DIGIFLASH

DEPARTMENT ASSOCIATION OF CSE

PROUDLY PRESENTS

DIGITIMES

A MONTHLY MAGAZINE

AUG-SEPT2015

VOLUME 2

CONTENTS

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

VISION OF THE DEPARTMENT

To develop engineers with global employability, entrepreneurship capability, research focus and social responsibility.

MISSION OF THE DEPARTMENT

• To develop internationally competent engineers in dynamic IT field by providing state-of-art academic environment and industry driven curriculum.

• To motivate and guide students to take up higher studies and establish entrepreneurial ventures.

• To enrich the department through committed and technically sound faculty team with research focus in thrust areas.

• To undertake societal problems and provide solutions through technical innovations and projects in association with the industry, society and professional bodies.

PROGRAMME EDUCATIONAL OBJECTIVES (PEOs)

Our graduates will,

PEO1. Domain Expertise: Possess expertise and emerge as key players in IT integrated domains.

PEO2. Computing Skills and Ethics: Employ computing skills to solve societal and environmental issues in an ethical manner.

PEO3. Lifelong Learning and Research: Involve in lifelong learning and research to meet the demands of global technology.

PROGRAMME OUTCOMES (POs)

PO1. Apply the knowledge of mathematics, science, engineering fundamentals and concepts of Computer Science to solve complex engineering problems.

PO2. Identify, review literature, formulate and analyse complex engineering problems using first principles of mathematics and engineering sciences.

PO3. Design and develop computing solutions for complex engineering problems with societal and environmental awareness.

PO4. Investigate complex problems by employing research methods to arrive at valid conclusions.

PO5. Evaluate and use appropriate tools and techniques in engineering activities.

PO6. Follow professional engineering practice by applying contextual knowledge to assess societal and legal issues.

PO7. Understand and provide professional engineering solutions taking into consideration environmental and economic sustainability.

PO8. Follow ethical principles and norms in engineering practice.

PO9. Function effectively as an individual, team member or leader in diversified environments.

PO10. Communicate effectively through various modes for all engineering activities.

PO11. Apply Engineering knowledge and management principles for effective project management in multi-disciplinary environments.

PO12. Engage in independent life-long learning and skill development for professional and social well being.

SELFIE STICK

A selfie stick is a monopod used to take selfie photographs by positioning a smartphone or camera beyond the normal range of the arm. The metal sticks are typically extendable, with a handle on one end and an adjustable clamp on the other end to hold a phone in place. Some have remote or Bluetooth controls, letting the user decide when to take the picture and models designed for cameras have a mirror behind the viewscreen so that the shot can be lined up. In contrast to a monopod for stabilising a camera on the ground, a selfie stick's arm is thickest and strongest at the opposite end from the camera in order to provide better grip and balance when held aloft. Safety concerns and the inconvenience the product causes to others has resulted in their being banned at many venues, including Disneyland and Walt Disney World.

Homemade selfie sticks could date back as early as 1925. Amateur box cameras of the period would not have been able to capture a self-portrait in focus when held at arm's length, requiring photographers to use remote shutter devices such as cables or sticks.

The selfie stick was listed in Time magazine's 25 best inventions of 2014. The selfie stick has been criticized for its association with the perceived narcissism and self-absorption of contemporary society, with commentators in 2015 dubbing the tool the "Narcisstick"or "Wand of Narcissus".

People attach their cell phone or camera to the end of the selfie stick, raise it in front of themselves and then make a sound or press a shutter button on the stick handle which is connected to the camera (usually using a port such as a headphone jack), or press a button on a wireless remote (often via Bluetooth), or use the camera's built-in timer to take a photo after a number of seconds have elapsed. The first two methods usually adapt the device's physical means of triggering the camera shutter such as the volume controls or the dedicated camera button of the device, which are replicated on headphones with on-cord controls, and are seen by the device as headphone devices.

COMPATABILITY

Bluetooth remote shutter is compatible with Android 4.2.2 OS and above, and iOS 6.0 and above.

BANS AND RESTRICTIONS

Bans and restrictions on the use of selfie sticks have been imposed across a range of public venues generally on the grounds of safety and inconvenience to others.

Several concert venues in Australia and the United Kingdom have banned the use of selfie sticks, along with some music festivals in the United States. Organisers have cited their role in the "illegal recording" of bands' sets, and the inconvenience and safety issues to fellow audience members. The sticks have been banned in some museums, galleries and historical sites because of concerns about possible damage to artworks and other objects.

Theme parks including Walt Disney World Resort and Six Flags have banned selfie sticks. The sticks have always been banned on rides at Disney World for safety reasons, but after a number of instances where rides had to be stopped because of a guest pulling out a selfie stick in mid-ride, such as incidents on California Screamin' and Big Thunder Mountain Railroad, Disney issued a park-wide ban on the accessories.

Selfie sticks have been banned from many sporting events both for their "nuisance value" and for interfering with other spectators' enjoyment or view. The Australia Tour Down Under banned the devices citing "harm to cyclists, officials and yourself".Emirates Stadium, home of the Arsenal Football Club, bans "any object that could be used as a weapon or could compromise public safety", and regards selfie sticks as such an item.

In 2014,South Korea's radio management agency issued guidelines for the sale of selfie sticks that use Bluetooth technology to trigger the camera, as any such device sold in South Korea is considered a "telecommunications device" and must be tested by and registered with the agency. In 2015, computer company Apple Inc. banned them from a WWDC Developers Conference.
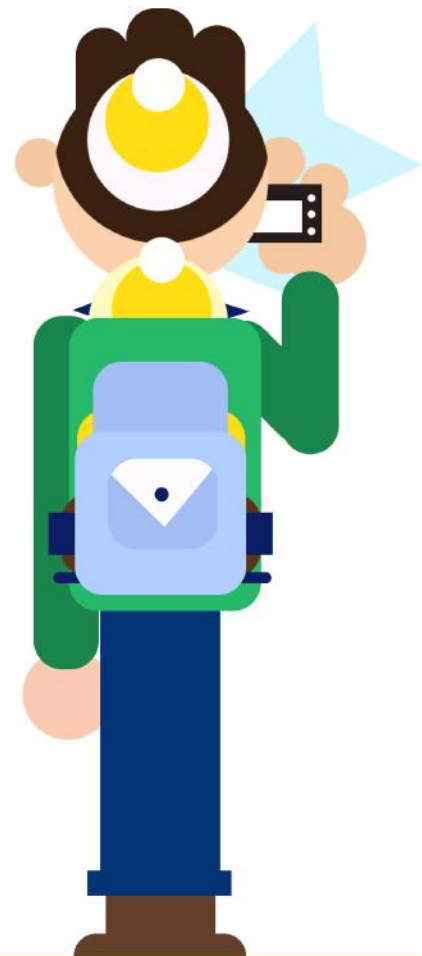
BRAIN FINGER-PRINTING

What is Brain Fingerprinting?

Brain Fingerprinting is designed to determine whether an individual recognizes specific information related to an event or activity by measuring electrical brain wave responses to words, phrases, or pictures presented on a computer screen. The technique can be applied only in situations where investigators have a sufficient amount of specific information about an event or activity that would be known only to the perpetrator and investigator. In this respect, Brain Fingerprinting is considered a type of Guilty Knowledge Test, where the "guilty" party is expected to react strongly to the relevant detail of the event of activity.

Existing (polygraph) procedures for assessing the validity of a suspect's "guilty" knowledge rely on measurement of autonomic arousal (e.g., palm sweating and heart rate), while Brain Fingerprinting measures electrical brain activity via a fitted headband containing special sensors. Brain Fingerprinting is said to be more accurate in detecting "guilty" knowledge distinct from the false positives of traditional polygraph methods, but this is hotly disputed by specialized researchers.

Technique:

The person to be tested wears a special headband with electronic sensors that measure the electroencephalography from several locations on the scalp. In order to calibrate the brain fingerprinting system, the person is presented with a series of irrelevant stimuli, words, and pictures, and a series of relevant stimuli, words, and pictures. The test subject's brain response to these two different types of stimuli allow the tester to determine if the measured brain responses to test stimuli, called probes, are more similar to the relevant or irrelevant responses.

The technique uses the well-known fact that an electrical signal known as P300 is emitted from an individual's brain approximately 300 milliseconds after it is confronted with a stimulus of special significance, e.g. a rare vs. a common stimulus or a stimulus that the proband is asked to count. The novel interpretation in brain fingerprinting is to look for P300 as response to stimuli related to the crime in question e.g., a murder weapon or a victim's face. Because it is based on EEG signals, the system does not require the person to issue verbal responses to questions or stimuli.

Brain fingerprinting uses cognitive brain responses. Brain fingerprinting does not depend on the emotions of the subject, nor is it affected by emotional responses. Brain fingerprinting is fundamentally different from the polygraph (lie-detector), which measures emotion-based physiological signals such as heart rate, sweating, and blood pressure. Also, unlike polygraph testing, it does not attempt to determine whether or not the subject is lying or telling the truth.

PICTORIAL DEMONSTRATION
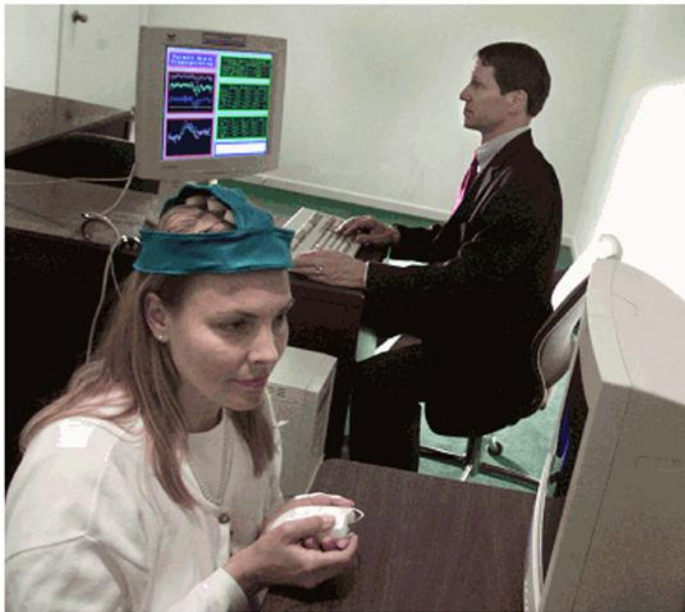
The electromagnetic wave variations are being studied here.
The waves differ as per the picture shown to them or the scenario the person is placed into.

The device is connected to the computer from which the software is able to predict what he/she is thinking and based on the observations, it can make decisions whether he/she is lying or not.

Prisoners are tested with the help of brain fingerprinting.

ADVANTAGES

1) The primary advantage of brain fingerprinting is that in most crimes very few such features can be found. In some crimes none are available. The record stored in the brain of the perpetrator is often a rich source of information that can be connected to the crime scene. Except in rare cases where the crime has been recorded on video, the record stored in the brain is generally the most comprehensive available record of the crime, even though it is not perfect.

2) Brain fingerprinting also has advantages in comparison to witness testimony. It provides an objective, scientific way to detect the record of the crime stored in the brain directly. Witness testimony provides an indirect, subjective account of this record. Witnesses may lie. The brain never lies. If the information is stored in the brain, it can be objectively detected regardless of the honesty or dishonesty of the subject.

3) Identify criminals quickly and scientifically.

4) Record of 100% accuracy.

5) Identify terrorists and members of gangs, criminal and intelligence organizations.
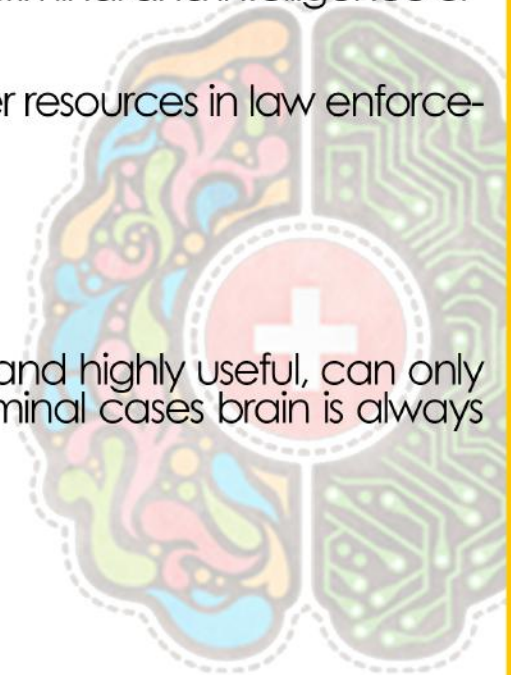
6) Reduce expenditure of money and other resources in law enforcement.

7) Reduce evasion of justice.

8) Access criminal evidence in the brain.

9) Fingerprints and DNA, though accurate and highly useful, can only be collected in approximately 1% of all criminal cases brain is always there.

10) Human Rights Oriented.

DISADVANTAGES

1) Brain fingerprinting detects informationprocessing brain responses that reveal what information is stored in the subjects brain. It does not detect how that information got there, be it a witness or a perpetrator.

2) Brain fingerprinting detects only information, and not intent. The fact that the suspect knows the uncontested facts of the circumstance does not tell us which party's version of the intent is correct.

3) Brain fingerprinting does not detect lies. It simply detects information. No questions are asked a brain fingerprinting test, and the outcome of the test is unaffected by whether he has lied or answered during a brain fingerprinting test. The subject neither lies nor tells the truth during or told the truth at any other time. The outcome of "information present" or "information absent" depends on whether the relevant information is stored in the brain, and not on what the subject says about it.

4) Just as all witness testimony depends on the memory of the witness, brain on the fingerprinting depends on the memory of the subject.

5) Like all forensic science techniques, brain fingerprinting depends on the evidence-gathering process which lies outside the realm of science to provide the evidence to be scientifically tested. A DNA test determines only whether two DNA samples match, it does not determine whether the investigator did an effective job of collecting DNA from the crime scene. Similarly, a brain fingerprinting test determines only whether or not the information stored in the suspect's brain matches the information contained.
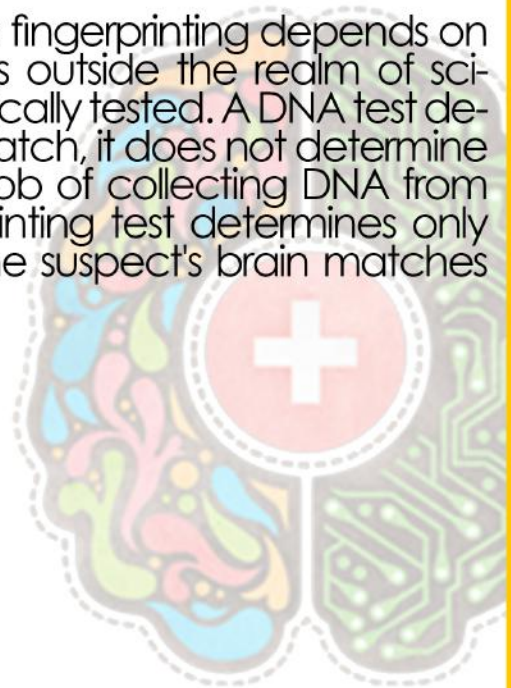
HOW TO REMOTELY MANAGE YOUR ANDROID DEVICE WHEN YOU LOST IT

Everyone knows Android is one of the fastest growing mobile platform in the world. Android lets us to enjoy the ultimate experience of mobile from its creativity. There are tons of features released by Android but one of the most important feature which is not known by most of the Android users is "Managing Android Device Remotely". Yes, you heard the right thing. You can manage your Android mobile remotely using Android Device Manager. What is Android Device Manager? Well, let's take a look at the detailed steps to manage your Android device using Android Device manager when it is lost.

Android Device Manager – Features

Android Device Manager is an effective tool which is developed by Google for its Android users.

By using this tool, you can do the following things listed below

• You can easily locate your Android mobile in Google Maps.

• You change the lock code of your mobile.

• If you have lost your mobile within a small range of distance, then you can ring your mobile even it is in Silent mode.

• If you have any credential data in your mobile which you don't want to show it to others even if your mobile will theft, then you can simply wipe complete data of your mobile using Android Device Manager.

Requirements

If you want to use the complete features of Android Device Manager, then there are some requirements for using it.

• To use Android Device Manager, first you must enable the permission in your Android mobile to remotely control your device. Just go **Settings -> Google Settings -> Security -> Android Device Manager** and then Enable both options under Android Device Manager.

• When you click on the second option i.e Allow remote lock and erase, your mobile will ask you to grant the permission to "**Activate device Administrator**" just click on "Activate".

• Your mobile must be connected to a valid internet connection(mobile network or WiFi network). If your mobile is in offline mode, then you are unable to perform to any of these actions.

• Your device must have enabled the "**Location Access** ".

•You must have the credentials of the Gmail account which is associated with your Android mobile.

Two Simple Ways of Using Android Device Manager

There are two simple ways of using Android Device Manager that helps you locate your lost Android device.

1.From Website.

2.From its app.

Google released the web version of Android Device Manager in August 2013 and after that they developed and released the Android Device Manager App in Google Play Store on December 2013. This app is currently available for the devices which in running the Android version of 2.2 or higher.

HOW TO CREATE EASY TO REMEMBER BUT HARD TO BREAK PASSWORDS

What is password strength?

According to WikiPedia:

Password strength is a measurement of the effectiveness of a password as an authentication credential. Specifically, it estimates how many trials an attacker who does not have direct access to the password would need, on average, to correctly guess it. The strength of a password is a function of length, complexity, and randomness.

How to create a Strong Password?

We all know the common guidelines for choosing a strong password:

• Include numbers, symbols, upper and lowercase letters
• Password should be more than 8 characters long.
• Avoid any password based on repetition, dictionary words, letter or number sequences, usernames, relative or pet names, or biographical information (birth day).

Now the problem with creating random strong passwords are that they are very hard to remember. So once you start having to memorize a number of them it gets virtually impossible to keep them all memorized. There are a few tricks that you can follow to create strong memorable passwords. I learned one strong and memorable password creation trick last week that I am going to share in this post.

The Password Phrase method

The phrase method is an easy way to remember complicated passwords that are hard to crack.

1. Use the Phrase Method:
2. Choose a phrase that has numbers.
3. Use only the first letter in each word.
4. Use the proper case for each letter, just as it appears in the phrase.
5. Use actual numbers whenever possible. Use "2" for "two" or "to" and "4" for "four" or "for."
6. Include punctuation.

Lets take the following phrase as an example:

My flight to New York will leave at three in the afternoon!

Using the Password Phrase method explained above, the password becomes:

MftNYwla3ita!

Don't remember the password, just remember the phrase.
You can see that this Password abides by the Strong Password
Creation rule and it is also easy to remember!

Password

Password ••••••

Password •••••••••

Password •••••••••••••••••••
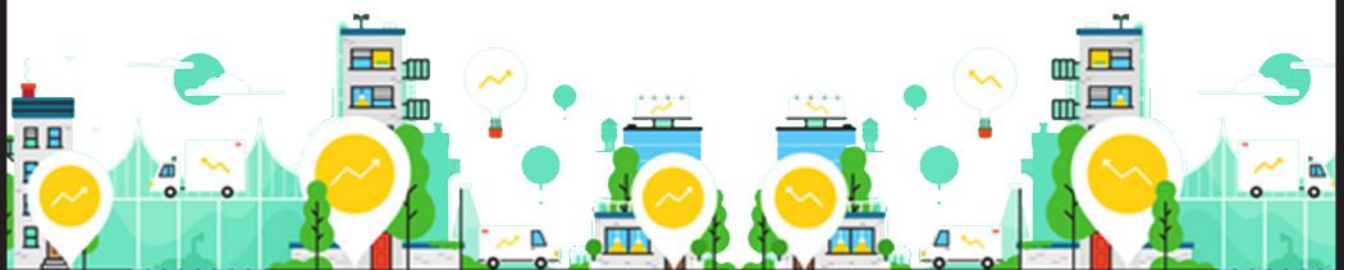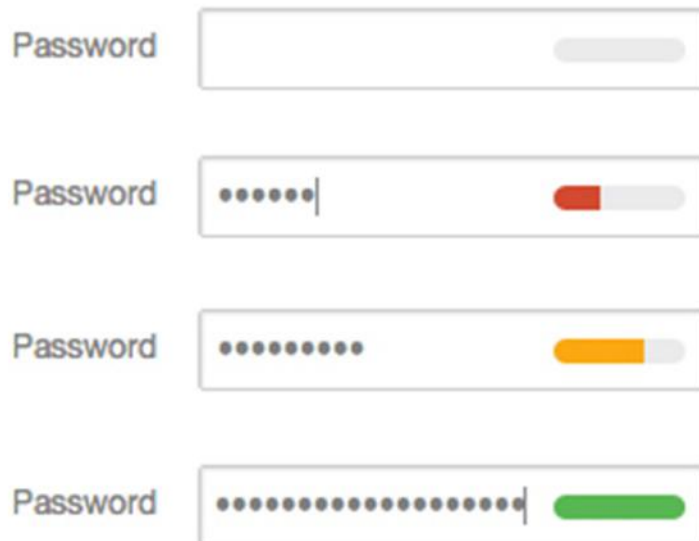
XAMARIN PLATFORM

Xamarin apps share code across all platforms.

Target iOS, Android, Windows and Mac with a single, shared C# codebase. Use the same language, APIs and data structures on every platform.

C# is the best language for mobile app development.

With Xamarin, you write your apps entirely in C#, sharing the same code on iOS, Android, Windows, Mac and more. Anything you can do in Objective-C, Swift or Java, you can do in C#.

Native UI, native API access & native performance.

Xamarin apps are built with standard, native user interface controls. Apps not only look the way the end user expects, they behave that way too. This can't be achieved with other solutions.

XAMARIN TEST CLOUD

Test your app on over 1,000 devices.

Run your app on our huge (and growing) collection of real devices from around the world. Select devices based on form factor, manufacturer, operating system, or even popularity in your target market.

Automate using Ruby or C#.

We created a framework called Calabash that can automate and test any iOS or Android app, native or hybrid, from the UI level down for perfect integration and continuous improvements.

Analyze app performance.

See full-frame screenshots and video playback for every step of every test, then receive performance data and compare reports against previous runs to find regressions and bottlenecks.

Build

Write your apps entirely in C#, sharing the same code on iOS, Android, Windows, Mac and more.

Test

Find bugs before your users do on over 1,000 devices in the cloud.

Monitor

Real-time crash and exceptions monitoring to improve your apps.

XAMARIN INSIGHTS

Precise, detailed error reporting.

Xamarin Insights helps developers prioritize issues by showing exactly which users each crash is impacting, and what sequence of actions preceded the crash.

Understand how users are interacting with your app.

Developers can see who's online, which devices they're using, what issues they've experienced, where they're from, and which activities they've used in sessions.

Integrate your data.

Connect your app to a variety of external services and be notified when a new issue is opened, an issue is occurring repeated times in a small amount of time, or an issue's status changes.

Same-day support for new APIs

Xamarin is always up-to-date with the latest APIs from Apple and Google.

Connect with existing libraries

Includes more than 20,000 NuGet .NET libraries plus the Xamarin components.

Use your favorite IDE

Xamarin Studio on Mac or Windows, or Visual Studio.

Easily design iOS and Android apps

Build beautiful native user interfaces with our iOS and Android designers.

Test continuously

Automatically collect test results in your CI system to include UI failures in reports.

Interact as users do

Perform tap, double-tap, swipe, rotate, pan, long press, and pinch.

Use tools you know and love

Write tests in C# or Ruby with Cucumber using Xamarin Studio and Visual Studio.

Our automators, at your service

Expert engineers can provide hands-on coaching to get you started.

Crash and issue reporting

Easy monitor native and managed crashes and exceptions.

Session and user monitoring

Get to know your users and track any event in real time.

Built on .NET

Experience seamless handling of .NET managed exceptions.

Secure and private

Enjoy fine-grained control and top-grade security measures.

EVOLUTION OF iOS

VERSION	RELEASE	FEATURES	PRICE
iOS 1	Jan. 9, 2007	Multi-touch gestures, visual voicemail, mobile web browsing, YouTube app	$19.99
iOS 2	July. 11, 2008	App Store, Maps with GPS and push email	$9.95
iOS 3	June. 19,2009	Voice control, multimedia messaging, Spotlight search, landscape keyboard, cut, copy and paste functions	$4.95
iOS 4	June. 21,2010	Wallpapers, multitasking, folders and FaceTime, iBooks for iPad	Free
iOS 5	Oct. 12, 2011	Siri, Notification Center, iMessage, Reminders and Newsstand	Free

VERSION	RELEASE	FEATURES	PRICE
iOS 6	Sept 19,2012	Maps app, introducing turn-by-turn navigation, as well as Facebook integration, Passbook and LTE support	Free
iOS 7	Sept 18,2013	Control Center, AirDrop for iOS, a revamped Photos app, iTunes Radio and CarPlay	Free
iOS 8	Sept 17,2014	Apple Pay, a new Health app, HandOff, QuickType, Family Sharing, iCloud Drive, third-party keyboard support and Apple Music	Free

3D PRINTING

3D printing also called as additive manufacturing is the process of producing 3D objects using a 3D printer. This is achieved by a technique called as additive process. In additive process an object is created by laying down successive layers of material until the entire object is created. A 3D printer is a type of industrial robot.

HISTORY

In 1981, Hideo Kodama of Nagoya Municipal Industrial Research Institute invented two AM fabricating methods of a 3D plastic model with photo hardening polymer. In 1984, Chuck Hull of 3D Systems Corporation developed a prototype system which formed a base for the invention of modern 3D printer. In mid 1990's new techniques for material deposition and micro casting were developed at Stanford and Carnegie Mellon University. By early 2010, due to the development in technology 3D printing developed senses which made this art interesting. Later, 3D printing got a full form which made a phenomenon in recent technologies.

WORKING

This technique involves in making of a virtual design of the object that you want to create. This can be done by CAD (Computer Aided Designing) or with the help of 3D Scanner. In 3D Scanners, digitizing the real objects into 3D models is as easy as taking pictures. 3D objects can be extracted from a 3D printer by uploading the digital format of the object into the printer that we want to create. To prepare a digital file for printing, the 3D modelling software slices the final model into thousands of horizontal layers.

When the sliced file is uploaded in the printer, the object can be created layer by layer. The printer reads every slices and creates the object, blending each layer with hardly any visible sign of the layers, with as a result of 3D objects.

TECHNOLOGIES USED

There are many techniques involved in 3D printing.Melting or softening the materials can be used to produce layers. Selective Laser Sintering (SLS) and fused deposition modelling are the most common techniques using the former way of printing. Another method is producing layers by UV laser or any other similar power source. The technology used in this method is known as Stereo Lithography (SLA).

SERVICES

There are 3D printing service platforms that can print and deliver an object from a digital file that you simply upload to their website. You can also sell these items in websites and can make money out of it. There are also some companies which encourages 3D printing. For instance, if you want to show or demonstrate your architectural design or model to a company, you can simply send them the digital copy of your model and they can make a model from that. To conclude, 3D printing is a technique developed to make life comfortable which has to be developed further to make a revolution in the field of modern technology.
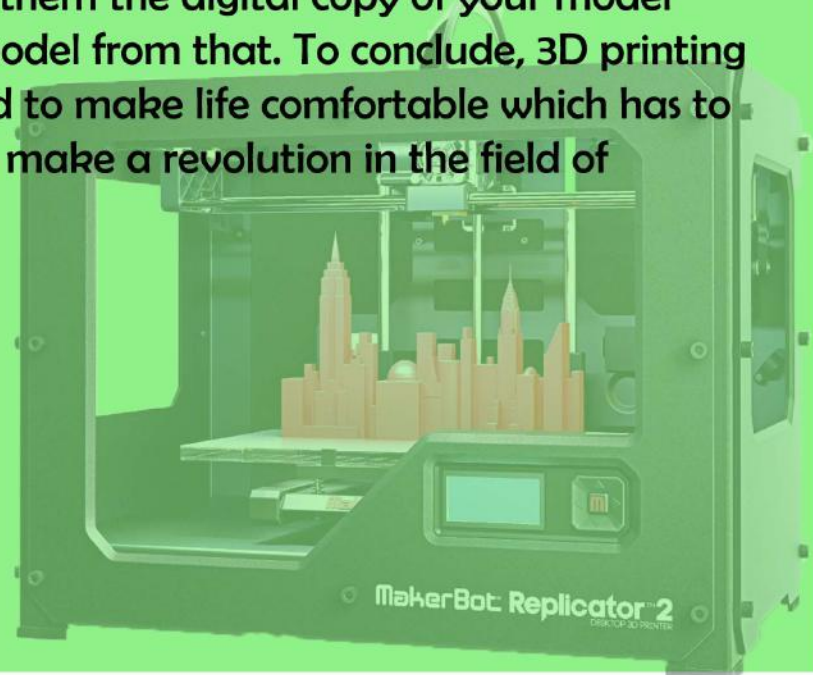
AUGUST 15
INDEPENDENCE DAY
OR DOMINION DAY

- SOFIA BACKIYA B (III CSE)

August 15, 1947… The most remarkable day that will stay in the minds of every single Indian for eons! Yeah, the people of India found it as a day of ecstasy and rejoice. Their happiness had no bounds as India's wings were let loose after two hundred years of struggle. All the patriotic hearts rejoiced at seeing India becoming a sovereign nation and the triumph of hundreds and thousands of martyred souls.

Every year, on this day, we hoist the flag on the rooftops and on the buildings to symbolize the stature of the national flag as the nation's pride! We distribute sweets to the children, co-workers and neighbours to share our delight. Many competitions are conducted at schools and colleges. The media broadcasts films based on the Indian Independence. This has been our regular routine on every Independence Day.

When I was a kid, I was asked to go to school, join the prayer assembly and return to home once the flag has been hoisted. I, like most of the kids, only enjoyed this day as a just-another-holiday. But when the days passed, my conscience questioned me, "Are you really patriotic when you do all these stuffs?". And a chain of queries followed this. Is that good if we just stop with hoisting the flag or distributing the sweets? Isn't it necessary for us to know about the complete struggle of our ancestors to get this freedom?

When this sequence of questions conquered my mind, I was urged to browse the internet. After scanning many sites, I received the answers for the pool of queries that I had. And now, I would like to share my perception.
Do you think that we were independent from that very first day? Were we completely free from the British rule? Were we lead by an Indian even after this day?

If I am questioned, I would not call it as a day of complete Independence, I would rather call it as a day when India was given with just a few privileges and not an absolute freedom. Yeah, beyond the happiest news, something else had cropped up. And that marred the happiness of the Indians. A single country was divided into two- India and Pakistan, following the violent communal riot that took away a number of lives. Even the most memorable day has its miserable side!

The sad part didn't just stop with this. Even after the Independence, India was still under the rule of the British. Here are some anectodes.

1. It was an autonomous community within the British Empire until 1950s.
2. George VI was the official king of India even after the Independence.
3. Our first Prime Minister Jawaharlal Nehru came below Louis Mountbatten in the governmental hierarchy.
4. Mountbatten left India only in 1948 while King George still hanged around until 1950s.
5. The Indian Army was under two British World War veterans until 1947 and 1949 respectively.
6 . The Indian Air Force was under another two Britons until 1954.
7. And the Navy was under them until 1958.

The weird thing is that, the Indian Higher authorities themselves wanted this much time to develop their leadership qualities to excel well in their respective fields. Logically, all these reveal three things: One, as a country we were not prepared enough to receive Independence. Two, we were so friendly with our colonial masters that they entertained relatively very long transition times for our forces. Three, the call for the Independence was of sheer folly. All these are connected; one leads to another. All the while, we thought ahimsa was the best weapon to get freedom and ended up overusing it.

Now, think about the struggles suffered by Netaji Subhas Chandra Bose in raising an army from almost nothing, procuring weapons, making a government in exile, forming a council of ministers, training the army men, getting support from almost a dozen countries, and putting the army to fight against Britain in Imphal and Kohima in what was later adjudged the greatest battle Britain has ever fought. Bose had his armed forces in order, which had three divisions and up to six regiments and a special women regiment. When Bose was busy planning these in exile, the other national leaders were busy chewing ahimsa with water, and were waiting for someone to dole out freedom to them. They were least bothered about having armed forces, knowing the importance of having it, and in fact, were clueless about setting up armed forces. Little did they realize that they had to protect the freedom they were given, through armed forces? Ironically, Bose was given a scathing attack by these leaders for proposing this idea first.

In his memoirs Reminiscences of the Nehru Age, Nehru's aide MO Mathai wrote that even after India became Independent, Prime Minister Nehru had to seek permissions from King George for all "humble duties of submission" by addressing himself in third person.

One such letter, as Mathai recollected, had the following content:

"Jawaharlal Nehru presents his humble duty to Your Majesty and has the honour to submit, for Your Majesty's approval the proposal of Your Majesty's, Ministers in the Dominion of India that Sri Chakravarthy Rajagopalachari, Governor of West Bengal, be appointed to be the Governor General of India on the demission of that Office by His Excellency Rear Admiral the Earl Mountbatten of Burma.."

He also wrote how Nehru was embarrassed when he was asked to affirm his allegiance to King George VI, the Emperor of India. The affirmation of allegiance said he would be "faithful and bear true allegiance to the King, his heirs, and successors". The affirmation of office said he would "well and truly serve" the king. As Mathai put it, Nehru had no choice and later murmur like a child "I had not bargained for these".

No matter how passionate you are about August 15, the dark truth is that India was still a civilised slave under her colonial masters even after her Independence, until 1950s. So, rather than naming August 15 as the 'Independence Day', it can be better called as the 'Dominion Day'.
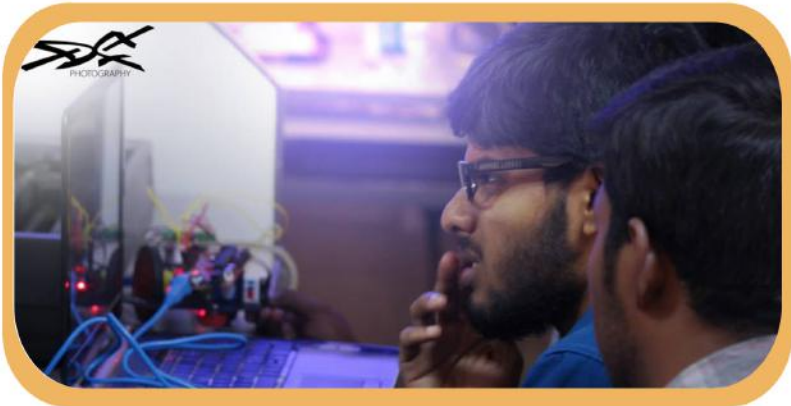
GALLERIA

IOT WORKSHOP

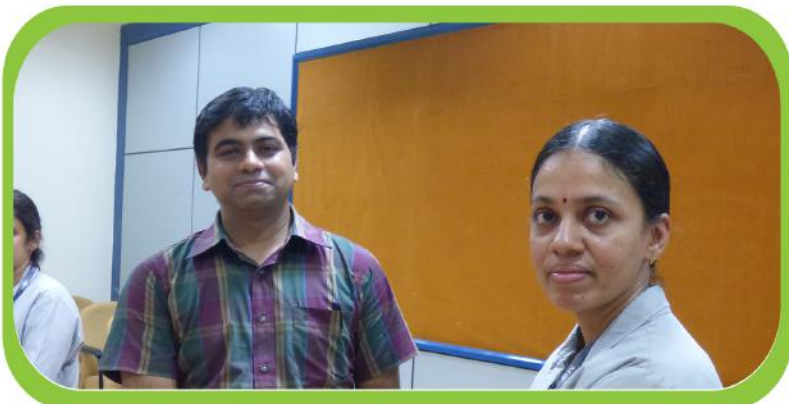STUDENTS GETTING INVOLVED

SOLVING THE GIVEN PROBLEM

AT THE END OF THE DAY, WINNERS WERE APPRECIATED

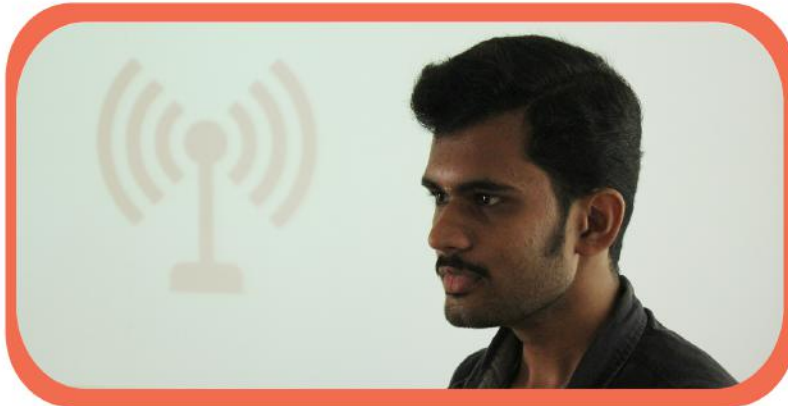# POSTER PRESENTATION EVENT FOR FIRST YEARS

STUDENTS PRESENTING THEIR IDEAS

CROWD GATHERED AT THE END OF THE DAY, WAITING FOR THE RESULTS TO BE ANNOUNCED

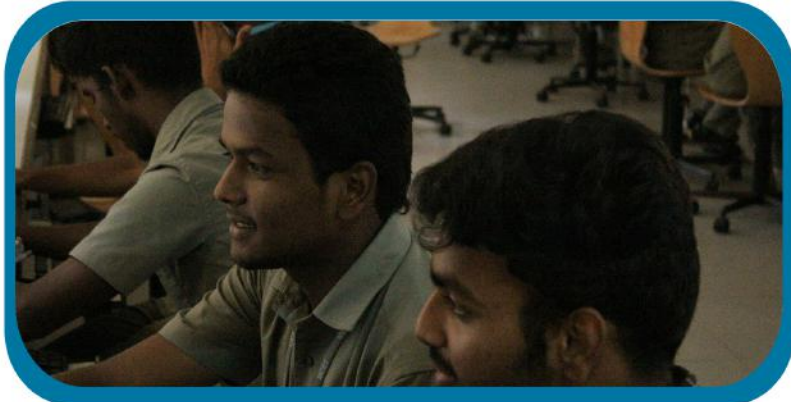THANKING THE CHIEF GUEST

IDEA PRESENTATION
EVENT FOR SECOND YEARS

STUDENTS
PRESENTING THEIR
IDEAS

DISCUSSIONS MADE
THE EVENT MORE
INTERESTING

ANSWERING
QUERIES

SELECT * FROM BRAIN
EVENT FOR THIRD YEARS

QUERYING THEIR WAY FOR MAKING IT TO THE TOP

CURIOUS FACES

GETTING INVOLVED AND LETTING THEM GET CARRIED AWAY

TEAM DIGITIMES 2015-2016

STAFF
CO-ORDINATORS

1. Ms. V. PRIYA
2. Mr. D. HARI

CHIEF
EDITORS

A. AKHIL
FINAL YEAR
&
E. DEEPAN
THIRD YEAR

DESIGNING
TEAM

N. SHYAM
FINAL YEAR

T. SRINIKA
THIRD YEAR

S.S. RAHUL
THIRD YEAR

R. MANOJ
THIRD YEAR

R. NARESH
THIRD YEAR

S. SANJAY
THIRD YEAR

P.T. BALAKRISHNAN
SECOND YEAR

ARTICLE
WRITING
TEAM

B. ANAND
FINAL YEAR

S. GAYATHRI
FINAL YEAR

B. SOFIA BACKIYA
THIRD YEAR

A.C. DHARANI DHARAN
THIRD YEAR

B. PARKAVI
SECOND YEAR

L. ISHWARYA
SECOND YEAR

L. DINESH
SECOND YEAR