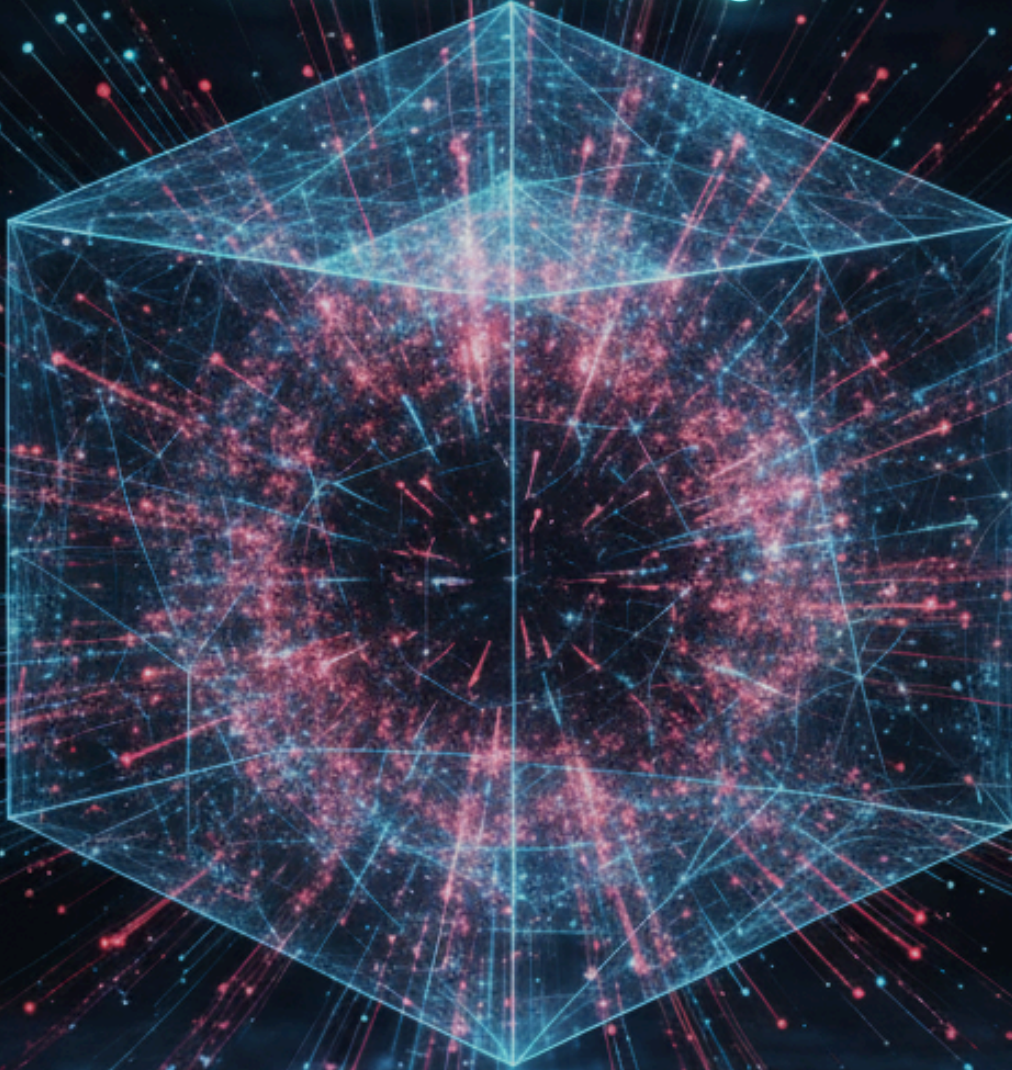


THE GEEKZONE BYTE

SNIPPETS OF CODE, CREATIVITY,
AND CAMPUS LIFE



AY 2022-2023



St. Thomas College of Engineering & Technology

Vellilode, Sivapuram PO. Mattanur. Kannur District, Kerala

Approved by AICTE New Delhi, Govt. Of Kerala and Affiliated to APJ Abdul Kalam Technological University



Geekzone
COMPUTER SCIENCE AND ENGINEERING ASSOCIATION

THE GEEKZONE BYTE'23

COMPUTER SCIENCE DEPARTMENT MAGAZINE

ST. THOMAS COLLEGE OF ENGINEERING & TECHNOLOGY, KANNUR

ABOUT ST. THOMAS COLLEGE OF ENGINEERING & TECHNOLOGY

St. Thomas College of Engineering & Technology, Sivapuram, Mattannur, Kannur was established by St. Thomas Educational Society, Adoor in the year 2014 with a view to impart high quality engineering education through systematic studies and efficient training. The college has a team of eminent faculty members and a disciplined atmosphere which help to promote a holistic approach to learning. There is a right balance of cognitive, conceptual, ethical, humane and spiritual growth. The college has been established in the interior area of Malabar with a view to cater the needs of engineering education in the north-eastern of the Malabar area, especially to people who belong to the backward communities, tribal communities and immigrant communities, who are otherwise deprived of qualitative higher education in their area. Nevertheless, the college is open to all meritorious students from all over Kerala to benefit the best and disciplined Engineering education it imparts. The institution within its short span of existence plans to be a centre of excellence in engineering education by bringing out the young engineers devoted and socially committed. The college is approved by the All India council for Technical Education and affiliated to A P J Abdul Kalam Technological University.

VISION OF THE INSTITUTE

To be an Institute of repute recognized for excellence in education, innovation, and social contribution.

MISSION OF THE INSTITUTE

- M1: Infrastructural Relevance Develop, maintain, and manage our campus for our stakeholders.
- M2: Life-Long Learning Encourage our stakeholders to participate in lifelong learning through industry and academic interactions.
- M3: Social Connect Organize socially relevant outreach programs for the benefit of humanity.

ABOUT THE DEPARTMENT

The field of Computer Science is ever-evolving, and the Department of Computer Science is structured to keep pace with this continuous growth. Recognizing the rapid advancements in the Information Technology sector, all laboratories are equipped with robust network infrastructure and are regularly updated and upgraded to meet the current demands and expectations of the industry.

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 EDUCATIONAL OBJECTIVES (PEO)

- **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.

PROGRAM SPECIFIC OUTCOMES (PSO)

- **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 (PO)

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.

MESSAGE



It gives me immense pleasure to note that the Department of Computer Science and Engineering is publishing its association magazine “THE GEEKZONE BYTE.” This initiative of the “Geekzone” association provides a vibrant platform for students to showcase their creativity, technical skills, and innovative ideas. I take this opportunity to congratulate the association coordinators, faculty members, and students for their collective effort in bringing out this publication. A magazine like “The Geekzone Byte” reflects not only the academic enthusiasm of the department but also the passion and teamwork of its members. As engineering students, it is essential to continually upskill and enhance your knowledge, especially in emerging domains such as Artificial Intelligence and related technologies. By embracing innovation and applying your learning effectively, you contribute meaningfully to the progress of our nation and society. I wish the Geekzone association and “The Geekzone Byte” team continued success in all their future endeavours. May this magazine inspire many more students to explore, create, and excel in the dynamic field of computer science and engineering.

With warm regards,

Dr. Shinu Matthew John

Principal, STM

MESSAGE



It gives me immense pleasure to present THE GEEKZONE BYTE, the technical magazine of the Computer Science and Engineering department, which captures the vibrant academic and co-curricular spirit of our students and faculty. This edition proudly showcases the achievements of our CSE Department, including the academic excellence of our toppers, noteworthy research publications, and the remarkable contributions of both staff and students. It also offers a glimpse into enriching experiences like industrial visits and creative expressions through student articles. I congratulate the entire team for their dedicated efforts in bringing this magazine to life and wish them continued success in all future endeavors.

Er. Rijo Jose Thomas

CEO, STM

MESSAGE



I am happy to share this edition of THE GEEKZONE BYTE: Snippets of Code, Creativity, and Campus Life, which highlights the achievements and activities of our CSE department. Our students have done well in academics, won prizes, presented papers, and taken part in industrial visits. Our faculty members have also received awards and contributed through events and research. This magazine includes articles, creative works, and ideas from our talented students. Congratulations to everyone, and let's keep up the good work!

Ms. Amitha IC

Assistant. Prof. & HOD
CSE

EDITORIAL BOARD



It gives me great joy to unveil this edition of our department magazine—a vibrant showcase of our institution’s spirit, creativity, and achievements. Within these pages, you’ll find inspiring stories of academic excellence, memorable glimpses from events and celebrations, and thought-provoking insights from student research and paper presentations. Our industrial visits and Student Corner further reflect the curiosity, imagination, and dedication that drive our learners to explore beyond boundaries.

This magazine is more than just a collection of articles—it’s a celebration of our shared journey of growth, innovation, and community.

A handwritten signature in black ink that reads "Ms. Anu C". The signature is written in a cursive style.

Asst. Prof, CSE

EDITORIAL BODY

Staff Coordinator

Ms.Anu C

Student Members

Mr. Muhammed Hadhif Manoly (S4 CSE)

Mr. Sivanth P K (S4 CSE)

Mr. A K Rithul (S4 CSE)

FACULTY



Asst. Prof.
AMITHA I C



Asst. Prof.
ANU C



Asst. Prof.
JITHIN S



Asst. Prof.
ANJU G

FACULTY



Asst. Prof.
VAISHAKI V K



Asst. Prof.
DINLA O K



Asst. Prof.
JITHIKA M



Asst. Prof.
SARITHA NARAYANAN

FACULTY



Asst. Prof.
SREEREKHA K P



Asst. Prof.
MADHU K

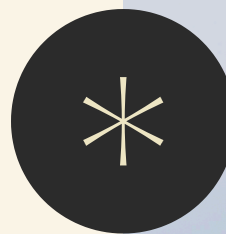


Asst. Prof.
DHANYAJA N



Asst. Prof.
ASHWATHI M

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Topppers

2019-2023 Batch



St. Thomas College of Engineering & Technology

Vellilode, Sivapuram PO. Mattanur, Kannur District, Kerala

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CONGRATULATIONS!!!

8th Semester Topppers



Nanda S Nair
CSE



Thulasi K
CSE



Anusree K
ECE



Anjana P P
ECE



Rohit Rameshan
CSE



Ashna N V
ECE



Roshni Mala TM
ECE



Anagha K
CE



Nandana K T
CE



Mohammad Fatheh
Bin Zubair
ME



Vishnu AP
ME



Rinsha A K
CE



Sneha K
CE



Rahul Rajeev
ME

Warmest congratulations on your achievement!!!

STM Family wishes you even more success in the future.

Topppers

2020-2024 Batch



St. Thomas College of Engineering & Technology
Vellilode, Sivapuram PO. Mattanur. Kannur District, Kerala
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CONGRATULATIONS!!! 6TH SEMESTER TOPPERS



Deepika Mohan
CSE



Punnya Pradeep E
CSE



Pranav Raj K
ECE



Nikhil Das
ECE



Gadha Krishna
CSE



Isha Sudheer
CSE



Dhyan Biju T K
ECE



Anagha M
CE



Sariga Jayaraj
CE



Mohammed Naveed P V
ME



Rakesh R Shenoy
ME



Afra Fathima
CE



Alan K A
ME

Topppers

2021-2025 Batch



St. Thomas College of Engineering & Technology
Vellilode, Sivapuram PO. Mattanur. Kannur District, Kerala
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CONGRATULATIONS!!! 4TH SEMESTER TOPPERS



Sandra C M
CSE



Sheetal Madhu
CSE



Sana Fathima
ECE



Abhay Rithik
ECE



Sivanth P K
CSE



A K Rithul
CSE



Gopika Pradeep
CSE



Erin Ruksheed
ECE



Keerthana P
CE



Riya Sahi Nehlat
CE



Sreeraj M
ME



Akshay Nalinakshan
ME



Kavya A
CE

Toppers

2022-2026 Batch



St. Thomas College of Engineering & Technology

Vellilode, Sivapuram PO. Mattanur. Kannur District, Kerala

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CONGRATULATIONS!!!

S1 Toppers



Rifa Saleem



Rhuthoshika K



Samantha Shi



Rasha Valsan



Aysha P P



Chandana S

Topppers

2022-2026 Batch



St. Thomas College of Engineering & Technology

Vellilode, Sivapuram PO. Mattanur. Kannur District, Kerala

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CONGRATULATIONS!!! S2 UNIVERSITY RESULT TOPPERS



Rhuthoshika K
CSE



Samantha Shine
CSE



Marjana T
ECE



Amshiga Ranjith
ECE



Jibin P V
CSE



Anujith K
ECE



S Sruthi
CE



C K Aneesa
CE



Jishnu Kishor C K
ME



Rajyeshwar R
CE



EVENT ORGANIZATION

EXPERT TALK

EXPERT TALK ON TOOLS AND TECHNIQUES IN ETHICAL HACKING



Date of Event: 02/11/2022

Event Coordinator: Ms. Saritha Narayanan (AP,CSE)

Aim of the Program:

The primary aim of the program was to officially inaugurate the Computer Science and Engineering Department Association, “GeekZone”, and to foster a spirit of innovation and entrepreneurship among students. Through an expert talk by an industry-academic professional, the session aimed to educate students on the importance of innovation, the nuances of intellectual property rights, and the practical steps involved in patent filing, thereby encouraging a research-oriented and entrepreneurial mindset.

Program Details:

Dr Sreekanth had presented an enlightening speech on “Innovation, entrepreneurship and funding for technical projects”. Students were explained about what innovation actually refers to and the difference between innovation and discovery. Dr Sreekanth gave a detailed talk on Patents and the steps of patent filing.

Conclusion

The Association Inauguration and Expert Talk was a resounding success, marking the beginning of a new chapter for the CSE Department through the formation of the “GeekZone” association. The expert session by Dr. N. S. Sreekanth provided students with valuable knowledge on innovation, entrepreneurship, and patent filing, sparking their interest in research and project development. The event achieved its objectives of motivating students to think beyond academics and explore real-world applications of their technical skills.

EXPERT TALK

SNAPSHOTS OF THE EVENT



WORKSHOP / VBLAZE

14 DAYS WEB DESIGN CHALLENGE



Date of Event: 14/11/22 TO 27/11/22

Event Coordinators: Mr. Jithin S (AP, CSE), Ms. Saritha Narayanan (AP, CSE)

Aim of the Program:

The 14-Day Web Design Challenge aimed to introduce students to the fundamentals of modern web development through a structured, hands-on learning experience. The program was designed to build students' foundational knowledge in HTML, CSS, JavaScript, Bootstrap, GitHub, and web hosting, while encouraging creativity and practical implementation through a final website project.

Program Details:

The 14 Days Web Design Challenge was organized by VBLAZE STM under GeekZone (CSE Association) of the Department of Computer Science and Engineering, held from 14th November to 27th November 2022. Each day covered specific topics ranging from web fundamentals (HTML, CSS, JavaScript) to frameworks (Bootstrap), version control (GitHub), and deployment (web hosting). Students also built a hands-on project by the end of the challenge, which they submitted online. A valedictory function was held to recognize participants, announce winners, and unveil selected project websites.

The program included both offline and online sessions. The offline sessions were conducted at the CSE Lab on the first and last day of the challenge, while online sessions took place daily via wdc.vblaze.tech from 8:30 PM to 9:30 PM.

WORKSHOP / VBLAZE

Conclusion:

The 14 Days Web Design Challenge was a highly successful initiative that offered students a well-rounded introduction to front-end web development. It fostered technical skill-building, collaboration, and creativity among participants from various departments. The challenge not only enriched participants' coding skills but also inspired them to explore further in the field of web technologies.



TECHNO WEEK

TECHNO WEEK 2K22



Date of Event: 14/11/2022 - 18/11/22

Event Coordinators: Ms.Ashwathi M (AP, CSE)

Aim of the Program:

The aim of Techno Week 2k22 was to provide students with a foundational understanding of various essential computer science and information technology topics through a series of online seminars. The program sought to enhance participants' knowledge in core areas like programming, networking, cybersecurity, and scripting, making it accessible to students from all departments and academic years.

Program Details:

Techno Week 2k22 was organized by the Coding Club STM under the GeekZone (CSE Association) from November 14th to 18th, 2022. The event was conducted online via Google Meet, with daily sessions held from 7:30 PM to 8:30 PM. The seminars covered five key topics:

- Basics of C – Presented by Midhun M B (S7, CSE)
- Networking – Prepared by Abhishek UK and Nasla Safiya (S3, CSE), presented by Arpit Ramesan (S7, CSE)
- Introduction to Cybersecurity – Presented by Arpit Ramesan (S7, CSE)
- Basics of Scripting – Presented by Arpit Ramesan (S7, CSE)
- Basics of Python – Presented by Rajath P (S5, CSE)

The event was open to all students, promoted through posters and Google Forms, and saw participation from over 140 students across multiple departments and semesters.

TECHNO WEEK

Conclusion:

Techno Week 2k22 successfully delivered a comprehensive introduction to several key areas of computer science through well-structured online seminars. The event achieved its goal of making technical education accessible and engaging for a diverse student audience. The strong participation and positive reception highlight the effectiveness of the program in building foundational knowledge and fostering interest in technology among students. The initiative demonstrated the Coding Club's ability to organize and execute a multi-day educational event efficiently.



WORKSHOP

MASTERING LATEX SOFTWARE: A SCIENTIFIC DOCUMENT APPROACH

The poster is for a workshop titled "Mastering LaTeX Software: A Scientific Documentation Approach". It is organized by the Department of Computer Science and Engineering at St. Thomas College of Engineering & Technology, Vellilode, Sivapuram PO, Mattanur, Kannur District, Kerala. The workshop is in association with Geekzone. The event is presented by the Department of Computer Science and Engineering. The resource persons are Mrs. Anu C. (Asst. Professor) and Mrs. Dinla O.K. (Asst. Professor). The workshop is held on March 28 and 30, 2023, from 1:10 PM to 4:30 PM in CSE Lab 1. The topic is "Mastering LaTeX Software: A Scientific Documentation Approach".

St. Thomas College of Engineering & Technology
Vellilode, Sivapuram PO, Mattanur, Kannur District, Kerala
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Geekzone

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

PRESENTS

LATEX Workshop

Resource Persons

Mrs. Anu C.
Asst. Professor

Mrs. Dinla O.K.
Asst. Professor

MARCH 28, 30 - 2023
TIME: 1:10 PM - 4:30 PM | VENUE: CSE LAB 1

TOPIC MASTERING LATEX SOFTWARE
A SCIENTIFIC DOCUMENTATION APPROACH

Date of Event: 28/03/2023

Event Coordinators:

Ms.Dinla OK (AP, CSE),

Ms.Anu C (AP, CSE)

Aim of the Program:

The aim of the hands-on workshop was to provide third-year Computer Science and Engineering students with a comprehensive theoretical and hands-on practical experience in LaTeX. The primary objective was to equip participants with the skills needed for professional technical documentation, enabling them to typeset journal articles, technical reports, theses, books, and presentations with control over large documents containing complex mathematical formulae, cross-references, and automated generation of tables of contents and bibliographies.

Program Details:

The "Mastering LaTeX Software" workshop was organized by the Department of Computer Science and Engineering in association with GEEKZONE on March 28th and 30th, 2023. The six-hour workshop was held in CSE Lab from 1:10 PM to 4:30 PM each day and was specifically designed for S6 CSE students. The program was coordinated by Mrs. Dinla O K and featured two resource persons - Mrs. Dinla O K and Mrs. Anu C, with student coordinators Sivanth P K and Sheetal Madhu from S4 CSE. The workshop covered comprehensive LaTeX topics through hands-on sessions including:

WORKSHOP

Program Details:

- Introduction to LaTeX
- Basic document commands
- Insertion of figures and tables
- Typesetting of equations
- Report and article preparation
- Beamer presentations

All 62 registered students participated in the program, which was conducted in offline mode.

Conclusion

The hands-on workshop successfully achieved its objectives by providing students with practical skills in LaTeX for scientific documentation. The program effectively addressed Course Outcome CO-2 related to preparing software requirement specifications and design documents. Student feedback was overwhelmingly positive, with 100% of participants recommending similar programs for future students and 98.4% expressing interest in attending related workshops. The workshop successfully bridged the curricular gap by providing foundational technical writing skills aligned with IEEE standards, thereby enhancing students' competency in professional documentation for academic and research purposes.



WEBINAR

P-HYPHEN-P



```
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 ) );  
}  
foreach( $this->_rules as $key=>$rule ) {  
    $rule['role_id'] = $rule['role_id'] && $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)

Date of Event: 01/04/2023

Event Coordinator: Ms.Jithika M (AP, CSE)

Aim of the Program:

The aim of the "P-HYPHEN-P" webinar was to introduce students to the fundamentals of PHP scripting and its practical applications in web development. The program sought to equip participants with foundational knowledge for creating dynamic, database-driven websites, fostering interdisciplinary learning and technical skill development.

WEBINAR

Program Details:

The Coding Club STM, under the GeekZone (CSE Association), hosted the "P-HYPHEN-P" webinar on Saturday, 1st April 2023. The session was conducted online via Google Meet from 11:30 AM to 12:30 PM. The webinar was led by a team of students including 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. The session covered key topics such as PHP installation, basic usage, integrating databases, creating forms in webpages, and understanding PHP's interaction with HTML.

Conclusion:

The "P-HYPHEN-P" webinar successfully provided participants with valuable insights into PHP scripting and its role in web development. The event attracted students from various departments, promoting interdisciplinary learning and enhancing technical competencies. The session effectively achieved its goal of introducing foundational web development skills, with positive reception from attendees highlighting the practical relevance and clarity of the content.



TECHFEST

TECHFEST



The poster for Fiesta 2K23 National Level Techfest is set against a dark, starry background with a grid pattern. At the top left is the logo of St. Thomas College of Engineering & Technology. The main title 'FIESTA 2K23' is in large, glowing blue letters. Below it, the dates '27 & 28 APRIL 2023' and 'NATIONAL LEVEL TECHFEST' are displayed. A red 'REGISTER NOW' button is prominent. Two callouts highlight 'WORTH 10K' and 'WIN ATTRACTIVE CASH PRIZE' on the left, and 'MAXIMUM ACTIVITY POINTS 84' on the right. The event is divided into Day 1 and Day 2 with their respective activities: Day 1 includes Ideon (Paper Presentation), TeXplore (Quiz), and Iron Out (Debugging); Day 2 includes Cipher Up (Coding), TeClash (Debate), and a Workshop. A QR code for registration is at the bottom right, and contact information for staff and student coordinators is at the bottom left.

ST. THOMAS COLLEGE OF ENGINEERING & TECHNOLOGY
VELLILODE, SIVAPURAM PO. MATTANUR, KANNUR DISTRICT, KERALA.
Approved by AICTE New Delhi, Govt. Of Kerala and Affiliated to APJ Abdul Kalam Technological University.

DEPARTMENT OF
COMPUTER SCIENCE AND ENGINEERING
IN ASSOCIATION WITH
GEEKZONE

FIESTA
2K23

27 & 28 APRIL 2023
NATIONAL LEVEL TECHFEST
OPEN FOR ALL BRANCHES

WORTH 10K
WIN ATTRACTIVE CASH PRIZE

REGISTER NOW

MAXIMUM ACTIVITY POINTS 84

DAY 1
1. IDEON [PAPER PRESENTATION]
2. TEXPLORE [QUIZ COMPETITION]
3. IRONOUT [DEBUGGING COMPETITION]

DAY 2
1. CIPHERUP [CODING COMPETITION]
2. TECLASH [DEBATE COMPETITION]
3. WORKSHOP

CONTACT US
Staff coordinators:-
ASST PROF. JITHIKA M - 956734873
ASST PROF. VASIRAKKI JK - 9495660854
Student coordinators:-
ANUPAMA S - 7823261198
ANUPAMA S - 8945244325
JYVIN M - 7362492569

GAMING ACTIVITIES

REGISTRATION LINK
WWW.STTHOMASKANNUR.AC.IN/FIESTA23/

SCAN ME

Date of Event: 27/04/2023 & 28/04/2023

Event Coordinator: Ms. Jithika M (AP, CSE)

Aim of the Program:

The aim of FIESTA 2K23, the National Level Technical Fest, was to provide a platform for students to showcase their technical prowess, innovative thinking, and entrepreneurial skills. The event sought to foster a competitive yet collaborative environment through various technical challenges, expert talks, and workshops, inspiring participants to think like entrepreneurs and innovators.

Program Details:

FIESTA 2K23, a National Level Technical Fest, was organized by the Department of Computer Science and Engineering in association with GeekZone on April 27-28, 2023. The two-day event featured an inauguration with Chief Guest Mr. Arun Perooli, followed by technical competitions including IdeOn (Paper Presentation), TeXplore (Quiz), Iron Out (Debugging), Cipher Up (Coding), and TeClash (Debate). Day 1 included an expert talk on entrepreneurial thinking, while Day 2 featured a workshop on innovation and startups. The fest concluded with a valedictory ceremony honoring winners across various categories.

TECHFEST

Conclusion:

FIESTA 2K23 successfully created a vibrant platform for technical and entrepreneurial learning, attracting active participation from students across disciplines. 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 recognized. The event effectively blended competitive technical challenges with inspirational expert sessions, achieving its goal of promoting innovation, entrepreneurship, and technical excellence among participants.

SNAPSHOTS OF THE EVENT



WORKSHOP

MASTERING LATEX SOFTWARE: A SCIENTIFIC DOCUMENT APPROACH

The poster is for a LaTeX workshop. At the top, it features the logo of St. Thomas College of Engineering & Technology, Vellilode, Sivapuram PO, Mattanur, Kannur District, Kerala, with a note that it is approved by AICTE and affiliated to APJ Abdul Kalam Technological University. Below this is the Geekzone logo and the text 'DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING PRESENTS'. The main title 'LATEX Workshop 2022' is prominently displayed in a stylized font. A note states 'REGISTRATION IS OPEN FOR FINAL YEAR STUDENTS OF STM'. The topic is 'MASTERING LATEX SOFTWARE - A SCIENTIFIC DOCUMENTATION APPROACH'. The venue is 'CSE LAB 1', the date is '12/12/2022', and the time is '9:40 - 12:20'. A registration end date of 'FRIDAY - 09/12/2022' is also mentioned. At the bottom, contact information for Asst Prof. Dinla O K (+91 97440 93662) and Anupama U (+91 89432 46025) is provided, along with a QR code and a 'SCAN ME' button.

Date of Event: 12/12/2022

Event Coordinators:

Ms.Dinla OK (AP, CSE),

Ms.Anu C (AP, CSE)

Aim of the Program:

The aim of the hands-on workshop was to provide third-year Computer Science and Engineering students with a comprehensive theoretical and hands-on practical experience in LaTeX. The primary objective was to equip participants with the skills needed for professional technical documentation, enabling them to typeset journal articles, technical reports, theses, books, and presentations with control over large documents containing complex mathematical formulae, cross-references, and automated generation of tables of contents and bibliographies.

Program Details:

The hands-on workshop on LaTeX software was organized by the Department of Computer Science and Engineering, in association with GEEKZONE, for the final-year B.Tech students of ECE, CE, and ME departments. The program was held on 12th December 2022, from 09:40 AM to 12:20 PM, at the CSE Lab and CAD Lab.

The objective of the workshop was to provide both theoretical understanding and practical exposure to the LaTeX software, a widely used tool for scientific and academic documentation. The participants were introduced to the basic functionalities of LaTeX including:

WORKSHOP

Program Details:

- Introduction to LaTeX
- Basic document commands
- Insertion of figures and tables
- Typesetting of equations
- Report and article preparation
- Beamer presentations

All 62 registered students participated in the program, which was conducted in offline mode.


Conclusion

The hands-on workshop successfully achieved its objectives by providing students with practical skills in LaTeX for scientific documentation. The program effectively addressed Course Outcome CO-2 related to preparing software requirement specifications and design documents. Student feedback was overwhelmingly positive, with 100% of participants recommending similar programs for future students and 98.4% expressing interest in attending related workshops. The workshop successfully bridged the curricular gap by providing foundational technical writing skills aligned with IEEE standards, thereby enhancing students' competency in professional documentation for academic and research purposes.



WORKSHOP





WORKSHOP ON DEEP LEARNING

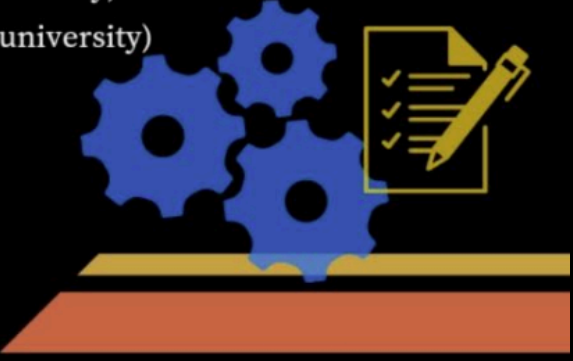


HANDS-ON WORKSHOP ON
Deep learning
ON FEBRUARY 24, 2023

**GEEK ZONE
PRESENTS**

Resource scholars:

-  **Thushara B** (Research scholar ,kannur university)
-  **Samassya MT** (Research scholar ,kannur university)
-  **Madhu K** (Research scholar ,ktu)
Department of Computer Science and Engineering
-  **St Thomas Collage of Engineering and Technology**
Sivopuram ,kannur ,kerela



CSI STM and IEDC STM sponsored

Date of Event: 24/02/2023

Event Coordinators: Mr. Madhu K (AP, CSE), Ms. Jithika M (AP, CSE)

Aim of the Program:

The primary aim of the hands-on workshop on Deep Learning was to introduce students to the foundational concepts and practical applications of deep learning. The program intended to provide participants with hands-on exposure to various deep learning models and tools, enabling them to understand and implement techniques used in image classification, neural networks, and transfer learning using platforms like TensorFlow and Keras.

WORKSHOP

Program Details:

The Department of Computer Science and Engineering, under its association GEEKZONE, in collaboration with CSI STM and IEDC STM, organized a one-day hands-on workshop on “Deep Learning” on 24th February 2023. The workshop was held at the CSE Lab from 9:00 AM to 4:30 PM and was attended by students from the S4, S6, and S8 CSE batches, along with external participants from other institutions.

The resource persons for the session were Thushara B and Samasya M T, Research Scholars from the Department of IT, Kannur University, and Mr. Madhu K, Assistant Professor at STM.

The workshop covered a range of topics including the basics of deep learning, training perceptron’s for binary and multiclass classification using TensorFlow, convolutional neural networks (CNN) using TensorFlow and Keras, and a case study on transfer learning applied to medical image classification. Tools like Python, TensorFlow, and Google Colab were used throughout the sessions to provide practical experience to the participants.

Conclusion

The hands-on workshop on Deep Learning proved to be a highly informative and engaging experience for all participants. It offered a comprehensive blend of theoretical background and practical implementation, particularly in the area of image classification using deep learning models. The sessions, led by experienced research scholars and faculty, enabled students to grasp complex neural network architectures and apply them in real-time using TensorFlow and Keras. The workshop successfully achieved its objective of empowering students with essential skills in deep learning and encouraging them to explore further in this rapidly evolving domain

SNAPSHOTS OF THE EVENT



SEMINAR

BRIDGE COURSE IN C PROGRAMMING

St. Thomas College of Engineering & Technology
Vellilode, Sivspuram PO. Mettannur, Kannur District, Kerala
Approved by AICTE New Delhi, Govt. Of Kerala and Affiliated to APJ Abdul Kalam Technological University

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Bridge course on
"Introduction to C Programming"

Resource persons


Mrs. Dhanyaja N
Asst. Professor


Mrs. Anju G
Asst. Professor


Mrs. Vaishakhi VK
Asst. Professor


Mrs. Sorilho N
Asst. Professor

 09-MARCH-23 & 10-MARCH-23

In association with


Geekzone

Date of Event: 09/03/2023 - 10/3/2023

Event Coordinators: Ms. Dhanyaja N (AP, CSE) , Ms. Anju G (AP, CSE)

Aim of the Program:

The aim of the Bridge Course in C Programming was to provide students with a foundational understanding of problem-solving techniques and core programming concepts using the C language.

SEMINAR

Program Details:

The Bridge Course in C Programming was organized by the Department of Computer Science and Engineering at St. Thomas College of Engineering & Technology on 9th and 10th March 2023. The course targeted first-year students across all branches (CE, EC, ME, and CS) and was delivered by faculty members experienced in teaching C programming. The sessions were split across two days: CE, EC, and ME students attended on 9th March, and CS students on 10th March. The program included theory sessions covering problem-solving strategies, introduction to programming languages, and the basics of C, followed by extensive hands-on lab sessions.

Conclusion

The Bridge Course in C Programming effectively introduced first-year students to fundamental programming concepts and problem-solving strategies. Through a blend of theoretical instruction and hands-on practice, the course succeeded in enhancing students' confidence and competence in programming. Overall, the program was well-received and achieved its goal of equipping students with the essential skills needed to begin their journey in computer programming and further technical education.

SNAPSHOTS OF THE EVENT



ACHIEVEMENTS

(FACULTY)



Ms. DHANYAJA N

**Assistant Professor
Department of Computer Science &
Engineering**

**Successful completion of the course Data Mining with
a consolidated score of 66 %.**

**Most Accomplished Spoken Tutorial Educator
Resource**

AWARDS

(FACULTY)



Mr. JITHIN S

Assistant Professor
Department of Computer Science &
Engineering
Academic Excellence Award 2022



Ms. DHANYAJA N

Assistant Professor
Department of Computer Science &
Engineering
Academic Excellence Award 2022

ACHIEVEMENTS

(STUDENTS)

CERTIFICATE OF PARTICIPATION

Academic Year 2023–2024 (Odd Semester)

This is to certify that **Mr. Muhammed Minhaj Mahroof** of Rider Tions has successfully participated in the One-Day Virtual Workshop on “Building a Google Map Application using ReactJS”

held on 27th August 2022.

CERTIFICATE OF COMPLETION

This is to certify that **Mr. Muhammed Minhaj Mahroof** has successfully completed the online course “Introduction to Artificial Intelligence.”

He has demonstrated commendable initiative and commitment towards enhancing his professional skills.

ACHIEVEMENTS

(STUDENTS)

PARTICIPATION RECOGNITION

Devika K R of St. Thomas College of Engineering and Technology, Sivapuram, Kannur, has been awarded a Certificate of Participation for successfully attending the Two-Day State Level NSS Volunteer Secretaries Meet-Up, organized by the APJ AKTU NSS Cell in association with FISAT, held on 4th and 5th October 2022.

PARTICIPATION RECOGNITION

Ashwanth Anilkumar of St. Thomas College of Engineering and Technology, Sivapuram, Kannur, took part in the Two-Day State Level NSS Volunteer Secretaries Meet-Up, organized by the APJ AKTU NSS Cell in association with FISAT. The program was held on 4th and 5th October 2022 and brought together NSS Volunteer Secretaries from across the state for meaningful discussions and activities.

ACHIEVEMENTS

(STUDENTS)

NOTABLE PARTICIPATION

Drupad M K has successfully completed the C Test organized at St. Thomas College of Engineering and Technology, Kannur, with course material provided by the Spoken Tutorial Project, IIT Bombay. The test was conducted as an online examination, remotely monitored by IIT Bombay, and invigilated by Dhanyaja N from St. Thomas College of Engineering and Technology, Kannur.

NOTABLE PARTICIPATION

Sayanth K has successfully completed the C Test organized at St. Thomas College of Engineering and Technology, Kannur, with course material provided by the Spoken Tutorial Project, IIT Bombay. The online examination, conducted remotely by IIT Bombay, was invigilated by Dhanyaja N from St. Thomas College of Engineering and Technology, Kannur. This training is part of the Spoken Tutorial Project, IIT Bombay, aimed at enhancing programming skills among students.

ACHIEVEMENTS

KTU F-ZONE TOURNAMENTS

CHESS TOURNAMENT

A team of 8 members (5 Men and 3 Women) participated in K.TUF Zone Chess Tournament held at Vimal Jyothi College of Engineering, Chemperi on 19/10/2022. A team of 4 members were selected from the matches. Out of five rounds conducted, our team won two rounds. Out of four rounds conducted for the girls team, we secured a win for two rounds. The details of the students who participated are given below:

Men

1. Nirmal TV S5 CSE
2. Sivanth FK S3 CSE
3. Hrideek Krishna PVK-S5 ME
4. Ajal Prom-S5 CSE
5. Aswanth TK-S5 CSE
6. Mubthasim PK-S7 ME

Women

1. Anupama U-S7 CSE
2. Shilpa PK-S7 CE
3. Surya Sajeev - S7 CE

ACHIEVEMENTS

KTU F-ZONE TOURNAMENTS

BADMINTON TOURNAMENT

A team of 13 members (8 Men and 5 Women) participated in KTU F Zone Badminton Tournament hosted by Government College of Engineering Kannur held at School of Physical Education and Sport Sciences, Kannur University on 27/10/2022. A team of 5 members were selected from the Boys team from preliminary matches. The team secured a win in the first round and lost in the Quarterfinals against MDIT College, Ulliyeri. The girls team failed to qualify in the first round. Additionally, two students namely, Gokul Pramod (S7 CE) and Mohammed Ladhin (S7 ME) were selected in KTU F Zone Team to compete in KTU Inter-Zonal Badminton Championship. The details of the students who participated are given below.

MEN

1. SIVANTH PK-S3 CSE
2. VYSAGH C-S3 CSE
3. GOKUL PRAMOD - S7 CE
4. MUBTHASIM PK-S7 ME
5. MOHAMMED LADHIN - S7 ME
6. ANIRUDH SURESH - S7 ME
7. SREERAG VIJAYAN - S7 ME
8. ALAN KA-S5 ME

WOMEN

1. ANUPAMA U-S7 CSE
2. POOJA BRIJITH - S7 CE
3. SHILPA PK-S7 CE
4. SHABEEBA K-S7 CE
5. SHADIYA SHERIN - S7 CE

ACHIEVEMENTS

KTU F-ZONE TOURNAMENTS

TABLE TENNIS TOURNAMENT

A team of 10 members (5 Men and 5 Women) participated in KTU F Zone Table Tennis Tournament held at Government College of Engineering Kannur on 29/10/2022. The boys team secured third place from all the matches and the girls team secured the fourth position also. Additionally, two students namely, Mohammed Zahin PM (S5 CE) and Mohammed Ladhin (S7 ME) were selected in KTU F Zone Team to compete in KTU Interzonal Table Tennis Championship. The details of the students who participated are given below

WOMEN

1. SHILPA PK-S7 CE
2. SHABEEBA K-S7 CE
3. SHADIYA SHERIN - S7 CE
4. SURYA SAJEEV - S7 CE
5. NUHA SALIN-S7 CSE

ACHIEVEMENTS

KTU F-ZONE TOURNAMENTS

KABADDI TOURNAMENT

A team of 12 members participated in KTU F Zone Kabaddi Tournament held at Government College of Engineering & Technology, Cheemadun on 30/10/2021. The team qualified to the semi-finals round and lost to LBS Kasaragod team and secured fourth place. The details of the students who participated are given below:

MEN

1. SARANG K-S5 ME
2. SHARON M V-S7 EC
3. AKSHAY V S7 EC
4. HRIDEEK KRISHNA P V K-S5 ME
5. PARVAN AC-S3 ME
6. AJAY SHAJI-S3 ME
7. ALOK PRAKASH K-S3 ME
8. MOHAMED NAZIF K-S7 CSE
9. NIHAL ABDEL NASER MK-S5 ME
10. AMAL P-S5 CE
11. VISHNU N-S7 ME
12. YADAV JAGADEESH-S7 CSE

ACHIEVEMENTS

KTU F-ZONE TOURNAMENTS

VOLLEYBALL TOURNAMENT

A team of 12 members participated in KTU F Zone Volleyball Tournament hosted by Government College of Engineering Kannur held at School of Physical Education and Sport Sciences, Kannur University on 15/11/2022. The team failed to qualify the first round against GEC Wayanad with set points 25-23, 21-25, 23-25. The details of the students who participated are given below.

MEN

1. NISHAG K-S7 ME
2. VISHNU PRASAD P-S7 CE
3. ABHINAV SREENIVAS-S5 CSE
4. ALAN KA-S5 ME
5. SAFAL NIHAL-S7 CE
6. VISHNU N-S7 ME
7. AMARNATH P-S5 ME
8. ABHINAND V-S7 ME
9. SHANIL K-S5 CSE
10. NIHAL ABDUL NAZEER MK-S5 ME
11. ADWAITH R-S5 CE
12. SARANG K-S5 ME

PAPER

PRESENTATION/PUBLICATION

SL NO	Name of Students	Paper Title	Name of the Journal/ Conference	Year of Publication
1	AmalSurendran Likhith N V Adithya PP Aswin K	Malayalam Kannur Dialect Speech Emotion Recognition using Machine Learning (CONFERENCE)	Greenze International Journal of Engineering and Technology	June 2023
2	Nanda S Nair Nivedhya K C Thanusree Rajeevan C P Vyshna Pradeep	Gesture Recognition System to Identify Animal Gestures (CONFERENCE)	Grenze International Journal of Engineering and Technolog	June 2023
3	Arpit Akhil K Anupama U Anooja V	DDoS Attack Detection System for WhatsApp	International Journal of Noval Research and Development	June 2023
4	Abhinav Selvarajan Sevin Vishnu K	Online Voting System Using Retina and Finger-print Authentication	International Journal of Noval Research and Development	June 2023

INDUSTRIAL VISIT

INDUSTRIAL VISIT at
TECHASOFT Pvt. Ltd., Bangalore
on 3rd October 2022

Event Coordinators:

- Ms. Saritha Narayanan
- Mr. Madhu K

AIM OF THE PROGRAM

The aim of the industrial visit was to provide students with real-time exposure to the corporate working environment and to understand the application of modern technologies such as Artificial Intelligence, Machine Learning, Web Development, and Digital Marketing in the IT industry. This initiative was intended to bridge the gap between academic learning and industry practices, helping students prepare for their professional careers.

PROGRAM DETAILS

A total of 51 students from the 2019–2023 batch of the Computer Science and Engineering department visited TECHASOFT Pvt. Ltd., Bengaluru, located at 435, 3rd Floor, 27th Main Rd, 1st Sector, HSR Layout, Bengaluru, Karnataka 560102. The visit was organized by the Department of CSE under the guidance of staff coordinators Saritha Narayanan and Madhu K.

Techasoft Pvt. Ltd. is a fast-growing IT company offering end-to-end services in software development, mobile app development, UI/UX design, digital marketing, and AI/ML-based hardware solutions. The students were given an overview of the company's core areas including AI & Machine Learning, software development, software testing, and digital marketing strategies. They interacted with professionals from various departments, observed project workflows, and learned how theoretical knowledge is applied in real-world scenarios.



CONCLUSION

The visit to Techasoft Pvt. Ltd. was a highly informative and enriching experience for the students. It enhanced their understanding of industry standards, modern tools, and technologies in practice. The insights gained through this visit will help students align their academic pursuits with future career paths in the tech industry. The program fulfilled its objective of giving students practical exposure and motivation for their professional growth.

ACKNOWLEDGEMENT

We extend our sincere gratitude to the management and staff of Techasoft Pvt. Ltd. for their warm hospitality and for providing a valuable learning experience. We also thank the Principal, Head of Department, and faculty members of the Department of Computer Science and Engineering, St. Thomas College of Engineering and Technology, for their continuous support and encouragement in organizing this industrial visit successfully.

The background of the page is a soft, abstract watercolor wash. It features a palette of warm colors, including light pinks, blush, pale oranges, and hints of yellow, all blended together in a textured, painterly style. The colors are more concentrated in the upper half and fade towards the bottom.

ARTICLES

MIND BATT LES

We are all warriors of our own destiny. Fighting for some kind of a memory to regain and reframe what's lost or to remember what's gained. Loose or gain is a phase that need to be faced. It's a realization that what we want isn't what we need. It's an understanding that power comes from pressure and what is light to us comes from the burn.

Our perspective comes from the thoughts we think and these thoughts are a byproduct of our understandings. During the journey of life, we come across troubles and difficulties. What changes some from the rest is the way they face it. The realization of understanding will truly have a better impact in a person's life.

The deeper you realize what's happening inside you; the more you limit fantasizing what's out. It's all and always a conflict between you and the lost you. Whoever wins is a realization and it's a matter of maintenance or a matter of distraction. You only loose if you stop winning over your fears.

The depths of your mind lies the real sign of your light. It's the flame of the meaning that fear guided you to and the feeling that misunderstood your try. It's in us and will always be. liar or a leader; healer or a hurter and eventually it's all a matter of perspectives that moulds us the way we wanted to be and what we really be

Ashwin Pavithran M

S6(CSE)

DATA FICA TION

Datafication refers to the process of transforming various types of information into a structured format that can be easily analysed and processed by computers. In other words, it's the conversion of real-world activities, events, and behaviours into digital data.

Datafication has been made possible by the exponential growth of digital technologies, which generate massive amounts of data every day. This data is collected from various sources, including social media, internet searches, mobile devices, sensors, and other connected devices.

The process of datafication has transformed many industries, including finance, healthcare, retail, and entertainment. For example, financial institutions use datafication to analyse financial transactions to detect fraudulent activities, while healthcare providers use it to track patient health metrics to improve medical care.

However, datafication has also raised concerns around data privacy, security, and ethical implications. The vast amounts of data collected by companies and governments can potentially be used to profile individuals and groups, resulting in discrimination or other negative consequences.

In conclusion, datafication is a powerful tool that can help us understand and improve our world, but it's important to address its ethical and privacy implications to ensure that it's used responsibly.

Rithik Sunil

S8(CSE)

TECH NOLOGY IN AGRI CULT URE

Technology has had a significant impact on agriculture, transforming the way crops are grown and harvested, improving yields, reducing waste, and increasing efficiency. In this article, we will explore some of the most important technological advances in agriculture.

Precision Farming:

Precision farming is a technology-based approach to farming that uses data analytics and sensors to optimize crop yields and reduce waste. It involves the use of precision GPS systems and sensors to collect data on soil conditions, weather patterns, crop growth, and nutrient levels. This data is analyzed to develop precise farming plans, which enable farmers to make informed decisions about when and where to plant, fertilize, irrigate, and harvest their crops. Precision farming has been shown to increase yields, reduce water usage, and decrease fertilizer and pesticide use.

Drones and Robotics:

Drones and robots are revolutionizing agriculture, enabling farmers to monitor and manage their crops more effectively. Drones can be used to survey fields, monitor crop growth, and identify areas that need attention, such as pest or disease infestations. Robots can be used for tasks such as planting, weeding, and harvesting crops, reducing the need for manual labor and increasing efficiency.

Biotechnology:

Biotechnology has led to the development of genetically modified (GM) crops that are more resistant to pests and diseases, and can withstand adverse weather conditions. GM crops can also be designed to have increased yields and improved nutritional content. Biotechnology is also being used to develop more sustainable farming practices, such as the use of biofuels, and the production of crops that can be used to make biodegradable plastics.

Internet of Things (IoT):

The Internet of Things (IoT) involves the use of sensors and other devices to collect data and transmit it over the internet. In agriculture, IoT can be used to monitor soil moisture, temperature, and other environmental factors, as well as to control irrigation and fertilization systems. IoT can also be used to monitor the health of livestock, track their location, and manage their feeding and breeding schedules.

Vertical Farming:

Vertical farming is a method of growing crops in stacked layers, using artificial lighting and a controlled environment. This allows for year-round crop production, regardless of weather conditions or geographic location. Vertical farming can also reduce water usage, fertilizer and pesticide use, and transportation costs.

In conclusion, technology has brought about significant improvements in agriculture, increasing efficiency, reducing waste, and improving yields. As the global population continues to grow, the use of technology in agriculture will become increasingly important in ensuring food security and sustainability.


S8(CSE)

IMPACT ON SOCIAL MEDI A

Social media has become an integral part of modern society, transforming the way people communicate, consume information, and interact with each other. While social media platforms offer numerous benefits, they have also been associated with various negative effects, such as addiction, cyberbullying, and the spread of misinformation. This essay will explore the impact of social media on society, analysing both its positive and negative aspects.

One of the most significant benefits of social media is its ability to connect people across geographic and cultural boundaries. Social media platforms enable individuals to interact with others who share their interests and beliefs, fostering a sense of community and belonging. In addition, social media has become a vital tool for social activism and political organizing, allowing individuals to mobilize and express their opinions on a global scale.

However, social media has also been associated with several negative effects, such as addiction and mental health issues. Studies have shown that excessive use of social media can lead to feelings of loneliness, anxiety, and depression, particularly among young people. Social media addiction has become a growing concern, with many individuals spending hours each day scrolling through their feeds and interacting with others online.

Another significant negative impact of social media is the spread of misinformation and fake news. Social media platforms have been criticized for their role in disseminating false or misleading information, which can have serious consequences for public health and safety. In particular, the spread of misinformation about the COVID-19 pandemic has been a major concern, with some individuals relying on social media for their news and information rather than traditional media sources.

In addition, social media has been linked to cyberbullying and harassment, particularly among young people. Cyberbullying can have severe consequences for mental health, leading to depression, anxiety, and even suicide in extreme cases. Social media platforms have been criticized for their slow response to bullying and harassment, with many arguing that more needs to be done to protect users from online abuse.

In conclusion, social media has had a significant impact on modern society, transforming the way people communicate, consume information, and interact with each other. While social media offers many benefits, it has also been associated with several negative effects, including addiction, the spread of misinformation, and cyberbullying. As social media continues to evolve, it is important that individuals, governments, and social media companies work together to address these issues and ensure that social media remains a positive force for good in society.

Midhun Mohan B

S8(CSE)

EXTENDED REALITY (XR)



Extended Reality (XR) is an umbrella term that encompasses several immersive technologies, including Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR). These technologies enable users to experience digital content in a more interactive and engaging way than traditional media.

Virtual Reality (VR) creates a fully immersive digital environment that simulates the physical world. Users wear a VR headset that tracks their head and hand movements, creating a sense of presence in a digital world.

Augmented Reality (AR) overlays digital content onto the real world, enhancing or augmenting the user's perception of reality. This technology is commonly used in mobile applications, where the camera is used to recognize real-world objects and display digital content on top of them.

Mixed Reality (MR) blends the physical and digital worlds, allowing users to interact with digital content while maintaining a sense of presence in the physical world. This technology is commonly used in gaming and education.

Extended Reality (XR) combines these technologies and enables users to experience digital content in a variety of immersive ways. For example, an XR application could use AR to overlay digital content onto the physical world and use VR to create a fully immersive experience when the user enters a specific location.

XR has applications across a range of industries, including entertainment, education, healthcare, and training. It can be used to create engaging and interactive experiences for users, enhance learning and training, and even simulate medical procedures for healthcare professionals.

In conclusion, Extended Reality (XR) is an exciting and rapidly evolving field that has the potential to transform the way we interact with digital content and the physical world around us.

A handwritten signature in black ink, reading "Anirudh K". The signature is written in a cursive style with a large, stylized 'K' at the end.

S8(CSE)

COMPARING BRAINS AND COMPUTERS — WHICH IS SMARTER?

Comparing brains and computers is a fascinating topic that has captured the attention of many scientists and researchers. The human brain and computer are both incredibly complex, but they differ in many ways.

Firstly, it is important to note that the brain and computer operate differently. The brain is an organic structure made up of billions of neurons that communicate with each other through electrical signals. The computer, on the other hand, is an electronic device that uses circuits and chips to process information. One of the most significant differences between the brain and computer is their capacity for learning and adapting. The human brain is capable of learning and adapting to new information in a way that computers cannot. The brain has the ability to create new neural connections and modify existing ones based on experiences, which is why humans can learn from their mistakes and develop new skills over time. In contrast, computers rely on pre-programmed algorithms and cannot adapt to new situations without explicit instructions

Another difference between the brain and computer is their speed of processing. While computers can process large amounts of data in a short amount of time, the brain is slower in processing information. However, the brain has the advantage of being able to process information in parallel, meaning it can perform multiple tasks simultaneously. In contrast, computers process information sequentially, which means they can only perform one task at a time.

When it comes to memory, the brain is more complex than any computer system. The brain has the ability to store and retrieve vast amounts of information, and it can recall memories from years ago. Computers, on the other hand, have limited storage capacity and can only store information that is specifically programmed into them.

Despite these differences, both the brain and computer have their strengths and weaknesses. The brain is more creative and intuitive than computers, while computers are more reliable and consistent in performing tasks. In terms of mathematical calculations and logical reasoning, computers far outperform the human brain.

In conclusion, it is difficult to determine which is smarter, the brain or computer, as they both have their unique strengths and weaknesses. The human brain is better suited for tasks that require creativity and intuition, while computers are better suited for tasks that require speed and accuracy. Ultimately, the brain and computer are different tools that can be used together to solve complex problems and achieve great things.

Vyshna Pradeep
SB[CSE]

GEN ERA TIVE AI

Generative AI refers to the subset of artificial intelligence that involves creating new and original content, such as images, text, music, or even video, from scratch. In other words, generative AI models are designed to create new content rather than simply classifying or identifying pre-existing content. Generative AI algorithms work by learning patterns and relationships from large amounts of data and then using that information to create new content that is similar to the original data. This is done through a process called training, where the algorithm is fed a large dataset and is asked to identify patterns and relationships between different elements within that dataset.

Once the algorithm has learned these patterns and relationships, it can then use them to generate new content that is similar to the original data. For example, a generative AI algorithm trained on a large dataset of cat images might be able to generate new images of cats that are realistic and unique. One popular type of generative AI is the generative adversarial network (GAN), which involves two separate neural networks working together. One network, called the generator, creates new content based on the patterns and relationships it has learned from the original data.

Generative AI has many potential applications, including in the fields of art, design, and even medicine. However, it also raises ethical and societal concerns, such as the potential for the creation of fake news, deepfakes, and other types of manipulative content.

Sarang MK
S8(CSE)

TEC HN OL OG Y

Since the turn of the 20th century, the word "technology" and its applications have undergone significant change, and this evolution has persisted. The world in which we live is dominated by technology. The growth of human civilization has been significantly influenced by both cultural changes and technological improvement. Through a variety of clever and inventive methods, technology gives creative ways to complete tasks. Our lives are now more comfortable because of electronic devices, appliances, and faster communication and transportation methods. It has assisted in raising both individual and corporate enterprise productivity. Many operational domains have seen a transformation thanks to technology. It has unquestionably played a significant role in the advancement of humanity over time. In every industry, technology has decreased labour and time requirements and enhanced production efficiency. It has revolutionised transportation and communication while also making our lives simple, cozy, healthy, and enjoyable. Science and technological progress have enabled us to become independent in every aspect of life. A certain technology's innovation eventually makes it a part of society and essential to people's daily lives.

The globe is now more intimately connected than ever thanks to technology. Communication has gotten considerably faster and simpler with the development of technology, which includes phones, fax machines, cell phones, the Internet, multimedia, and email. In many respects, it has changed and impacted relationships.

Sarang MK
SB[CSE]

Communication has become so simple thanks to technology that you can call or message anyone from anywhere using a mobile phone and a variety of messaging applications that are free to download.

Social life has been significantly impacted by advancements in communication technologies. Today, people utilise the Internet to shop, pay bills (utilities, credit cards, admission fees), conduct e-commerce, and conduct banking transactions. In the field of marketing, a lot of businesses use the internet to promote, sell, and build brands for their goods. Cities, municipalities, states, and nations use the internet to offer comprehensive tourist and event information. Travelers from all over the world may quickly access information on tourism, sightseeing, lodging options, the weather, maps, event timings, transportation schedules, and the ability to purchase tickets for a variety of tourist locations. The workplace is now more productive and flexible thanks to technology.

Technology is making the education industry improve over time. With technology, students and parents have a variety of learning tools at their fingertips. Teachers can coordinate with classrooms across the world and share their ideas and resources online. Students can get immediate access to an abundance of good information on the Internet. Teachers and students can access plenty of resources available on the web and utilise them for their project work, research, etc. Online learning has changed our perception of education. Students have learned and used 21st-century skills and tools, like virtual classrooms, Augmented Reality, robots, etc.

Technology and banking are now inseparable. Technology has boosted digital transformation in how the banking industry works and has vastly improved banking services for their customers across the globe. Technology has made banking operations very sophisticated and has reduced errors to almost nil, which were somewhat prevalent with manual human activities. Banks are adopting Artificial Intelligence to increase their efficiency and profits. With the emergence of Internet banking, self-service tools have replaced the traditional methods of banking.

At present, manufacturing industries are using all the latest technologies, ranging from big data analytics to artificial intelligence. Big data, Augmented Reality and Virtual Reality, and Internet of Things are the biggest manufacturing industry players. Automation has increased the level of productivity in various fields. It has reduced labour costs, increased efficiency, and reduced the cost of production. Technological advancements in the healthcare industry have not only improved our personal quality of life and also they have improved the lives of many medical professionals and students who are training to become medical experts. It has allowed much faster access to the medical records of each patient. The Internet has drastically transformed patients' and doctors' relationships. Everyone can stay up to date on the latest medical discoveries, share treatment information, and offer one another support when dealing with medical issues. Modern technology has allowed us to contact doctors from the comfort of our homes. There are many sites and apps through which we can contact doctors and get medical help.

Today, farmers work very differently than they would have decades ago. Data analytics and robotics have built a productive food system. Digital innovations are being used for plant breeding and harvesting equipment. Software and mobile devices are helping farmers harvest better. With various data and people's reliance on numerous devices and technologies has led to a lack of physical activity and the temptation to live a sedentary lifestyle. The productivity of people, businesses, and the country has improved thanks to technology, but machine efficiency has not increased. Beyond the instructions that are supplied into their system, machines are unable to plan or think. Human interaction is essential to technology. The use of computers and cell phones has increased social isolation. Technology use is also costing jobs and deterring pupils from learning. The development of weapons of mass devastation has been facilitated by technology.

Nanda S Nair
SB[CSE]

THE METAV ERSE: A NEW FRONT IER FOR DIGITA L LIFE

As a professional technical student, we are always on the lookout for new technologies and applications that could change the world. One of the most exciting emerging fields in recent years is the Metaverse, a digital universe where people can interact, work, play, and create in a shared virtual space. The concept of the Metaverse has been around since the 1990s, but recent advances in virtual reality, augmented reality, blockchain, and other technologies are making it more feasible than ever before. The Metaverse is not just a gaming platform or a social network. It is a new kind of economy, where digital assets can have real-world value and where people can earn a living by designing, building, and selling virtual goods and services. There are many unique set of skills that could be very valuable in the Metaverse. Here are some of them.

Building Virtual Worlds:

The Metaverse is a vast and complex system of interconnected virtual worlds, each with its own rules, physics, and logic. Building these worlds requires expertise in computer graphics, 3D modeling, physics simulation, artificial intelligence, and network programming. As an engineering student, you can learn these skills and apply them to create new and exciting virtual environments.

Designing Virtual Products:

Just as in the real world, the Metaverse needs products and services that people want to buy. These could be anything from virtual clothing and furniture to digital art and music. Designing these products requires a combination of creativity and technical skills.

Developing Blockchain Applications:

The Metaverse relies on blockchain technology to create a secure and decentralized economy. This means that virtual assets like digital land, virtual currencies, and NFTs (non-fungible tokens) can be bought, sold, and traded without the need for a central authority.

Creating Virtual Reality and Augmented Reality Experiences :

The Metaverse is not just a 2D screen-based environment. It can also be experienced through virtual reality (VR) and augmented reality (AR) devices. One can learn to create immersive VR and AR experiences that allow people to explore and interact with the Metaverse in new and exciting ways to professionalize his skills.

The Metaverse is still in its early stages, but it has the potential to be a game-changer for many industries, including entertainment, education, healthcare, and finance. As an engineering student, you have the opportunity to be at the forefront of this new frontier, to learn new skills, and to shape the future of digital life.

*Muhammed Hanif
Manoli*

S4[CSE]

VIRTUAL REALITY AND AUGMEN TED REALITY: THE FUTURE OF INTERAC TIVE EXPERIEN CES

Virtual Reality (VR) and Augmented Reality (AR) are two emerging technologies that are transforming the way we interact with digital content. While they share some similarities, they also have some important differences that make each technology unique. In this article, we will explore what VR and AR are, how they work, and their potential applications in various industries.

Virtual Reality is a technology that simulates a computer-generated environment that can be experienced through a VR headset or other devices such as a computer or a smartphone. The environment is designed to be as realistic as possible, allowing users to interact with it as if it were real. Users can move around and explore the virtual world, and they can interact with objects and other users within the environment. VR technology typically involves a combination of hardware and software, including motion sensors, display screens, and computing power. One of the key benefits of VR technology is its ability to transport users to new and exciting places without leaving their physical location. This has many potential applications, such as in gaming, education, and training. For example, a VR simulation could be used to train astronauts for space missions or to teach medical students how to perform complex surgeries.

Augmented Reality is a technology that overlays computer-generated content onto the real world, typically through a smartphone or tablet camera or a headset with built-in cameras. The content can include images, videos, and 3D models that are anchored to specific locations in the real world.

This creates a blended reality where digital content coexists with the physical world, allowing users to interact with both. AR technology has many potential applications, such as in gaming, marketing, and education. For example, a museum could use AR technology to create interactive exhibits that bring historical artifacts to life or a retail store could use AR to provide customers with virtual product demonstrations.

While VR and AR share some similarities, there are some important differences between the two technologies. The main difference is that VR creates a completely immersive virtual environment that blocks out the real world, while AR overlays digital content onto the real world. This means that VR is ideal for creating fully immersive experiences, while AR is better suited for creating blended reality experiences. Both VR and AR have many potential applications in various industries. In gaming, VR technology is already being used to create immersive gaming experiences that allow players to fully immerse themselves in the game world. AR technology has also been used in gaming, such as the popular mobile game *Pokemon Go*, which overlays virtual creatures onto the real world. In education, both VR and AR have the potential to transform the way students learn. VR simulations can provide hands-on training in a wide range of subjects, while AR can be used to create interactive educational content that brings concepts to life.

In healthcare, VR and AR have the potential to revolutionize medical training and patient care. VR simulations can be used to train medical professionals in complex procedures, while AR can be used to create interactive patient education materials.

Saran Scaria

S2[CSE]

CHAT GPT: EXAMININ G THE BENEFITS AND LIMITATI ONS OF AI LANGUA GE MODELS

ChatGPT is a language model developed by OpenAI that is capable of generating human-like responses to natural language prompts. It is based on the GPT (Generative Pre-trained Transformer) architecture and is trained on a large corpus of text from the internet. The model can be used for a variety of natural language processing tasks such as text generation, summarization, question answering, and more. ChatGPT can be integrated into chatbots, virtual assistants, and other conversational AI systems to provide more natural and engaging interactions with users. It can generate responses that are almost indistinguishable from those of a human. It can understand the nuances of language, context, and emotion, and respond accordingly. It can be used for a wide range of natural language processing tasks, including text generation, summarization, translation, and more. This makes it a versatile tool for developers and businesses. It can be trained on vast amounts of data, which means that it can be scaled up to handle large volumes of requests from users. Compared to traditional chatbot development, using ChatGPT can be more cost-effective since it requires less manual programming and can generate more natural and engaging responses. ChatGPT and other language models can be used to make technology more accessible to people with disabilities, such as those who have difficulty typing or using a mouse.

As chatbots and virtual assistants become more ubiquitous, there are concerns around data privacy and security.

If ChatGPT is used to collect sensitive information from users, it will be important to ensure that proper safeguards are in place to protect that data. Overall, ChatGPT has the potential to bring many benefits to society, but it is important to be aware of its potential risks and to use the technology responsibly. As ChatGPT becomes more sophisticated, there is a risk that people may become too reliant on technology for communication and decision-making, which could have negative effects on social interactions and critical thinking skills. While ChatGPT is not specifically designed to affect students, there are potential negative effects that could arise if students rely too heavily on the technology. If students rely too heavily on ChatGPT to answer their questions and provide information, they may not develop critical thinking skills and the ability to evaluate information for themselves. If they do not learn to critically evaluate the information they receive from ChatGPT, there is a risk that they may be exposed to misinformation or biased perspectives. Also, if students become too reliant on ChatGPT for information and communication, they may not develop important skills such as independent research, problem-solving, and communication. Overall, it is important to be aware of the potential negative effects of ChatGPT and other conversational AI technologies and to use the technology responsibly. Developers, policymakers, and users all have a role to play in ensuring that these technologies are developed and used in ways that benefit society as a whole. Besides, it is important for students to use ChatGPT and other technology responsibly and to ensure that they are developing a broad range of skills and knowledge to prepare them for the future. Teachers and educators have an important role to play in guiding students in the responsible use of technology and in developing critical thinking skills.

Muhammed Minhaj
Mahroof
SB[CSE]



STUDENTS

CORNER



POEMS



LET IT GO!

The suspicious clouds moving far
Struck alone in the prison,
In the prison of memory's war
Struck beneath the souls of red roses.

The souls of Mine!
Scents of Jasmine
Ascenting from her soul,
Drops of hail whisking
Through the memories.

And I keep going back...
Going back to the moments
Finding ourselves again,
Whispering the same words,
And when the time comes...?
Time comes to let it go!

Sneha Ajith
S4(CSE)

POEMS



ETERNAL

Braves dies but live insides
Cowards cover in the dark
The only survivors that remains
The ones who rage the trust
To remember their power
The ones who remembers
Passing through generations
To regain the lost bravery
The unworthy is still known
As some cowards untrustworthy
their own soul and motherland
Find the lost sword, fallen ages ago
The chosen one regains after all
The time to rise has begun
The chains of cruelty be broken
Let the flag be risen by all
Let peace be for all
Let the cages be fallen
Let they see the rise of an era
The era after an eternal sleep!

Ashwin Pavithran M

S6(CSE)

POEMS



THE DRIZZLING RAINFALL

Rain drops falling from the sky.
With clouds growing darker,
Pouring out its tears hardly on the ground.
Lightning striking out,
With a horrific booming thunderstorms.
Wind blowing off stronger,
With branches falling heavily on the ground.
Making the earth grow darker each moment.
Sound of the drizzles heard on every fall.
Spreading fragrance of soil all around.
Quenching off nature's thirst.
Washing off all the sins of the earth,
So that the sun can shine brighter the next day.
With the rainbow smiling wider in the sky.

Nanda S Nair

S8(CSE)

POEMS



IDENTITY CRISIS

Am I in the right path?
Is this meant to be mine?
Am I the intruder of someone else's dream?
Will I make it?
Can I withstand this unfairness?
Why is it always me?
Why am I all alone in this?
Why do I keep failing?
How long do I have to keep this fake smile?
Will someone answer to my desperateness?
Oh, who will, its embarrassing, even for me.
Can they see the broken pieces of my heart?
Oh, I don't think they want to.
And the pain that I suffer,
Do they really care?
Again, I don't think they do.
What am I? Who am I?
Will this ever come to an end?
Do I have a happy ending?
I want to run away,
Far away from this nightmare.
Far, far away from this deadly world.

Amina Maliha

S8(CSE)

POEMS



THE CRY FOR HELP

You touched my body,
Without my consent.
Oh, I don't even know you!
He smelled her,
With his loathing eyes,
Like an animal.
She was crying,
She was screaming,
She believed someone, Someone would help.
She tried hard to escape. He trashed her.
Her soul fled her body, Without her consent!
And those people, Lost their humanity.

Kadecja Shirin CP
S8(CSE)

POEMS



A CRY OF WOAH!

Let me cry.
Let me burn.
Let me go wild.
Let me be free.

Why do you need.
Why do you need me?
Just simply kill.
Simply kill me.
What's the wait?
What's the hold up.

Nothings ever easy.
Nothings ever the same.
All it is,

Is just hate.
Nothing else,
Nothing new.
Just dark unending despair.
Making you void.

Unavoidable darkness.
Which loves to consume the heart.
Corrupting your mind:

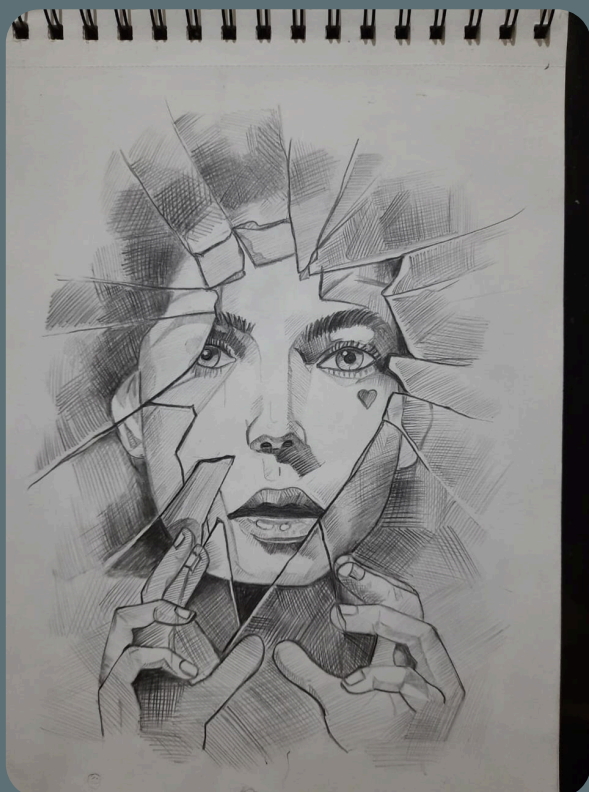
Let the ashes burn us alive.
Let the cinders reignite.
Let it rekindle ourselves.
Our never ending pain.
Let it remind you of the past you once faced.
And pave way for new paths.

Arpit Rameshan
S8(CSE)

ARTWORK

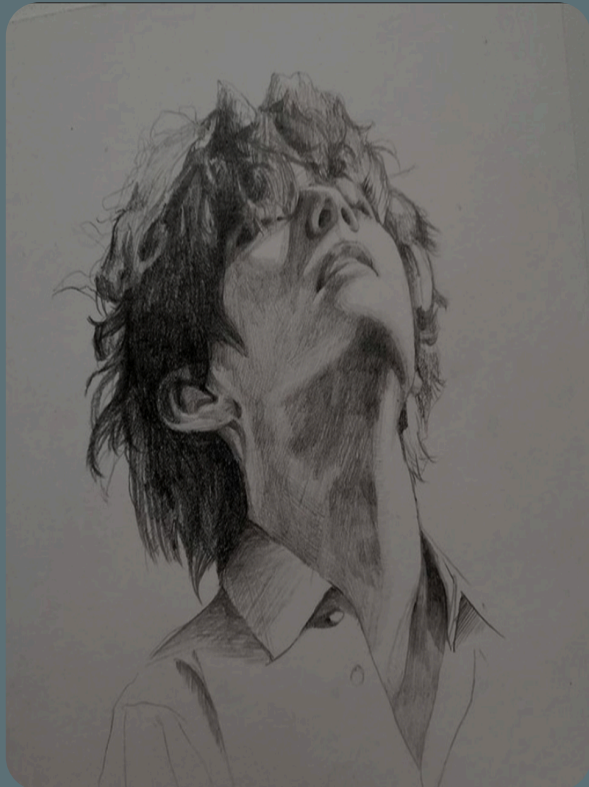


Mohammed Riyad
S2(CSE)



Nyriha Sandeep
S6(CSE)

ARTWORK



Sreya Sajeevan
S2(CSE)



Sreya Sajeevan
S2(CSE)

ARTWORK



Arpit Ramesan
S8(CSE)

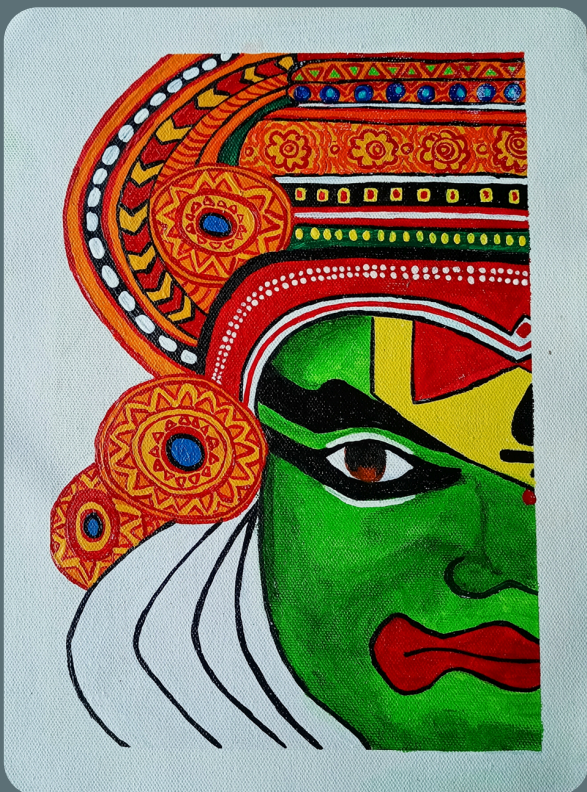


Arpit Ramesan
S8(CSE)

ARTWORK



Nanda & Nair
S8(CSE)



Nanda & Nair
S8(CSE)

ARTWORK

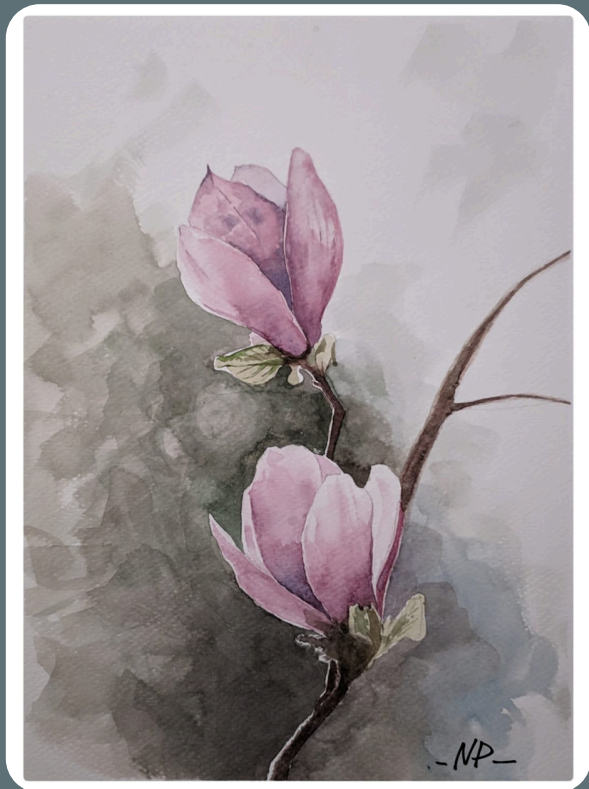


Anupama C
S8(CSE)



Anupama C
S8(CSE)

ARTWORK



Nanditha P

S8(CSE)



Nanditha P

S8(CSE)

ARTWORK



Prince Radhakrishnan
S8(CSE)



Prince Radhakrishnan
S8(CSE)

ARTWORK



Arza Fathima
S2(CSE)



Arza Fathima
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Moments Of The Year





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Approved by AICTE New Delhi, Govt. Of Kerala and Affiliated to APJ Abdul Kalam Technological University



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