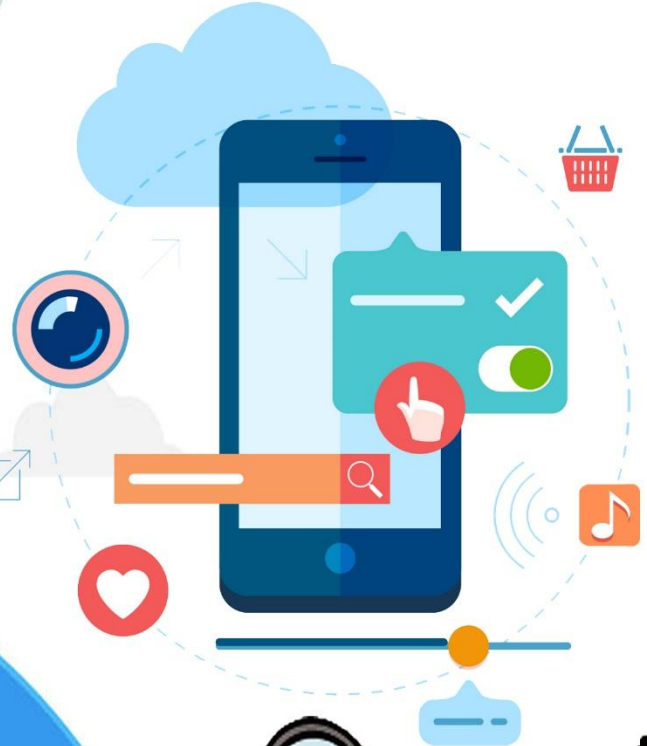


INFORMATION TECHNOLOGY



Info**quest**
(A TECHNICAL MAGAZINE)

**VOLUME 10,
ISSUE 2,
DECEMBER 2017**

**STUDENT
ACTIVITY**

**VISION
&
MISSION**



**STAFF
ACTIVITY**



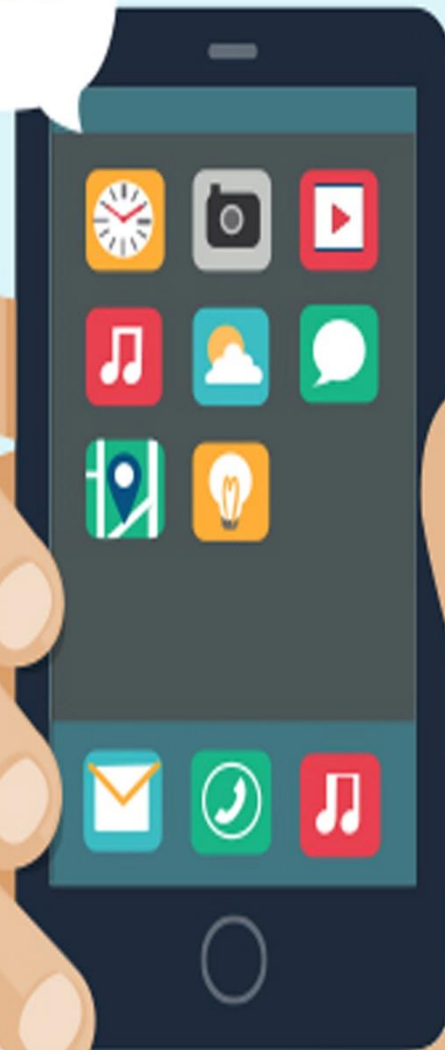
**DRAWING
&
PHOTO-
GRAPHY**

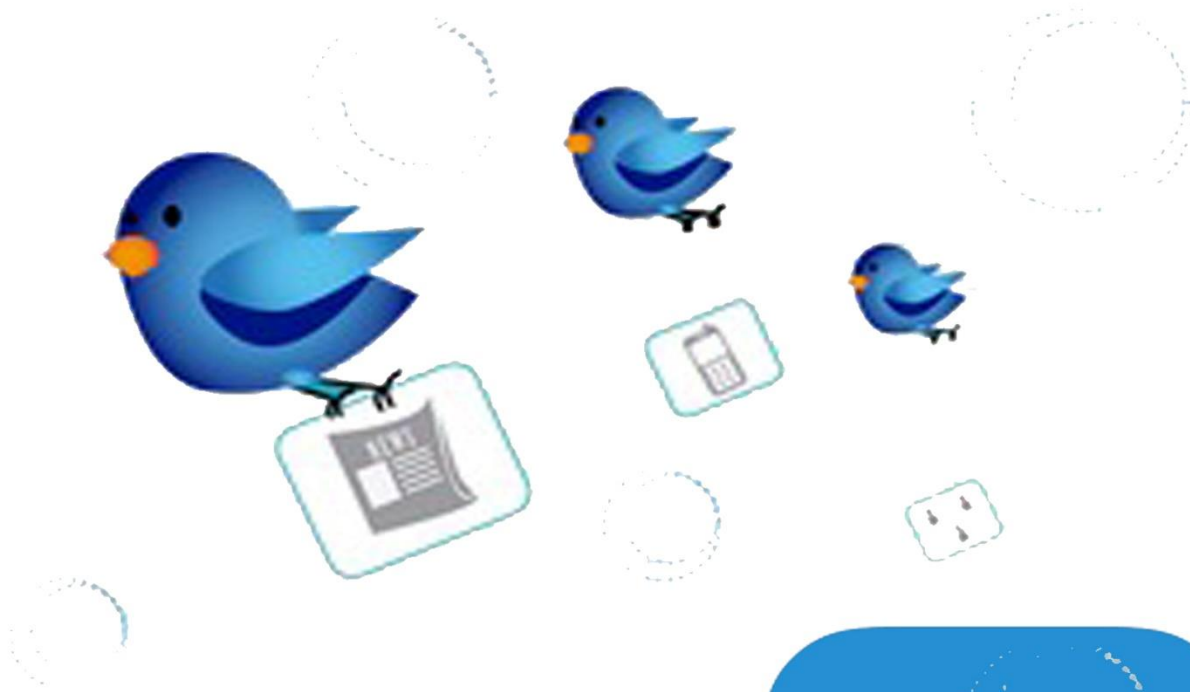


ARTICLES

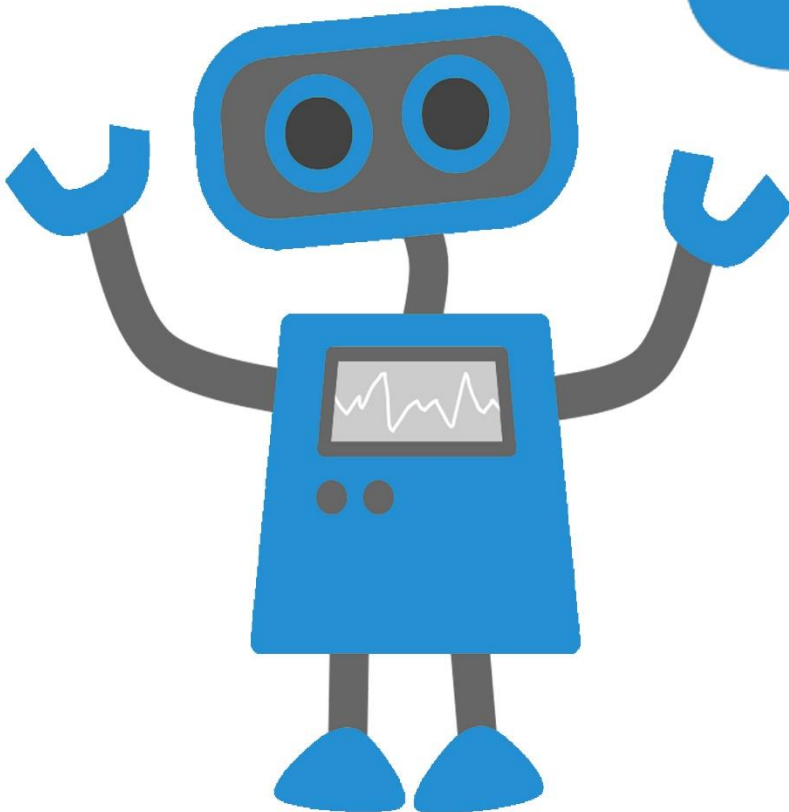


**TRAINING
&
PLACEMENT**





**VISION
&
MISSION**



Department of Information Technology

Vision

To become a Centre of Excellence in education and research in the field of Information Technology, to meet global challenges in computing industries.

Mission

To impart world-class knowledge in the field of Information Technology.

To support and facilitate research and development activities.

To promote industry-institute interactions to empower the faculty members and students.

To develop all round personality by inculcating the values and skills needed for students to upgrade themselves as IT professionals.

Programme Educational Objectives (PEOs)

The graduates will:

PEO1. Technical Expertise: *Have high level of technical competency to identify problems and to generate innovative solutions, which would conform to the needs of IT industry.*

PEO2. Lifelong Learning: *Successfully adapt to changes in roles and responsibilities, through lifelong learning, for collaborating professionally with various stakeholders.*

PEO3. Ethical Knowledge: *Ethically apply their computing knowledge and skills considering societal, economic and environmental factors.*

Programme Outcomes (POs)

The graduates of Information Technology Programme will be able to:

PO 1. Engineering knowledge: Apply knowledge of mathematics, science, engineering fundamentals and an engineering specialization in the field of Information Technology.

PO 2. Problem analysis: Identify, formulate, analyze and solve complex problems in computing industries using principles of mathematics, natural sciences and engineering sciences.

PO 3. Design/development of solutions: Design a software solution for complex engineering problems and design system processes to meet specific needs with appropriate consideration for public health and safety, cultural, societal, and environmental considerations.

PO 4. Conduct investigations of complex problems: Conduct investigations of complex problems including design of experiments, analysis and interpretation of data, and synthesis of information to provide valid conclusion.

PO 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.

PO 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.

PO 7. Environment and sustainability: Understanding the impact of engineering solutions in social environment and exhibit the knowledge for sustainable expansion.

PO 8. Ethics: Realize and bind to professional ethics and the norms of engineering practices.

Programme Outcomes (POs)

The graduates of Information Technology Programme will be able to:

PO 9. Individual and team work: *Function effectively as an individual, and as a member or leader in diverse teams and in multidisciplinary settings.*

PO 10. Communication: *Communicate with engineers and society to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions related to IT Professionals.*

PO 11. Project management and finance: *Demonstrate and apply the knowledge of engineering and management principles to one's own work, as a team leader or a member to manage project in multidisciplinary environments.*

PO 12. Life-long learning: *Recognize the need for, and have the ability to engage in independent and life-long learning in the context of technological change.*

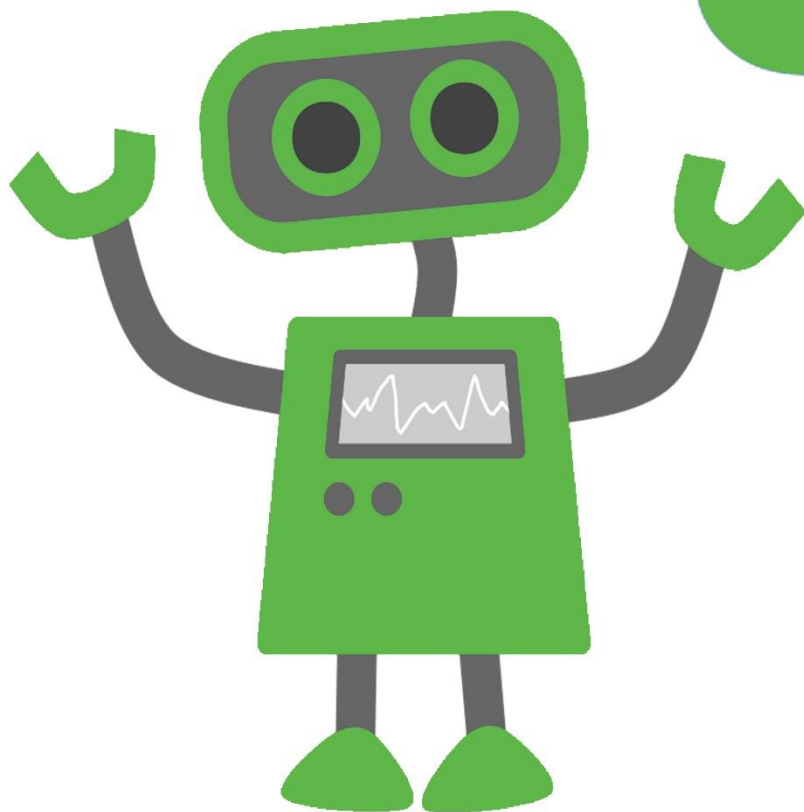
Programme Specific Outcomes

PSO 1. Open Source Software: *Able to develop customized solutions for real world problems using open source software.*

PSO 2. Data Science: *Able to manage, store, retrieve and analyze the voluminous data efficiently.*



**STUDENT
ACTIVITY**



SIG ACTIVITY



**TECHNICAL EVENT -III YEAR
(C, DATA STRUCTURE & JAVA)
DATE: 13.09.2017**

WINNERS LIST:

- 1. 15BIT040-KHEERTHANA.M V**
- 2. 15BIT016-JOE BENJAMIN SAMUEL.R**
- 3. 15BIT082-NANDHINI.K**

Co-Curricular Activities

**Event Name: DST - India Innovation Challenge
Design Contest 2017 (Online)**

No. of Participant: 3 teams

Date: September 2017

Event Name: Coding Events

No. of Participant: 1 team

**Venue: Bannari Amman Institute of Technology,
Erode.**

Date: 07.09.2017 to 09.09.2017

Event Name: Expelliarmus Events

No. of Participant: 2

Name: Palsamy M and Barath R of II- IT

Prize: 1st Prize

**Venue: Bannari Amman Institute of Technology,
Erode.**

Date: 07.09.2017 to 09.09.2017

Co-Curricular Activities

Event Name: **Geek-O-Zone**

No. of Participant: 1 team

Venue: Coimbatore Institute of Technology,
Coimbatore.

Date: 15.09.2017

Event Name: **Code Stream**

No. of Participant: 1 team

Venue: Coimbatore Institute of Technology,
Coimbatore.

Date: 15. 09. 2017

Event Name: **Coding event**

No. of Participant: 1 team

Venue: Coimbatore Institute of Technology,
Coimbatore.

Date: 15. 09. 2017

Co-Curricular Activities

Event Name: **Coding Events**

No. of Participant: 2 teams

Venue: PSG College of Technology,
Coimbatore.

Date: 23. 09. 2017

Event Name: **Coding Events**

No. of Participant: 4

Venue: PSG College of Technology,
Coimbatore.

Date: 24.09.2017

Event Name: **Accenture Innovation
Challenge Contest (Online)**

No. of Participant: 1 team

Date: 05. 10. 2017

Event Name: **Hackathon (Online- Virtusa)**

No. of Participant: 11 teams

Date: 06.10. 2017

Co-Curricular Activities

Event Name: **Coding Event**

No. of Participant: 6

Venue: KGISL Institute Of Technology,
Coimbatore.

Date: 07.10.2017

Event Name: **Tamil Nadu Students
innovators 2017 Idea Camp (1st round)**

No. of Participant: 1 team

Venue: Entrepreneurship development
Institute India and Forge Accelerator

Date: 20.10.2017 to 22.10.2017

Event Name: **Idea Camp, TNSI 2017,
Forge Accelerator (2nd round)**

Idea Title: Data Box

No. of Participant: 1 team

Venue: KCT Tech Park, Coimbatore

Date: 27.10.2017 to 29.10.2017

Event Name: **InfraMind TCS (Online)**

No. of Participant: 10 teams

Date: 30.10.2017

PAPER PRESENTATION



1. **Nithya Shree C, II -IT** [Paper presentation on **Blue Eyes** at KGISL Institute Of Technology, Coimbatore on 06.10.2017 & 07.10.2017]
2. **Harshitha S, II - IT** [Paper Presentation on **BlueBrain** at Coimbatore Institute of Technology, Coimbatore on 15.09.2017]
3. **Abdul Rahman M, III - IT** [Paper Presentation on **Recent Trends in IT** at Rathinam Technical Campus, Coimbatore on 15.09.2017]
4. **Afras Ali S, III - IT** [Paper Presentation on **Recent Trends** in IT at Rathinam Technical Campus, Coimbatore on 15.09.2017]
5. **Athirai J, II - IT** [Paper Presentation on **Adaptive cruise control** – MCET, Pollachi on 15.09.2017]
6. **Revathi K, II- IT** [Paper Presentation on **Adaptive cruise control** - Mcet, pollachi on 15.09.2017]

Workshop

Workshop on
“Mobile Application Development”

No. of Participant: 2

Venue: MCET, Pollachi.

Date: 09.09.2017

Workshop on
“IOT in Multidisciplinary Engineering
Domains”

No. of Participant: 2

Venue: Adhiyamaan College of
Engineering, Coimbatore.

Date: 13.09.2017

Workshop on
“Technology Distribution in 2017”

No. of Participant: 2

Venue: RVS group of Institutions,
Coimbatore.

Date: 14.09.2017

Workshop on
“Angular, Spring and Mongo DB”
Resource person: Mr.S.Kishore kumar
No. of Participant: 32
Venue: MCET, Pollachi.
Date: 18.09.2017 & 19.09.2017



Hands on Training on
“SAP Cloud Platform”
Resource person: Mr.T. Meenakshi
Sundaram, Mr.V. Sainath,
and Mr.M. Chandrish.
No. of Participant: 11
Venue: MCET, Pollachi.
Date: 23.09.2017

SPORTS

1. Nithyashree S, II- IT

Cricket-Anna University Inter Zone on 21.10.2017

Atheletics-Anna university Zone on 10.10.2017

2. Sandhiya T, II- IT

Volley Ball, Zonal Level at Sri Ramakrishna College of Engineering, Coimbatore on 13.09.2017

3. Santhiya C, II- IT

Volley Ball, Zonal Level at Sri Ramakrishna College of Engineering, Coimbatore on 13.09.2017

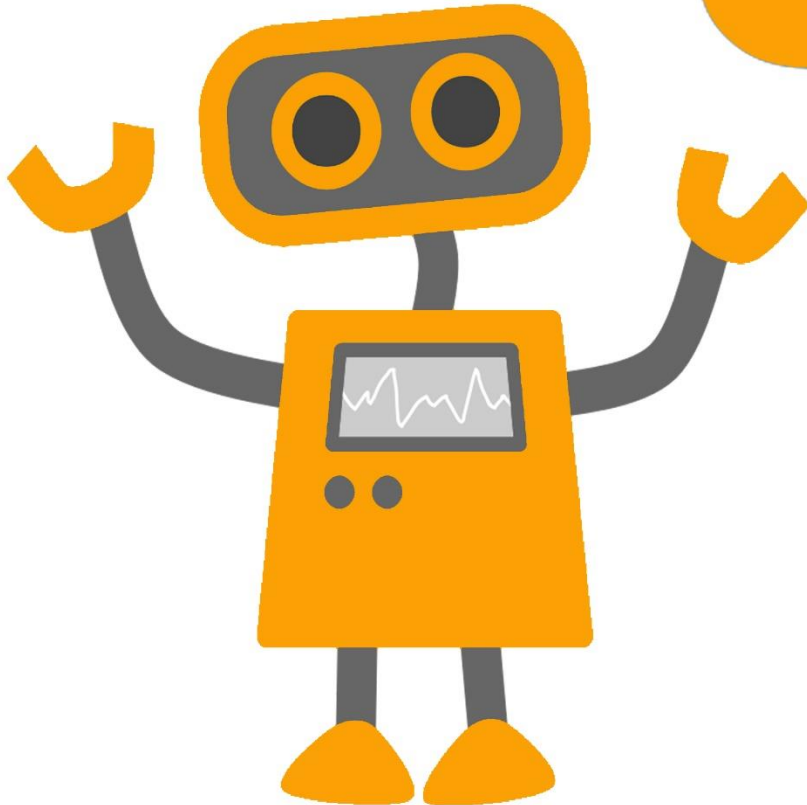
4. Tamil Kanmani, II- IT

Ball badminton, Hindusthan Engineering College, Coimbatore on 05.09.2017





**STAFF
ACTIVITY**



DEVELOPMENT PROGRAMS

Title: AICTE Sponsored FDP on “Machine Learning Techniques in Information Retrieval”

Faculty member: Dr.A.B.Arockia Christopher, AP(SG),
Ms.R.Menaha, AP, Mr.E.Prabhakar, AP

Date: 13.11.2017 to 26.11.2017

Title: Workshop on “Python programming”

Faculty member: Ms.T.Sumathi, AP

Date: 25.11.2017

Title: AICTE Sponsored FDP on
“Behavioural Skills For Holistic Development”

Faculty member: Dr.M.Balakrishnan, AP(SG),
Dr.A.P.Janani, AP(SG)

Date: 27.11.2017 to 30.11.2017



Programs Organized

Workshop on

**“Setting up a Private Cloud in Colleges using
OpenNebula Cloud Computing Software”**

Resource Person: Mr.S.Baskar, Chief Executive Officer,
LinuXpert Systems Pvt. Ltd., Chennai.

External Participants: 24 Internal Participants: 12

Date: 08.09.2017 & 09.09.2017

Hands-on Training in

“Graphics using C++” for One Credit Course

Resource Person: Ms.V.Madhumathi, Research and
Development, KG Information Systems Private Limited,
Coimbatore.

Internal Students: 20 Internal Faculty: 1

Date: 09.09.2017 & 21.09.2017

Guest Lecture on

**“Cloud Mindset & Latest Industry Trends on Information
Technology & how companies are Marching Forward”**

Resource Person: Mr.T.Sundaram Meenakshi, Mr.V.Sainath,
and Mr.M.Chandrish, SAP Labs India Pvt. Ltd., Bengaluru.

Internal Participants: 150

Date: 22.09.2017

Programs Organized

Training Programme on
“Web Application Development”
for Pre-Final Year Students

Resource Person: Mr.K.B.Omprakash, Assistant Project
Manager, NTT Data, Chennai.

Internal Participants: 62

Date: 23.09.2017

Hands-on Training in
“Digital Logic Circuit Simulation with Logisim”
for One Credit Course

Resource Person: Mr.L.Vinoth, RTL Design and
Verification Engineer, Caliber Embedded Technologies,
Coimbatore.

Internal Students: 32 Internal Faculty: 1

Date: 21.10.2017

Hands-on Training in
“OpenStack” for One Credit Course

Resource Person: Mr.R.Bala chandar, Software Developer,
UST Global, Trivandrum.

Internal Students: 17 Internal Faculty: 1

Date: 21.10.2017

Programs Organized

Hands-on Training in
“Data Analytics Using R” for One Credit Course
Resource Person: Mr.Boopathi Kumar, Team Lead,
Appin Technologies, Coimbatore.
Internal Students: 13 Internal Faculty: 1 Date: 21.10.2017

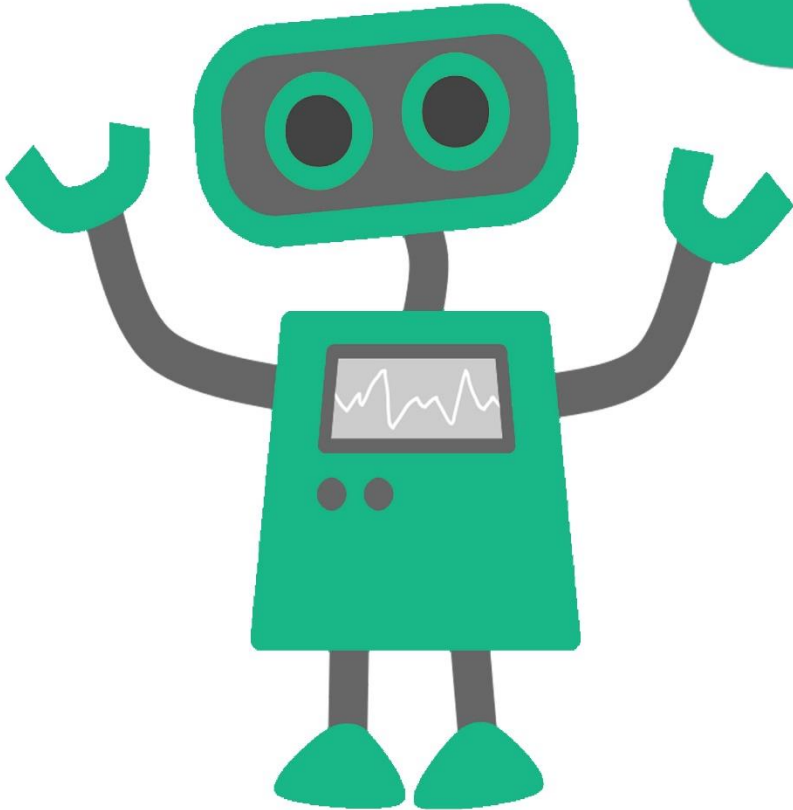
Hands-on Training in
“Digital Logic Circuit Simulation with Logisim”
for One Credit Course
Resource Person: Mr.L.Vinoth, RTL Design and
Verification Engineer, Caliber Embedded
Technologies India (P) Ltd, Coimbatore.
Internal Students:32 Internal Faculty: 1 Date: 28.10.2017

Hands-on Training in **“Linux Shell Programming”**
for One Credit Course
Resource Person: Mr.S.Arunbalaji, Principal Engineer,
Dell EMC, Bangalore.
Internal Students:46 Faculty: 1 Date: 28.10.2017

AICTE Sponsored Two Days National Seminar on
**“Mobile App. Development using Open Source for Cyber
Secure Application”**
External Participants: 78 Internal Participants: 18
Date: 06.10.2017 & 07.10.2017



**TRAINING
&
PLACEMENT**



PLACEMENT

4

Report Bee

1



1



1



3



4



2



NFNLABS

PLACEMENT

10

Infosys

1

 PlacementSeason

2

 Zoho

11

NTT DATA

3


CLORIDA

As of now 43 placed

INTERNSHIP

[01.09.2017 to 30.09.2017]

MQ SPECTRUM PTE. LTD., CHENNAI

1. SHAMILA K, IV- IT

IONIXX TECHNOLOGIES
PVT. LTD., CHENNAI

1. MUTHUKUMAR S, IV- IT

2. JEEVANANTHAM C, IV-IT

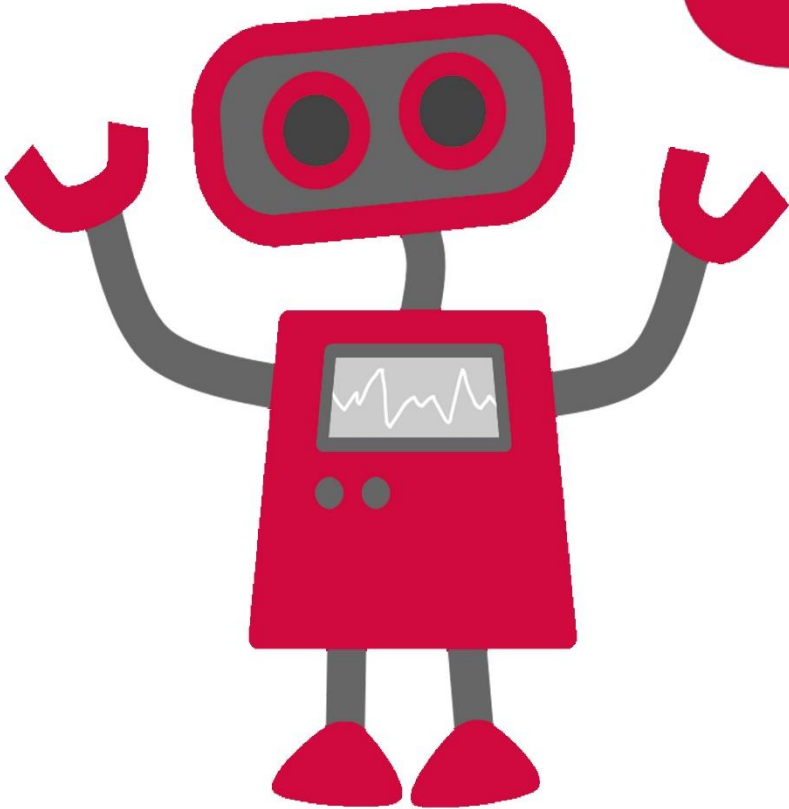
3. MUHAMED HAKKIM M, IV- IT

[24.09.2017 to 30.09.2017]

PLACEMENT SEASON, COIMBATORE

1. PERIYASWAMY S, IV- IT





History of Printing

Woodblock printing- 200

Printing press- c. 1440

Mezzotint- 1642

Lithography- 1796

Rotary press- 1843

Offset printing- 1875

Mimeograph- 1886

Screen printing- 1911

Dot matrix printing- 1925

Phototypesetting- 1949

Dye-sublimation- 1957

Thermal printing- c. 1972

Solid Ink printing- 1986

Movable type- 1040

Etching- c. 1515

Aquatint- 1772

Chromolithography- 1837

Hectograph- 1869

Hot metal typesetting- 1884

Photostat and rectigraph- 1907

Spirit duplicator- 1923

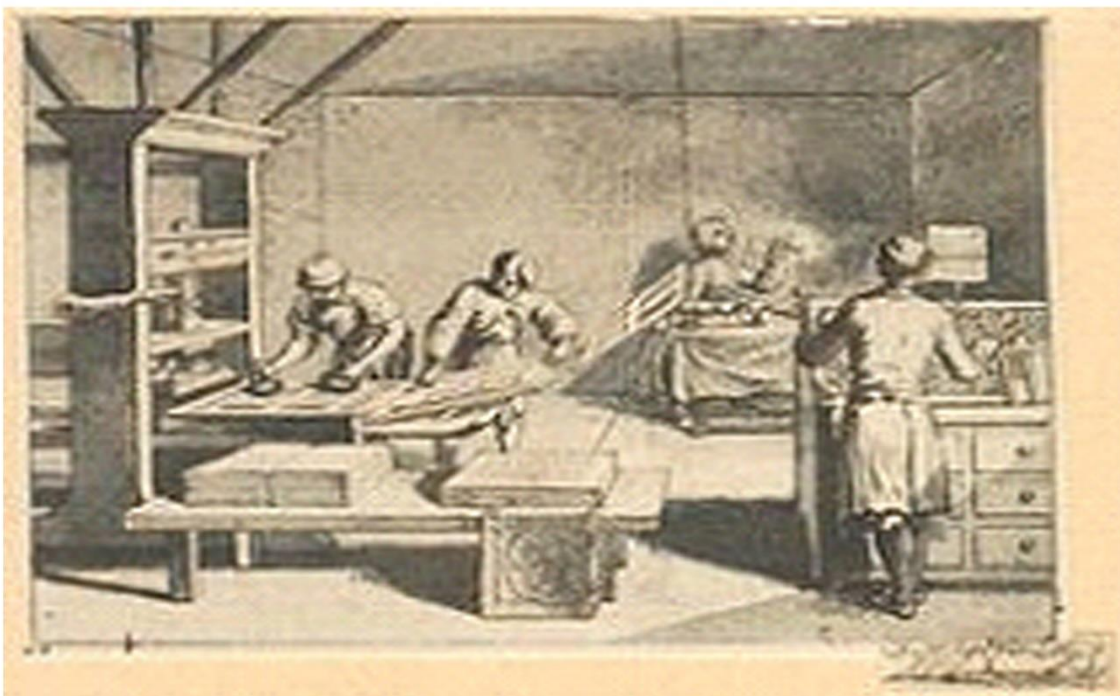
Xerography- 1938

Inkjet printing- 1951

Laser printing- 1969

3D printing- 1981

Digital printing- 1991



3D Printing

3D printing is used for producing a realistic desired three-dimensional object. This object can be of anything. The process behind it is that the computer controls to create an object by proper mixture of materials. The different types of materials are used. It may be edible or non-edible. This is used in both rapid prototyping and Additive Manufacturing (AM). This AM referred as adding layers to layer and finally a whole object will be created.

The three steps in 3D printing are Modeling, Printing, and Finishing. In step 1, 3D file of an object is designed that want to be printed. This can be done using CAD software, 3D scanner or even downloaded/ purchased online. In step 2, choose the material in which you want your object. And proceed printing. In step 3, the printed object may not be as like you visualized. So it needed to be decorated, altered.

Applications of 3D printing are huge. It is widely used in medical, industry, manufacturing and various sectors. To name some are 3D printed food (manufacturing of chocolates, candy, flat foods, etc.), printed pottery, sculpture, 3D selfie (3D portraits, miniature statues and so on). It is used by fashion designers too.

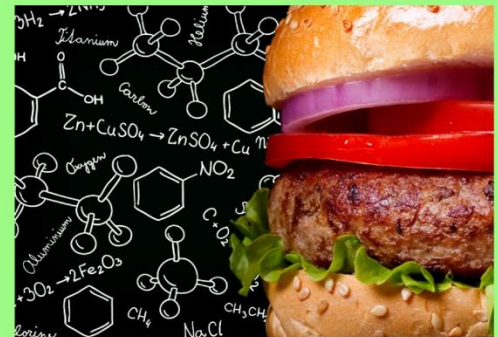




Try to learn

Some of the Ways Technology is Improving Our Eating Experience

*3D Printed Food
Food Scents and Mobile Plug-ins
Robotic Staff
Apps and Infrared (IR)
Virtual Reality Combines with
Food Science*





MINIONS- A TOY



MINIONS IS ONE OF THE MOST FAVOURITE TOY FOR KIDS AND ALSO FOR ALL AGED CHILDRENS EVEN FOR THE PARENTS. MINIONS IS YELLOW IN COLOUR WITH ROUNDED EYES. ITS SHAPE IS ALSO CYLINDER LIKE STRUCTURE WHICH MAKES THE CHILDRENS TO FEEL CRAZY ON WATCHING THAT. RECENTLY WITH THESE MINIONS FILMS HAS BEEN PRODUCED WHICH MADE US AMAZING AND CRAZY. THE NAME OF THE FILM IS DESPECIBLE ME-2. IT HAS THREE PARTS. ITS ACTIVITIES MAKE US LAUGH AND MAKE OUR MIND PEACEFUL AND HAPPY. IT WEARS LIKE A OVERCOAT WHICH IS BLUE IN COLOUR. THE VOICE OF THE MINIONS IN THIS MOVIE IS TOO CUTE AND MADE FUNNY WITH THE VOICE. NOWADAYS THE MINIONS SOFT TOYS ARE PRODUCED OVER ANYWHERE WHICH IS LIKELY BOUGHT BY THE CHILDRENS AS WELL AS THE ADULTS ARE GETTING ATTRACTIVE WITH THAT. BUT ITS COST IS LITTLE MUCH MORE THAN OTHER SOFT TOYS. ALSO WITH THE SOFT TOYS SOME OTHER PRODUCTS ARE ALSO PRODUCED LIKE STATIONARY ITEMS, BED, PILLOWS, BEDSHEETS, HEARPHONES, T-SHIRTS, SCHOOL BAGS, MASKS FOR FACE AND MUCH MORE THINGS USED IN DAILY LIFE.



Sugirtha B
II-IT

Technology Facts

**DID YOU
KNOW?**



cadabra.com

amazon

[Amazon.com](#) was previously known as [Cadabra.com](#)

Ubuntu is one of the more popular distributions of Linux. This word comes from an African word meaning “**I am because of you**”.

‘Ubuntu’

I am; because of you.

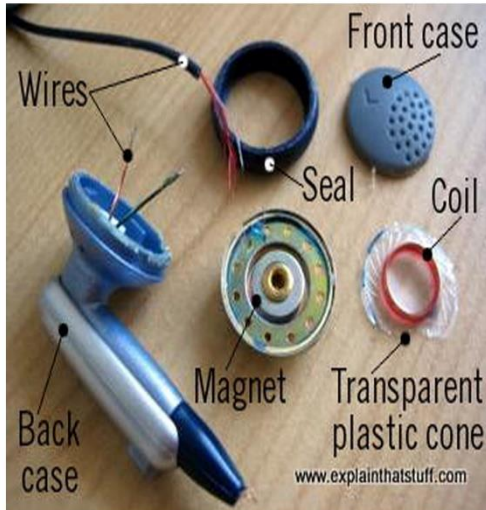


EMERALD SEA

Google+ was developed under the code name **‘Emerald Sea’**

Technology Facts

DID YOU KNOW?



Headphones have **magnets** in them.

IBN Live

Nokia was founded in 1865 and its primary business was “**manufacturing paper.**”



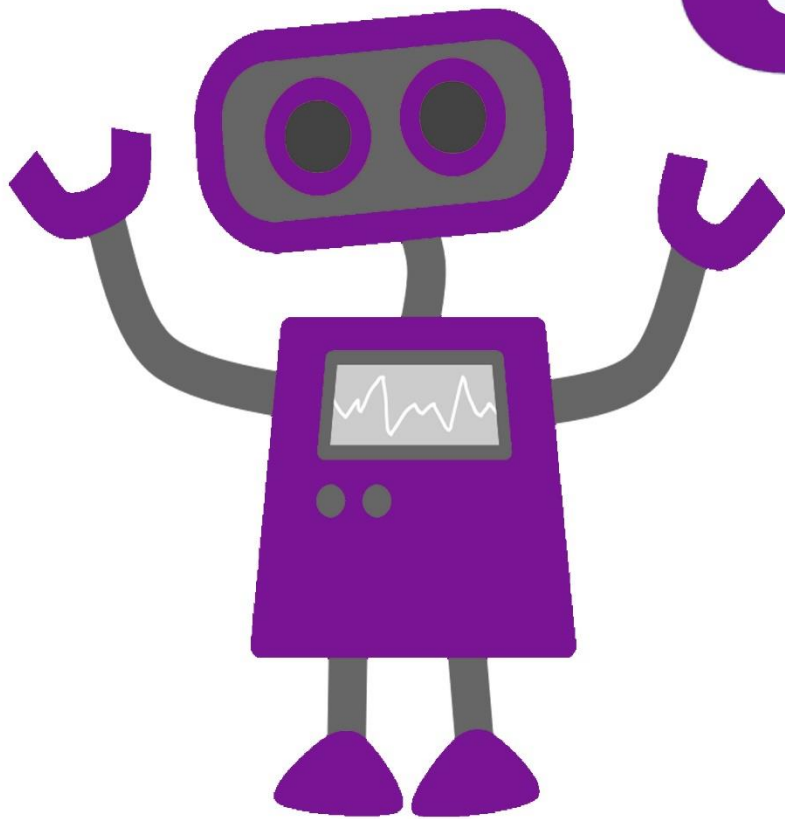
NOKIA



The **30th of November** is known as “**Computer Security Day**”



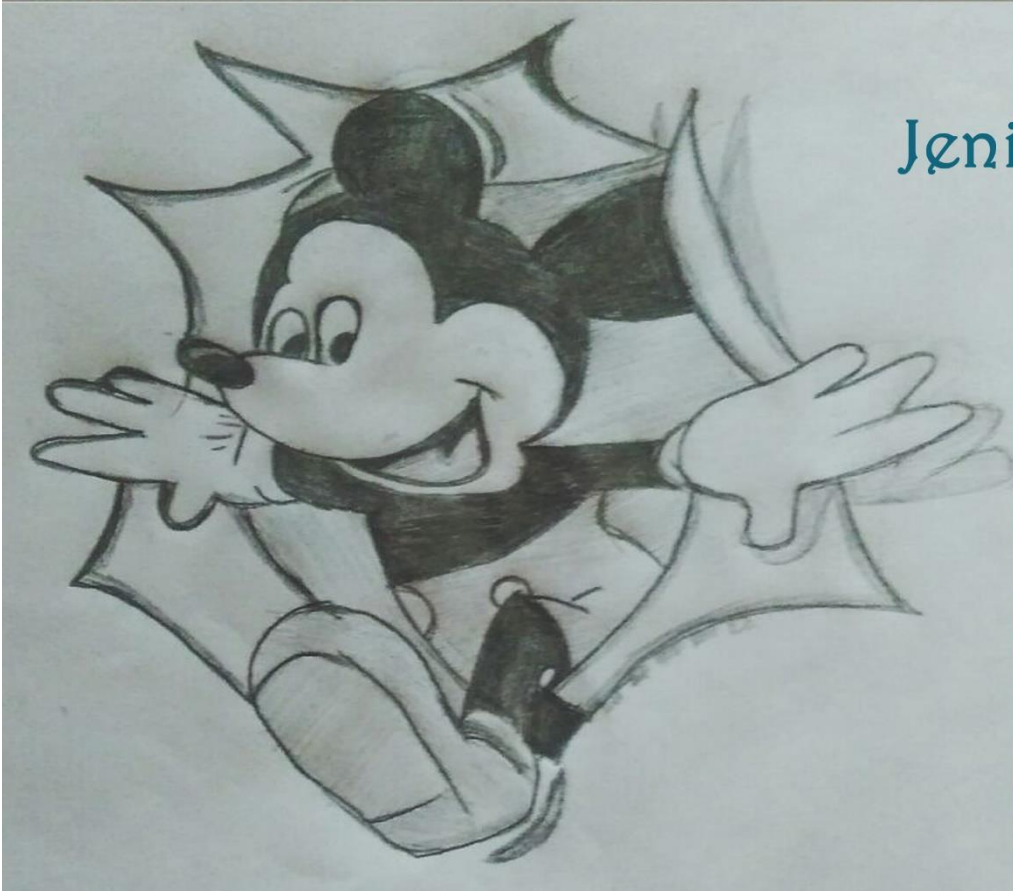
**DRAWING
&
PHOTO-
GRAPHY**





Hemalatha
III- IT





Jenifer Stella B
III- IT





by
Swetha Juali



by
Swetha Juali



Swetha. M
III- IT



by
Swetha Juali



by
Swetha Juali



T. JOHN RUBAN
II- IT



Indrajith
III~ IT

Rohinth
III~ IT





Pradep
III- IT

CREDITS



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