DR MAHALINGAM

MCET

COLLEGE OF ENGINEERING AND TECHNOLOGY

Enlightening Technical Minds

Version :6.0

InfoquesT

Elixir of Technology

DEPARTMENT OF INFORMATION TECHNOLOGY


TEAM EDITORIAL
2013-2014

Department of Information Technology

Vision

- To become a Centre of Excellence in education and research in the field of Information Technology, to meet global challenges in computing industries.

Mission

- To impart world-class knowledge in the field of Information Technology.
- To promote industry-institute interactions to empower the faculty members and students.
- To support and facilitate research and development activities.
- To develop all round personality by inculcating the values and skills needed for students to upgrade themselves as IT professionals.

PROGRAMME EDUCATIONAL OBJECTIVES

PEO1. Technical Expertise: Have high level of technical competency to identify problems and to generate innovative solutions, which would conform to the needs of IT industry.

PEO2. Lifelong Learning: Successfully adapt to changes in roles and responsibilities, through lifelong learning, for collaborating professionally with various stakeholders.

PEO3. Ethical Knowledge: Ethically apply their computing knowledge and skills considering societal, economic and environmental factors.

PROGRAMME OUTCOMES

PO 1. Engineering knowledge: Apply knowledge of mathematics, science, engineering fundamentals and an engineering specialization in the field of Information Technology.

PO 2. Problem analysis: Identify, formulate, analyze and solve complex problems in computing industries using principles of mathematics, natural sciences and engineering sciences.

PO 3. Design/development of solutions: Design a software solution for complex engineering problems and design system processes to meet specific needs with appropriate consideration for public health and safety, cultural, societal, and environmental considerations.

PO 4. Conduct investigations of complex problems: Conduct investigations of complex problems including design of experiments, analysis and interpretation of data, and synthesis of information to provide valid conclusion.

PO 5. 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.

PO 6. 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.

PO 7. Environment and sustainability: Understanding the impact of engineering solutions in social environment and exhibit the knowledge for sustainable expansion.

PO 8. Ethics: Realize and bind to professional ethics and the norms of engineering practices.

PO 9. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams and in multidisciplinary settings.

PO 10. Communication: Communicate with engineers and society to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions related to IT Professionals.

PO 11. Project management and finance: Demonstrate and apply the knowledge of engineering and management principles to one's own work, as a team leader or a member to manage project in multidisciplinary environments.

PO 12. Life-long learning: Recognize the need for, and have the ability to engage in independent and life-long learning in the context of technological change.

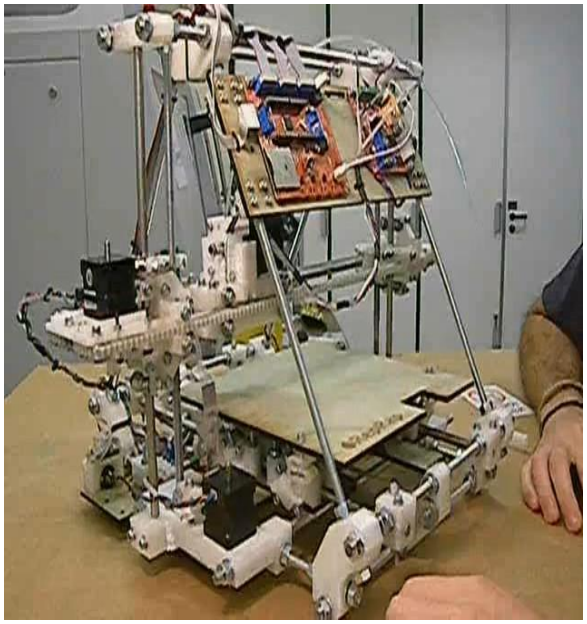
3D PRINTING

3D printing or Additive manufacturing is a process of making a three-dimensional solid object of virtually any shape from a digital model. 3D printing is achieved using an additive process, where successive layers of material are laid down in different shapes. 3D printing is also considered distinct from traditional machining techniques, which mostly rely on the removal of material by methods such as cutting or drilling (subtractive processes).

A 3D printer is a limited type of industrial robot that is capable of carrying out an additive process under computer control.

While 3D printing technology has been around since the 1980s, it was not until the early 2010s that the printers became widely available commercially. The first working 3D printer was created in 1984 by Chuck Hull of 3D Systems Corp. Since the start of the 21st century there has been a large growth in the sales of these machines, and their price has dropped substantially. According to Wohlers Associates, a consultancy, the market for 3D printers and services was worth $2.2 billion worldwide.

The 3D printing technology is used for both prototyping and distributed manufacturing with applications in architecture, construction (AEC), industrial design, automotive, aerospace, military, engineering, civil engineering, dental and medical industries, biotech (human tissue replacement), fashion, footwear, jewelry, eyewear, education, geographic information systems, food, and many



other fields. One study has found that open source 3D printing could become a mass market item because domestic 3D printers can offset their capital costs by enabling consumers to avoid costs associated with purchasing common household object.

Google

CHROMECAST THE BEST WAY TO WATCH TV

Chromecast, a little USB-stick-sized device called a dongle, streams Netflix, YouTube and websites to your TV.The device plays audio/video content on a high-definition television by streaming it from the web via WiFi. The device was announced on July 24, 2013 and made available for purchase the same day for US$35. As of July 28, 2013, Chromecast is only available in the United States but will be released in other countries.

Chromecast is fast, unbelievably easy to set up, and pretty much foolproof to use. And it's $US35, which makes it one of the best values in tech, ever. Combine all that, and it's irresistible.

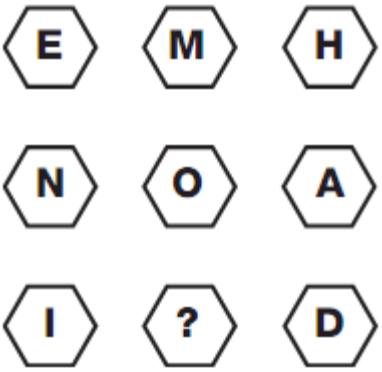
Normally, you've got to turn on the TV, choose the right input, turn on the ancillary device, load up an app, find a show, and then press play. It takes a minute or two, and if your set-top box is really slow, maybe a lot more.

Chromecast eliminates a couple of those steps, and it makes others much faster.WithChromecast, you turn on the TV. Then you load up Netflix (or YouTube or Chrome) on any other machine that's handy - it could be a PC, a phone, or a tablet, or whatever you have lying around. It's much faster to navigate and type on those devices than on your set-top box, so you'll find your show much more quickly. Then press play. you can enjoy anything now!!

PUZZLES (WHICH LETTER REPLACES THE QUESTION MARK)

1.

2.



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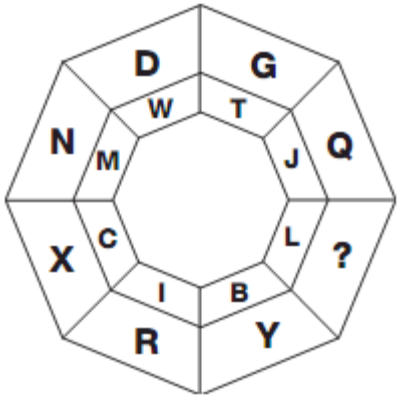

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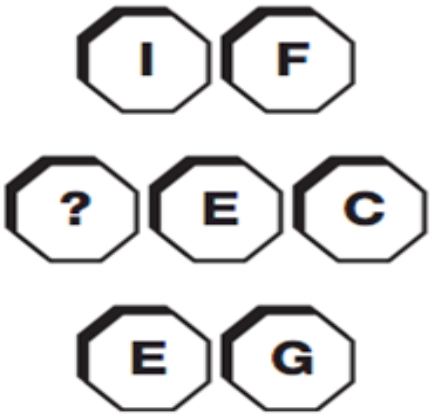

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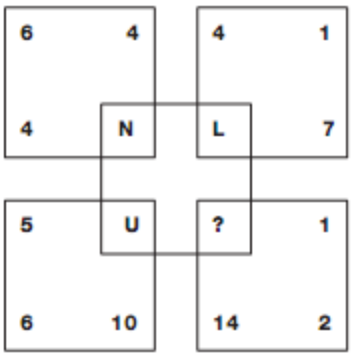


SOON, CHAT WITH DIGITALLY RECONSTRUCTED AVATARS OF DEPARTED SOULS

It may soon be possible to communicate with dead people, or at least their digitally reconstructed avatars, using software developed by researchers at the Massachusetts Institute of Technology (MIT).

A new startup from MIT's entrepreneurship development program claims to enable users to become immortal via their computer.

To be launched soon, the web service is called www.eterni.me, and would digitally reconstruct a person's personality after they die.

"Eterni.me collects almost everything that you create during your lifetime and processes this huge amount of information using complex artificial intelligence algorithms," explained the information available on the website.

"It generates a virtual YOU, an avatar that emulates your personality and can interact with your family and friends after you pass away. It's like a Skype chat from the past." it added.

While the concept is not especially new, MIT's Eterni.me service is still quite far away from generating what in science-fiction is known as an uploaded personality.

However, it is interesting to see how Eterni.me uses communications data to procure information on the user, rather than a brain scanning technique.

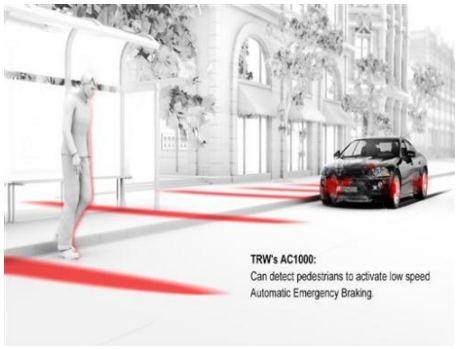
To register, users must provide the Eterni.me service with access to online activities like chat logs, social network accounts photos and emails.

The information is then used to stitch together a digital personality and avatar, capable of communicating with friends and loved ones after a person dies, aping mannerisms

The service also claims to assure users that important events, adventures and thoughts in their lives will be made.

Five new features that could be on your next car

Cameras that check around the car for pedestrians.Radar that stops you from drifting out of your lane.An engine able to turn off automatically at traffic lights to conservefuel. Technology that saves lives—and fuel—is getting better and cheaper. That means it's no longer confined to luxury brands like Mercedes and Volvo. It's showing up in mainstream vehicles like the Nissan Rogue and Ford Fusion. "What we see today as slightly elitist technology is changing very, very fast," said Steven Lunn, chief operating officer for TRW Automotive, which supplies electronics and other parts to carmakers.



✓ Collision warning with automatic braking:

New cars have radar and camera systems that warn you, with beeping sounds, of a possible front-end crash.

Mercedes, Honda, Toyota, Infiniti, Volvo and other brands offer automatic braking to avoid a collision.more automakers will follow soon. David Zuby, the chief research officer at the Insurance Institute for Highway Safety, said collision warning systems alone reduced crashes by 7 percent in a study of insuranceclaims for several thousand Mercedes vehicles with the technologies. Adding automatic braking doubled that benefit.

✓ Advanced cameras:

Automotive cameras are showing up on more cars ahead of a government requirement to install backup cameras, which is expected by 2015. But with cameras getting smaller and cheaper, automakers aren't just putting them on the back of the car anymore. Honda has side cameras that come on automatically when a turn signal is employed, so drivers can spot obstacles while turning.

✓ Lane Centering:

A camera can follow the road and gently nudge a car—using the brakes—to stay in the center of a lane. These systems—dubbed Lane Keep Assist—are available on most Mercedes-Benz vehicles as well as the Ford Fusion, Ford Explorer, Toyota Prius, Lexus GS and Lincoln MKZ.

✓ Adaptive headlights:

Headlights don't have to be round any more to accommodate bulbs, so designers have more flexibility on where to put lights. And LEDs, or light-emitting diodes, are letting automakers cram more brightness into smaller spaces.

✓ Stop-start:

A "stop-start" device that shuts off the engine at a stop light and automatically turns it on when the driver releases the brake.

Currently, 5 percent of new U.S. cars have the systems as standard or optional equipment.

INTERESTING FACTS ABOUT WEB AND TECHNOLOGY

Emails and Spam Facts:

- 60 billion emails are sent daily, 97% of which are spam.
- Spam generates 33bn KWt-hours of energy every year, enough to power 2.4 million homes, producing 17 million tons of CO2.
- 9 out of every 1,000 computers are infected with spam.
- Spammer get 1 response to every 12 million emails they send (yet it still makes them a small profit).

Search Engines, Internet and Energy:

- Amazon now sells more e-books than printed books.
- About 1.8 billion people connect to the Internet, only 450 million of them speak English.
- Google indexed it's 1 trillionth unique URL on July 25, 2008. That is thought to be about 20% of all the pages on the Internet but a high percentage of the World Wide Web (the public Internet).
- One Google search produces about 0.2g of CO2. But since you hardly get an answer from one search, a typical search session produces about the same amount of CO2 as does boiling a tea kettle.
- Google handles about 1 billion search queries per day, releasing some 200 tons of CO2 per day.
- The average US household uses 10.6 megawatt-hours (MWh) electricity per year.
- Google uses an estimated 15 billion kWh of electricity per year, more than most countries. However, google generates a lot of their own power with their solar panels.

Information Technology:

- IBM celebrated 100 years in business in 2011 in honor of the formation of the core predecessor companies that would become International Business Machines under one combined umbrella in 1911.
- n 1981, IBM started the PC revolution with the introduction of the IBM 5150, a compact personal computer that smoked mainframe processing and came at a price tag of under $1,600.
- IBM invests $6 billion a year on research.
- Microsoft was originally named Micro-Soft. They dropped the dash in 1976.
- Microsoft total revenue in its 1st year: $16,000

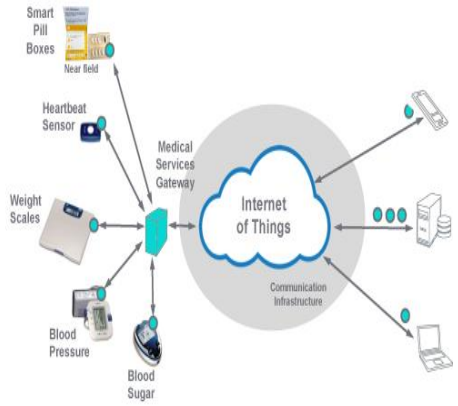
INTERNET OF THINGS

The Internet of Things (IoT, for short) is a phrase for when everyday objects are connected to the internet and participating together on a system, though it also means the convergence of conventional connected devices and smart appliances.

The Internet of Things was recently one of the stars of the 2014 Consumer Electronics Show in Las Vegas, where we saw many start-ups and manufacturers introduce web-connected products with smartphone apps or access to social networks.

Although these are considered connected devices, they're also basic IoT devices. You see, there are many IoT hardware and software platforms being developed that could allow such connected devices to collaborate. Companies spearheading these systems include Sen.se, Arduino, ThingWorx3 and others.

The goal is to have people seamlessly retrieve knowledge and function on a day-to-day basis without having to sit down at a computer or talk to another human. It's like ubiquitous computing, but it goes beyond Google Glass and extends to every home, car, business, building and system in the world.



The concept of the Internet of Things first became popular through the Auto-ID Center at MIT and related market analysis publications.[3] Radio-frequency identification (RFID) was seen as a prerequisite for the Internet of Things in the early days. If all objects and people in daily life were equipped with identifiers, they could be managed and inventoried by computers.

LOCKITRON

Lockitronis a simple wireless box which fits comfortablyinside the door having dead-lock type locking system. It senses the smartphone passing by and unlocks the door if the owner of that Lockitron has given permission to that smartphone owner. Basically It uses a smartphone as a key to unlock the door. The owner can allow anybody to access his home, shop or whatever in just seconds. The Lockitronis enabled with a WiFibluetooth and it also can operateusing SMS service.

FEATURES:

A)Accessible by any phone:
Lockitron can also sense the smartphone passing by and unlock the door if the owner has given permission to the smartphone owner. It uses bluetooth technology 4.0, Currently it supports iphone 4S and 5. If you don't have a smartphone you can still use the Lockitron with the help of SMS features to unlock the door.

B)Easy grant access to anybody:
The IOS / Android app is available for Lockitron which can let you share access to your house with anyone having a phone. If the device is connected to internet you can remotely allow anyone toaccess this device.

C)Check your doors on the fly:
Lockitron has a built in WiFi to connectto internet. Using that you can check the status of your door from anywhere in the world. Whenever someone accesses your Lockitron, it will simply notify over your smartphone using its app. If you forgot to lock the door you can do this wirelessly or over internet.

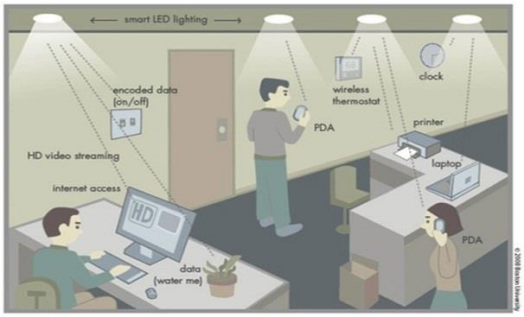
D)Easy installation:
The installation is simple over current door lock. You have to just loosen few bolts and fit this device over your current dead-bolt lock and tighten the bolts again. It fits comfortably on the knob of dead-lock type locks. As it doesn't require any modification to door the renters can also have this on their doors, and they can take it away with them while leaving the house.

E)It'scustomizable:
The Lockitron is built by keeping the modification in mind, So anybody can modify or customize it as per their requirements. One can customize it to work on the knock pattern, so you can lock or unlock the door using some kind of knock pattern.

LI-FI REVOLUTION

INTERNET CONNECTIONS USING LIGHT BULBS ARE 250 TIMES FASTER THAN BROADBAND

The next generation of wireless internet could use converted LED light bulbs to transmit data faster and more cheaply than traditional Wi-Fi signals.



Li-Fi, an alternative to Wi-Fi that transmits data using the spectrum of visible light, has achieved a new breakthrough, reporting transmission speeds of 10Gbit/s – more than 250 times faster than 'superfast' broadband. Thistechnology is also known as visible light communications (VLC).

The fastest speed previously reported was 3Gbit/s. Chinese researchers also claimed to have produced a 150Mbp/s connections.

Many experts claim that Li-Fi represents the future of mobile internet thanks to its reduced costs and greater efficiency compared to traditional Wi-Fi.

Both Wi-Fi and Li-Fi transmit data over the electromagnetic spectrum, but whereas Wi-Fi utilises radio waves, Li-Fi uses visible light. This is a distinct advantage in that the visible light is far more plentiful than the radio spectrum (10,000 times more in fact) and can achieve far greater data density.

Existing LED light bulbs could be converted to transmit Li-Fi signals with a single microchip, and the technology would also be of use in situations where radio frequencies cannot be used for fear of interfering with electronic circuitry.

The makers of Li-Fi note that this quality might actually be an advantage in some scenarios, making Li-Fi more secure than Wi-Fi with hackers unable to access unsecured internet connections from out of sight of the transmitter.

SOLUTIONS TO THE PUZZLES

Answers to the puzzle in page no. (3)

1.

Answer : **K**

Explanation : The numerical values of the letters in opposite segments of the circle always add up to 17.

2.

Answer : **M**

Explanation : Working in rows, add together the numerical values of the left and right hand letters to give the numerical value of the central letter.

3.

Answer : **O**

Explanation : In each segment of the diagram are a pair of letters, one of which is the same distance from the start of the alphabet as the other is from the end.

4.

Answer : **A**

Explanation : Writing each letter as its numerical value and working in rows, add the top 2 digit number to the bottom 2 digit number to give the 3 digit result in the centre.

5.

Answer : **G**

Explanation : The numerical values of the letters in each row add up to 26 each time.

6.

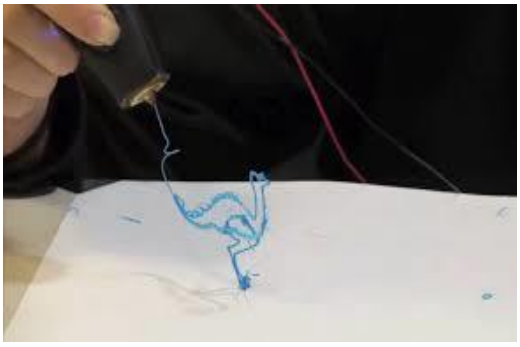
Answer : **Q**

Explanation : Adding the three numbers in each square together gives the numerical value of the letter at the centre of each square.

3DOODLER: PENTHAT PAINTS IN AIR

The 3Doodler contains a mains-powered electric heater that melts plastic which then cools as it comes out of the end of the pen like a cake-icer.

Working in a similar way to 3D printers, the pen allows a practised user to produce sophisticated three-dimensional shapes.



The pen's key component is a tiny fan that cools the plastic as it leaves the nib. "This makes it solidify very quickly," says company spokesman Daniel Cowen.

The pen was developed by the US start-up firm WobbleWorks.

The firm launched a Kickstarter campaign to crowdfund $30,000 towards the pen's development programme, a target that was passed in a few hours.

They hope to have the pen ready for sale later this year for $75 (£49).

The company does issue one warning on its website: "While the plastic extruded from 3 Doodler is safe to touch once it has left the pen, the pen itself has a metal tip that can get as hot as 270C.

"There is no reason for any user to touch the tip while in use, but safety comes first.

WobbleWorks are also considering making a version for creating food, letting people make lattice-structured sweets and candies.

"We could in theory use the pen to melt sticks of sugar," Mr. Cowen says. "But we don't want to get into food safety issues just yet. We will be running some [food] tests soon - and we'd have to lower the temperature in the pen, too."

How a simple new invention seals a gunshot wound in 15 seconds

When a soldier is shot on the battlefield, the emergency treatment can seem as brutal as the injury itself. A medic must pack gauze directly into the wound cavity, sometimes as deep as 5 inches into the body, to stop bleeding from an artery. It's an agonizing process that doesn't always work--if bleeding hasn't stopped after three minutes of applying direct pressure, the medic must pull out all the gauze and start over again.

Even with this emergency treatment, many soldiers still bleed to death; haemorrhage is a leading cause of death on the battlefield. "Gauze bandages just don't work for anything serious," says Steinbaugh, who tended to injured soldiers during more than a dozen deployments to Iraq and Afghanistan.

A modified syringe that injects specially coated sponges into wounds. Called XStat, the device could boost survival and spare injured soldiers from additional pain by plugging wounds faster and more efficiently than gauze.

They bought some ordinary sponges from a hardware store and cut them into 1-centimeter circles, a size and shape they chose on a whim but later would discover were ideal for filling wounds. Then, they injected the bits of sponge into an animal injury. "

The sponges work fast: In just 15 seconds, they expand to fill the entire wound cavity, creating enough pressure to stop heavy bleeding.

"By the time you put a bandage over the wound, the bleeding has already stopped."

RevMedx and Oregon Health and Science University won a seedgrant, sponsored by the Bill & Melinda Gates Foundation, to develop a version of XStat to stop postpartum bleeding. To cover large injuries, like those caused by land mines, the team is working on anexpanding gauze made of the same material as XStat sponges.

AMAZING TECH-FACTS

- Google got its name from the mathematical figure googol, which denotes the number 'one followed by a hundred zeros'.
- Yahoo! derived its name from the word Yahoo coined by Jonathan Swift in Gulliver's Travels. A Yahoo is a person who is repulsive in appearance and action and is barely human!
- Most famous social networking website Facebook founded by Mark Zuckerberg has more than 1,110 million registered user as of March 31 2013. I hardly know anyone who does not have Facebook account.
- A news website contains as much information as a person of the 18th century could learn. According to the researcher Marting Gilbert from university of Southern California, 18th century person could master no more than 50 books in a lifetime.
- Whereas today, an average person is able to absorb the information stored in 600 000 books.
- Hong kong is the world's fastest internet place. It has blazing fast internet, an average peak speed of 54.1 megabits per seconds. At this speed you can download HD movie in about 4 minutes.
- Search engine giant Google can handle 35 billion queries in a month.
- Every 8th couple of today met online through internet.
- The first electronic smiley appeared in 1979 when Kevin McKenzie tried expressing his emotion by electronic means. The very first electronic look like -) then 3 years later Scott Fahlman added colon ":)-" and it took form :) - as we use to do now a days.
- Today 81% of emails are spam.
- For the year 2012, China accounted for 41% of the world's attack traffic during the fourth quarter of 2012 making China top source of cyber assaults.
- United States is the largest country on Facebook, India standing 3rd. Croatia is the fastest growing Facebook country over past week.
- All Internet is 4 exabytes of information. By the way, 1 exabyte = 1000 petabytes; 1 petabyte = 1000 terabytes; 1 terrabyte = 1000 gigabytes. Each year, this amount is doubled.

RAZER EDGE PRO – ULTIMATE GAMING TABLET

The Razer™ Edge Pro is powered by Intel Core processors and NVIDIA® GeForce graphics powering a 10.1" high definition multi-touch display and a rugged high-speed solid state drive that screams incredible performance in a portable form-factor.

The new Razer Edge Pro features Intel's 3rd generation Intel Core i7 processor, ensuring your games and media playback run with the most powerful processing performance you'll ever experience on a tablet.

The Razer Edge Pro also features NVIDIA GeForce Series graphics with Optimus technology, so you can play games the way they were meant to be played.

The Razer™ Edge Pro is more than just a tablet, it's a full-fledged mobile gaming PC, ready to play all of your favorite games and applications. With Windows 8, gamers will have access to the largest library of games in the world, so you're not waiting on the most popular games and software.

The Razer Edge Pro allows you to connect with the most popular and best-selling applications, multimedia, and websites.

In the Tablet mode,The Edge Pro is a full functioning Windows 8 tablet with the performance to run hardcore touch screen games and applications. The Keyboard Dock for the Razer Edge Pro is optimized for PC games and applications by converting the Edge Pro to a notebook style PC,with direct reflective acoustics for better sound.

The Gamepad Controller for the Razer Edge Pro make it the only tablet in the world that allows for console style gaming on the go with full PC game support,immersive vibration –feedback and direct reflective acoustics.

The Docking Station for the Razer Edge Pro connects you to a desktop display and peripherals,or hooks up to the big screen with multiple gamepad controllers,it makes the Razer Edge Pro, the most versatile tablet ever.

RANSOMWARE :

Ransomware is a type of malware that tries to extort money from you.One of the nastiest examples, CryptoLocker, takes your files hostage and holds them for ransom, forcing you to pay hundreds of dollars to regainaccess.

How Ransomware Works

Not all ransomware is identical. The key thing that makes a piece of malware "ransomware" is that it attempts to extort a direct payment from you.

Some ransomware may be disguised. It may function as "scareware," displaying a pop-up that says something like "Your computer is infected, purchase this product to fix the infection" or "Your computer has been used to download illegal files, pay a fine to continue using your computer."

WHY THIS IS SO DANGEROUS

In other situations,It may hook deep into your system, displaying a message saying that it will only go away when you pay money to the ransomware's creators. This type of malware could be bypassed via malware removal tools or just by reinstalling Windows.

Unfortunately, Ransomware is becoming more and more sophisticated. One of the latest examples, CryptoLocker, startsencrypting your personal files as soon as it gains access to your system, preventing access to the files without knowing the encryption key.After paying, the criminals seem to actually give you a key that you can use to restore your files.

You can never be sure that the criminals will keep their end of the deal, of course. It's not a good idea to pay up when you're extorted by criminals. On the other hand, businesses that lose their only copy of business-critical data may be tempted to take the risk — and it's hard toblamethem.

SPECIAL INTEREST GROUP ACTIVITIES

INFORMATION PROCESSING

NETWORK AND SECURITY

OPEN SOURCE

DATA MINING

CLOUD COMPUTING

WEB TECHNOLOGY

SPECIAL INTEREST GROUP

CONTRIBUTION MADE BY THE STUDENTS

ACADEMIC YEAR (2013-2014)

No. of events conducted and attened through Special interest group:

(Paper presentation, workshops, conferences, seminars, guest lectures)

CLOUD COMPUTING - 8

DATA MINING - 14

INFORMATION PROCESSING - 15

NETWORK SECURITY - 10

OPEN SOURCE-8

WEB TECHNOLOGY-10

TECHNICAL SYMPHOSIUM - ULTRIVA 14

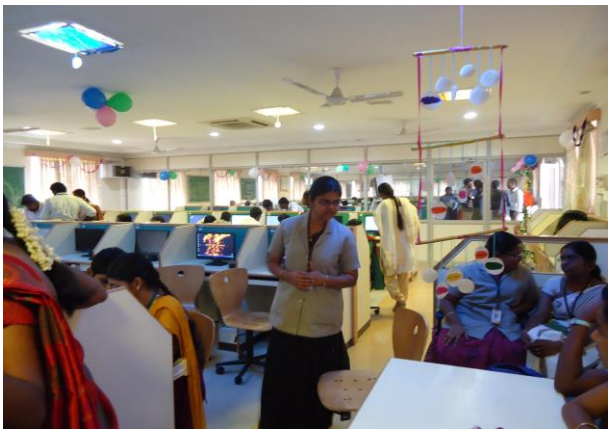
TECHNICAL SYMPHOSIUM - ULTRIVA 14

VIPANANA

TECHIZ

MHOPIX

PINGPONG



PAPER WARQUAD

PROJECT PRESENTATION

INPLANT TRAINING

Dept.	Student Name / Rollno	Place of In-plant Training
II IT-A	B.S.Ashwini(12BIT014)	Inoble Solutions, Coimbatore.
	G.Brindha(12BIT016)	
	M.MownaGeetha(12BIT054)	
	B.GokulaPriya(12BIT021)	BSNL, Erode.
	P.GuhaPrashanthini(12BIT024)	
	M.Kanagadurga(12BIT029)	
	S.Gowthami(12BIT023)	
	B.Gayathiri(12BIT018)	
	M.Barkavi(12BIT015)	Bright Spot Technologies, Coimbatore.
	R.Karthiga(12BIT032)	Ascentz Technologies, Coimbatore.
	K.Ananthi(12BIT008)	
	N.Karunambikai(12BIT035)	
	A.Jayalakshmi(12BIT314)	
	V.DhivyaBharathi(12BIT309)	
II IT-B	A.ZebaFarzeena(12BIT118)	Training Centre-Community Hall, Coimbatore.
	T.SasiPrabha(12BIT089)	Inoble Solutions, Coimbatore.
	V.Vanitha(12BIT108)	
	S.Vinitha(12BIT113)	
III IT	M.AghalyaDharshini(11BIT002)	HCL Infosystems,

A	L.Deepika(11BIT004)	Coimbatore.
	K.Divya(11BIT005)	
	M.Indhumathi	
	K.C.Indhumathi (11BIT012)	
	M.Mahalahshmi (11BIT026)	
	P.Mohanapriya (11BIT029)	
	M.Naveena (11BIT031)	
	V.Nandhini (11BIT030)	
	R.Kalyani (11BIT015)	
III IT B	K.Yamuna(11BIT066)	HCL Technologies, Coimbatore.
	S.Vinodhini(11BIT065)	
	K.Suganya(11BIT056)	Bright Spot Technologies, Coimbatore.
	P.Ramarohini(11BIT040)	
	A.TamilElakya(11BIT059)	
	M.Priyadharshini(11BIT036)	
	G.Umadevi(11BIT060)	
	R.Vahini(11BIT061)	

PAPER PRESENTATION

S.No	Student's Name	Details of Event	Organizer and Place of program
1.	S.K.Sharanya Gayathri K.Suganya (III IT'B')	Intelligent traffic control system using RFID	Bannari Amman Institute of Technology, Sathiyamangalam
2.	A.Suganya S.Kiruthika K.Gowthami (IV IT)	A New Under-Over Sampling Method for Imbalanced Datasets	K.S.R.College of Engineering, Tiruchengode
3.	P.Ramarohini A.TamilElakkiya (III IT'B')	Phishing cyber crime with hook	SNS College of Technology, Coimbatore
4.	ZebaFarzeena P.Pavithra (II IT'B')	Automatic Car control during cardiac arrest	P. A. College of Engineering and Technology, Pollachi
5.	M.Priyanka K.Suganya (III IT'B')	Intelligent traffic control system using RFID	SNS College of Technology, Coimbatore
6.	C.Swarna K.Sudha (III IT'B')	Optical camouflage	K.S.R College of Engineering, Tiruchengode
7.	N.Praseetha P.Vaisali II- IT (B)	Finger-vein Authentication for security purpose	Sri Krishna College of Engineering and Technology, Coimbatore.
8.	M.Priya S.Vasuki II- IT (B)	Microwave Energy recovery in Mobile Phones	Sri Krishna College of Engineering and Technology, Coimbatore.
9.	N.Nandhini G.Pavithra II- IT (B)	Improving the performance speech recognition based on artificial neural network by using genetic algorithm	Kumaraguru College of Technology, Coimbatore.

10.	G.Umadevi R.Vahini III-IT(B)	Cryptosystem for securing smartcards	K.S.R College of Technology, Trichengode.
11.	N.Nandhini G.Pavithra II- IT (B)	Improving the performance speech recognition based on artificial neural network by using genetic algorithm	Dr.MCET, Pollachi.
12.	A. ZebaFarzeena Suchitra N II- IT (B)	Automatic Car control during cardiac arrest	
13.	M.Pavithra S.Vasuki II- IT (B)	Zigbee wireless technology	
14.	R.Kalyani K.Divya III-IT(A)	Method for preventing unauthorized access in network	
15.	P.Bhuvaneswari D.Madhumitha III-IT(A)	Image processing based automatic toll collections in Indian condition	
16.	C.Swarna K.Sudha III-IT(B)	Optical Camouflage	
17.	K.Suganya R.Vahini III-IT(B)	Pixel Replacement	
18.	P.Ramarohini A.TamilElakya III-IT(B)	Phishing Cipher Crime with a Hook	

INTRA DEPARTMENT SYMPOSIUM

CODE DEBUGGING

S.No	Name	Prize
1.	K.Dinesh	2nd
2.	L.Deepika	3rd

TECHNICAL QUIZ

S.No	Name	Prize
1.	M.surya Prakash & T.Selva Ganapathy	1st
2.	D.M.Guhan & S.Karthikrishnan	2nd
3.	S.Siva Prakash & K.K.Prasanth	3rd

IDEA PRESENTATION

S.No	Name	Prize
1.	K.Divya & R.Kalyani	1st
2.	P.Bhuvaneshwari & D.Madhumitha	2nd
3.	K.Suganya & R.Vahini	3rd

MARKETING

S.No	Name	Prize
1.	K.S.Rajeshkannan C.Logesh M.Bhagatsingh M.Manikandan	1st
2.	P.Vaisali N.Praseetha M.Priya R.Pavithra	2nd
3.	R.Subha sree S.Sathya K.Yamuna M.Indhumathi	3rd

WEBSITE DESIGNING

S.No	Name	Prize
1.	K.Sabareeshwaran & D.Naveen	1st
2.	G.Kumaresan & K.Marimuthu	2nd

SPORTS

S.No	Students Name	Year & Dept.	Events Details	Awards / Medals	Date of the Event
1.	S.Saravana Kumar	III – B & IT	Hockey, Kumaraguru College of Technology, Coimbatore	Runners Up	02.08.13 to 03.08.13
2.	R.Karthiga	II-A & IT	Throw ball, Kumaraguru College of Technology, Coimbatore	Winners	02.08.13 to 03.08.13
3.	S.Gowthami R.Nandhini	II-A & IT	Football, Kumaraguru College of Technology, Coimbatore	Winners	02.08.13 to 03.08.13
4.	S.Gayathri	II-A & IT	Volleyball, Kumaraguru College of Technology, Coimbatore	Runners Up	02.08.13 to 03.08.13
5.	S.Vasuki	II-B & IT	Volleyball, Kumaraguru College of Technology, Coimbatore	Runners Up	02.08.13 to 03.08.13
6.	M.Deepa M.NilofarNishath	IV & IT	Ball Badminton, Anna University zonal tournament, Sri Krishna College of Technology, Coimbatore	Winners	19.08.13 & 20.08.13
7.	B.S.Ashwini K.GowthamaPriya	II-A & IT	Women International Cricket Match, Andal Alagar College of Engineering	Runners Up	26.08.13 to 27.08.13
8. 9.	B.S.Ashwini K.GowthamaPriya	II-IT(A)	Inter-Zone Cricket, AndalAlagar College of Engineering,	Runner Up	04.10.2013
10.	J.Manoj Kumar	II-IT(A)	Kabadi zonal, P. A. College of Engineering and Technology, Pollachi	Participation	06.10.2013
11.	P.Saravana Perumal	II-IT(B)	Football Tournament Kumaraguru college of Technology, Coimbatore	Runners Up	02.08.2013 & 03.08.2013
12.	T.Selvaganapathy	III-IT(B)	Volley Ball Tournament	1st Prize	Jan 3rd week

13.	P.Rajkumar	III-IT(B)	Volley Ball Tournament	1st Prize	Jan 3rd week
14.	S.Saravanakumar	III-IT(B)	Hockey Tournament	2nd Prize	Jan 3rd week
15.	R.Madheswaran	III-IT(B)	Hockey Tournament	2nd Prize	Jan 3rd week

WORKSHOP ATTENDED

S.No	Student's Name	Details of Event	Organizer and Place
1.	D Madhumitha M.AghalyaDharshni P.Bhuvaneswar III-IT(A)	National level workshop on Web Designing	KEC, Perundurai
2.	S.Rupavathi II-IT(B)	IOS Workshop	BIT,Sathiyamangalam
3.	P.Indhumathi P.Keertana III-IT(A)	MAT Lab workshop	KEC, Perundurai
4.	B.Geethanjali NilofarNisath M.Deepa S.R.Vishnukumar L.Santhosh A.Premananth S.A.Karthikeyan J.Ganeshkarthick B.M.Dhamodharan K.Deepakmanavalan S.Dhanaraj S.Aswinprakash C.Pavithra T.Vidhya A.Kiruthikapoorani IV-IT	FDP on "Open Source Lab"	Dr.MCET, Pollachi

5.	R.Sivanesh R.UdhayaSankar Vishnuraj II-IT(B)	Hack track workshop	SRM University,Chennai
6.	P.Vaisali N.Praseetha M.Priyanka K.Anandhi II-IT(A)	Workshop on "Dot Net Application Development"	Dr.MCET, Pollachi
7.	B.Srivivek raj M.SuryaPrakash III-IT(B)	Python Workshop	Dr.MCET, Pollachi
8.	G.Ishwarya N.Naveena III-IT(A)	Workshop on "Mongo DB "	KEC, Perundurai
9.	K.Risvana G.R.Priyavarshini III-IT(B)	Workshop on "Network Stimulator"	Karunya University, Coimbatore
10.	S.Abinaya S.Kayalvizhi III-IT(A)	Workshop on "Network Stimulator2"	
11.	D.Akshaya T.MohanaPriya R.Narmadha M.Karthick. C.Manojkumar. A.Arun J.ManojKumar K.Lingasamy I.Priyakumar S.MohammedYunush J.Kalaivanan M.Veeraprakash S.Saravanakumar S.Sharmila M.ShanmugaPriya II-IT	Workshop on"Cloud App Development"	KCT, Coimbatore
12.	M.NithiyaRubini N.Naveena G.Ishwarya III-IT	Workshop on"Cloud App Development	KCT, Coimbatore

13.	K.I.KhizarAhmed V.Madhan Kumar L.Muthu Kumar S.Kishore S.Karthick II-IT(A)	Workshop on “Android”	IIT, Chennai
14.	J.KiruthikaDevi V.Nandhini K.Nivethitha III-IT(A)	Workshop on “Open Source	KCT, Coimbatore
15.	V.Sethupathy M.Raguram S.Vinodhini K.Sudha C.Swarna R.Subashri P.Ramarohini III-IT(B)	Workshop on “Grid Computing	Amrita University, Coimbatore
16.	M.Mahalakshmi C.Indhumathi P.MohanaPriya V.Nandhini M.Indumathi J.Meenaakshi III-IT(A)	Workshop on “Android App Development	KCE,Perundurai
17.	G.UmadevI R.Vahini G.Kumaresan J.Karthick A.Selvakumar S.Nishanth K.Maarimuthu III-IT	Workshop on “Android”	KSR,Trichengode.

PLACEMENT DETAILS

S.No	Student Name	Company Name

1	Shobana.V	Soliton
2	Monica.P	Infosys
3	Supriya.P	
4	Shanmathy.K.P	
5	Sobitha.V	
6	Vishnukumar.S.R	
7	Anand Siddharth.K	Virtusa
8	Dhanaraja.S	
9	Suganya.A	
10	Vaishnavi.S	
11	Geetha.R	NTT Data
12	Gowthami.K	
13	Keerthana.S	
14	Nilofar Nishanth.M	
15	Santhosh.L	
16	Deepak Manavalan.K	
17	Lakshmi.S	
18	Deepa M	Burning Glass
19	Kiruthika.S	
20	SwarnaLatha.K	
21	Anitha.M	Cognizant Technology Solutions
22	Priya.M	Veryx Technologies
23	Geethanjali.B	UST Global
24	Nivesh.M	Tech Mahindra
25	Santhosh.L	FACE
26	Gowtham.P	
27	NithyaPriyadarshni.M	
28	Vithyaa.T	
29	Pavithra.C	

University Rank Holders - Batch (2009 – 2013)

S.No	NAME	CGPA	RANK
1	**Soundaryaa.B** 	8.92	17
2	**SakthiAbinaya.G** 	8.86	23
3	**Aarthi.T** 	8.78	31
4	**Citra.G.T** 	8.66	43
5	**Indhu.R** 	8.60	49