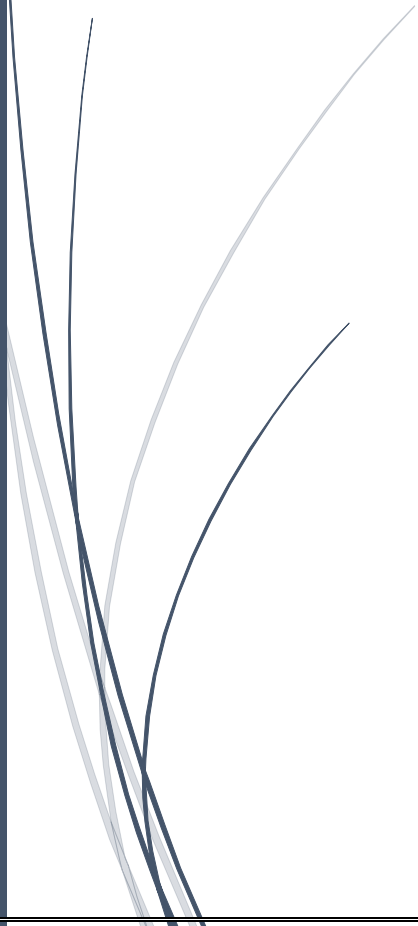




COSCENGENERS INSPIRE 2018

Volume – 2



EDITORIAL

It gives an immense joy and satisfaction to introduce our very own Department magazine – COSCENGERS INSPIR-2K18. Here comes ‘COSCENGERS INSPIRE2K18’, the magazine of GVPCEW from the CSE department, from January to December 2018. The name of the magazine may seem peculiar, but it just means ‘the speed at which the technological innovation or advancement is occurring’. So this time, it is the dedication of students which attempts to bring out the talent concealed within our student community along with teachers. It is the willingness to share knowledge, concerns and special insights with fellow beings that has made this magazine possible. This magazine includes technical articles, biography of a renowned scientist as well as facts regarding computer science, few tricky puzzles with funny corner and exhibits the literary skills and the achievements of students. These contributions have required a generous amount of time and effort. Thank you very much for all the editorial team members who worked for this magazine. It is very glad to take the opportunity of expressing our considerable appreciation to all the contributors of this magazine. Lastly, the contributors and readers of ‘COSCENGERS INSPIRE-2K18’ are always welcome to send us your invaluable feedback and ideas for further improvement of this magazine.

Department Vision

- To evolve into a centre of learning that imparts quality education in Computer Science and Engineering to produce highly competent professionals.

Department Mission

- Impart computing and technical skills with an emphasis on professional competency and human values
- Enrich the learning aptitude to face the dynamic environment of the Computer Industry
- Enhance the analytical and problem-solving capability through contests and technical seminars

Program Educational Objectives(PEOs)

- PEO-1: Apply both fundamental and advanced knowledge to analyse, design and develop innovative computing products.
- PEO-2: Design and develop interdisciplinary and innovative software systems for real-world problems.
- PEO-3: Inculcate soft skills, ethical conduct and an ability to engage in lifelong learning to serve the societal and environmental needs.

TOUCH LESS TOUCH SCREEN

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17JG1A0558

Abstract - Touch screen displays are ubiquitous worldwide. Frequent touching a touchscreen display with a pointing device such as a finger or if there is any scratch caused due to major problems can result in the gradual de-sensitization of the touchscreen to input and can ultimately lead to malfunction of the touchscreen. To avoid this, a simple user interface for Touchless control of electrically operated equipment is being developed.

Key Words: Technology, Display, Screen, and Touch.

INTRODUCTION

Touchless touch screen is made by TouchKo, White Electronics Designs, and Group 3D. it works by detecting your hand movements or hand wave in certain directions in front of it.

How Touch Screens Work?

Touch Screens have made various devices so simpler to use. A simple tap, little swipe and the required task is done.

- **Resistive Touch Screens**

One of the most basic systems mostly used in ATM's is the resistive touch screen system. It consists of two electrically conductive layers, one of which is resistive and the other one is a conductive layer. These two layers are separated by spacers, which keeps them apart until you touch it. A scratch resistant on top completes the whole setup.

- **Capacitive Touch screens**

Human body can act as a capacitor. That means it can conduct electricity. So when a user touches this screen with his or her finger, some of the charge is transferred to the user. This is sensed at each corner at the screen. The electric current value at each corner will differ according to the touch point. This relative difference aids the software to find exactly where the touch took place, and further it carries out function corresponding to that spot.

Iphones, most mid-range to high ends smart phone, tablets and computers use this system.

- **Infrared Touch screens**

It is the less common and less precise one. It consists of LEDs and Light detecting photocells arranged on the opposite sides of the screen. The LEDs shine infrared light in front of the screen – a bit like an invisible spider's web.

WHAT IS TOUCH LESS TOUCH SCREEN?

Imagine a world you could control with your hands.

It was developed by Elliptic Labs. This system depends on the finger or hand motions, hand wave in certain direction, with this your hand doesn't have to come in contact with the screen.

It requires a sensor; the sensor can be either placed near the screen or on the table.

Elliptic Labs named it as "Touch Less Human or Machine User Interface for 3D Navigation".

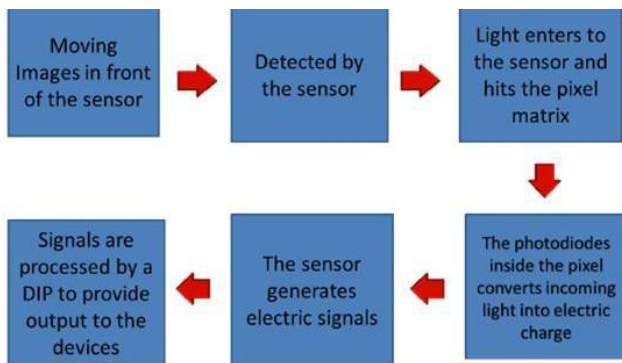


Fig 1: Wave Flow of Touch less Touch Screen

APPLICATIONS

□ Touch less monitor
It is specially designed for the applications where touch may be difficult, such as for doctors who might be wearing gloves. The display features capacitive sensors that can read movements from up to 15 – 20 cm away from the screen and the software translates these gestures into commands. The monitor screen is based on technology from TouchKo was recently demonstrated by White Electronic Designs and Tactyl Services at the CeBit show.

□ Touch less UI
UI in Redmond headquarters and it involves lots of gestures which allow you to take applications and forward them onto others with simple hand movements. So after reading a document, you could just push it off the side of your screen.

□ Touch Wall
Touch wall refers to the touch screen hardware setup itself; the corresponding software to run Touch Wall, which is built on a standard version of Vistas, is called Plex. Touch Wall and Plex are superficially similar to Microsoft Surface, a multi-touch computer that was introduced in 2007 and which recently became commercially available in select AT&T stores.

ADVANTAGES

- No drivers required.
- No de-sensitization of screen.
- Simple and user friendly.
- Useful for physically handicapped people.
- The touch screen interface can be updated with simple software changes

CONCLUSION

Touch less Technology is still developing. Today's thoughts are again around user interface. Efforts are being put to better the technology day-in and day-out. the touch less touch screen user interface can be used effectively in computers, cell phones, webcams and laptops. May be few years down the line, our body can be transformed into a virtual mouse, virtual keyboard and what not? Our body may be turned in to an input device.

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Review on Virtual Reality

Ms Bala Shivani

4CSE2(15JG1A0520)

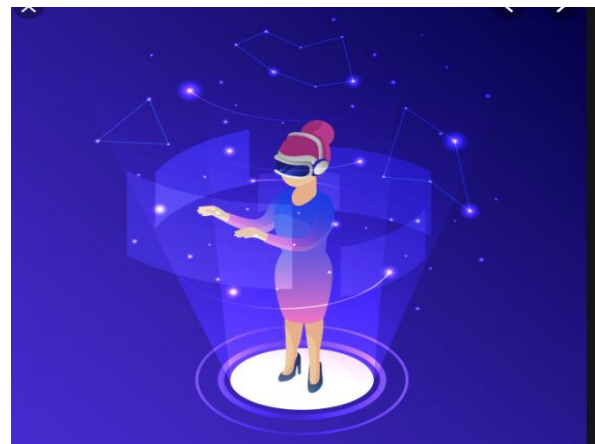
Virtual reality (VR) is a simulated experience that can be similar to or completely different from the real world. Applications of virtual reality can include entertainment (i.e. gaming) and educational purposes (i.e. medical or military training). Other, distinct types of VR style technology include augmented reality and mixed reality.

Currently standard virtual reality systems use either virtual reality headsets or multi-projected environments to generate realistic images, sounds and other sensations that simulate a user's physical presence in a virtual environment. A person using virtual reality equipment is able to look around the artificial world, move around in it, and interact with virtual features or items. The effect is commonly created by VR headsets consisting of a head-mounted display with a small screen in front of the eyes, but can also be created through specially designed rooms with multiple large screens. Virtual reality typically incorporates auditory and video feedback, but may also allow other types of sensory and force feedback through haptic technology.

The exact origins of virtual reality are disputed, partly because of how difficult it has been to formulate a definition for the concept of an alternative existence.[4] The development of perspective in Renaissance

Europe created convincing depiction spaces that did not exist, in what has been referred to as the "multiplying of artificial

worlds".[5] Other elements of virtual reality appeared as early as the 1860s. Antonin Artaud took the view that illusion was not distinct from reality, advocating that spectators at a play should suspend disbelief and regard the drama on stage as reality.[2] The first references to the more modern concept of virtual reality came from science fiction.



HISTORY:20th century

Morton Heilig wrote in the 1950s of an "Experience Theatre" that could encompass all the senses in an effective manner, thus drawing the viewer into the onscreen activity. He built a prototype of his vision dubbed the Sensorama in 1962, along with five short films to be displayed in it while engaging multiple senses (sight, sound, smell, and touch). Predating digital computing, the Sensorama was a

mechanical device. Heilig also developed what he referred to as the "Telesphere Mask" (patented in 1960). The patent application described the device as "a telescopic television apparatus for individual use...The spectator is given a complete sensation of reality, i.e. moving three dimensional images which may be in colour, with 100% peripheral vision, binaural sound, scents and air breezes."

In 1968, Ivan Sutherland, with the help of his students including Bob Sproull, created what was widely considered to be the first head-mounted display system for use in immersive simulation applications. It was primitive both in terms of user interface and visual realism, and the HMD to be worn by the user was so heavy that it had to be suspended from the ceiling. The graphics comprising the virtual environment were simple wire-frame model rooms. The formidable appearance of the device inspired its name, The Sword of Damocles.

21st century

The 2000s were a period of relative public and investment indifference to commercially available VR technologies.

In 2001, SAS Cube (SAS3) became the first PC-based cubic room, developed by Z-A Production (Maurice Benayoun, David Nahon), Barco, and Clarté. It was installed in Laval, France. The SAS library gave birth to Virtools VRPack. In 2007, Google introduced Street View, a service that shows panoramic views of an increasing number of worldwide positions such as roads, indoor buildings and rural areas. It also features a stereoscopic 3D mode, introduced in 2010.

APPLICATIONS:

Virtual reality is most commonly used in entertainment applications such as video gaming and 3D cinema. Consumer virtual reality headsets were first released by video game companies in the early-mid 1990s.

Beginning in the 2010s, next-generation commercial tethered headsets were released by Oculus (Rift), HTC (Vive) and Sony (PlayStation VR), setting off a new wave of application development.^[54] 3D cinema has been used for sporting events, pornography, fine art, music videos and short films. Since 2015, roller coasters and theme parks have incorporated virtual reality to match visual effects with haptic feedback.^[44]

In medicine, simulated VR surgical environments were first developed in the 1990s.^{[58][59][60]} Under the supervision of experts, VR can provide effective and repeatable training at a low cost, allowing trainees to recognize and amend errors as they occur.^[61] Virtual reality has been used in physical rehabilitation since the 2000s. Despite numerous studies conducted, good quality evidence of its efficacy compared to other rehabilitation methods without sophisticated and expensive equipment is lacking for the treatment of Parkinson's disease.^[62] A 2018 review on the effectiveness of mirror therapy by virtual reality and robotics for any type of pathology concluded in a similar way.^[63] Another study was conducted that showed the potential for VR to promote mimicry and revealed the difference between neurotypical and autism spectrum disorder individuals in their response to a two-dimensional avatar.^[64]

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Emotion Sensory World: A Review on Blue Eyes Technology

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17JG1A05A0

Abstract—Emotions are so valuable that it is an inevitable part and without emotions the world becomes numb. So, by giving some emotional values to devices we can make them more effective. A computer that understands our emotions and abilities and responds accordingly will be the best partner for us. Both, together as partners can bring new innovations in the present world. A technology that had been aroused which sense human emotions and a feeling through gadgets is named as “BLUE EYES” technology. The basic idea behind this technology is to give the computer the human power. We all have some perceptual abilities. That is we can understand each other feelings. The “BLUE EYES” technology aims at creating computational machines that have perceptual and sensory ability like those of human beings. This technology uses sensing technology to identify the users actions and to extract key information. This paper aims at the objective to provide computer or any other machines with the human powers and also it is about the hardware, software, benefits and interconnection of various parts involved in the “Blue Eyes” technology.
Keywords—*emotions, perceptual ability, sensory ability*

Introduction

The blue eyes technology depends upon the interaction between a device and the human being, as we exchange the information with everyone and interact with everyone likewise this applied

science can interact with the human beings in a similar manner. An example for explaining about the blue eyes technology is as follows, at the time of your going to bed your mobile device automatically says you the good night and we have such amazing features in the blue eyes technology. In a car that has an effective computing system, has the ability to recognize whether the driver is drowsy, and advice the driver to stop the car and take rest. Thus the computer has the ability to interact with you by understanding your facial expressions, speech etc and is made to see and feel the emotions. Blue Eyes is a technology conducted by the research team of IBM at its Almaden Research Center(ARC) in San Jose, California since 1997. Researchers attempts to add even more capabilities to the computers that allow the computers to interact like humans, recognize their presence, talks, and listen, and even guess the feelings of the user. The detection of the human expressions is becoming very challenging in machine learning. Blue stands for Bluetooth and eyes stand for the eye movements through which emotional information is obtained. Bluetooth indicates the wireless communication. Blue eyes

Technology makes a computer to understand and sense human feelings and behavior and also enables the computer to react according to the sensed emotional levels. The general and basic idea of this technology is very simple and it is that the

human beings are going to make a computer that has the power of sensitivity and the sensitivity is the power of human beings too.

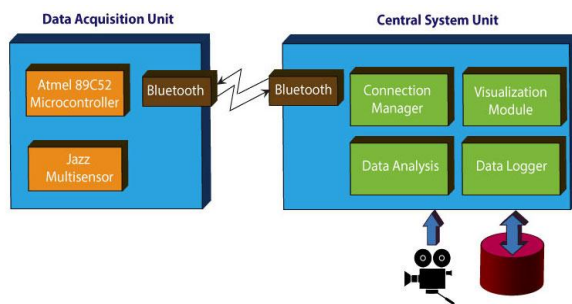
AIMS

- To design smarter devices
- To create devices with emotional intelligence
- To create computational devices perceptual abilities

SYSTEM OVERVIEW

In real the blue eyes technology works on the sensors, Bluetooth, and the central unit; the total system of the blue eyes applied science consists of two main parts and they are as follows:

- Data acquisition unit (DAU)
- Central system unit(CSU)

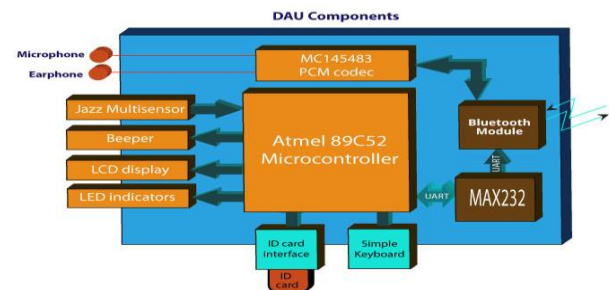


Mobile measuring device or Data Acquisition Unit(DAU) of Blue Eyes technology:

The DAU used in the Blue Eyes technology is the mobile component of the system. The main function of DAU is to gather the physiological information from sensors and forward to the CSU for processing and verification purposes. The blue tooth module, which is integrated with the mobile device(DAU), provide a

wireless interface between the Central System Unit(CSU)

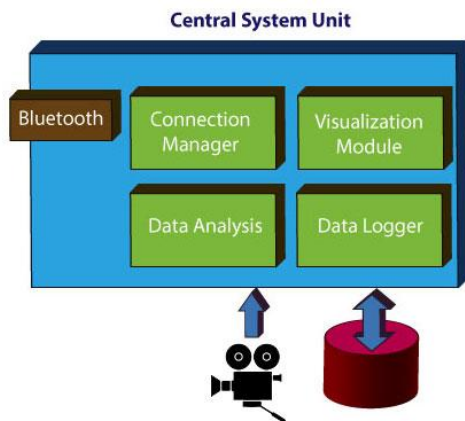
And the user or operator having the sensors. PIN codes and ID cards are assigned to the entire operator's for authentication purposes. The device uses a five-key keyboard, beeper and LCD display for the interaction with the operators and if, any unwanted situation occurs, the machine uses these devices to inform the operators. The 'voice' information from the user is transferred with the help of a headset, which is interfaced with the Data Acquisition Unit using a mini jack plug. DAU incorporates various hardware modules like system-core Bluetooth section, Atmel 89C52 microcontroller, EEPROM, Beeper, LCD display (HD44780), LED indicator, voltage level monitors and 6 AA batteries.



Central system Unit (CSU) of Blue Eyes technology:

CSU is the next squint of wireless-network connection in the Blue Eyes technology. The CSU mainly contains codec (PCM Codec commonly used for voice information transmission) and a wireless blue tooth module. This CSU section is integrated to a personal computer using USB, parallel and serial cable. The mini-jack socket is used for audio data

accessing. The program containing the operators personal ID is amalgamating to the personal computer through the serial and power ports. The microcontroller (Atmel- 89C2051) inside the unit handles the I2C EEPROM- programming and UART transmission.



Emotion computing:

The process of making emotional computers with sensing abilities is known as affective or emotional computing. The steps used in this are :

- Giving sensing abilities
- Detecting human emotions
- Respond properly

Types of Emotional Sensors:

The emotional sensors are of three types and they are as follows:

- Emotional sensors for hands
- Emotional sensors for eyes
- Emotional sensors for voice

➤ ***For hands:***

The devices used as emotional sensors for the hands are as follows:

- Emotion mouse
- Sentic mouse

Emotion mouse:

The emotion mouse is implemented on the genuine mouse and it includes a set of sensors along with the infrared detectors and temperature sensitive chips. The data obtained from emotion mouse is about the behavior and physiological information, the behavior includes the actions like a movement of the mouse, frequency of clicking the button and the pressure of fingers when a person clicks the button. The physiological information includes the heart rate, a temperature of the skin, skin electricity electromyography activity.

Sentic mouse:

Sentic mouse is sensing equipment resulted from an experiment conducted by Lang et al. Sentic mouse is used to measure a user's emotional valence response. It varies from positive (pleasure, attraction and liking) to negative (displeasure, avoidance, disliking). An ordinary mouse, which was augmented with a pressure sensor, was used to collect the sentic data . This process is thus used to assess the emotional valence response of a user.



➤ *For eyes:*

The expression glasses:

Expression Glass is an alternative for the usually available machine vision face or eye recognition methods. The expression glasses are a wearable machine that permits the user to see a graphical view of the wearer's facial expression.

By analyzing pattern recognition methods and facial muscle variations, the glass senses and identifies the expressions such as interest or confusion of the user. The prototype used for this glass uses piezoelectric sensors.



The magic pointing:

The selection and pointing of the cursor is primarily controlled by manual means but also guided by a gaze tracking mechanism and is commonly known as MAGIC Pointing. The main aim of MAGIC pointing is to use 'gaze' to warp the previous position (home) of the cursor to the locality of the target, reasonably where the user was looking at, so as to reduce the cursor motion amplitude required for target selection. When the cursor position is identified, only a small movement is needed by the user to click on the target by a manual input device that is to accomplish Manual Acquisition with Gaze Initiated Cursor or Manual and Gaze Input Cascaded (MAGIC) pointing. Two

MAGIC Pointing methods – conservative and liberal –in terms of cursor placement and target identification, were outlined, analyzed and executed with an eye tracker unit.

Advantages of MAGIC Pointing Technique:

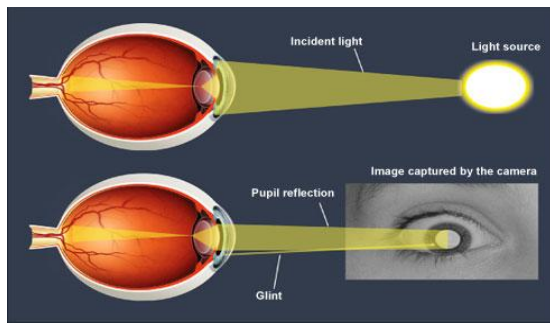
- ✓ Reduced physical effort compared with the traditional manual pointing techniques.
- ✓ Greater spontaneity than traditional manual pointing.
- ✓ Practical accuracy level.
- ✓ Faster speed of operation than manual pointing.

Disadvantages of MAGIC Pointing Technique:

- ✓ Liberal approach is distracting when the user is trying to read.
- ✓ The most action computation cannot start until the cursor appears.
- ✓ In conservative approach, uncertainty of the exact location prolong the target acquisition time.

Eye-tracking:

The Simple User Interest Tracker is revolutionary approaches towards the design of machine having the ability to maintain an intimate relationship between the humans and the computers. The SUITOR continuously analyzes the user that where his eye focus on the personal computer screen. The SUITOR has the ability to determining the topic of interest of the user and also according to this it can able to deliver the appropriate data to a handheld device.



For voice:

The voice is also used as an emotional sensor in the blue eyes technology.

APPLICATIONS:

- In retailing record and interpret customer movements
- In automobile industry
- In video games
- Power station
- Flight control centers
- Physiological monitoring conditional

CONCLUSION:

The blue eyes technology paves the way for a simplified life through a more delicate computer device. It is a very advanced system which avoids potential threats resulting from human errors varying from weariness, oversight, tiredness, etc. thus bluetooth provides wireless communication and the movements of the eye enables us to collect a lot of information about the user. The identification of facial expressions has a lot of applications such as; medical applications as pain detection, monitoring

the depression and further more. BLUE EYES technological approach assure a convenient technique, that simplifies the life by supporting more elegant and user friendly provision in computing devices. The day is very near, that this Blue Eyes technology will advance its way towards your house hold devices and makes you lazier. Even though this makes the people lazy, it is going to be a technological.

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KNOW A SCIENTIST

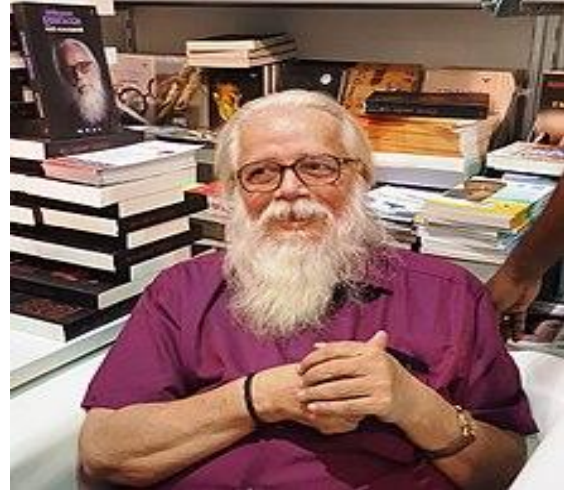
NambiNarayanan

S.Nambi Narayanan (12 December 1941)[1] is an Indian scientist and aerospace engineer and Padma Bhushan award winner. As a senior official at the Indian Space Research Organisation (ISRO), he was in-charge of the cryogenics division.[3] In 1994, he was falsely charged with espionage and arrested.[4] The charges against him were dismissed by the Central Bureau of Investigation (CBI) in 1996, and the Supreme Court of India declared him not guilty in 1998.

In 2018, the Supreme Court through the bench of Dipak Misra awarded Narayanan a compensation of ₹50 lakh, to be recovered from the government of Kerala within eight weeks, and the apex court also constituted a committee headed by retired Supreme Court judge D. K. Jain to inquire into the role of officials of the Kerala police in the arrest of Narayanan.[5] He was awarded India's third highest civilian award the Padma Bhushan in 2019

Career

Narayanan first met Vikram Sarabhai, the then Chairman of ISRO, in 1966 at the Thumba Equatorial Rocket Launching Station in Thumba, Thiruvananthapuram, while he worked as a payload integrator there. Also chairman of the Space Science and technology Centre (SSTC) at the time, Sarabhai only recruited highly qualified professionals. In pursuit, Narayanan enrolled at the College of Engineering in Thiruvananthapuram for his MTech degree. Upon learning this, Sarabhai offered him leave for higher education if he made it to any of the Ivy



League universities. Subsequently, Narayanan earned a NASA fellowship and entered the Princeton University in 1969. He completed his master's program there in chemical rocket propulsion under professor Luigi Crocco in a record ten months. Despite being offered a job in the US, Narayanan returned to India with expertise in liquid propulsion at a time when Indian rocketry was still solely dependent on solid propellants.[8]

Narayanan introduced the liquid fuel rocket technology in India in the early 1970s, when A. P. J. Abdul Kalam's team was working on solid motors. He foresaw the need for liquid fuelled engines for ISRO's future civilian space programmes, and received encouragement from the then ISRO chairman Satish Dhawan, and his successor U. R. Rao. Narayanan developed liquid propellant motors, first building a successful 600 kilograms (1,300 lb) thrust engine in the mid-1970s and thereafter moving on to bigger engines.

In 1992, India signed an agreement with Russia for transfer of technology to develop cryogenic fuel-based engines and procurement of two such engines for ₹235 crore.[9] However, it did not

materialize after the US president George H. W. Bush wrote to Russia, raising objections against the transfer of technology and even threatening to blacklist the country from the select-five club. Russia, under Boris Yeltsin, succumbed to the pressure and denied the technology to India. To bypass this monopoly, India signed a new agreement with Russia to fabricate four cryogenic engines, alongside two mockups for a total of US\$9 million,[10] after floating a global tender without a formal transfer of technology. ISRO had already reached a consensus with Kerala Hitech Industries Limited which would have provided the cheapest tender for fabricating engines. But this did fail to materialize as the spy scandal surfaced in late 1994.

After working for nearly two decades, with French assistance, Narayanan's team developed the Vikas engine used by several ISRO rockets including the Polar Satellite Launch Vehicle (PSLV) that took Chandrayaan-1 to the moon in 2008. The Vikas engine is used in the second stage of PSLV and as the second and the four strap-on stages of Geosynchronous Satellite Launch Vehicle (GSLV).[12]

Demand for Justice[edit]

On 7 November 2013, Narayanan was made media discussion that he is seeking justice in this case and want to expose who were behind this conspiracy and said that this case will 'discourage' the youth.[19][20]

On 14 September 2018, the Supreme Court appointed a three-member panel headed by its former judge to probe the "harrowing" arrest and alleged torture of former space scientist Nambi Narayanan in the 'ISRO spy scandal' that turned out to be fake.

A three-judge Bench led by Chief Justice Dipak Misra also awarded Mr. Narayanan Rs. 50lakh in compensation for the "mental cruelty" he suffered all these years. The reprieve comes almost a quarter of century after Mr. Narayanan, a top scientist in the ISRO before his arrest and detention, began his legal battles in various forums for his honour and justice.[21]

Finally, this scientist got justice from government of India when he got the third-highest civilian award in the country - the Padma Bhushan in the field of Science & Engineering-Space.

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A tiny drop of thoughts
I don't know from where it is brought,
Such that it seeps deep within me
And smiles like an innocent lily.

A thought to go out chasing
inspite of all the difficulties I'm facing
Chasing all my dreams and aspirations
Without any hope or inspiration...

But here is a mystic light shining
Saying every cloud has a silver lining
And victory belongs to those mighty people
Who never feel they are people

Once again this lit up fire within me
And affirms my faith in destiny
Now hope accompanies me in my way
And I'm getting closer to my dreams each day.

CONTRIBUTIONS & ACHIVEMENTS

****STUDENTS'S HUB****

We know it takes dedication and courage to learn new skills and explore new career opportunities. We are committed to providing you with all the resources and support you need to achieve your learning goals and advance your career.

That's why, today, we are launching the new Student Hub experience to all of our existing and new students. The Student Hub provides you with an effective way to connect with fellow students and receive support and guidance from knowledgeable mentors.

Our goal in launching this new experience is to help you acquire valuable and in-demand skills, and to successfully complete your challenging Nano degree programs. These are intensive programs, and as you proceed through your curriculum, you'll need to set ambitious goals, and achieve important milestones. We're excited to offer new resources that will help you do exactly that.

We've had hundreds of conversations with students about their mentorship and community experience at COSENGERS. We've analyzed years of data to understand which behaviors produced the most successful outcomes for our students. We've experimented, iterated, tested, and trialed a whole range of solutions. And we've created something really special for you. Today marks the culmination of a company-wide effort to offer a powerful new set of resources that will help support your learning goals, and power your success.



SPORTS !!!

Sports are very important for one’s life and participation in sports should always be encouraged. Participation in sports makes us active, healthy, fit, and also the development of our social and communication skills. The most common saying “Healthy mind lives in Healthy body” is so true because for a man to be successful his physical, as well as mental state, should be well. It teaches us the value of a minute as well as a second also. To help their youth at their growing stage “Gayatri Vidya Parishad” supports several activities .Some of them are----



“IN BADMINTON, THEY USE A LOT FROM THE WRIST BUT I LOSE A LOT FROM THE SHOULDER.”

CONTRIBUTIONS & ACHIVEMENTS

Poster Presentations and activities



NPTEL Certifications

National Programme on Technology Enhanced Learning (NPTEL) is to create course contents in engineering and science in order to devise and guide reforms that will transform India into a strong and vibrant knowledge economy.

Well, many students of Gayatri Vidya Parishad had actively learned and succeeded in their respective courses.

Some of their scores—

N.Pooja –94% (16JG1A0581) in Joy of Computing with python

K.Divya–91% (16JG1A0554) in Joy of Computing with python

S.Chaya Sri---94% (17JG1A05A0) in R Programming.

Code Chefs of GVPCEW

- Sowjanya (15JG1A0589) of 4th CSE with – 37000 hackos in Hacker rank
- Vineetha (15JG1A05B0) of 4th CSE with – 34776 hackos in Hacker rank
- Swetha (15JG1A0586) of 4th CSE with – 22000 hackos in Hacker rank

Placements Info ...

Campus placements play a major role in shaping up the career goals of students. It is the dream of every engineering student to get placed in a top organization visiting their campus for recruitment. Recruiters visiting engineering colleges seek for candidates who are ready for the industry and have the etiquettes necessary for the corporate world.

The students from our college are attracting good number of Organizations both from IT sector and Core Sectors. Some of the Organizations visited our campus include TCS, Wipro, Cognizant, Value Labs ,Incture Technologies, Mind Tree, Verizon and the list goes on.

2k18 placement Statistics:

- | | |
|---------------------------|---------------|
| 1.TCS Ninja – 42 | 2. Wipro-33 |
| 2.TCS Codevita-5 | 3. Veda IIT-3 |
| 4.Infosys-7 | 5.GGK Tech-9 |
| 6.Wipro-33 | 7. Hexagon-2 |
| 8.Incture Technologies -1 | 9. HexaWare-2 |
| 10.Sales Force-3 | 11. IBEON -2 |
| 12.Aptroid-1 | 13.ADP-1 |