

Faculty Development Programme

DATA MINING TECHNIQUES USING RAPID MINER TOOL

The Computer Science Department (PG) organized Faculty Development Programme (FDP) on "Data Mining Techniques using Rapid Miner Tool" on 9th & 10th February 2016 handled by Prof. Aruna Devi and Dr. Ambika.P lecturer of Computer Science Department (PG), Kristu Jayanti College

The programme started with a formal inauguration session. Prof R. Kumar gave a prelude to the FDP and Rev. Fr. Augustine George, Vice – Principal of the College, gave the Inaugural Address to the participants.

The first session of workshop was on Introduction to Data mining and the process in data mining. Prof. Aruna Devi explained the Predictive and Descriptive techniques of data mining. She threw light on the existing data mining tools. Installation, Configuration of Rapid Miner, starting a new process, editing the process was explained with small example programs. In the next session she explained how to read data in Rapid miner, using Data Import Wizard and list of Operators. She demonstrated Data Cleansing, Decision Tree algorithms, Validation and Prediction algorithms.



In the afternoon session the participants gained knowledge on Association Rule Mining by Dr. Ambika. She explained about Apriori algorithm and FP Growth algorithm. The participants were given hands on training to implement those algorithms in Rapidminer.

The morning sessions of day 2 were on Classification and Clustering. The session was handled by Prof. Aruna Devi. She demonstrated how to keep data in local repository, K-means Clustering, Normalizing and NB classification.

The afternoon session was handled by Dr. Ambika on Prediction, Linear Regression, Multiple Regression and Logistic Regression. She explained the application of those algorithms. End of the session the participants were trained to create own data and performing text mining with Rapid miner.

The participants expressed their happiness and gratitude about the learning on the two days. They stated that workshop is a great success as it gave a great working experience to all. On the whole, the workshop enlightened everyone on new research tools and helped them to implement the data mining algorithms practically.

SHELLS 2K16

The Shells 2k16 an Inter Collegiate National Level IT Fest conducted by the Department of Computer Science (PG) every year. Shells 2k16 conducted on February 18th & 19th 2016 tagged the theme "OCULUS ZEUS" with the tagline – "Spearhead of imminent aeon" based on the LI-FI technology. The Shells was inaugurated by Mr Siddharth Shankar Agarwal, Vice President Engineering at Zapr Media Labs, Bengaluru.

Shells has come up with 10 interesting events with a technical name and a tagline based on the theme Li – Fi technology. Events are Coding, IT Manager, IT Quiz, Product Launch, Application Development, Tech Pic & Toggle Talk, Junk Yard, Web Designing & Video Editing, Treasure Hunt and Gaming.

Shells ended with a valedictory ceremony addressed by Mr Siraj Mogal, Account Manager, UST Global.



Shells Coordinator Prof. A. Muruganantham, gave the shells report, followed by announcement of winners in various events. The best IT Manager Mr Prajwal Fernandes and star of Shells Mr Vineet Lasrado were awarded with special trophies by Vice Principal Fr. Augustine George, and most awaited coding event of Shells 2k16 was the Job offer from the UST Global. The winners of Coding Event was announced by Chief Guest Mr Siraj Mogal and gave away the job offer and trophy to the participant Mr Diganta Das of Christ University and Ms Afnan Khan of Mount Carmel College.

There were 20 colleges participating with 128 participants who was a part of Shells. The runners up college ST. Aloysius and the Overall winner

Christ University was appreciated and awarded with a unique trophy by all the dignitaries. Thus Shells 2K16 was ended by proudly rendering the college anthem.

Upcoming Events

Department of Computer Science(PG) Organizes National Level Workshop on Network Simulation using NS-2 On March 18th & 19th, 2016



TechnoBytes

Dept. of Computer Science (PG)

Chief Editors: Rev. Fr. Josekutty P D, Principal | Rev. Fr. Augustine George, Vice Principal | Prof. R. Kumar, Head, Computer Science (PG)
Staff Editor: Prof. K. Aruna Devi | Student Editor: Kyntu Ika shylla | Page Make-Up: Mutum Satyajit Singh

Laurels

Our MCA Students won the overalls in Inter-Collegiate Fest held at:

* St. Joseph's College of Engg, Mangalore

* Surana College (PG Studies)

* NMAMIT, Karkala, Udipi, Karnataka

* PESIT College, Bengaluru



Mission towards universal digital literacy
Dr. Vignesh Sornamohan, Head - Programme Management Unit, NDLM & AVP - CSC e-Governance Services India Limited

New-age advancements in Information Technology have completely affected the way we live and work. It

has created new challenges and opportunities for people. In this context, it is important that people have the ability to manage these challenges and also leverage on the new opportunities that these changes bring.

Universalised digital skill is one of the instruments for leveraging on these new opportunities of digital age. Each and every person should have the ability to operate a computing device, understand operating systems, use emails, access websites and communicate using social networking. A universal digital literacy programme would extend the benefits of digital literacy to the community at large and empower them to leverage information, knowledge and skills for their personal advancement and as well as contributing towards nation-building.

However, a cursory glance on the indicators of digital literacy for India throws a dismal picture. As per Census 2011, only 9.4% households in India have a computing device (Laptop or Desktop) while only 3.1% of total households have Internet access, be it broadband or low-speed connections.

Only one State (Goa) and two UTs (Chandigarh and NCT of Delhi) have Internet density of over 10%. These figures call for immediately addressing the prevalent digital gap. We need to prepare for the next level of revolution in digital technology by focusing our efforts on a mass digital literacy campaign, especially targeting the rural and remote areas of the country. Such will also provide an opportunity to the disadvantaged people in rural India and help empower their communities. The National Digital Literacy Mission or the

Digital Saksharta Abhiyan (DISHA) has been launched with such an objective in mind. The Scheme has been formulated under the Prime Minister's 'Digital India' initiative to impart digital literacy to 52.5 lakh persons in the age group of 14-60 years, across the country so as to enable them to actively and effectively participate in the democratic and development processes and enhance their livelihood opportunities. In an effort to extend the benefits of the flagship Scheme to all the sections of the population, all Anganwadi and Accredited Social Health Activist (ASHA) workers and authorised ration dealers across the country are also being covered under the Scheme. The move will empower the grassroots workers to improve their service delivery by effectively using various e-governance services offered by the Government.

The Scheme envisages two levels of IT training:
• Appreciation of Digital Literacy (Level 1), which will make a person IT literate, so that he can operate a computer or digital devices like tablets, etc.; send and receive emails; and search Internet for information; etc.

Basics of Digital Literacy (Level 2), under which the citizen will be trained to effectively access the various e-Governance services being offered to the citizen by the Government and others.

To implement this Scheme in coordination with various stakeholders, CSC e-Governance Services India Limited (CSC Special Purpose Vehicle) has been designated as the Implementing Agency. Further, State Implementing Agencies (SIA) have been identified in each State/UT will be responsible for the monitoring and implementation of the project by Training Centres/ CSCs.

The Training Centre/ CSC will register the Continue in Page : 02

University Rank:



Mr. Manjeet Kumar
MCA 2015 batch
Achieved 3rd rank,
Bangalore University.

CURRENT EVENTS:

International Conference On Current Trends in Advanced Computing (ICCTAC) hosted by the Department of Computer Science(PG) on 10th and 11th of March.



Message from Vice-Principal's Desk

The world is witnessing an inevitable and unstoppable technological revolution. Technology makes the world a better place to live, with more comfort, convenience and efficiency.

When the users are busy with acquiring, assimilating and adapting to new technologies, companies are struggling to initiate and sustain the process of relentless innovation for the creative destruction of obsolete technologies to ensure their survival and growth in the market. The blurring distinction between personal and professional technology allows people to connect, communicate and collaborate like never before. Cloud computing promotes innovations at the application and platform levels. Security will also play an important role as companies evolve frameworks and processes to guard their information assets that reside in the cloud. Being the students of technology, our responsibility is not just limited to becoming the early adopters of latest technologies, but to develop new technologies and redefine the existing ones to make life easy and better. While technological innovation continues at an exponential rate, human brain development remains steady in comparison. The more complex technology we produce, naturally, the more we need to simplify user experiences.

The trend of 'simplicity' has evolved out of the increasing complexity of technology, which further creates the need to simplify the interfaces that can be used to improve the user experience. Sustaining the pace of technological development, developing new and better technologies and simplifying existing technologies require a culture of continuous creativity and innovation.

The Department of Computer Science (PG) of Kristu Jayanti College aims at developing such a group of dynamic technocrats by inculcating a pragmatic and professional approach among the students towards technical education. Apart from the delivery of the curriculum through an innovative teaching pedagogy, we organize diverse programmes to enhance and sustain the technical skills of the students.

The 'Technobyte', the newsletter of the department brings to limelight activities and achievements of the department. It captures the glimpses of all academic, curricular and co-curricular activities, initiative and achievements of the department during the current academic session. I wish this endeavor a great success and I take this opportunity to appreciate tireless efforts of every creative mind behind it.

Rev. Fr. Augustine George, Vice-Principal



Message from the Dean

The society and our daily lives are being impacted by the exponential growth in communication and information technology use. Information Technology is transforming the conduct of business on a global scale. It is also transforming the teaching-learning process in education. Education plays a major role in the pursuit of an important goal, viz., to be update and be a leader in information world of tomorrow.

Keeping up with new technology and expectations is certainly trickier than building systems and platforms. We are happy that the students and faculty of the Department of Computer Science (PG) have brought out the 8th volume 1st issue of Technobytes. I am sure that this issue will be an amalgamation of creative constituents and will inspire discussions on conventional, current and futuristic issues in the field of Information technology.

Dr. Calistus Jude A.L., Dean of Science

beneficiaries on the Learning Management System (LMS) designed for the project. On approval of their registration, the learner will be given a unique Username and Password to login to the LMS. The learner can study the relevant course in his/ her chosen language and their learning progress will be tracked on the LMS.

The NDLM scheme is one of the largest and transparent mass-based schemes carried out in India. The number of beneficiaries registered, trained and certified is available real time on the portal www.ndlm.in.

The details of the candidates, captured through eKYC and Aadhar on the portal, lends transparency to the system and also makes the data available on demand.

Since the scheme caters to non-IT literate population in rural areas, the course content, comprising of e-Content and Handbook, has been developed and made available online in various regional languages, apart from English and Hindi, for ease of use. Till September 18, 2015, 17,01,019 beneficiaries have been registered under Level 1

curriculum of NDLM across all the States/UTs. These include 1,93,662 Anganwadi workers, 58,270 ASHA workers, 12,556 ration dealers and 14,36,531 general beneficiaries.

As on September 18, 4,90,356 beneficiaries have been certified under the programme by NIELIT, the national certifying agency responsible for assessing NDLM beneficiaries. The examination process under the Scheme is carried out real time through an unique Online Remote Proctoring System. Once the VLE registers the beneficiary on NDLM portal, the data of the beneficiary is automatically pushed to NIELIT server for examination on completion of training. The training centre can see the data of beneficiaries scheduled for examination. The beneficiary can walk in and sit for the exam on any day, within the next 30 days. Once the examination is over, the result and provisional e-certificate is made available on the NDLM server, from where the training centres/beneficiary can download them.



MCA Programme at a Glance

The Department Computer Science (PG) of Kristu Jayanti College was established in the year 2004 with the objective of inculcating technical education to aspire youth to shape them into professionally competent workforce. At present there are 113 students in the department. As part of enriching the faculty resources, the teachers are encouraged to pursue research in different technical areas. Currently 2 faculty members hold doctoral degree in computer science and 6 faculty members are pursuing their Ph.D. in various universities. The autonomous curriculum is designed to hone strong software competencies and analytical and problem solving skills which are the essential pre-requisites for a successful career as software professionals. The course structure and contents are regularly updated. The learning environment is intense and stimulating. The regular academic programme is supplemented by Seminars, Workshops, Personality Development Programmes, Attitudinal Workshop, Soft Skills Training, Tech-Talk Series, Student Seminar Series,

Communication sessions and Aptitude Reinforcement modules.

These sessions are conducted on a continuing basis by experts from industry. As part of knowledge sharing, peer to peer teaching is motivated amongst the students. The academic transactions are rigorous and innovative.

The special features of the department include the successful conduct of International Conference on Current Trends in Advanced Computing (ICCTAC) once in a year. The three editions of conferences were sponsored by ISRO in association with International Journal of Computer Applications (IJCA). Intra and Inter-Collegiate Fests are conducted every year as a part of experiential learning. As a part of Jayantian Extension Services the department students and faculties contribute to the under privileged children, rural society and elderly people. The hallmark of the Department is it provides software consultancy services to industries and institutions.

Prof. R Kumar, Head, Department of Computer Science (PG)

Articles

Cloud Robotics: Connected to the Cloud, Robots Get Smarter



Imagine a robot that finds an object that it's never seen or used before—say, a plastic cup. The robot could simply send an image of the cup to the cloud and receive back the object's name, a 3-D model, and instructions on how to use it, says James Kuffner, a professor at Carnegie Mellon currently working at Google. Cloud robotics is a field of

Embracing the cloud could make robots "lighter, cheaper, and smarter". Cloud-enabled robots could offload CPU-heavy tasks to remote servers. Even more promising, the robots could turn to cloud-based services to expand their capabilities. Using the cloud, a robot could improve capabilities such as speech recognition, language translation, path planning, and 3D mapping.

robotics that attempts to invoke cloud technologies such as cloud computing, cloud storage, and other Internet technologies centred on the benefits of converged infrastructure and shared services for robotics. When connected to the cloud, robots can benefit from the powerful computational, storage, and communications resources of modern data centre in the cloud, which can process and share information from various robots or agent (other machines, smart objects, humans, etc.).

The idea of connecting a robot to an external computer is not new. Back in the 1990s, Masayuki Inaba at the University of Tokyo explored the concept of a "remote brain," as he called it, physically separating sensors and motors from high-level "reasoning" software. It could apply to any kind of robot, large or small, humanoid or not. Eventually, some of these robots could become more standardized, or de facto standards, and sharing applications would be easier. Cloud robotics could make that possible by expanding a robot's knowledge beyond its physical body.

Prof. Muruganantham, Faculty

How mobile ads leak personal data



Ad networks deliver personalized ads inside mobile apps, which can leak sensitive profile information about the user to the mobile app developer.



The personal information of millions of smartphone users is at risk due to in-app advertising that can leak potentially sensitive user information between ad networks and mobile app developers.

Researchers found that 73 percent of ad impressions for 92 percent of users are correctly aligned with their demographic profiles. Based on the ads shown, a mobile app developer could learn a user's:

- gender with 75 percent accuracy,

- parental status with 66 percent accuracy,
- age group with 54 percent accuracy, and
- could also predict income, political affiliation, marital status, with higher accuracy than random guesses.

Some personal information is deemed so sensitive that Google explicitly states those factors are not used for personalization, yet the study found that app developers still can discover this information due to leakage between ad networks and app developers.

Free smart phone apps are not really free. Apps especially malicious apps can be used to collect potentially sensitive information about someone simply by hosting ads in the app and observing what is received by a user.

Mobile, personalized in-app ads absolutely present a new privacy threat.

How it Works

- Mobile app developers choose to accept in-app ads inside their app.
- Ad networks pay a fee to app developers in order to show ads and monitor user activity -- collecting app lists, device models, geo-locations, etc. This aggregate information is made available to help advertisers choose

where to place ads.

Advertisers instruct an ad network to show their ads based on topic targeting (such as "Autos & Vehicles"), interest targeting (such as user usage patterns and previous click thrus), and demographic targeting (such as estimated age range).

The ad network displays ads to appropriate mobile app users and receives payment from advertisers for successful views or click thrus by the recipient of the ad.

In-app ads are displayed unencrypted as part of the app's graphical user interface. Therefore, mobile app developers can access the targeted ad content delivered to its own app users and then reverse engineer that data to construct a profile of their app customer.

Unlike advertising on a website page, where personalized ad content is protected from publishers and other third parties by the Same Origin Policy, there is no isolation of personalized ad content from the mobile app developer.

The study acknowledges that the online advertising industry is taking steps to protect users' information by improving the HTTPS protocol, but researchers believe the threat to user privacy is greater than HTTPS protection can provide under a mobile scenario.

Alfred George, IV MCA



The future of travel? A tube called Hyperloop!!!

When asked to imagine the future of transportation, most might draw a car of the future, perhaps solar powered and autonomously driven.

For a select few, the way we'll move ourselves across the world tomorrow is in a steel tube at a speed of 786mph (1,220 km/h).

It's not a teleporter, hover car, or time-traveler machine, but a giant glass tube called the Hyperloop through which passengers would travel up to 786 miles per hour.

This was originally the brainchild of billionaire U.S. entrepreneur Elon Musk, who envisioned being able to whisk passengers between San Francisco and Los Angeles within 30 minutes of time.

"Well imagine a capsule filled with a person that's hovering inside the tube. Inside the tube you create a low pressure environment very similar to an airplane that's at high altitudes. So now the capsule traveling inside the tubes doesn't encounter as much resistance, and so therefore can travel really fast with very little energy," Ahlborn told (CEO of HTT)

"It's 100 percent solar powered, that's basically the invention here," he said.

The capsules would ride a cushion of air blasted from underlying skis, propelled by a magnetic linear accelerator, according to Musk's plans, running above or below ground and along low pressure steel tubes. When Musk announced this idea in 2013, many were quickly excited - with the Hyperloop described as combining Concorde, a rail gun and air-hockey table.

It carries automobiles and people at a speed almost impossible for land based vehicles.

"Compared to alternatives like the State's planning high-speed rail system which costs, the Hyperloop would be safer, faster, cost effective and more convenient", Musk originally said in a blog post. Currently \$68.4 billion USD proposed cost.

Is it cost-effective? Musk estimates that the tube would cost "several billion dollars" which he describes as low compared to the "tens of billion [sic] proposed for the track of the California's rail project. The individual capsules would be several hundred million dollars. Moreover, building a tube instead of a railway offers advantages, Musk says: it can be built on pylons (meaning you don't need to buy the land), it's less noisy, and there's no need for fencing.

The total cost of Hyperloop is under \$6 billion USD for two one-way tubes and 40 capsules

"So you can have concrete that cleans the air, you can have gardens in them, you could have bee hives inside those concrete pylons, different energy solutions, so there's lots of things that we can do to create a new cutting edge technology," he said.

With a strong business model that Ahlborn says makes the railway industry look like a dinosaur, the cost, safety and reliability of Hyperloop could provide an environmental model for future, lightning fast transport.

Vandana A, IV MCA

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Wireless Power Transmission



Wireless power transmission has been a dream since the days when Nikola Tesla imagined a world studded with enormous Tesla coils. But aside from advances in recharging electric toothbrushes, wireless power has so far failed to make significant inroads into consumer-level gear.

What is it? Intel researchers demonstrated a method--based on MIT research--for throwing electricity a distance of a few feet, without wires and without any dangers to bystanders (well, none that they know about yet). Intel calls the technology "Wireless resonant energy link", and it works by sending a specific, 10-MHz signal through a coil of wire; a similar, nearby coil of wire resonates in tune with the frequency, causing electrons to flow through that coil too. Though the design is primitive, it can light up a 60-watt bulb with 70 percent efficiency.

WREL enables transfer of large amounts of power (up to 50W) over medium distances (1m, depending on coil size). Intel's key contribution is the development of adaptive tuning techniques that enable high efficiency power transfer, even as transmit-receive range, orientation, or load vary. With most wireless power systems.

The WREL system has a "magic regime" in which efficiency does not fall with distance. We are currently working to power implanted medical devices using these techniques.

Our recent work in WREL investigates the next generation of wireless power for long range, adaptive wireless power transfer for both high power (100s of watts) and low power (milli-watt) consumer electronic, biomedical, and military applications.

When is it coming?

Numerous obstacles remain, the first of which is that the Intel project uses alternating current. Numerous regulatory hurdles would likely have to be cleared in commercializing such a system, and it would have to be thoroughly vetted for safety concerns.

Assuming those all go reasonably well, such receiving circuitry could be integrated into the back of your laptop screen in roughly the next six to eight years. It would then be a simple matter for your local airport or even Starbucks to embed the companion power transmitter's right into the walls so you can get a quick charge without ever opening up your laptop bag.

Vijaya, IV MCA



20 YEARS OF JAVA

Changed programming forever.

Remembering what the programming world was like in 1995 is no easy task. Object-oriented programming, for one, was an accepted but seldom practiced paradigm, with much of what passed as so-called object-oriented programs being little more than rebranded C code that used >> instead of printf and class instead of struct. The programs we wrote those days routinely dumped core due to pointer arithmetic errors or ran out of memory due to leaks. Source code could barely be ported between different versions of Unix. Running the same binary on different processors and operating systems was crazy talk.

Java changed all that. While platform-dependent, manually allocated, procedural C code will continue to be with us for the next 20 years at least, Java proved this was a choice, not a requirement. For the first time, we began writing real production code in a cross-platform, garbage-collected, object-oriented language; and we liked it ... millions of us. Languages that have come after Java, most notably C#, have had to clear the new higher bar for developer productivity that Java established.

Java did, however, pioneer new territory. Nothing like checked exceptions is present in any other language before or since. Java was also the first language to use Unicode in the native string type and the source code itself.

But the rest of the programming world has not stood still. Thousands of programming languages have risen since we

first started programming Java, but most never achieved more than a minuscule fraction of collective attention before eventually disappearing. What sold us on Java were applets, small programs running inside of Web pages that could interact with the user and do more than display static text, pictures, and forms. Today, this doesn't sound like much, but remember -- in 1995, JavaScript and the DOM didn't exist, and an HTML form that talked to a server-side CGI script written in Perl was state of the art.

Twenty years since its inception, Java is no longer the scrappy upstart. It has become the entrenched incumbent other languages rebel against. Lighter-weight languages like Ruby and Python have made significant inroads into Java's territory, especially in the startup community where speed of development counts for more than robustness and scale -- a trade-off that Java itself took advantage of in the early days when performance of virtual machines severely lagged compiled code.

Java, of course, is not standing still. Oracle continues to incorporate well-proven technologies from other languages such as generics, autoboxing, enumerations, and, most recently, lambda expressions. Many programmers first encountered these ideas in Java. Not every programmer knows Java, but whether they know it or not, every programmer today has been influenced by it.

Yetendar Poonia, IV MCA

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Events

MEDICAL IOT WORKSHOP

Analysts estimate that 50 billion devices will get connected to the Internet by 2020. In this exploding Internet of Things (IoT), cloud services and entities connect using the Internet to enable new use cases and new business models across multiple markets and applications. This seemed to be the apt and precise moment to hold an event like 'MEDICAL IoT Workshop' Organized by the IEEE Bangalore chapter and EMBS Bangalore, hosted by Kristu Jayanti College, Bangalore, during October 15 to 17, 2015. The workshop helped the participants to get a better idea on the IoT devices, how they look and what they are exactly. Till the time, all had just heard about the hype. But the introductory presentation helped to clear a lot of cloud around the topic.



Topics Discuss are:

Remote Homecare E-Clinic

- Somshekhar & Ram Kumar, L & T Technologies

Building healthcare solutions using Android Devices

- Khasim Syed Mohammed & Satish Patel, Linaro

Possibilities after Connectivity

- Nitin Mallya, GEHC

Shaping Medical IoT through Standards Development

- Bill Ash, IEEE Standards Association

Wireless Connectivity for IoT in Healthcare

- N Venkatesh, Redpine Signals

Enhancing Connected Hospital Experience with Smart & Secure Medical IoT Structure

- Ravishankar Subbarao, Avaya

Energy Harvesting Technologies for Point of Care Medical Devices was presented

- Mr. Prabhakar T.V. (IISc).

Healthcare Innovations

- Ms. Parama Pal (RBCCPS)

3D Animation

The Department of Computer Science (PG) conducted a 3D Animation on 31.10.2015 and the resource person for this session is Mr. Godanda, Animation Instructor, ANTS consulting. Who initiated this course offered by MES (Media Entertainment & Skills Council) sector of NSDC (National Skill Development Corporation). The objective of the course is to enable the participant to understand and apply the concept of artwork prepared by animation artists to produce a sequence of 3D images using animation software (Macromedia Flash). The course is aimed to train the participant on graphics and animation software and apply principles of design, animation and film-making to create animation sequences.



Research Colloquium (Session IX)

Research ideas on Data Mining using Rapid Miner Tool

The first session of Research Colloquium of the academic year 2015-2016 was held on 17.11.2015 for the Faculty members of Computer Science UG and PG.

There were two presentation

- Introduction to Data Analysis, Data mining and Research ideas in Data mining

Dr. Ambika P

- Hands on Session using Rapid Miner tool (Preprocessing, Classification)

Prof. K. Aruna Devi

The platform was open for discussion and queries.

ALUMNI INTERACTION PROGRAMME

On 27th November 2015, Department of Computer Science (PG) organized an Alumni Interaction programme for 1st year MCA Students of 2015-2016 batch. They had an interaction with Mr. Pintu Jacob (Director of IT, CUFA Ltd, Ireland). He was one of the first batch students of Masters of Computer Application in Kristu Jayanti College. The interaction started at 3:00 PM and got over by 4:00 PM. It was very useful for all the students who attended the interaction section. He talked about his experience and the life he had in Kristu Jayanti College. One of his interesting thing which he delivered was "Deserve before you desire" which inspired all the students who had attended the section. He encouraged students to practice doing programs in lab and utilize the time which God has given. The session was very helpful for all the students.



Webinar

How to create, deploy and manage your application in the cloud using Bluemix

The resource person Mr. Nimesh Gogia lectured on "How to create, deploy and manage your application in the cloud using Bluemix". Bluemix, a Multi-language and cloud based IDE which uses SoftLayer infrastructure to run and debug your program online on Cloud. This IDE supports Java, Node.js, Go, PHP, Python, Ruby Sinatra, Ruby on Rails etc. Mr. Nimesh Gogia explained about the application development and briefed about the speed and the efficiency of using Bluemix. Mr. Nimesh Gogia concluded his lecture by stating the procedure to enrol in development process and get a trail pack of student edition on Bluemix website and creating a new project.

Vinimay

Skill set for Career Growth

The Computer Science Department (MCA) conducted the Vinimay session for the PG students of MBA, PGDM and MCA. Its main objective is to introduce the students the culture of corporate space and what is expected of them in the corporate environment. The speaker of the session Mr. Surya Prakash Mohapatra, Head-Resource Enablement at HP Global Business Services. The Speaker highlighted six attributes and habits.

Six attributes.

1: Purpose – Every person should have a purpose in life.

2: Courage- The person should have the courage to take the risk in life where purpose allow couldn't help in achievements.

3: Communication- To achieve the success in our life communication could be one of the best goal.

5: Integrity- The quality of being honest and having strong moral principles.



6: Accountability – The person should be accountable for their own activity where not depending on others.

Six habits.

1: Offer gratitude – It just meant 'Being thankful' for all the person who had helped in your achievements.

2: Learn invest in you- invest in yourself which not only as financial but also in knowledge wise.

3: Do Exercise- To be happy yourself do exercises which helps in occurring knowledge, hard work to achieve goals.

4: your purpose review your progress- To achieve your goals

TECH TALK SERIES

Software Testing – Industry Perspective

The Department of Computer Sciences PG conducted the Tech Talk Series on 30.01.2016 for the II and IV semester students of MCA on Software Testing – Industry Perspective. Mrs. Selvi A, Former Test Manager, Mindtree Ltd, Bangalore, was the resource person.

The session is based on the Fundamental test management principles followed in industry. How testing fits into the development lifecycle. The importance of documenting test process, objectives and techniques, Roles and responsibilities.