

Information Technology



**VOLUME 10,
ISSUE 3,
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The background features a dynamic composition of orange and red splatters and blotches of varying sizes and opacities. Overlaid on this are white geometric shapes, including a large square in the upper left, a smaller square in the lower right, and a vertical bar on the right side. The text is centered in a white, serif font.

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.*

The background features a vibrant, abstract design with splatters of orange, red, and yellow. Overlaid on this are white, stepped geometric shapes that resemble a staircase or a series of rectangular blocks. The text 'STUDENT ACTIVITY' is centered in a white, serif font.

STUDENT ACTIVITY

Co- CURRICULAR ACTIVITIES

EVENT NAME: **TOP CODERS, TONIX**

NO. OF PARTICIPANTS: 5

VENUE: PSG COLLEGE OF ENGINEERING AND TECHNOLOGY,
COIMBATORE.

DATE: 24.02.2018

EVENT NAME: **WEB DEVELOPERS CONTEST**

NO. OF PARTICIPANTS: 2

VENUE: SASTRA COLLEGE, THANJAVUR

DATE: 23.02.2018, 24.02.2018 & 25.02.2018

EVENT NAME: **CODING EVENT**

NO. OF PARTICIPANTS: 2

VENUE: PSG COLLEGE OF ENGINEERING AND TECHNOLOGY,
COIMBATORE.

DATE: 23.02.2018 & 24.02.2018

EVENT NAME: **CAPTURE THE FLAG**

NO. OF PARTICIPANTS: 4

VENUE: PSG COLLEGE OF ENGINEERING AND TECHNOLOGY,
COIMBATORE.

DATE: 23.02.2018

EVENT NAME: **FAULT IN OUR CLASS, MATHLYMBICS, BRAIN STROMING**

NO. OF PARTICIPANTS: 6

VENUE: AMRITA UNIVERSITY, COIMBATORE.

DATE: 23.02.2018

EVENT NAME: **DEBUGGING, WEB DESIGNING**

NO. OF PARTICIPANTS: 2

VENUE: AMRITA UNIVERSITY, COIMBATORE.

DATE: 22.02.2018 & 23.02.2018

Co- CURRICULAR ACTIVITIES

EVENT NAME: **SYMPOSIUM**

NO. OF PARTICIPANTS: 1

VENUE: KSR COLLEGE OF TECHNOLOGY, TIRUCHENGODE

DATE: 17.02.2018



EVENT NAME: **XPLORA**

WINNERS NAME: **SIVANESH SELVAN M -III IT (1ST PRIZE)**

SUBIKSHA S -III IT (2ND PRIZE)

RAGHUL PRASATH P -III IT (3RD PRIZE)

MINU S -III IT (3RD PRIZE)

KANIMOZHI N -III IT (3RD PRIZE)

VENUE: MCET, POLLACHI.

DATE: 17.02.2018



EVENT NAME: **TOGETHER**

WINNER NAME: **VIGNESH D -III IT (1ST PRIZE)**

VENUE: MCET, POLLACHI

DATE: 17.02.2018



EVENT NAME: **PRODUCT MARKETING**

WINNERS NAME: **PRAVEEN KUMAR S -III IT (2ND PRIZE)**

NAVANEETHA KRISHNAN M -III IT (2ND PRIZE)

VENUE: MCET, POLLACHI

DATE: 16.02.2018



EVENT NAME: **PRAYUKTHI**

WINNERS NAME: **KAVI KAMACHIA -III IT (1ST PRIZE)**

RISWANA AYEESHA S -III IT (2ND PRIZE)

NIVETHA V -III IT (3RD PRIZE)

VENUE: MCET, POLLACHI

DATE: 16.02.2018



Co- CURRICULAR ACTIVITIES

EVENT NAME: **UNNAI ARINTHAL**

WINNERS NAME: **VIGNESH D -III IT & GOKULRAJAN R -III IT**
(2ND PRIZE)

RAJESHVELMANI C M -III IT & PRADEEP G -III IT (2ND PRIZE)

VENUE: MCET, POLLACHI

DATE: 16.02.2018



EVENT NAME: **BATTLE OF BRAIN**

WINNER NAME: **GNANA SOUNDARYA R -III IT (3RD PRIZE)**

VENUE: MCET, POLLACHI

DATE: 16.02.2018



EVENT NAME: **CAMPUS INNOVATOR**

WINNERS NAME: **GOWTHAM M -III IT & VIGNESH Y -III IT (1ST PRIZE)**

VENUE: MCET, POLLACHI

DATE: 16.02.2018



EVENT NAME: **IDEA PITCHING**

WINNER NAME: **LAKSHMANA KUMAR S -III IT (1ST PRIZE)**

VENUE: MCET, POLLACHI

DATE: 16.02.2018

EVENT NAME: **DUM SHARTS, TREASURE HUNT, TECHNICAL QUIZ, TECHNICAL CONNECTION**

NO. OF PARTICIPANTS: 3

VENUE: KARPAGAM UNIVERSITY, COIMBATORE.

DATE: 15.02.2018

EVENT NAME: **QUIZ**

NO. OF PARTICIPANTS: 4

VENUE: HINDHUSTAN INSTITUTE OF TECHNOLOGY, COIMBATORE

DATE: 13.02.2018

Co- CURRICULAR ACTIVITIES

EVENT NAME: **BUSINESS PLANNER, CUP-O-CODE, IT QUIZ**

NO. OF PARTICIPANTS: 2

VENUE: KUMARAGURU COLLEGE OF TECHNOLOGY, COIMBATORE

DATE: 09.02.2018

EVENT NAME: **CARTE BLANCHE'18 HACKATHON**

NO. OF PARTICIPANTS: 1

VENUE: MADRAS INSTITUTE OF TECHNOLOGY,
COIMBATORE.

DATE: 09.02.2018

EVENT NAME: **TECHTRIX CONNECTIVITY, HALTEN KODEX**

NO. OF PARTICIPANTS: 4

VENUE: KUMARAGURU COLLEGE OF TECHNOLOGY, COIMBATORE

DATE: 09.02.2018

EVENT NAME: **IDEATORS**

NO. OF PARTICIPANTS: 1

VENUE: JANSON BUSINESS SCHOOL, COIMBATORE

DATE: 6.02.2018 & 7.02.2018

EVENT NAME: **TREASURE HUNT**

WINNERS NAME: SUDHARSHAN M.R -III IT (2ND PRIZE)

PRADEEP G -III IT (2ND PRIZE)

RAJESHVELMANI C M -III IT (3RD PRIZE)

VENUE: PAAVAI ENGINEERING COLLEGE, NAMAKKAL.

DATE: 03.02.2018

EVENT NAME: **WEB DESIGN**

WINNERS NAME: PRADEEP N III-IT (1ST PRIZE)

RAJESHVELMANI C M III-IT (1ST PRIZE)

VENUE: PAAVAI ENGINEERING COLLEGE, NAMAKKAL.

DATE: 03.02.2018

Co- CURRICULAR ACTIVITIES

EVENT NAME: **CVYPSONE**

WINNERS NAME: **SUDHARSHAN M.R -III IT (3RD PRIZE)**

VENUE: **PAAVAI ENGINEERING COLLEGE, NAMAKKAL.**

DATE: **03.02.2018**

EVENT NAME: **RUSTIC BUGGING**

WINNERS NAME: **SARANYA A G -III IT & SANGEETHA PRIYA S -III IT (3RD PRIZE)**

VENUE: **KARPAGAM COLLEGE OF ENGINEERING AND TECHNOLOGY, COIMBATORE.**

DATE: **02.02.2018**

EVENT NAME: **WOMEN HACKATHON**

WINNERS NAME: **REVATHI N -III IT, VIDHYA R -III IT & KOUSALYANAYAGAM.M -III IT (2ND PRIZE)**

VENUE: **KARPAGAM COLLEGE OF ENGINEERING AND TECHNOLOGY, COIMBATORE.**

DATE: **02.02.2018**

EVENT NAME: **MR. CODER**

NO. OF PARTICIPANTS: **4**

VENUE: **KARPAGAM COLLEGE OF ENGINEERING AND TECHNOLOGY, COIMBATORE.**

DATE: **02.02.2018**

EVENT NAME: **HACKATHON, TRACE THE TIP**

NO. OF PARTICIPANTS: **2**

VENUE: **KARPAGAM COLLEGE OF ENGINEERING AND TECHNOLOGY, COIMBATORE.**

DATE: **02.02.2018**

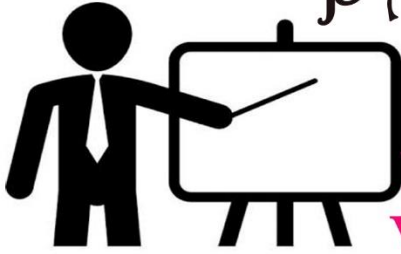
EVENT NAME: **GOOGLE DEVELOPERS CLUB SUBMIT**

PARTICIPANT NAME: **SAIRAM.S**

VENUE: **RADISSON BLU RESORT GOA**

DATE: **23.02.2018 TO 25.02.2018**

PAPER PRESENTATION



TITLE: E-BALL

NO. OF PARTICIPANTS: 1

VENUE: EBET, TIRUPUR

DATE: 21.02.2018

TITLE: BLUE BRAIN

NO. OF PARTICIPANTS: 3

VENUE: KARPAGAM UNIVERSITY, COIMBATORE

DATE: 15.02.2018

TITLE: BLOCK CHAIN TECHNOLOGY

NO. OF PARTICIPANTS: 2

**VENUE: HINDUSTAN INSTITUTE OF TECHNOLOGY,
COIMBATORE.**

DATE: 13.02.2018

TITLE: VIRTUAL REALITY

NO. OF PARTICIPANTS: 2

**VENUE: HINDUSTAN INSTITUTE OF TECHNOLOGY,
COIMBATORE.**

DATE: 13.02.2018

TITLE: PILL CAMERA

NO. OF PARTICIPANTS: 1

VENUE: EBET, TIRUPUR

DATE: 09.02.2018

PAPER PRESENTATION

TITLE: TENSOR FLOW

NO. OF PARTICIPANTS: 1

VENUE: INFO INSTITUTE OF ENGINEERING AND TECHNOLOGY, COIMBATORE.

DATE: 08.02.2018

TITLE: RED TACTON

NO. OF PARTICIPANTS: 3

VENUE: INFO INSTITUTE OF ENGINEERING AND TECHNOLOGY, COIMBATORE.

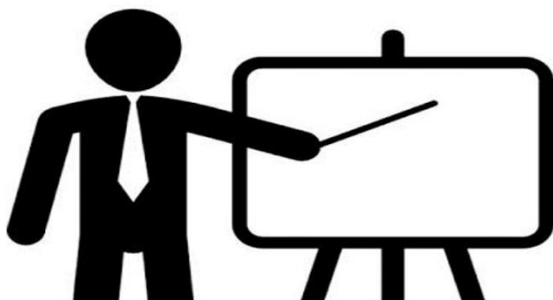
DATE: 08.02.2018

TITLE: KNOWLEDGE PLATFORM FOR SHARING PROJECTS

NO. OF PARTICIPANTS: 2

VENUE: KARPAGAM COLLEGE OF ENGINEERING AND TECHNOLOGY, COIMBATORE.

DATE: 02.02.2018



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STAFF ACTIVITY

DEVELOPMENT PROGRAMME



TRAINING PROGRAM ON “WEB DEVELOPMENT USING NODE.JS”

NO. OF PARTICIPANTS: 4

VENUE : MCET, POLLACHI.

DATE: 30.12.2017

WORKSHOP ON “THINK CREATE ENGINEER - CREATIVE THINKING AND PROBLEM SOLVING”

NO. OF PARTICIPANTS: 1

VENUE: INDIAN INSTITUTE OF TECHNOLOGY MADRAS, CHENNAI.

DATE: 27.12.2017 TO 29.12.2017

WORKSHOP ON “CAMPUS TO CORPORATE”

NO. OF PARTICIPANTS: 2

VENUE: MCET, POLLACHI.

DATE: 20.12.2017 & 21.12.2017

TRAIN THE TRAINER PROGRAM ON "SOFTWARE TESTING”

NO. OF PARTICIPANTS: 1

VIDYA ACADEMY OF SCIENCE AND TECHNOLOGY, THRISSUR

DATE: 06.12.2017 TO 08.12.2017

AICTE SPONSORED FDP ON “BEHAVIOURAL SKILLS FOR HOLISTIC DEVELOPMENT”

NO. OF PARTICIPANTS: 2

VENUE: MCET, POLLACHI

DATE: 01.12.2017 TO 09.12.2017

PROGRAMME ORGANIZED

WORKSHOP ON "CLOUD COMPUTING – AN INDUSTRIAL PERSPECTIVE"

**RESOURCE PERSON: MR.P.RAJAGOPAL, DEVOPS CONSULTANT,
HASHWORK TECHNOLOGIES, BENGALURU**

VENUE: MCET, POLLACHI.

NO. OF PARTICIPANTS: 40

DATE: 19.02.2018 & 20.02.2018



HANDS-ON TRAINING IN "JSP WITH MONGO DB" FOR ONE CREDIT COURSE

**RESOURCE PERSON: MR.S.K.DHINESHKUMAR,
SENIOR TECHNICAL LEAD, LANTRASOFT, COIMBATORE.**

VENUE: MCET, POLLACHI.

NO. OF PARTICIPANTS: 32

DATE: 24.02.2018

HANDS-ON TRAINING IN "ANGULAR JS" FOR ONE CREDIT COURSE

**RESOURCE PERSON: MR.B.M.DHAMODHARAAN,
SOFTWARE ENGINEER, BALLY TECHNOLOGIES, CHENNAI.**

VENUE: MCET, POLLACHI.

NO. OF PARTICIPANTS: 31

DATE: 24.02.2018

PROGRAMME ORGANIZED

HANDS-ON TRAINING IN "PHP & MYSQL" FOR ONE CREDIT COURSE

**RESOURCE PERSON: Ms.R.VIDHYA,
SOFTWARE ENGINEER,**

KG INFORMATION SYSTEMS PRIVATE LIMITED, COIMBATORE.

VENUE: MCET, POLLACHI.

NO. OF PARTICIPANTS: 30

DATE: 27.01.2018

HANDS-ON TRAINING IN "MOBILE APPLICATION DEVELOPMENT"

**RESOURCE PERSON: Mr.B.GAUTAM, CO-FOUNDER,
SALESIFT.IO, COIMBATORE.**

VENUE: MCET, POLLACHI.

NO. OF PARTICIPANTS: 58

DATE: 27.01.2018

TRAINING PROGRAM ON "WEB DEVELOPMENT USING NODE.JS"

**RESOURCE PERSON: Mr.R.SABARISH KUMAR,
SENIOR MEMBER OF TECHNICAL STAFF,**

VMWARE SOFTWARE INDIA PRIVATE LIMITED, BANGALORE.

VENUE: MCET, POLLACHI

NO. OF PARTICIPANTS: 35

DATE: 30.12.2017

HANDS-ON TRAINING IN "RUBY ON RAILS" FOR ONE CREDIT COURSE

RESOURCE PERSON: Mr. PRABHAKARAN & TEAM, REPORT BEE, CHENNAI

VENUE: MCET, POLLACHI

NO. OF PARTICIPANTS:18

DATE: 30.12.2017

The background features a vibrant, abstract composition of orange and red splatters and blotches. Overlaid on this are white geometric shapes, including a large square with a smaller square inside it, and a vertical bar with a square cutout at the bottom. The text is centered in a white, serif font.

TRAINING & PLACEMENT

PLACEMENT

4 (Report Bee)



1 (Burning Glass)

1 (MQ Spectrum Pte. Ltd.)



1 (Infoview Technologies Pvt. Ltd.)



3 (Ionixx Technologies Pvt. Ltd.)



4 (iInterchange Systems)



2 (NFN Labs)



10 (Infosys Limited)



1 (Placement Season)

2 (Zoho Corporation Pvt. Ltd. – 1 Dual)



11 (NTT Data Pvt. Ltd.)



3 (Clorida Technologies)

CLORIDA



5 (Ardhika Software Technologies Pvt. Ltd.)

Ardhika

1 (Effitrac Solutions Pvt. Ltd.)



1 (Ananim Technology Pvt. Ltd.)



1 (Parablu Solution Pvt. Ltd.)



1 (CG Illusions Innovation Pvt. Ltd.)

8 (Hinduja Global Solution Pvt. Ltd.)

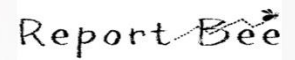
59



GOT PLACED



Internship by Final year student



Appin Technoloies Ltd. -1

Burning Glass Pvt. Ltd. -1

CoeuZ Info Pvt. Ltd. -1

NodeTree Technologies Pvt. Ltd. -2

Indus Software Technology Ltd Pvt. -1

CG Illusions Innovation Pvt. Ltd. -1

Mazenet Solutions Pvt. Ltd. -6

MQ Spectrum Pvt. Ltd. -1

Azureiken Technology Pvt. Ltd. -1

Effitrac Solutions Pvt. Ltd. -1

Ananim Technology Pvt. Ltd. -3

i-Cons Technologies Pvt. Ltd. -3

Shanki System India Pvt. Ltd. -1

ZOHO Corporation Pvt. Ltd. -2

Quadra Systems.net Pvt. Ltd. -2

Amachu Automation Systems -5

Inexpensive Coders Pvt. Ltd. -1

Surya Informatics Solutions Pvt. Ltd. -2

NFN lab -2

Report Bee Pvt. Ltd. -3

Infinity Digital Pvt. Ltd. -6

Placement Session Ltd. -1

Parablu Solution Pvt. Ltd. -1

iInterchange Pvt. Ltd. -4

Ionixx Pvt. Ltd. -3

Infosys Ltd. -9

Kambaa incorporation -1

Integro Careers Pvt. Ltd. -1

einfomaps Pvt. Ltd. -1

KGISL IAS Pvt. Ltd. -1

MACS IT Pvt. Ltd. -1

M8 Media Pvt. Ltd. -3

IBevy Forte -2

Aspiring Minds Pvt. Ltd. -1

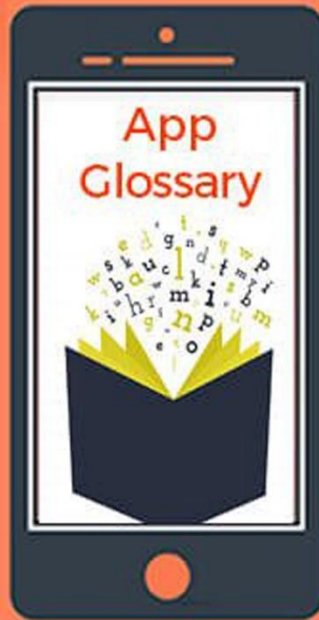
Pofi Pvt. Ltd. -1



The background is a vibrant, abstract composition of orange and red splatters and blotches of varying sizes and intensities. Overlaid on this are several white, geometric, stepped shapes that resemble architectural elements or a stylized staircase. The overall effect is dynamic and modern.

ARTICLES

ADWARE
AIRPLAY
AIRPRINT
FIREBASE
FIRMWARE



FREEMIUM
GAMIFY
GEOFENCING
MOBILE ANALYTICS
MONKEYRUNNER

Adware: It is any software application in which advertising banners are displayed in middle of the running program.

Air Play: It is developed by Apple. Air Play lets you connect wirelessly what's on your iOS device to your HDTV and Speakers via Apple TV. You can stream music, videos and photos.

Airprint: It is a mobile printing solution in Apple SO X and iOS operating systems for printing via a wireless LAN (Wi-Fi) to AirPrint compatible printers or non-compatible printers.

Firestore: Firestore is a real-time, scalable backend application platform. It allows developers to build rich and collaborative application using just client-side code. Applications built in Firestore remain responsive even when network connection is not available.

FIRMWARE: FIXED SOFTWARE PROGRAMS THAT INTERNALLY CONTROL VARIOUS DEVICES OR HARDWARE PART OF THOSE DEVICES SUCH AS MOBILE PHONES. THEY OFFER BASIC OPERATIONS OF DEVICE WITHOUT WHICH DEVICE WILL BE NON-FUNCTIONAL.

FREEMIUM: IT IS A COMBINATION OF WORDS 'FREE' AND 'PREMIUM'. IT IS A MODEL IN WHICH CORE PRODUCT IS GIVEN FOR FREE TO THE LARGE GROUP OF USERS AND PREMIUM PRODUCTS ARE SOLD TO THE SMALLER GROUP OF THEIR USER BASE. FOR EXAMPLE, SKYPE PROVIDES FREE COMPUTER TO COMPUTER CALLING AND SELLS ALL THE PREMIUM PRODUCTS SUCH AS VOICEMAIL, WORLDWIDE CONNECTIONS TO LANDLINE AND MOBILE PHONES.

GAMIFY/GAMIFICATION: IT IS A CONCEPT TO APPLY GAME-DESIGN ELEMENTS AND PRINCIPLES IN THE NON-GAME CONTEXT. IT IS DONE TO ENGAGE AND MOTIVATE AND SOLVE PROBLEMS.

GEOFENCING: IT IS A FEATURE IN A SOFTWARE PROGRAM THAT USES GLOBAL POSITIONING (GPS) OR RADIO FREQUENCY IDENTIFICATION (RFID) TO DEFINE GEOGRAPHICAL BOUNDARIES. GEOFENCING IS USED TO SEND APP USERS OFFERS OR MESSAGES WHEN THEY ENTER CERTAIN RANGE.

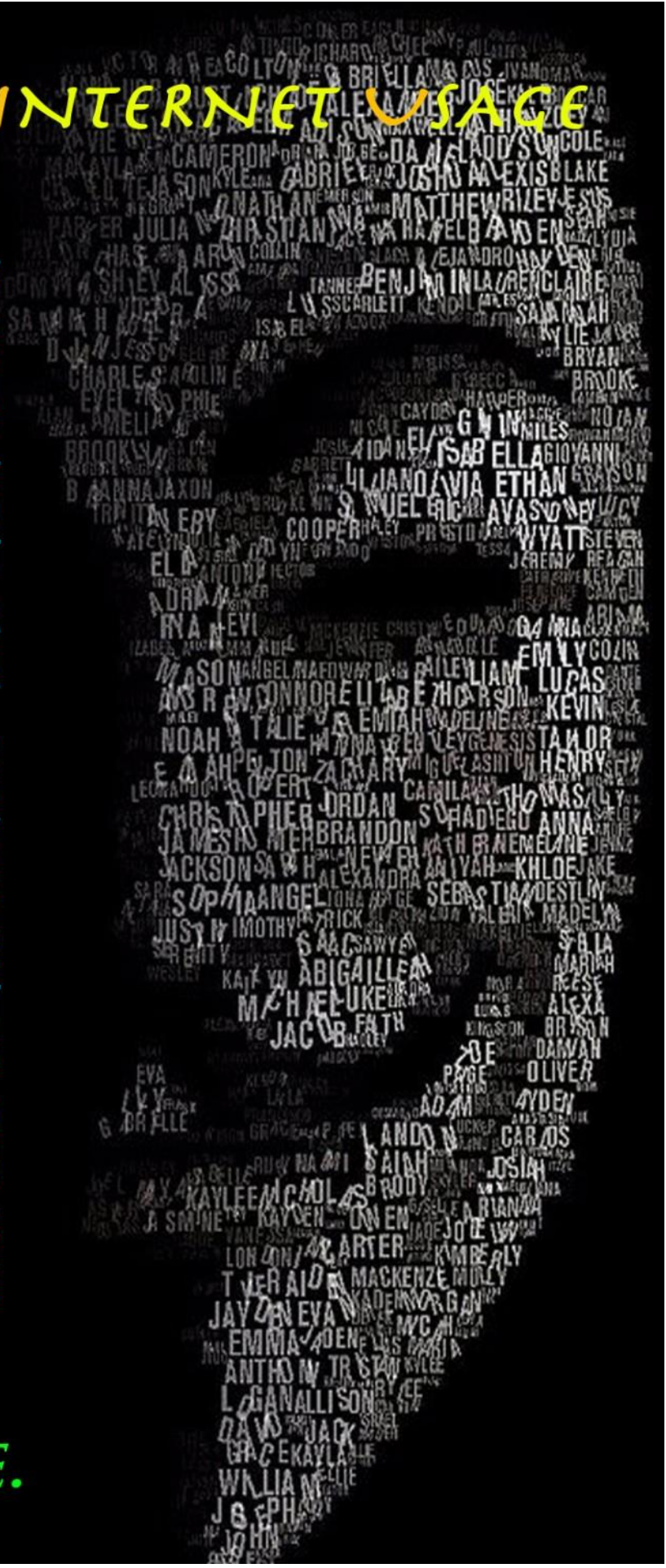
MOBILE ANALYTICS E.G. FLURRY: MOBILE ANALYTICS MEASURE FULL VALUE OF YOUR APP. WITH THE HELP OF MOBILE ANALYTICS, YOU CAN MEASURE APP USAGE AND APP REVENUE. FOR EXAMPLE GOOGLE ANALYTICS FOR MOBILE APPS, AMAZON MOBILE ANALYTICS, FLURRY ANALYTICS FOR MOBILE APPS.

MONKEYRUNNER: IT IS A TOOL THAT PROVIDES UNIQUE FEATURES FOR ANDROID TESTING. IT CAN APPLY ONE OR MORE TEST SUITES ACROSS MULTIPLE DEVICES.

DARK SIDE OF INTERNET USAGE

INTERNET IS VERY POPULAR THESE DAYS. CHILDREN OF VERY SMALL AGES OF USING INTERNET. BUT EVERYTHING HAS A POSITIVE AND A NEGATIVE SIDE. INTERNET CAN BE USED IN MANY NEGATIVE WAYS AND MANY ARE TRAPPED IN IT. BUT AN ALARMING THREAT RISING THESE DAYS DUE TO INTERNET IS THIS ONLINE GAME CALLED

BLUE WHALE.



Blue Whale was found by **PHILIP BUDEYKIN**. HE SAYS THAT HE INVENTED THE GAME TO ELIMINATE ALL THE BIOLOGICAL TRASH LIVING IN THIS WORLD (BY BIOLOGICAL TRASH) HE MEANT ALL THOSE PEOPLE WHO ARE DEPRESSED OR FAILURES OR PEOPLE WHO HAVE NO AIM OF DOING ANYTHING IN THEIR LIFE.

BLUE WHALE IS AN ONLINE GAME IN WHICH THERE ARE **50** TASKS TO COMPLETE. THE FINAL TASK FOR THE PERSON PLAYING IN THIS GAME IS TO COMMIT SUICIDE. THE TASKS INVOLVE CUTTING THEIR ARMS, WATCHING HORROR MOVIES AT MIDNIGHT, NOT TALKING TO ANYBODY, GOING TO THE TERRACE OF HEIGHTED BUILDINGS, INJURING THEMSELVES AND SO ON. BUT ONCE YOU FALL IN THIS TRAP THERE IS NO WAY TO LOCK BACK SINCE THERE ARE MANY "WHALES" TO MONITOR YOUR TASKS AND IF YOU TRY TO GET RID OF THIS GAME THEY THREATEN TO CAUSE HARM TO YOUR FAMILY.

HUMAN BIRTH is a **GIFT** by **GOD**
and
WE should **CHERISH IT**.

R.ABHISHEK
IT-II



E-Ball is a sphere shaped computer, which will do all the operations that the existing laptops and desktops does.

E-Ball was created by **Apostol Tnokopvski**. The size is very small, it is just 6 inch diameter sphere. It is having 120*120mm motherboard. It consists of components like wireless optical mouse, laser keyboard and LCD projector. Keyboard works with help of Infrared rays and laser. Mouse works via RF receiver and RF transmitter. **E-Ball** is easily portable. It has huge memory capacity. It is useful for making video presentations. It operates in high speed.

Preethi V
11-IT

NATIONAL ANTHEM IN THEATRES

This rule which was established by our government on 30th November 2016. First of all it is a patriotic one. But, the rule has both positive and negative side. Whereas according to me it is not a place to show our nationalism. Because, we cannot say that every movie which was casted in the theatres are good and we cannot say that everyone will stand while playing national anthem. If an individual respects our nation he/she will stand for a while and also we cannot blame everyone because their situation varies. Some may come with their children so that they cannot stand and some may drink and come to the theatre. So playing national anthem in theatres is not a good practice and it is not a correct place too.

JENIFER STELLA B

III- IT



WHERE OUR COUNTRY IS GOING ON?

IN EDUCATION:

WHETHER WE ARE GOING IN A RIGHT PATH, ESPECIALLY IN (TN) PEOPLE ARE TOO LAG AND WE ARE NOT GOOD COMPETITOR WITH OTHER STATE. IN OTHER STATE, ALL ARE WELL-VERSED TECHNICALLY IN THEIR SCHOOL DAYS ITSELF. WE ARE BEING PRACTICED TO BE A GOOD BOOK WORM AND IN BETWEEN GOVERNMENT BROUGHT ONE TREMENDOUS CHANGE IN EDUCATION SYSTEM THAT IS SAMACHEERKALVI ,THAT SYSTEM IS NOT THE GOOD AND BY UNDERGOING THIS MANY DEFECTS WILL GET OCCUR IN THE STUDENTS' PSYCHOLOGY. IT WILL NOT BOOST UP THE KNOWLEDGE OF OUR BRAIN. SO THAT THIS SYSTEM SHOULD BE DESTRUCTED COMPLETELY. IN EVERY EDUCATIONAL INSTITUTE THEY ARE MAKING THEIR STUDENT TO FIGHT WITH THE RELATIVES ITSELF, RELATIVE IN THE SENSE OUR SURROUNDINGS. BUT IN OTHER COUNTRIES THEY MAKING THEIR STUDENT AS A COMPETITOR TO OTHER COUNTRY MEMBER. DURING THE PERIOD OF MR. KAMARAJAR HE WANTS ALL THE CHILDREN TO EARN EDUCATION WITH FREE COST AND HE WANTS EQUAL DISTRIBUTION OF EDUCATION TO ALL THE PEOPLE. CURRENTLY, THERE ARE MANY DIFFERENT SYSTEM THEY ARE: STATE BOARD, CBSE, ICSE, ETC.

LIVE TO LEAD, LEAD TO FEED

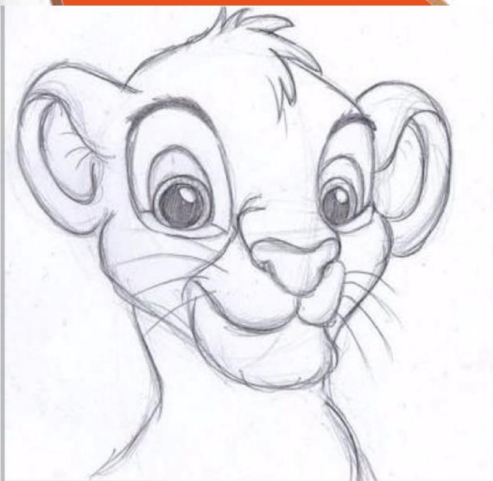
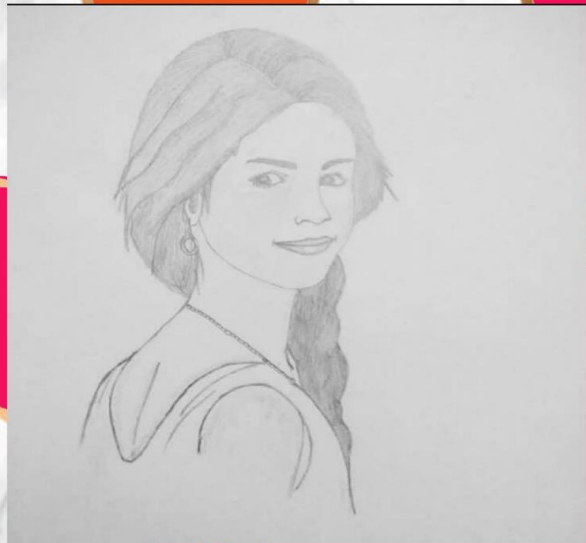
LIVE TO LEAD, LEAD TO FEED

JAI HIND !!!!

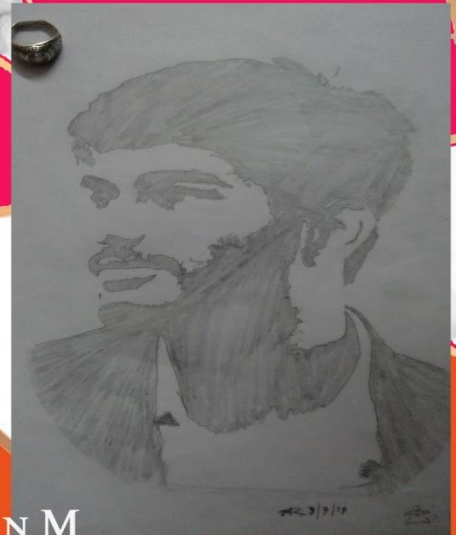
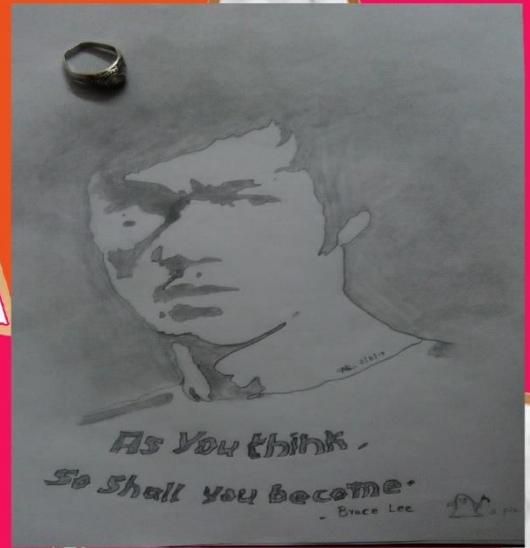
**S. SELVA BHARATHI
III- IT**

The background features a vibrant, abstract composition of orange and red splatters and blotches. Overlaid on this are several white, geometric shapes that resemble stylized window frames or architectural elements, including a large 'L' shape on the left and a smaller 'L' shape on the right. The text is centered in a white, serif font.

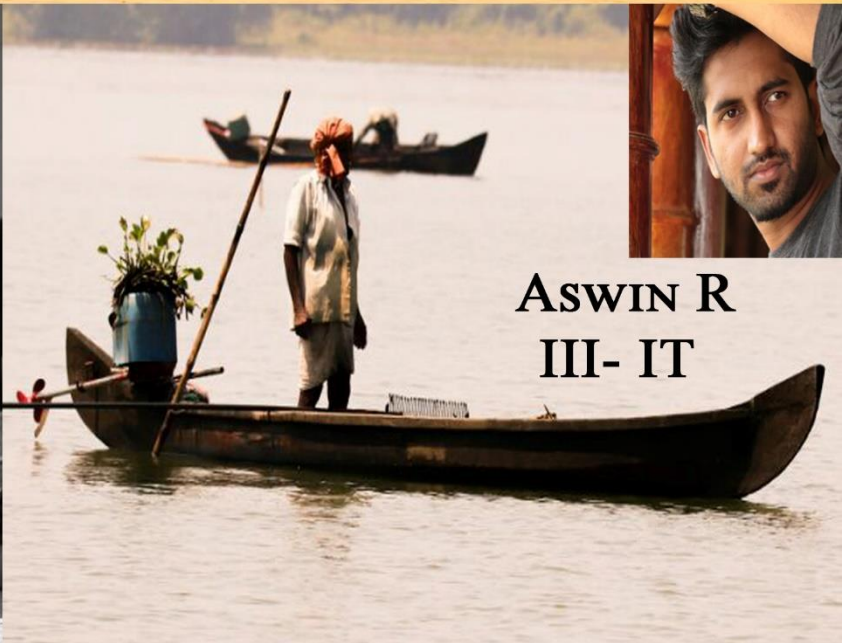
DRAWING
&
PHOTOGRAPHY



DIWAHAR S
III IT



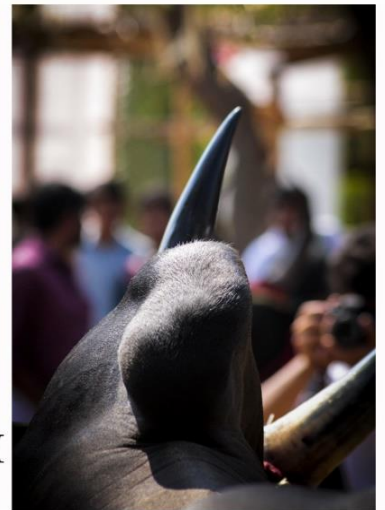
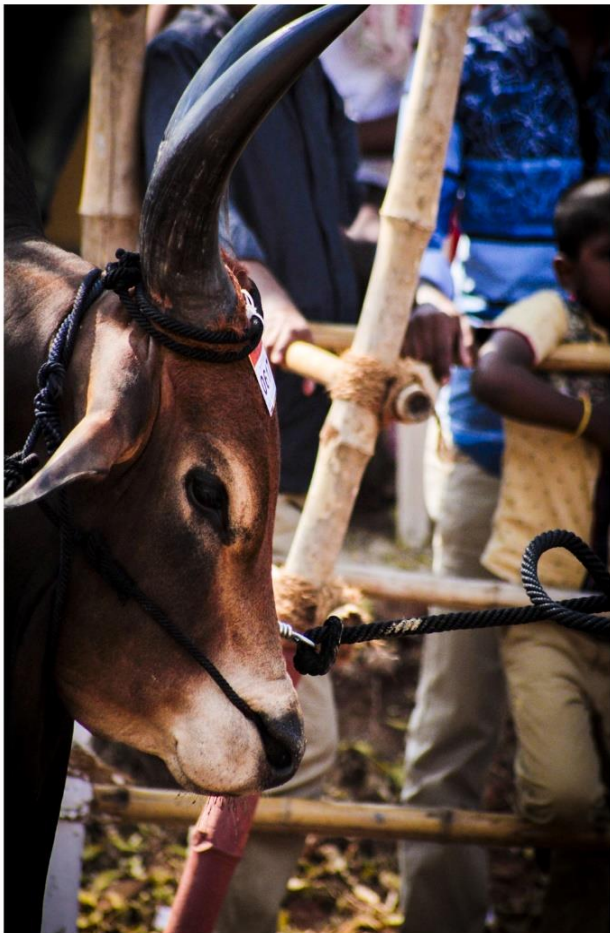
ABDUL RAHMAN M
III- IT



ASWIN R
III- IT



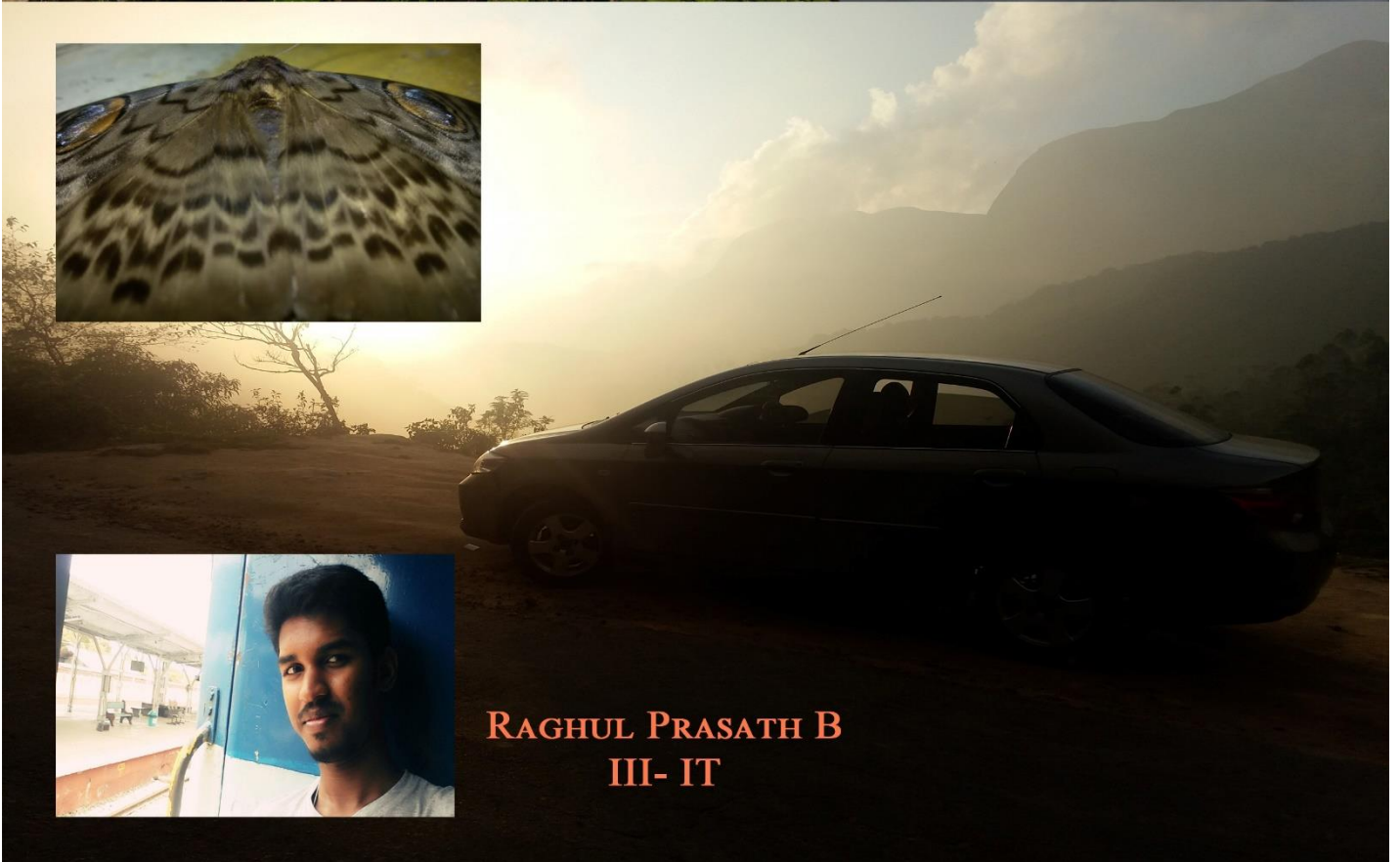
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RAGHUL PRASATH B
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