

GEEK-PRESS

Unveiling the World of Tech Wizards

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Vol 1 , Issue 3

YEAR 2022-23



PROGRAM EDUCATIONAL OBJECTIVES (PEOS)

PEO1. Professional Practices

Apply engineering practices required for Software development, Hardware development and Embedded systems.

PEO2. Intrapreneurial Skills

Exhibit innovation, Self – confidence and teamwork skills in the organization and society.

PEO3. Lifelong Learning

Offer continuing education programmes in the emerging areas for the knowledge upgradation of stakeholders.

VISION OF THE DEPARTMENT

To produce globally competent and socially responsible Computer Science Engineers.

MISSION OF THE DEPARTMENT

M1: Professional Skills

Provide students with opportunities to become industry- ready professionals and entrepreneurs through analytical learning.

M2: Lifelong Learning

Maintain a lifelong learning attitude and stay current in their profession to foster personal and organizational development.

M3: Engage with Society

Encourage students to focus on sustainable solutions, to improve quality of life and social welfare.

PROGRAM SPECIFIC OUTCOMES (PSOS)

PSO1: Computer Science and Engineering students can analyse, design, develop, test and apply management principles, mathematical foundations in the development of computational solutions, making them experts in designing computer hardware and software.

PSO2: Develop their skills to solve problems in the broad area of programming concepts and appraise environmental and social issues with ethics and manage different projects in interdisciplinary fields.

PROGRAM OUTCOMES (POS)

Engineering Graduates will be able to:

PO1 Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

PO2 Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

PO3 Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

PO4 Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

PO5 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.

PO6 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.

PO7 Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8 Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

PO9 Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10 Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11 Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

PO12 Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

EVENTS

BRIDGE COURSE IN C PROGRAMMING

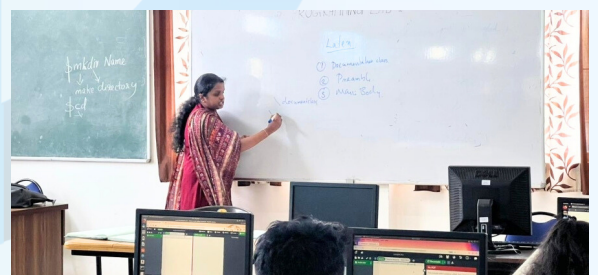


The Department of Computer Science and Engineering at St. Thomas College of Engineering & Technology organized a two-day Bridge Course in C Programming on March 9 and 10, 2023, from 8:50 AM to 4:40 PM at Seminar Hall 1 and the Programming Labs. The event, aimed at first-year students from CE, EC, ME, and CS departments, provided foundational training in problem-solving, algorithms, and the basics of C programming through theory and hands-on sessions. The sessions were led by esteemed faculty members, including Prof. Dhanyaja N, Prof. Anju G, Prof. Jacob Zachariah, Prof. Saritha Narayanan, and Prof. Vaishakhi V K, under the guidance of Principal Dr. Shinu Mathew John and CEO Mr. Rijo Thomas Jose. Coordinated by Prof. Dhanyaja N, the program received an overwhelming response from students, with many praising its effectiveness and requesting more practical sessions in the future. This initiative highlighted the institution's commitment to bridging curriculum gaps and enhancing student skills for academic and placement success.



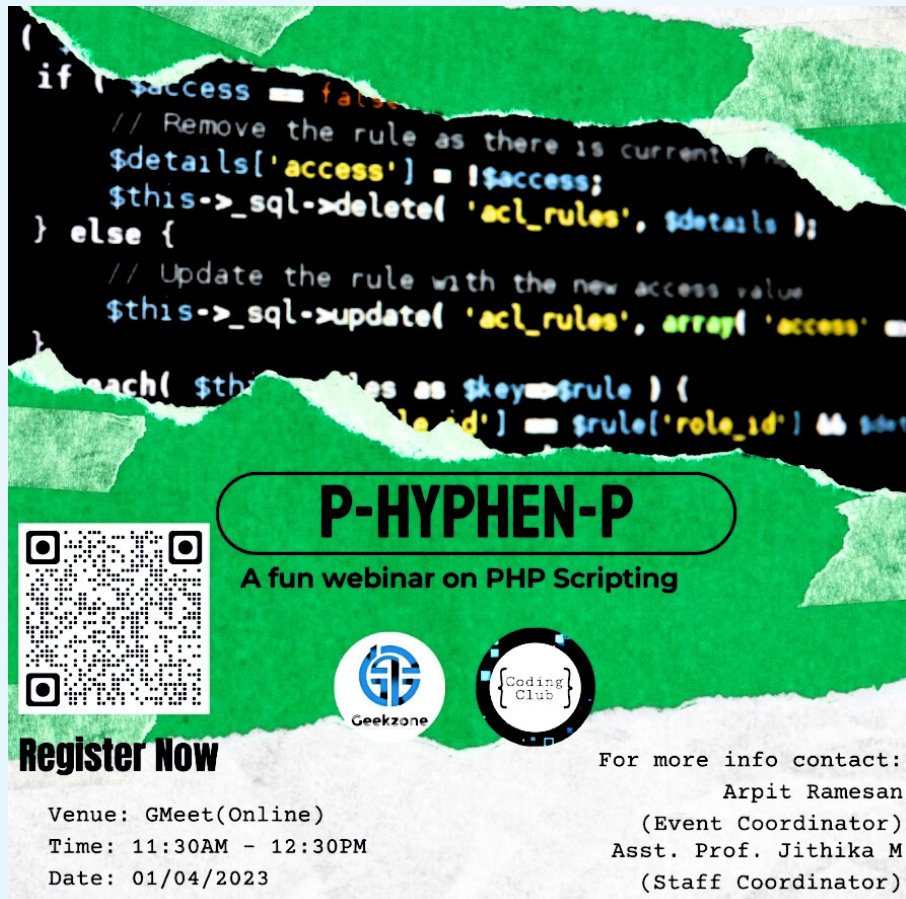
MASTERING LATEX SOFTWARE: A SCIENTIFIC DOCUMENT APPROACH

The Department of Computer Science and Engineering, in association with GeekZone, organized a hands-on workshop on "Mastering LaTeX Software: A Scientific Documentation Approach" on March 28 and 30, 2023, from 01:10 PM to 04:30 PM at the Programming Lab. The workshop provided participants with theoretical and practical knowledge of LaTeX, focusing on creating technical documents like research papers, theses, and presentations. Topics included basic commands, figures, tables, equations, and Beamer presentations. The event was coordinated by Mrs. Dinla O K (AP, CSE, STM), with student coordinators Sivanth P K and Sheetal Madhu (S4 CSE). Resource persons Mrs. Dinla O K and Mrs. Anu C (AP, CSE, STM) guided the sessions. Sixty-two students from the CSE department actively participated, gaining confidence in scientific documentation using LaTeX.



The event achieved medium-level attainment in Course Outcome CO-2 under Program Outcome PO10. Feedback from participants highlighted the effectiveness of the session, with several students requesting more workshops and improved network support. The department extends its gratitude to the HOD, faculty members, and participants for their contributions to the success of this event.

P-HYPHEN-P



The poster for the P-HYPHEN-P webinar features a green and black background with a torn paper effect. At the top, there is a snippet of PHP code. Below the code, the title "P-HYPHEN-P" is prominently displayed in a white rounded rectangle, followed by the subtitle "A fun webinar on PHP Scripting". To the left of the title is a QR code. Below the QR code, the text "Register Now" is written in a bold, white font. At the bottom left, the venue, time, and date are listed. At the bottom right, contact information for the event and staff coordinators is provided. Logos for Geekzone and the Coding Club are also present.

```
if ( $access == false )  
    // Remove the rule as there is currently no access  
    $details['access'] = !$access;  
    $this->_sql->delete( 'acl_rules', $details );  
} else {  
    // Update the rule with the new access value  
    $this->_sql->update( 'acl_rules', array( 'access' =>  
        $access ) );  
}
```

P-HYPHEN-P
A fun webinar on PHP Scripting

Register Now

Venue: GMeet(Online)
Time: 11:30AM - 12:30PM
Date: 01/04/2023

For more info contact:
Arpit Ramesan
(Event Coordinator)
Asst. Prof. Jithika M
(Staff Coordinator)

The Coding Club STM, under the GeekZone (CSE Association), hosted an engaging webinar titled "P-Hyphen-P" on Saturday, 1st April 2023. Conducted via Google Meet from 11:30 AM to 12:30 PM, the session introduced students to the fundamentals of PHP scripting and its applications in web development. It covered key topics such as integrating databases, creating forms in webpages, and understanding PHP's interaction with HTML. The webinar was led by a dynamic team comprising Arpit Ramesan and Midhun M B (S8, CSE), Rajath P (S6, CSE), and Abhishek U K, Nasla Safiya, and Drupad M K (S4, CSE). The event was coordinated by Asst. Prof. Jithika M, whose guidance and support were instrumental in its success.

Participants gained valuable insights into PHP installation, basic usage, and its role in creating dynamic, database-driven websites. The webinar attracted students from various departments, fostering interdisciplinary learning and promoting technical growth among attendees.

TECHFEST



FIESTA 2K23, a National Level Technical Fest, was organized by the Department of Computer Science and Engineering, STM, in association with GeekZone, on April 27-28, 2023, from 9:30 AM to 4:30 PM at Seminar Hall I, Programming Lab II, and selected Lecture Halls. The event began with an Inauguration Ceremony, featuring Chief Guest Mr. Arun Perooli, Founder-CEO of Qkopy and MuseON. The ceremony included speeches by Principal Dr. Shinu Mathew John and HOD Asst. Prof. Amitha I C, followed by the recognition of academic achievers.

Day 1 highlights included an expert talk by Mr. Arun Perooli on "How to Think Like an Entrepreneur" and exciting technical events such as IdeOn (Paper Presentation), TeXplore (Quiz Competition), and Iron Out (Debugging Challenge). On Day 2, participants attended a workshop on

"Innovation & Start-up: Entrepreneurship as a Career Opportunity", led by Dr. Raji Sukumar and Dr. Muneer T K, and competed in events like Cipher Up (Coding Competition) and TeClash (Debate Competition).

The fest concluded with a Valedictory Function, where winners, including Varshanath K M (IdeOn), Ajal Prem & Akarsh B (TeXplore), and Abhishek U.K (Cipher Up), were honored. Coordinated by Asst. Prof. Jithika M and Asst. Prof. Vaishakhi V K, alongside student leaders Abhinav Selvarajan, Anupama U, and Sevin M, the event's success was made possible by contributions from resource persons, sponsors, participants, and volunteers.



XTASY 2K23



EDITORIAL TEAM

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Dr. Amitha I C (Associate Professor)
Ms. Anju G (Assistant Professor)
Mr. Jithin S (Assistant Professor)
Ms. Anu C (Assistant Professor)

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