Dr. MAHALINGAM
COLLEGE OF ENGINEERING AND TECHNOLOGY
Enlightening Technical Minds

Dr. MAHALINGAM
COLLEGE OF ENGINEERING AND TECHNOLOGY
An Autonomous Institution
Affiliated to Anna University, Chennai. Approved by AICTE.
Accredited by NBA and NAAC with Grade A
Udumalai Road, Pollachi - 642 003. Tamilnadu.

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DIGIFLASH PROUDLY PRESENTS

DIGITIMES

2019 - 2020 ISSUE 2

MAY, 2020

VISION OF THE DEPARTMENT

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

MISSION OF THE DEPARTMENT

- To develop internationally competent engineers in dynamic IT field by providing state-of-art academic environment and industry driven curriculum.
- To motivate and guide students to take up higher studies and establish entrepreneurial ventures.
- To enrich the department through committed and technically sound faculty team with research focus in thrust areas.
- To undertake societal problems and provide solutions through technical innovations and projects in association with the industry, society and professional bodies.

Programme Educational Objectives (PEOs)

PEO 1: Domain Expertise - Possess expertise and emerge as key players in IT integrated domains.

PEO 2: Computing Skills and Ethics - Employ computing skills to solve societal and environmental issues in an ethical manner.

PEO 3: Lifelong Learning and Research - Involve in lifelong learning and research to meet the demands of global technology.

Programme Outcomes (POs)

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

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

PO3.Design and Development of Solutions : Design and develop computing solutions for complex engineering problems with societal and environmental awareness.

PO4. Complex problem Investigation : Investigate complex problems by employing research methods to arrive at valid conclusions.

PO5. Modern Tool Usage : Evaluate and use appropriate tools and techniques in engineering activities .

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

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

PO8. Ethics : Follow ethical principles and norms in engineering practice.

PO9. Individual and Team work : Function effectively as an individual, team member or leader in diversified environments.

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

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

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

Programme Specific Outcomes (PSOs)

PSO1. Systems Engineering: Employ software engineering principles in the design and development of efficient systems.

PSO2. Knowledge Engineering: Apply data analytics techniques for solving real world problems.

TABLE OF CONTENTS

STUDENT PROJECTS

ALEXA

Bharath Kumar D 16BCS072

The phrase "artificial intelligence," or "AI," refers to a vast area of computer science that crosses several fields and has as its common goal the development of machines and systems that are capable of executing activities that were previously only within the scope of human perception, reasoning, or learning. This represents a situation in which machines are able to carry out jobs on par with or better than humans.

WHAT IS ALEXA?

A voice virtual assistant called Amazon Alexa accepts voice commands to schedule reminders, place online orders, make to-do lists, and answer inquiries (via internet searches).

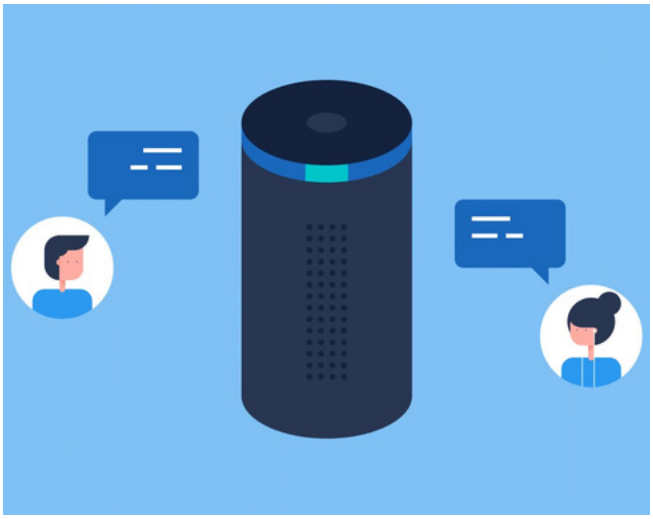
The smart speakers from Amazon Echo and Dot are tightly integrated with Alexa. These systems' owners may ask Alexa questions in natural language, play music, order pizza, call an Uber, and integrate Alexa with smart home gadgets via voice commands. Over 100 different products currently have Alexa built-in.

Alexa- AI Technology

Artificial intelligence, automation, and machine learning technologies play a significant role in how well Alexa and other virtual assistants like Google Assistant and Apple's Siri respond to human input and carry out user requests. Machine learning technology has been enhancing Alexa's skills since 2018. For instance, during that time period, Alexa learnt how to transfer context from one query to the next and to recognize follow-up questions without requiring users to utter the wake word. Additionally, the platform gained the capacity to manage numerous requests concurrently and let customers call up a skill even without knowing its precise name.

With the use of active learning technology, Alexa's error rates have been significantly decreased by the system's ability to recognize areas in which it needs assistance from a human expert. The functionality includes Alexa's speech recognition and natural language processing systems. AI technologies and methodologies to develop its intelligence and versatility. The system has the following capabilities in its present form:

- Alexa is able to pick up on hints from interactions, detect mistakes, and then link them
- By asking follow-up questions when there is a lack of knowledge about returns and learned modes, Alexa can learn from people.
- Alexa is capable of understanding gaps and retrieving new concepts because of deep learning space parsers.
- The system now features more natural conversation and adaptation.
- Alexa now has a follow-up mode when interacting with humans.
- Natural turn-taking enables individuals to interact with Alexa at their own pace by using audio and visual clues to decide the optimal course of action.



BLOCKCHAIN TECHNOLOGY FOR HEALTHCARE

Karthik R 16BCS033

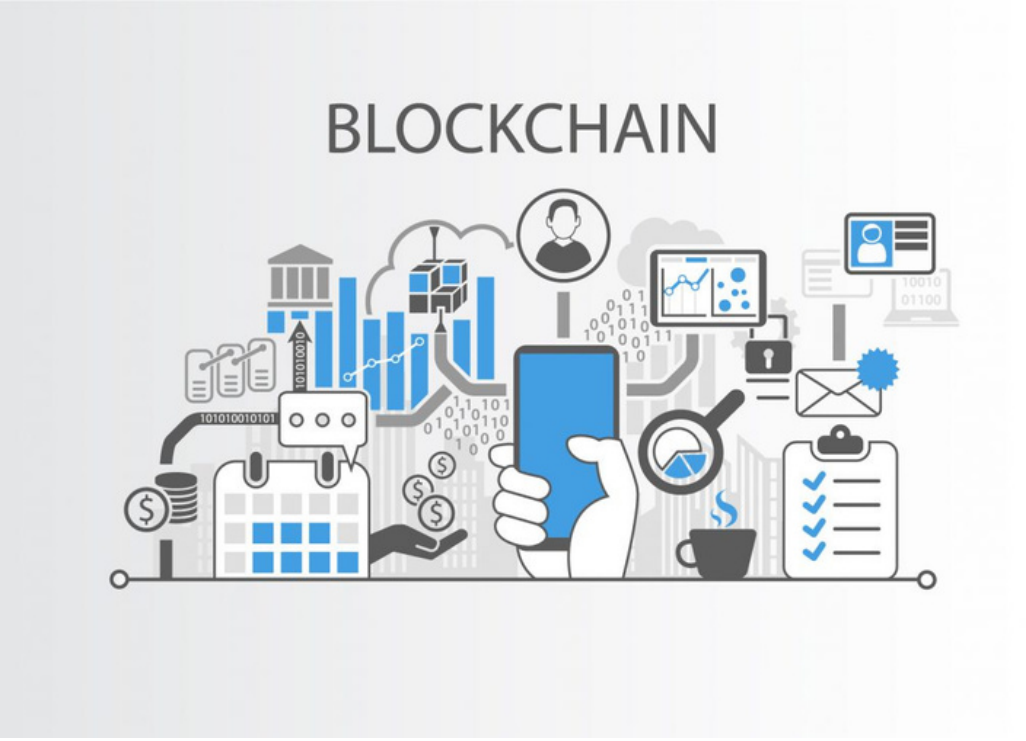
Blockchain Technology has the potential to disrupt the healthcare industry's centralized operations, opening the door for optimized business and service delivery. The Distributed Ledger Technology (DLT) is an innovation fertile with the possibility of improved transparency, security, and efficiency

Smart contracts on the blockchain operate automatically without third-party personnel needed to verify documents or specific steps using pen-and-paper processes. With automation comes a reduction in the notorious bureaucracy that currently stands in the way of patients receiving the best care possible

Main Areas for Blockchain Applications in Healthcare Healthcare isn't just limited to the doctor's office; there are countless agencies, direct care professionals, and patients involved in a single healthcare ecosystem. Healthcare ecosystems also vary from country to country. In the United States, there is a much wider net cast when the term "health care" is used. There is an intricate web of pharmaceutical companies, health insurers, primary care providers, in-network specialists, private hospitals, public hospitals, Medicare, and Medicaid. All of these must work in harmony to provide the general population with adequate care. Here is a list of some of the main areas where blockchain applications could improve overall healthcare delivery ecosystem:

- Health Insurance
- Pharmaceutical , Nursing homes & elder care
- Private healthcare providers
- National healthcare systems
- Medical research & Healthcare Administration
- Dentistry

The healthcare industry has a lot to gain from adopting this latest wave of decentralized technology. The mechanisms that currently make the healthcare industry run are outdated, time-consuming, and expensive. Blockchain might not revamp the entire industry overnight, but it is still important for healthcare professionals, administrators especially, to learn the value of the distributed ledger. When web 3.0 solutions are introduced, they might be initially expensive or difficult to onboard, but the long-term benefits outweigh the short-term concerns. Smart contracts are a crucial piece to enabling automation to replace pen-and-paper healthcare processes. Disrupting the healthcare system with decentralized technology can revolutionize every corner of the supply chain (if deployed correctly) and create a situation where everyone in the existing ecosystem could benefit.



CLOUD COMPUTING IN THE BANKING INDUSTRY

Aarifa A17BCS016

The banking industry is home to a large volume of consumer data and is always eager to provide the best services to its customers. In such a scenario cloud computing technology serves as a transformative digital solution which offers unparalleled levels of security, agility, and scalability to the banking sector while boosting its capability to handle consumer data.

Strategically implemented cloud computing services allow banks to utilize resources in a highly flexible and efficient manner with the help of data analytics, data storage, and batch processing. Further, cloud technology also helps the banking industry to improve revenues, operational efficiency, and the client servicing department.

Some of the best ways in which cloud computing technology benefits the banking industry are as follows :

Flexibility

The cloud enables the banking industry to rapidly adapt to the ever-changing consumer and market needs. It provides an additional room for banks to meet future consumer demands and this flexibility helps banks to sustain in the market.

Agility

Cloud-based services can greatly enhance the productivity, agility, and efficiency of the banking industry. It can help banks to reallocate resources and relieve their IT staff from the administration of IT infrastructure, allowing them to focus on more innovative tasks such as accelerating a product's or service's time to market.

Auto Scalability

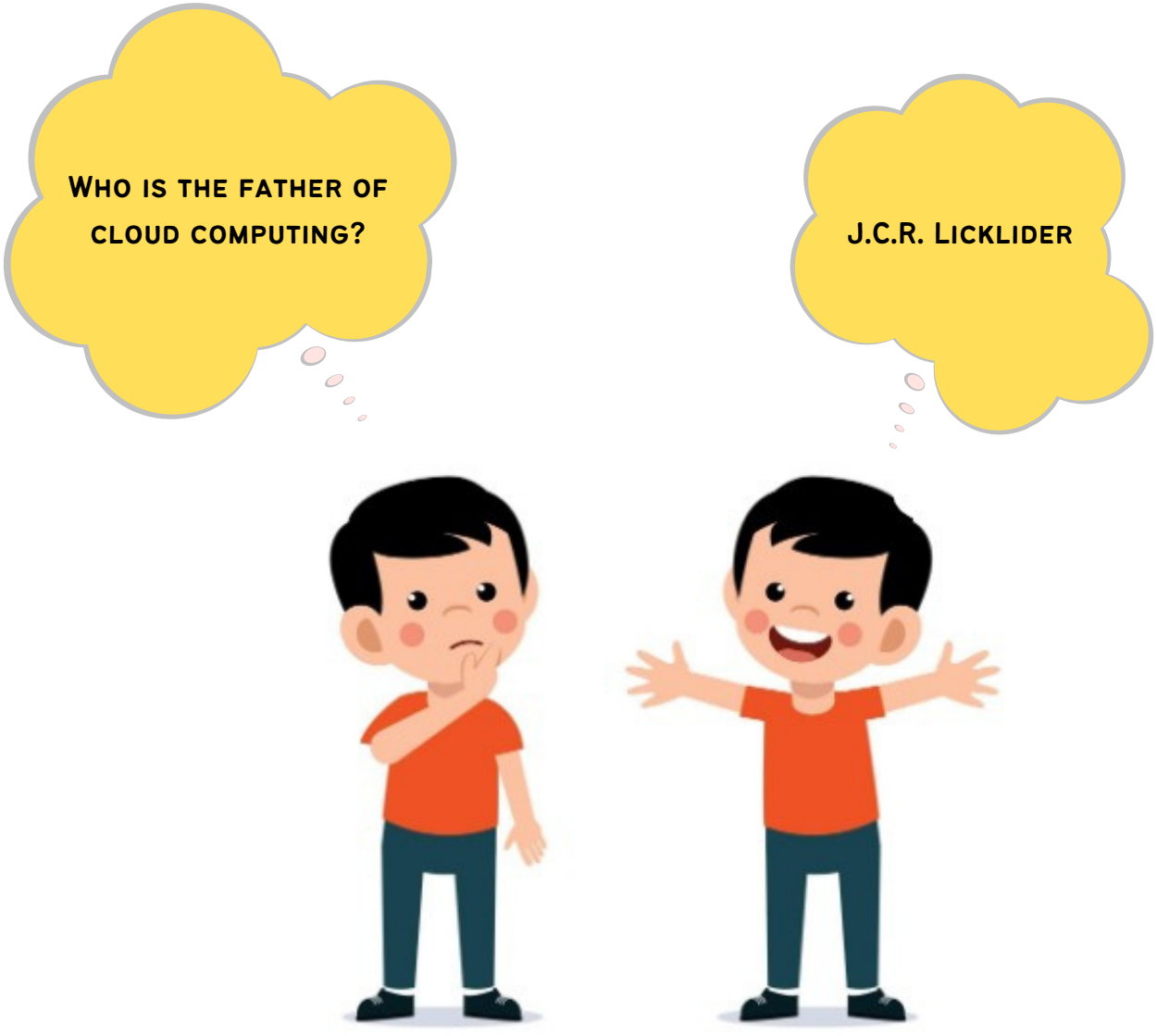
On demand cloud services enable the banking industry to automatically scale resources according to the requirements of the consumers.

Operational Efficiency

The cloud technology facilitates banks with the maximum possibility of integrating new technologies and applications in future which maximizes the productivity of their operations. It allows the IT staff of banks to focus on their core business operations and improve processes for achieving higher operational efficiency. Leveraging a centralized management of data, cloud can also help banks to eliminate complexities related to the changes and increase of data.

Better Client Servicing

Cloud computing facilitates banks in faster development of products and services. It not only allows the banking industry to boost computing power in order to meet the growing demands of their customers, but also provides better insights which help banks to create customized services for their clients. While it is true that the cloud computing technology has the power to transform the banking sector, it is extremely important to opt for cloud computing services only from the leading cloud service providers in India having globally recognized certified consultants who have vast experience in providing banks with customized, state-of-the-art cloud solutions which help in increasing their overall business efficiency and productivity.



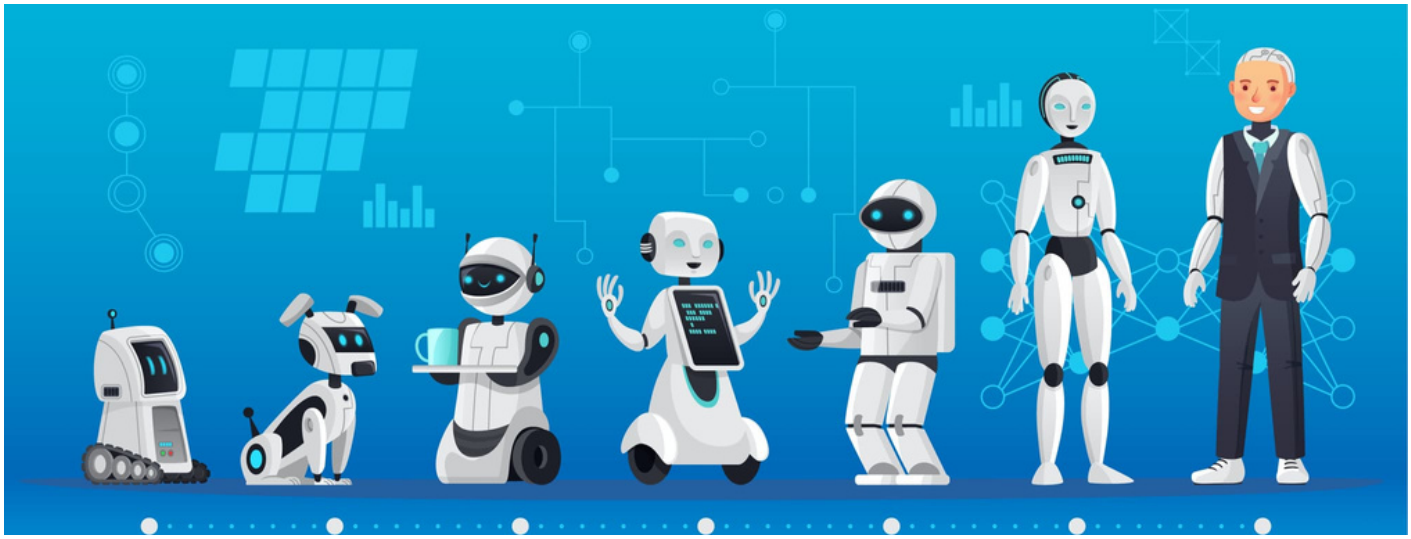
OCTOPUS

Suvetha S 16BCS038

Unless one happens to work in security, people don't give much thought to the complex security systems that are in schools, malls, factories and companies. These facilities manned by security guards and equipped with monitors to multiple security cameras are hidden away from plain view. Octopus, an Israeli startup, gives surveillance personnel more flexibility while enhancing security. Combining a comprehensive software with a robust smart phone application, Octopus is a Physical Security Information Management system (PSIM) enabling organizations to effectively manage all their security, safety and logistical needs from one place. Octopus is a new and innovative Physical Security Information Management system (PSIM), which combines a comprehensive security management software with a robust smart phone application, enabling organizations to effectively manage all their security, safety, cyber, and operational requirements.

Octopus brings together all security and safety systems, sensors, cyber and data sources in order to streamline and improve the efficiency and responsiveness of the organization's security operations.

Risk Mitigation and monitoring of key performance indicatiors (KPIs) can be done with the Octopus Performance and Monitoring System, a robust dashboard offering a unified view of operational and facilities data from internal and external sources. The advantage of Octopus software is that it can interface with all security systems within an organization, including alarms, fraud prevention, alerts of cyber attacks, safety, entrance monitoring and closed-circuit cameras. Unifying all these means of protection, spares companies unnecessary expenditures on expensive accessory equipment for the system.



ROBOTIC WORLD

Kaviraj S 16BCS069

According to a Forrester report, robots will eliminate 6 percent of all jobs by 2021. McKinsey's assessment is even more expansive they believe that by 2030 one-third of jobs could become automated. As technological developments have done in the past, the next generation of robots utilizing artificial intelligence and automation to streamline processes currently handled with the assistance of human workers will significantly alter the job market. This idea represents a form of disruptive innovation, a term that refers to when an emerging technology can utilize fewer resources, thus competing better against those without it. The impact that automation has already had is significant. Despite of the fact that more than 5 million factory jobs since 2000 have ceased to exist, manufacturing output has increased between 2006 and 2013 it rose by 16.7%! To determine people's feelings about this, a survey was done in which 2,000 people were asked what industries they work in, how they feel disruptions might affect their labor market, what they think they will do if directly affected, how many people understand the concept of disruptive innovation.

Knowledge is Innovative Power

Of the 2,000 professionals polled, fewer than 40 percent were familiar with "disruptive innovation." Disruptive innovation was coined in a 1995 issue of the Harvard Business Review; it regarded the evolution of technology in each industry. Despite Millennials living in a time where new technology is causing vast disruptions in the modern marketplace due to their purchasing decisions, almost 60 percent of survey respondents of that generation were unaware of the concept. Gen Xers were the most familiar with the phrase (54 percent), while almost 40 percent of millennials also were in touch with the concept.

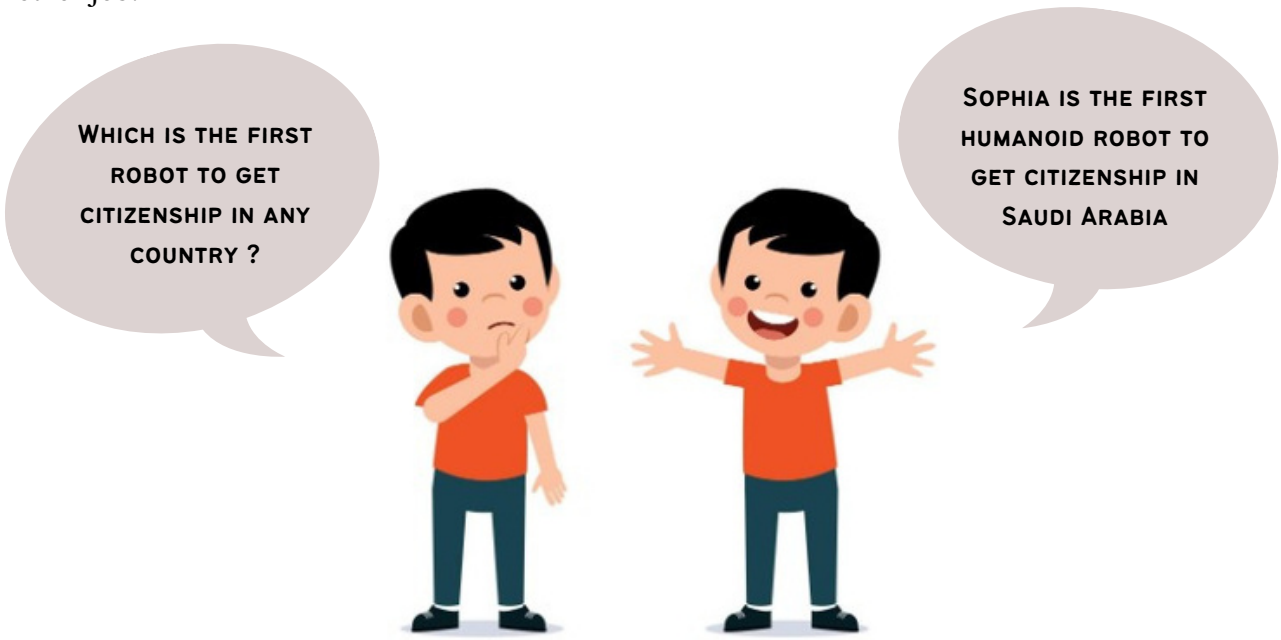
Looming Disruptive Concerns

Of those who acknowledged they were afraid of possible downsizing in their market, the publishing industry had the highest level of concern, with 50 percent of respondents telling us they were fearful of layoffs. While major layoffs in the publishing sector have already occurred, the continued trend toward digital publishing is a disruptive force that may have yet to fully run its course. Respondents who felt layoffs would most impact them were temporary employees (60 percent).

Fifty-six percent of consultants and 53 percent of junior managers also admitted concerns about layoffs. Upper management, trained professionals, and administrative staff were the least concerned. Despite their cavalier attitude to being replaced, the 2016 Economic Report of the President to Congress offers a more dire assessment those in the $40/hour wage range face a 31% chance of job loss due to automation.

Life After Disruptive Innovation

If men and women are displaced due to disruption, their plans vary slightly as to whether they'd seek a new job in the same industry or a different one. Men were more likely to find a job in their current field (44 percent), while women were more likely to find a job in a different industry (45 percent). While some men (14 percent) and women (18 percent) would pursue additional education, it doesn't seem to be the first choice for either gender. Age also plays a factor in what respondents would do. Centennials (57 percent) and millennials (nearly 42 percent) would opt to find a new job within their current field with the former being more likely to hit the books and seek additional education (19 percent). Over 30 percent of baby boomers would consider hanging up the "employed" status for good, choosing to retire instead of looking for another job.



BLOCKCHAIN PHONE

Suresh A 17BCS301

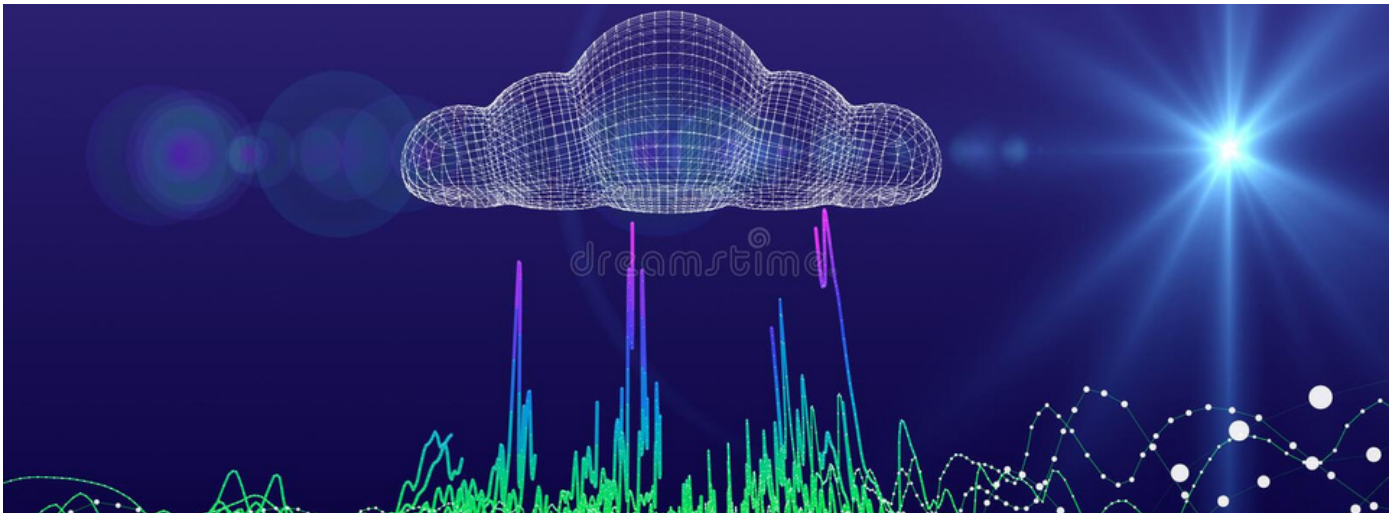
Blockchain is an incorruptible digital ledger of economic transactions that can be programmed to record not just financial transactions but virtually everything of value. A blockchain is an encrypted and shared database that's spread across more than one computing device. This means that every person with access can modify that ledger without waiting for someone else to finish any edits. Blockchain is an immutable, decentralized ledger. The ledger is a list of transactions, or blocks, that are distributed across a network of different devices, or nodes, instead of being held on a central server. Every user has a private key and a public key which they can use together like a digital signature to create a new block. Each block is verified by the network and then added to the chain. Once added, it cannot be altered.

A blockchain is transparent and the data is available to anyone who has software that needs to access it. There is no master copy and as long as enough computers host the data, there would never be a computer powerful enough to find every copy and corrupt it. Any change to the data (such as a BitCoin transaction) happens through a validation system that apps like a coin wallet can interact with. Every node in the chain validates each transaction to ensure that it's valid.

A blockchain keeps a record of every transaction (change to a data point) and each transaction holds information about where it originated. HTC's Exodus smartphone joins blockchain phones from lesser known names like Sirin Labs and Sikur. It's about the internet, where it's going, and what's wrong with it right now. At present there's something deeply wrong right now because people don't own their digital identities; they don't own their digital data; they don't own their personal data. Whether it is behavioral data, commercial data, health data, browsing data, or something else, all of that is owned by a handful of companies. People use ostensibly free services from the likes of Google and Facebook with some understanding that they're not really free. People are trading our data in return for those services. It's clear that companies with enormous, centralized data hoards are finding ways to monetize that information. In fact, their business models are based on selling insights and targeted advertising.

The HTC Exodus 1 is an Android phone with a secure enclave that allows users to keep possession of their own keys, and potentially their own data, instead of Google, Apple, an exchange, or some other company holding them for users.

It's effectively an Android phone like any other with all the same functionality, but it has this additional locked area that's protected from Android's insecurities. It is like a parallel micro operating system that's secure. So, for certain secure transactions, in this case holding users private keys and signing transactions in the crypto space thus secure enclave can be used. The first application of this is to allow users to hold cryptocurrency or other crypto assets like non-fungible tokens securely, but it is seen as the foundation of being able to own and hold their own digital identity and data.



GRID COMPUTING

Abinesh T 16BCS058

The concept of grid computing has acquired great popularity, even greater than the Web itself at its beginning. This concept has not only found its place within numerous science projects (in medicine e.g.), but is also being used for various commercial applications. Grid computing is the collection of computer resources from multiple locations to reach a common goal. The grid can be thought of as a distributed system with non-interactive workloads that involve a large number of files. Grid Computing is used by Government and International Organizations, military people, Teachers and educators, Businesses analysts. By providing transparent access to resources, work can be completed more quickly.

Grids can grow seamlessly over time, allowing many thousands of processors to be integrated into one cluster. Grid computing provides computing power where it is needed most, helping to better meet dynamically changing work loads. But coming to disadvantages for memory hungry applications that can't take advantage of MPI one may be forced to run on a large SMP and may need to have a fast interconnect between computer resources (gigabit Ethernet at a minimum). Some applications may need to be tweaked to take full advantage of the new model.

People tend to confuse the terms cloud computing and grid computing. Mainly, both Cloud Computing and Grid Computing are used to process tasks. However, grid computing is used in cloud computing but it is not a cloud or part of it. They both involve massive computer infrastructures and managing them. Both Cloud Computing and Grid Computing concepts have been developed for the purpose of distributed computing, that is, computing an element over a large area, literally on computers that are separated by some or the other means. All these systems can communicate with each other directly or by using some scheduling systems. Grid computing incorporates systems in different locations through WAN.

STUDENT PROJECTS

AN EFFECTIVE SYSTEM TO CALCULATE COCONUT PULP IN RAW COCONUT

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Pavithra P **16BCS071**
Kayalvizhi V **16BCS085**
Priyadharshni V P **16BCS105**

Coconuts likely were first cultivated on islands in Philippines, Malaysia, Indonesia and perhaps the continent as well. In the Indian Ocean, the likely center of cultivation was the Southern peripheral of India, including Srilanka, the Maldives and the Lakshadweep. India is the major coconut producing countries of the world. Coconuts can be harvested every month from a coconut palm. The frequency differs in different areas depending upon the yield of the trees. In well maintained and high yielding gardens, bunches are produced regularly. Economic life of the coconut palm is about 60 years. But some of the problems are faced currently by the farmers. One among that is, the quantity of coconut pulp in the raw coconut is unknown to the farmers. Farmers are blind about the content and quantity of copra in the coconut, so they are exporting their coconuts for an unfair price sometimes, also they cannot predict the profit and measure the yield of their coconut farm.

This idea throws light on implementing a system where the coconuts are sent through conveyor belt to scanning equipment in order to identify the output of copra (coconut pulp) in a raw coconut using Image processing technique. This also helps the farmers to measure the yield of their coconut farm by implementing this system using Internet of Things. This system also supports the cost benefit analysis for the farmers as well as to the buyers.

Image Preprocessing

The Image Preprocessing module is the first module used to identify and detect features in an image. In order to do that the system recognizes the image that has been uploaded from the dataset. The RGB image is converted into grayscale image using Matlab function. Image histogram is done to show the number of pixels of the input image.

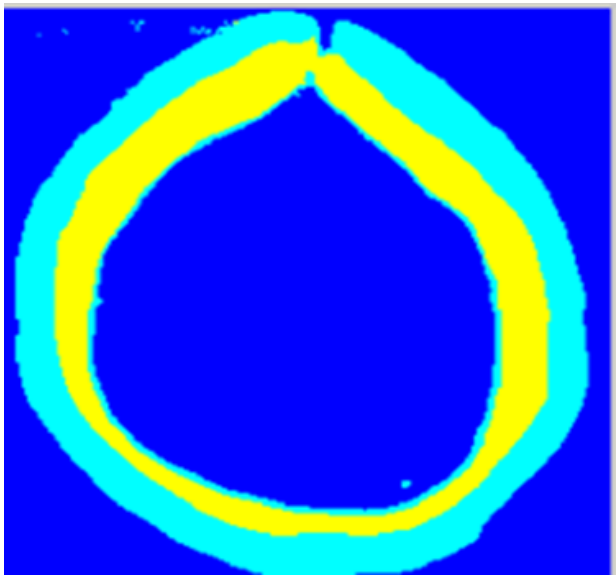
Object Detection

Object Detection is the next module used to detect all the input images with detection square box. This module finds whether it is coconut image or belongs to any other image.

Object Segmentation

Segmentation is the module where it is used to segment the coconut pulp region from the dataset containing coconut MRI (Magnetic Resonance Imaging) images. The image contains the coconut pulp region which will be differentiated from other regions with colors. The coconut image also contains water region and outer coconut layer. Expected region is segmented from RGB image using color thresholding in Matlab. This RGB segmented image is converted into Grayscale image for further implementation. This object segmentation plays an important role to compute the thickness of the coconut pulp.

Segmentation of pulp in Gray image



Segmentation of pulp in RGB image

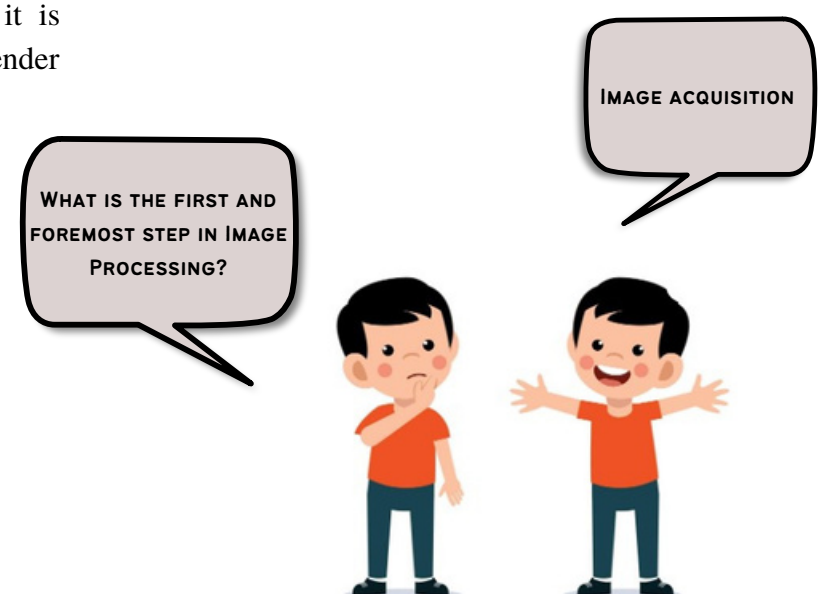
Compute thickness of the coconut pulp

After segmenting the required region from the image, the thickness of the coconut pulp is calculated using boundary box design method. The height and width of the image is computed by loading the input image into round shape boundary box. The segmented image is converted into black image with the value of 0 and white image with the value of 1.Using this image, the count of black and white pixels are calculated. Finally, the black points are divided by white points to compute thickness and converted into millimeter. After finding the thickness of the coconut pulp, it is classified into matured coconut and tender coconut.

Thickness=(black_points/white_points)*
(width_value/height_value)*100

Example:

Black_points= 5741 pixels
White_points= 44653 pixels
Width_value= 290 pixels
Height_value= 300 pixels
Thickness= (5741/44653)*(290/300)*100
Thickness= 12.42 mm



HYBRID APPROACH FOR EMOTIONAL SPEECH CLASSIFICATION

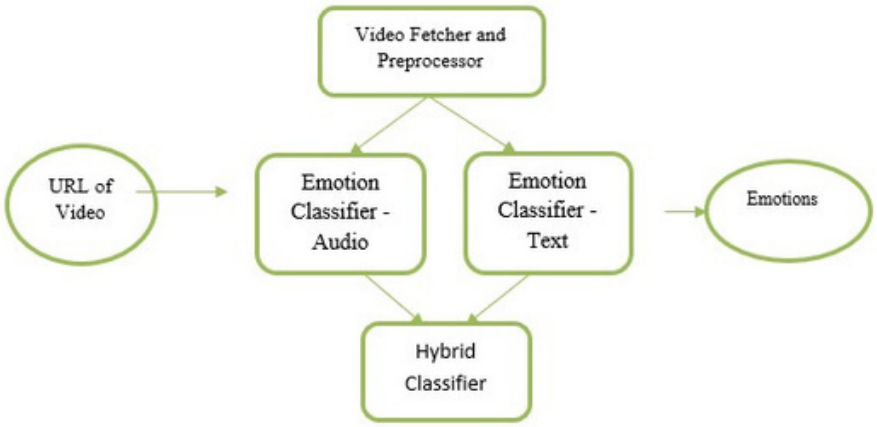
Dharani V	**16BCS029**
Abiram K	**16BCS043**
Ragaventhirah R	**16BCS075**
Suvidha K	**16BCS099**

In today's world most of the product reviews and advertising campaigns are made through videos and identifying emotions from those videos are an unexplored field of research. The traditional approach involves obtaining audio from the videos and extracting the text from the audio using Speech Recognition system and the obtained transcript is used for emotional analysis.

Emotional analysis of a speaker using traditional approach consumes larger span of time and involves difficulties in classification of the speech using only text or audio data. In the proposed system a weightage-based model is developed that combines the result of emotion recognized from audio input and emotion recognized from the textual input, outperforming the traditional systems.

The input URL is validated and processed through the preprocessor. The preprocessor then fetches the video and downloads the audio along with its transcript. The transcript is cleaned by removing the noisy data involving upper-case alphabetic characters converted to lower-case letters followed by numeric digit removal. The obtained content is then processed using the classifiers to obtain the result.

The obtained text transcript and audio are fed to different classifiers. The Emotion Classifier - Text uses the obtained transcript and classifies the emotions based on lexicon weight. The Emotion Classifier - Audio pre-processes the audio removing silences and uses SVM classifier for obtaining the emotions. Finally, the hybrid classifier generates a weightage model on results from both classifiers producing the final result. The implementation was done in Windows 10 environment using Python.



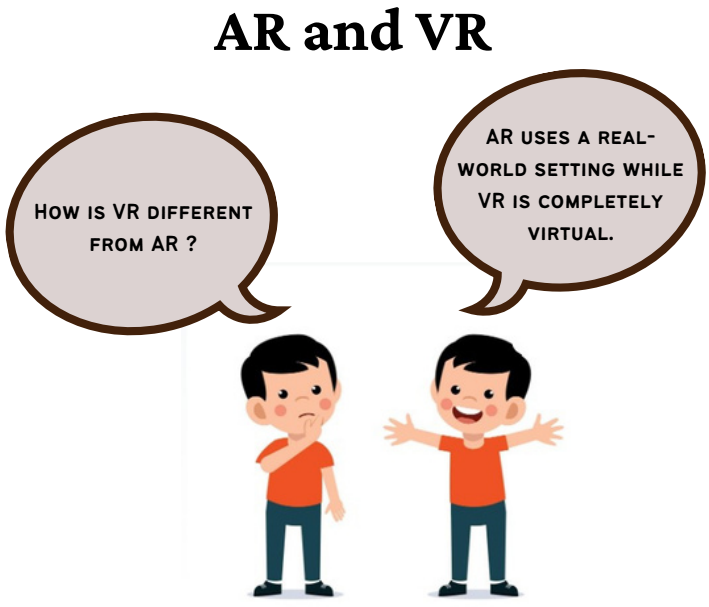
Block Diagram of Emotion Classifier

AN INTERACTIVE CAR DRIVING SIMULATOR USING VIRTUAL REALITY

Ganapathy S **16BCS057**
Sharmili P **16BCS067**
Deepak S **16BCS103**

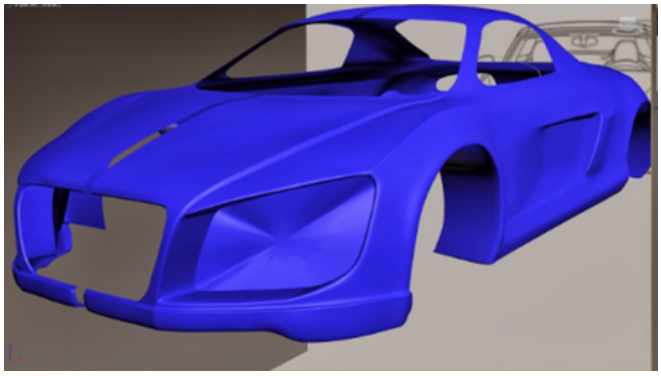
Driving is the controlled operation and movement of a motor vehicle. Permission to drive on public highways is granted based on a set of conditions being met and drivers are required to follow the established road and traffic laws in the location they are driving. Virtual Reality Driving Simulators are used for entertainment as well as in training of driver's education courses taught in educational institutions and private businesses. They are also used for research purposes in the area of human factors and medical research, to monitor driver behavior, performance, and attention and in the car industry to design and evaluate new vehicles or new advanced driver assistance systems. Driving simulators are proven to be excellent practical and effective tools to impact safe driving training techniques for all drivers. Existing systems gives hands-on experience in driving and educates users on road safety precautions. An attempt is made to help the user to learn about avoiding the increased risk of crashing by providing the detailed model of the city, VR traffic and a physical driving engine.

The 3D models of the car and all the other objects that has to be placed in the environment are created with the help of a software called Blender. The environment in which the user has to drive the car is designed with the help of Unity 3D Game Engine by placing all the 3D models that are created in Blender. The C# Scripting for the movement of the car is generated. The scenes are converted into a Virtual Reality scenes. The VR scenes are then converted into an Android App with the use of Android SDK. Finally, the user can experience it in Android phones.



Creating 3-D models

Blender is very intuitive and provides many means of creating the models, assets in a quick and efficient manner. All the objects which have to be placed on the environment are to be created as a 3D model using Blender and converted into assets in order to use them in Unity.

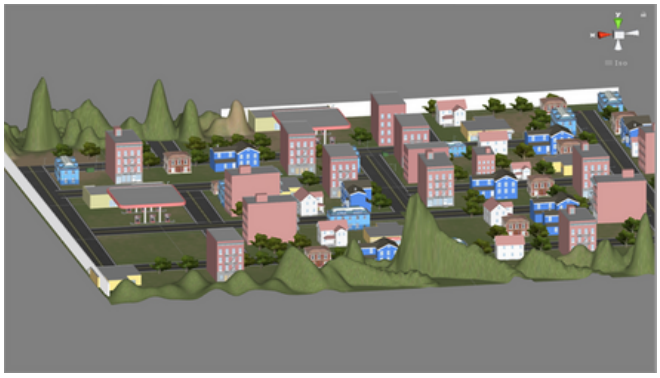


3D model

Blender also provides facilities like rendering, modelling, visual effects, simulation and video editing. Even though the interface is complicated, it will be easy once the user gets used to it and the user can create any object they want.

Designing the Environment

The environment and the road in which the vehicle has to be driven can be built using both the fully customizable built-in systems or by importing the assets in Unity 3D. The side objects such as fences, walls, tree lines, power lines, etc. can be added to the environment either directly from the Side Object System tool or manually.



The complete Environment for driving

Implementing VR SDK

A script must be attached to the Game Object in the scene in order to be called by Unity. Scripting tells the Objects how to behave. It primarily compares the objects and their current states and values. C# Scripts are developed for applying movements and some effects to the objects in the environment. The VR content for the rich ecosystem of devices can be built using VR SDK. It helps anyone with iOS and Android smart phones to experience VR apps.

Deploying the Android Application

Unity VR permits to target virtual reality devices directly from Unity, without any external plug-ins in projects. It provides base API and feature set with compatibility for multiple devices. It also provides forward compatibility for future devices and software. After the environment is completely developed and the objects are placed in their positions, the scenes are converted into an executable VR Application which can be run on Android or iOS Devices. The application that is being deployed should be easily accessible by the user who uses it.

Riddles

1) You are given with the following sum. Each of the letters can be decoded as a digit. If we tell you that D = 5, then can you solve it entirely?

DONALD + GERALD = ROBERT

3) A man desired to get into his work building, however he had forgotten his code. However, he did recollect five pieces of information

- Fifth number + Third number = 14
- The fourth number is one more than the second number.
- The first number is one less than twice the second number.
- The second number and the third number equals 10.
- The sum of all five numbers is 30.

What is the code ?

2) There's one "sport" in which neither the spectators nor the participants know the score or the leader until the contest ends.
What is it?

4) In this puzzle, a number lock has 3 digit key and you will have to find out the correct combination to open the lock. Can you solve this number lock puzzle 682?

6, 8, 2 - One number is correct and well placed.

6, 4, 5 - One number is correct but wrong place.

2, 0, 6 - Two numbers are correct but wrong places.

7, 3, 8 - Nothing is correct.

7, 8, 0 - One number is correct but wrong place

Computer terminology Riddle

5) I am an eight letter word and I am a computer terminology.
The second, third and fourth letters make an animal.
The fourth, fifth, sixth, seventh and eighth letters make a weapon.
The first, second, third and fourth letters can be taken as an outcome of any exam.
The fifth, sixth, seventh and eighth letter combine to form a high end typing software.
Can you tell who am I ?

ANSWERS :

1) 526485 + 197485 = 723970

2) BOXING

3) 74658
* 8 + 6 =14
* 5 = 4 + 1
* 7 = 2*4 - 1
* 4 + 6 = 10
* 7+4+6+5+8 = 30

4) 052

5) PASSWORD

https://www.blockchaintechnologies.com/applications/healt hcare/
https://www.e-pspl.com/blog/cloudcomputing-in-the-banking-industry/
https://octopus-app.com/about-us/
https://www.wikipedia.org/
https://www.digitaltrends.com/mobile/what-isa-blockchain-phone-we-asked-an-expert/

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DigiFlash is the student association of Computer Science and Engineering Department, MCET, Pollachi. The objective of our association is to innovate, create and sharpen the minds of the students to compete globally. It is a platform to improve the student's knowledge and also create opportunities to interact with leading industry persons. Digiflash is organizing number of Co-Curricular activities including special lectures by Experts, Workshops, Technical Seminars, Coding Events, Paper & Poster Presentations and Webinars. Digitimes is a part of Digiflash. A magazine that features the latest Technological advancements in the field of Computing.

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