

EASWARI ENGINEERING COLLEGE (AN AUTONOMOUS INSTITUTION)

BHARATHI SALAI, RAMAPURAM, CHENNAI 600089



CONNECTRIX

2023 - 2024 **MAY**

ISSUE 5 VOLUME 2



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.

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.

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PROGRAMME EDUCATIONAL OBJECTIVES

PEO₁

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.

PEO₂

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

PEO₃

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

PEO₄

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.

PSO₃

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 researchbased 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.

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PLACEMENT

We are delighted to announce that our Computer Science and Engineering student, Yokesh R, has secured an offer from Avasoft with a commendable CTC of 6 LPA.

This achievement reflects Yokesh's dedication and hard work throughout his academic journey. We extend our heartfelt congratulations and best wishes to him for a successful and fulfilling career ahead.

This milestone not only marks a significant personal achievement for Yokesh but also highlights the quality of education and training provided by our institution.

Trivikram V L from the 2024 batch of the CSE department has received an internship offer with the potential for full-time conversion at Rapyuta. This opportunity came through our EASWARI CSE alumnus, Mr. Surya Elavalagan, who is an employee at Rapyuta.

The stipend for the internship is Rs. 50,000 per month, with a post-confirmation salary ranging from 10 to 12 LPA.

NAME OF THE STUDENT	EVENT NAME	TYPE OF EVENT	AWARD RECEIVED	DATE OF EVENT
JEEVIKA P	KRANTI	FACE OF FRENZY	THIRD	05-02-2024
ARJUN SATHISH	HTML	ONLINE	PARTICIPATED	05-01-2024
SURYA S	CODE JAM	CODING	PARTICIPATED	05-10-2024
SREEHARI S	ROTA- TECHX	HACKATHON	SECOND PRIZE	05-24-2024

NAME OF THE STUDENT	EVENT NAME	TYPE OF EVENT	AWARD RECEIVED	DATE OF EVENT
VIGNESHWAR S	HACKFEST	HACKATHON	PARTICIPATED	05-03-2024
SOFYA T	FRONT-END DEVELOPM ENT	ONLINE	PARTICIPATED	05-10-2024
VISHAL VIGNESH	HACKFEST	HACKATHON	PARTICIPATED	05-03-2024
KEERTHANA S	YRC	WALKATHON	PARTICIPATED	05-05-2024

NAME OF THE STUDENT	EVENT NAME	TYPE OF EVENT	AWARD RECEIVED	DATE OF EVENT
S V JANANI	YRC	WALKATHON	PARTICIPATED	05-05-2024
PRIYADHARSHINI	AI- WORKSHOP	WORKSHOP	PARTICIPATED	05-10-2024
SANTHOSH KUMAR Y	HACKFEST	HACKATHON	PARTICIPATED	05-03-2024
THIVAGHAR M	ROTA TECHX	HACKATHON	SECOND PRIZE	05-25-2024

NAME OF THE STUDENT	EVENT NAME	TYPE OF EVENT	AWARD RECEIVED	DATE OF EVENT
SOMESHWAR	HACKFEST	HACKATHON	PARTICIPATED	05-03-2024
SIVA SHANKAR	HACKFEST	HACKATHON	PARTICIPATED	05-03-2024
SANTHOSH J	HACKFEST	HACKATHON	PARTICIPATED	05-03-2024
SANTHIYA K J	HACKFEST	HACKATHON	PARTICIPATED	05-03-2024

We are proud to announce that Team 405 Found, comprising Saadiya Malan A, Sreehari, Thivaghar, and Vinith Pandi, achieved the runners-up position at Rota-Techx, a 24-hour intercollegiate hackathon organized by the Rotaract Club of SVCE.

Under the expert mentorship of Devan Sir, the team demonstrated exceptional skill and creativity, earning this prestigious recognition. Congratulations to the team for their outstanding performance!



BIG DATA ADVANCEMENTS

In the contemporary digital era, the proliferation of data has reached unprecedented levels, giving rise to the phenomenon known as "Big Data." This essay endeavors to delve into the multifaceted realm of Big Data, elucidating its definition, significance, applications, challenges, and future prospects.

Big Data, as the term implies, refers to vast volumes of structured, semi-structured, and unstructured data that inundate individuals and organizations on a daily basis. These data sets are characterized by their velocity, variety, and volume, posing significant challenges for traditional data processing methods.

The significance of Big Data transcends industry boundaries, revolutionizing decision-making processes, enhancing operational efficiencies, and unlocking new avenues for innovation. By harnessing the power of advanced analytics, organizations can extract valuable insights from large data sets, enabling data-driven strategies and informed decision-making.

The applications of Big Data span diverse domains, including but not limited to healthcare, finance, retail, marketing, and transportation. In healthcare, Big Data analytics facilitates predictive modeling, personalized medicine, and disease surveillance. In finance, it enables fraud detection, risk management, and algorithmic trading.

Looking ahead, the future of Big Data appears promising, with advancements in artificial intelligence, machine learning, and cloud computing poised to further augment its capabilities. As the Internet of Things (IoT) continues to proliferate, generating unprecedented volumes of data, the demand for Big Data expertise will only intensify.

In conclusion, Big Data represents a paradigm shift in the way we perceive, manage, and leverage data. Its transformative impact extends far beyond the confines of individual industries, reshaping the global economy and societal landscape. However, realizing the full potential of Big Data requires concerted efforts to address its inherent challenges and capitalize on emerging opportunities.

COMPUTER GRAPHICS

Computer graphics, the art and science of creating visual content using computers, has undergone a remarkable evolution since its inception. This essay embarks on a journey through the rich history, fundamental principles, diverse applications, and future prospects of computer graphics.

At its core, computer graphics encompasses a multitude of disciplines, including geometry, rendering, animation, and image processing. These principles govern the creation, manipulation, and rendering of digital images, enabling the synthesis of realistic visuals and immersive experiences.

The advancement of graphics hardware, from simple display adapters to powerful GPUs (Graphics Processing Units), has been instrumental in driving the progress of computer graphics. Likewise, the proliferation of graphics software, ranging from industry-standard tools like Adobe Photoshop has democratized the creation of visual content.

Computer graphics finds application in diverse domains, spanning entertainment, education, healthcare, engineering, and simulation. In the entertainment industry, it is integral to the creation of video games, animated films, and visual effects. In education, it facilitates interactive learning experiences through simulations and virtual environments.

The impact of computer graphics on society is profound, shaping the way we communicate, entertain, and interact with information. From the immersive worlds of virtual reality (VR) to the lifelike characters in animated films, computer graphics has transformed the entertainment landscape, blurring the lines between reality and fiction.

Its evolution from humble beginnings to cutting-edge applications underscores its importance in shaping the digital age. As we look to the future, the journey of computer graphics continues, fueled by curiosity, collaboration, and the relentless pursuit of visual excellence.

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING EASWARI ENGINEERING COLLEGE (AUTONOMOUS)

BHARATHI SALAI, RAMAPURAM, CHENNAI 600-089