

ASCII NEWSLETTER

ASSOCIATION OF STUDENTS OF COMPUTER SCIENCE FOR
INFORMATION INTERCHANGE



INSIDE THIS ISSUE:

CodeGround
Tech Corner
The Inside Scoop

Welcome!!

The ASCII Club is proud to present to you the second issue of the academic year **2k18-19!** We bring to you an all new on-the-go reading experience to catch interesting technical tidbits, thoughts penned by your fellow students on the open page and of course feats of our department! Meant to be a platform for a meeting of all minds, we look forward to your support and contributions over the year!

Department of Computer Science and Engineering

Vision

To be acclaimed internationally for excellence in teaching and research in Computer Science & Engineering, and in fostering a culture of creativity and innovation to responsibly harness state-of-the-art technologies for societal needs.

Mission

Mission 1: To assist students in developing a strong foundation in Computer Science and Engineering by providing analytical, computational thinking and problem solving skills.

Mission 2: To inculcate entrepreneurial skills to develop solutions and products for interdisciplinary problems by cultivating curiosity, team spirit and spirit of innovation.

Mission 3: To provide opportunities for students to acquire knowledge of state-of-the-art in Computer Science and Engineering through industry internships, collaborative projects, and global exchange programmes with Institutions of international repute.

Mission 4: To develop life-long learning, ethics, moral values and spirit of service so as to contribute to the society through technology.

Mission 5: To be a premier research-intensive department by providing a stimulating environment for knowledge discovery and creation.

Programme Educational Objectives (PEOs)

The Computer Science & Engineering Program graduates will

PEO1: Strive on a global platform to pursue their professional career in Computer Science and Engineering.

PEO2: Contribute to product development as entrepreneurs in inter disciplinary fields of engineering and technology.

PEO3: Demonstrate high regard for professionalism, integrity and respect values in diverse culture, and have a concern for society and environment.

Programme Outcomes (PO's) and Programme Specific Outcomes (PSO's)

PO1: Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

PO2: 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.

PO3: Design and 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.

PO4: 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.

PO5: 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.

PO6: 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.

PO7: 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.

PO8: Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

PO9: Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10: 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.

PO11: 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.

PO12: 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.

PSO1: Adopt Standard Practices: Ability to design and engineer, innovative, optimal and elegant computing solutions to interdisciplinary problems using standard practices, tools and technologies.

PSO2: Research and Innovation: Ability to learn emerging computing paradigms for research and innovation

CODEGROUND

Coding Event

The coding event happened on 21st December, 2018 between 4.30 pm and 7.30 pm. The hosts were

Mr. Arun Ganesh

(CB.EN.U4CSE16407),

Mr. S. Sriram

(CB.EN.U4CSE16152) and

S. Vejay Karthy

(CB.EN.U4CSE17164).

A total of 25 teams participated in the event. A total of 7 coding questions were given, and the top 3 teams were selected based on their performance in the questions



AMRITA
VISHWA VIDYAPEETHAM

ASCII

DEPARTMENT OF COMPUTER
SCIENCE & ENGINEERING

CODEGROUND

4:30 pm, December 20th 2018

C-302, 2ND FLOOR, AB-3

ONLY FOR 1ST YEARS - 3 MEMBERS PER TEAM
ALL DEPARTMENTS WELCOME

S Sriram
9500062409

Vejay Karthy S
9488834767

1st Prize - Rs 1000/-
2nd Prize - Rs 750/-
3rd Prize - Rs 500/-



Scan QR Code to Register

WINNERS

1st prize

Sreeramji KS

Sai Phani

2nd prize

Bharath S

Sanjay Tharagesh

Dhanush GA

3rd prize

Gopikrishnan K

Aswin V

Sudheendhar MU

TECH CORNER

Gadgets On The Way

Lights, Camera, Action!

Light, the company responsible for the L16 camera (a device that combined 16 lenses into one unit) is working on a smartphone prototype which may feature 5 to 9 lenses on the back! Cellphone photography is set to reach an all new level of professionalism this year.



Need A Hand?

The next iteration of prosthetic devices is now being enabled by machine learning. Researchers at the Imperial College London and the University of Göttingen have introduced electrodes in prosthetic arms, which help users move more naturally by detecting, interpreting and learning from nerve signals.



Tumor, or No Tumor?

An AI system called BioMind has successfully automated the diagnosis of brain tumors. The bot presented with an accuracy of 87% as compared to 15 of China's top doctors who managed an accuracy of 66%. The system takes only 15 minutes to diagnose each of 225 cases while the doctors took 30 minutes.



THE INSIDE SCOOP!



Do you know that "Library User Management System" used at our Central Library has been developed as part of a course (OOPS) project. Mr. Sri Dharshan S, Mr. Shankara Narayanan R & Mr. Dharshaun KG, are the masterminds of the same. This helps library to manage their work much better! So which one of you is going to help through your next project?

Newsletter Team

Preetham G (Chair)
Shraddha J (Chief Editor)
Aishwarya V (Chief Editor)
Ram Newton (Editor)
Sai Priyadarshini (Editor)

ASCII

Signing Off!!!!

