharing knowledge and disseminating research findings in academic and professional settings.

NON-TECHNICAL EVENTS

CINE QUIZ

Cine Quiz is an engaging and interactive event designed for movie enthusiasts of all levels. Participants will have the opportunity to showcase their knowledge and passion for cinema through trivia challenges, games, and activities. Whether you're a casual moviegoer or a dedicated cinephile, this event offers a platform to celebrate the magic of film.

HUNGER GAMES

Hunger Games-inspired competition features three heart-pounding rounds, each filled with a series of exciting and challenging games. Teams will face off, proving their mettle and determination, with only the best advancing to the final round. In the ultimate showdown, only one team will emerge victorious, claiming the title of our ultimate champions!

FIFA

Our electrifying FIFA tournament gathers top teams for exhilarating matches and legendary showdowns. From thrilling knockout rounds to gripping group stage battles, only the most skilled players will rise to claim victory and earn the title of champions. With strict adherence to fair play and sportsmanship, our FIFA event promises an unforgettable gaming experience for all participants.

CHANNEL SURFING

Channel Surfing is about a team imitating popular channels in variety of categories such as sports, news, food etc. The teams must act as directed by the judges, who will continuously change the channel and give instructions such as (reverse, play, pause, fast-forward, slow-motion). According to the act points will be awarded.

FEM SCREEN

Fem Screen event is about hosting a screening of a short film on women's empowerment/feminism, followed by a discussion. Then, a fun game of charades with famous women's names – teams of three, gestures to guess, and a winning team with the most correct guesses.

TITLE EVENT

Title Event is a solo event where each individual will compete for the title of Mr/Ms.Kratos by showcasing their individual talents and spontaneity skills. Participants will be judged on their clarity of thoughts, presentation and personality. Based on how well they answer, the judges will score them and decide who moves on to the next round. According to the performance, points will be awarded.

EDITORIAL BOARD

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