MCET

ARTICLES

Unlearning &
## Discovery

TECHNOLOGIES
Innovative Ideas

PUZZLES
Shuffle your brain

QUIZ
Check your IQ
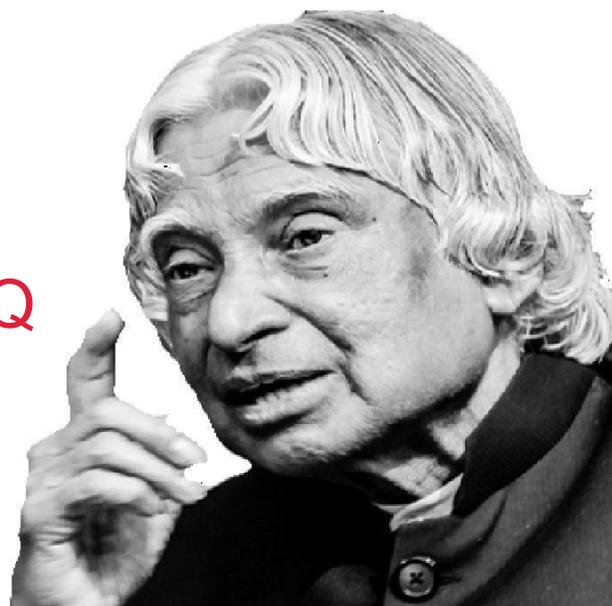
DEPARTMENT OF INFORMATION TECHNOLOGY

Dr.Mahalingam College of Engineering & Technology

Udumalai Road, Pollachi -642 003, Tamilnadu, India.

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.

AWESOME THINGS YOU CAN DO WITH ANDROID PHONES

Android's customizability and open source nature is its biggest strength. It offers a lot of flexibility to developers and a lot more freedom to create apps that you typically won't find on other platforms.

Here are some examples of offbeat ways to use an Android device...

Spy camera

You don't need to set up CCTV cameras if you have a spare Android phone: just install Spy Kit app on your device. This free app works like a motion detector spy camera and is easy to set up and use. It lets the phone capture photos and videos even when the screen is turned off.

If the phone has a sim card, you can set up a remote SMS trigger. For instance, send the text 'click' or 'record' to the phone from another phone and it will capture a photo or start continuous video recording.

Brain trainer
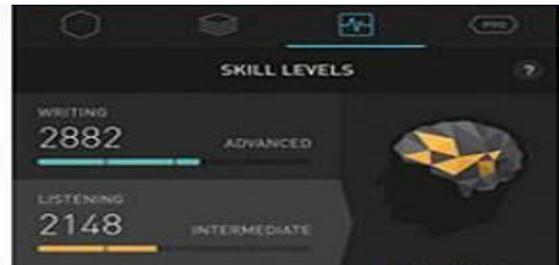
Like our bodies, our brain ages with time. And just as we exercise to keep physically fit, the brain needs a bit of help to stay on top of things too. It help improve memory, focus concentration, processing, maths skills, precision, comprehension and so on.

As you start playing, the app adapts to your style and level of skill so that it stays challenging .It also keeps track of your progress with a calendar.

Charger voltage measurement
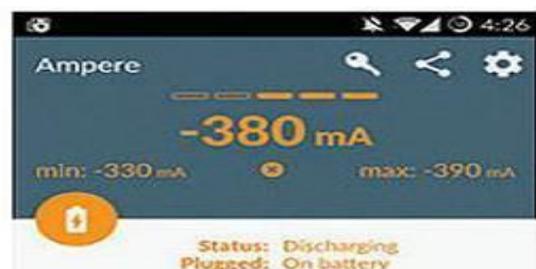
A free (ad-supported) app called Ampere by developers Braintrapp aims to measure the amount of current that your charger supplies to the phone. All you have to do is start the app and it displays the current on screen.

When not connected to a charger, the app will display the rate of discharge. This changes based on brightness & number of running apps. The aim is to find out which charger works best for your device.It only works on Android 4.0.3 devices or newer but there is a catch.

A complete media player

Your Android phone needs to have MHL (or a separate HDMI out) for this, so that you can connect it to a TV with a cable. Load up some movies on a microSD card and you can use the phone as a complete media player.

To make things look better, you need the appropriate software that will display the movies. You may have also heard of Kodi (formerly XBMC), which does exactly this on a computer.

COOLEST MATHEMATICS FACTS!!

Names for

ZERO is the only number which is known with so many names including nought, naught, nil, zilch and zip.

Amazing PIE

PIE (The ratio of the circumference to the diameter of a circle) can't be expressed as a fraction, making it an irrational number. It never repeats and never ends when written as a decimal.

What comes after a million?

Billion, Trillion, Quadrillion, Quintillion, Sextillion, Septillion, Octillion, Nonillion, Decillion and Undecillion.

What lies behind GOOGLE?

The name of the popular search engine 'Google' came from a misspelling of the word 'googol', which is a very large number (the number one followed by one hundred zeros to be exact).

Letter 'A'

From number 0 to 1000, the letter 'A' only appears in 1000 (One thousand)

Dice Magic

The opposite sides of a dice always add up to seven.

Do you know a word known as Dyscalculia?

Dyscalculia means difficulty in learning arithmetic, such as difficulty in understanding numbers, and learning maths facts!

Do you know the magic of no. nine (9)?

Multiply any number with nine (9) and then sum all individual digits of the result (product) to make it single digit, the sum of all these individual digits would always be nine (9)

10! seconds is exactly 6 weeks.

10! means 10 factorial. $10! = 10 \times 9 \times 8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1 = 3628800$ seconds. This is 42 days, or 6 weeks, exactly.

.999999… = 1

Here's the proof:

If 10N = 9.9999…
Then N = .9999….
Subtract N from 10N, leaving you with 9N=9.
So then N=1. But we already know that N=.9999… as well.
So 1=.9999….

7 also shows up a lot in human culture.

We have seven deadly sins, and seven wonders of the world. Not to mention colors of the rainbow, pillars of wisdom, seas, dwarves, days in the week…

7 is "arithmetically unique".

It's the only number below 10 youcan't multiply or divide and keep within group. For example, 5 you can multiply by 2 to get 10 (still within the 1-10 group), 6 and 8 you can divide by 2.

The Fibonacci sequence is encoded in the number 1/89.

$1/89 = 0.0112358….. = 0.01 + 0.001 + 0.0002 + 0.00003 + 0.000005 + 0.0000008 + 0.00000013 + 0.000000021 + 0.0000000034$ etc.

GOOGLE YOUR MIND WITH GOOGLE WORLD

Google Search & Its features:

Google search is the most popular search engine on the Web.

Android: Android is a software stack for mobile devices that includes an operating system , middleware and key applications.

Blogger: A free blog publishing tool for easy sharing of your thoughts with the world.

DoubleClick:An ad technology foundation to create, transact, and manage digital advertising for the world's buyers, creators and sellers.

Google.org: Develops technologies to help address global challenges and supports innovative partners through grants, investments and in-kind resources.

Google Alerts: Google Alerts are email updates of the latest relevant Google results (web, news, etc.) based on your choice of query or topic.

Google Answers*: Answers allows users to get help from researchers with expertise in online searching.

Google Apps: Software-as-a-service for business email, information sharing and security.

Google App Engine: Run your web applications on Google's infrastructure.

Google Base: Google Base is a place where you can easily submit all types of online and offline content.

Google Blog Search – Blog Search is Google search technology focused on blogs.

Google Book: Search and preview millions of books from libraries and publishers worldwide.

Google Browser Size: Simple visual tool to show what percentage of web users can see different areas of a website without needing to scroll.

Google Calendar: Keep track of all your life's important events – birthdays, reunions, little league games, doctor's appointments – all in one place.

Google Cars: A search engine to get quotes for Cars.

Google Classroom : Designed hand-in-hand with teachers to help them save time, keep classes organized, and improve communication with students.

Google Cloud Platform: Enables developers to build, test and deploy applications on Google's highly-scalable and reliable infrastructure.

Google Consumer Surveys: Market research that's fast and accurate.

Google Contacts: Similar to an online address book, the Contact Manager gives you easy access to the people you want to reach.

Google Cultural Institute: Cultural Institute brings together millions of artifacts from multiple partners, with the stories that bring them to life, in a virtual museum.

Google Custom Search Engine & Google Subscribed Links: With Google Custom Search Engine and Subscribed Links, you can create a search engine tailored to your needs that lets you create custom search results which users can add to their Google search pages.

Google Dashboard: Google Dashboard offers a simple view into the data associated with your Google Account.

Google Desktop: Search your computer as easily as you search the web with Google.

Google Developer:To inspire developers everywhere.

Google Domains: Buy or transfer a domain name, build a site and get online with Google Domains.

Google Flight Search:Choose your flight from a simple list of results, explore destinations on a map, and find travel dates with the lowest fare with Google Flight Search.

Google Fonts:Google Fonts (previously called Google Web Fonts) is an interactive directory of hosted open-source fonts optimized for the web.

Google Fusion Tables:Gather, visualize and share your data online.

Google Friend Connect*:Instantly awakens and strengthens the community that visits your site by enriching it with social features.

Google Gears:A Firefox and Internet Explorer extension that allows to navigate on compatible websites offline and synchronize when going back online.

Google Glass:Google's Project Glass is a research and development program by Google to develop an augmented reality head-mounted display (HMD).

Google Groups:Where groups of people have discussions about common interests.

Google Hangouts:Hangouts bring your conversations to life with photos, emoji, and group video calls for free.

Google Helpouts:Connects people who need help with people who can give help over live video.

Google Health:Puts you in charge of your health information.

Google History:Your web history is stored on Google servers, which means that you can view and manage it from any computer.

Google Hotel Finde:Browse hotel photo galleries, read visitor reviews, and discover the popular areas of the city with Google Hotel Finder.

Google Inbox:Inbox by Gmail is a new app from the Gmail team for Android, iOS, and Google Chrome. Inbox is an organized place to get things done and get back to what matters.

Google Input Tools:Input Tools makes it easy to type in the language you choose, anywhere on the web.

Google Keep:Quickly create, access and organize your notes, lists and photos with Keep.

Google Lively*:A web-based virtual environment by Google.

Google Local Business Center:If you are a business owner Claim your business listing today and let customers find you online!

Google Mail (Gmail):Gmail is a new kind of webmail, built on the idea that email can be more intuitive, efficient, and useful.

Google Maps & Google Map Maker:Find local businesses, view maps and get driving directions. With Map Maker you can edit the map in more than a hundred countries and watch your edits go into Google Maps.

Google Mobile:Upgrade your phone with free Google products.

Google Moderator:A tool that allows distributed communities to submit and vote on questions for talks, presentations and events.

Google Moon:See the Moon in 3D.

Google Music:Upload your personal music collection and access it instantly on the web or any compatible device without the hassle of wires or syncing.

Google Music Timeline:Music Timeline shows genres of music waxing and waning, based on how many Google Play Music users have an artist or album in their music library, and other data (such as album release dates).

Google News, News Archive Search & Google News Timeline: Aggregated headlines and a search engine of many of the world's news sources. News archive search provides an easy way to search and explore historical archives. News Timeline is a web application that organizes information chronologically.

Google_Notebook*

(SearchWiki*):With Google Notebook, you can browse, clip, and organize

information from across the web in a single online location that's accessible from any computer.

Google Offers:Get amazing deals at the best places to eat, shop, and play.

FUN WITH ENGLISH

Read each line aloud without making any mistakes. If you make a mistake you MUST start again without going any further.

This	is	this	puzzle
This	is	is	puzzle
This	is	how	puzzle
This	is	to	puzzle
This	is	keep	puzzle
This	is	someone	puzzle
This	is	busy	puzzle
This	is	for	puzzle
This	is	about	puzzle
This	is	forty	puzzle

This is seconds!

Answer: Now go back and read the THIRD word in each line from the top.

FACTS

- A baby has **10,000** taste buds.An elder person has about **5000** taste buds.

- Oyster takes **7 years** to make a pearl.

- Starfish **do not** have brain.

- The bird Kiwi has **no** wings.

- A cat has **32** muscles in each ear.

- An Octopus has **3** hearts.

- The human eyes blink an average of **4,200,000** times a year.

- **Romans** were the first to lay roads.

- Parliament of Japan is known as **"DIET".**

- **Mocking bird** is a bird that can imitate the sounds of other birds.

- The seed of an Indian lotus tree can remain for **300-400 years**.

- Sea-hare can lay **40,000 eggs** in one minute.

- **Chocolate** affects a dog's heart and nervous system.A few ounces will kill a small sized dog.

- Astronauts are not allowed to **eat beans** before they go into space because passing wind in a space suit damage them.

- India _s standard time was announced in **1906** for the first time.

PLAYING WITH NUMBER 9

MAGIC NUMBER 9:

9*9	=	81
99*99	=	9801
999*999	=	998001
9999*9999	=	99980001
99999*99999	=	999980000

SIMILARLY:

0*9   + 1 = 1

1*9   + 2 = 11

12*9   + 3 = 111

123*9   + 4 = 1111

1234*9   + 5 = 11111

12345*9   + 6 = 111111

Try this upto number 10……

FUN WITH NUMBER 9:

9*1=9   =9

9*2=18   1+8=9

9*3=27   2+7=9

9*4=36   3+6=9

9*5=45   4+5=9

9*6=54   5+4=9

9*7=63   6+3=9

9*8=72   7+2=9

9*9=81   8+1=9

9*10=90   9+0=9

As I was going to St. Ives, I met a man with seven wives. Each wife had seven sacks, Each sack had seven cats, Each cat had seven kits. Kits, cats, sacks and wives, How many were going to St. Ives?

Answer: Only I was going to St. Ives.

Using the letters AAEEIIMMPPTT complete this grid with valid words. The grid reads the same across as down.

Answer: The words are limp, idea, meat, pate.

Find a number whose double exceeds its half by exactly 99.

Answer: 66.

What are the next three in this sequence:

2 1 F 1 1 F 0 1 F 9 F ==?==

Answer: 8   F   7.

From the function keys on a computer keyboard. Starting with F12, F11, F10 and then read backwards.

SOCIAL NETWORKING SITES AROUND THE WORLD

Advogato:free community dedicated to open-source software development

Blogger:popular blogging website (owned by Google)

Classmates.com:helps members keep in touch with classmates from school, college and military service

Del.icio.us:a website dedicated to managing bookmarks through storing, sharing and discovering

Ecademy|:online networking for business, offline networking events and global networking groups

Facebook:site once limited to connecting only college students has expanded to include the general public

GuildCafe:community for computer and video game players (funded by IDG Ventures)

Hi5:personal global social networking site that focuses on membership of young people

IMVU:instant-messenging software using customized 3-D avatars

Jobster:social networking intersects with job searching

Kwout:a way to quote a part of a webpage as an image with an image map

LinkedIn:site dedicated to strengthening your business contacts and professional network

MySpace:originally focused on musicians, this general social networking site has mass appeal

Nexopia:formerly known as Facebox, this Belgian site is popular among young Europeans

Orkut:known for its easy-to-create discussion forums, this is one of the most popular sites in Brazil (owned by Google)

Plaxo:online platform that allows auto updates of business address book information

Quotiki:a social quotes site that lets you quickly find and enjoy quotes

Ryze:site designed to connect entrepreneurs and other business professionals

Second Life:a 3-D virtual world where users can use voice and text chat to socialize, connect and create

Twitter:micro-blogging service focused on connecting friends, family and coworkers

Utterz:allows users to update their blog via short-message service (SMS) and multimedia message service (MMS)

Vox:blog platform built with extensive permission settings

Windows Live Spaces:(also known as MSN Spaces) this is Microsoft's social networking platform

Xing:(formerly known as Open/BC—Open Business Club) displays how each member is connected together, creating an "it's a small world" network for professionals

Yahoo 360: Yahoo's social networking platform

Z: Ziggs:allows users to professionally market themselves online.

RAZER'S PROJECT FIONA: A TABLET FOR PC GAMERS

 Razer -- generally known for its gaming peripherals--is working on a tablet called

Project Fiona. Let's just file this under **"wholly unexpected".**

The company's aim is to bring PC gaming to an entirely new and decidedly different form factor. This is Razer's second fling in the PC gaming space. Last year we caught wind of the Razer Blade, a gaming laptop that was designed to marry performance and portability in a slick shell. Project Fiona is poised to be decidedly different--a bold but cautious step into the dizzying tablet market.

 I was skeptical about the Switchblade. As a dyed-in-the-wool PC gamer and MMO enthusiast, the very idea of playing something like World of Warcraft on a netbook keyboard is laughable--even if the keys are clever.

 A proper gaming laptop that shuffled the excellent dynamic keyboard idea onto a corner of the shell, and left the traditional typing surface alone.

New Concept Makes Sense

Razer Switchblade Razer aims to adopt the same approach with Project Fiona--hence the code name, instead of a proper moniker. But where the Switchblade left me confused, Fiona makes a tantalizing amount of sense.

The hardware: Details are scant, largely because the prototype exists in something of a nebulous state.

The device will have a multi-touch screen, THX-certified speakers, force feedback support (with vibration motors in those controller arms), front- and rear-facing cameras, and a battery life akin to what you might expect from an Ultrabook, though we should likely lop an hour or two off for a focus on gaming.

We bemoan shoddy ports and menu systems that are clearly designed for a gamepad, instead of the obviously superior keyboard and mouse. But the design ethos that's crept into PC gaming over the last few years is Fiona's saving grace.

You'll be hard pressed to find a modern PC game that doesn't support gamepads--the Xbox 360 controller will connect directly to your PC with little effort. That gives Razer a massive library of titles right out of the gate.

Touchscreen Benefits

And then there's the touchscreen. Like it or not, touch is becoming an increasingly important part of the modern computing experience. Windows 8 only makes the issue that much more pressing, with an interface wholly designed around you getting your hands on with your PC.

This is where developers come in. We see a lot of All-in-Ones here at PCWorld, with the occasional gaming-focused machine like the Lenovo Idea Centre. But while it packs a touchscreen (and a 3D display), your finger-friendly options are largely limited to ports of mobile titles like Angry Birds. You'll be reach for your keyboard and mouse for most of your gaming needs.

Razer's Gamble

As more touchscreen-equipped PCs find their way into our homes, it stands to reason that developers will see the light. Razer is showing its cards early, but it's a gamble the company is hoping will pay off. The logic is sound, and while the final product will ultimately depend on its performance, it's an idea whose time has come.

FACTS

- There are only 5 countries in the world which still uses Farenheit to measure the temperature.

- Tongue is the only muscle that is not attached to the other end.

- A teaspoon of neutron state weighs more than everyone on earth combined.

- Russia has greatest surface area than Pluto.

- If you put Saturn in water it will float.

- The deepest point on earth is the Mariana Trench in pacific ocean.

- A new born Kangaroo is about 1 inch in length.

- An ostrich's eye is bigger than its brain.

- The word ―SCIENCE‖ was first used by romans.

- The most poisonous animal in the world is the Arrow Dart Frog.

- The criminal organ of the human body is brain.

- The innocent organ of human body is Heart.

- An average apple contains 130 calories.

- An average Strawberry has about 200 seeds.

- Olympic gold medals are actually made mostly of Silver.

NEW TECHNOLOGIES, NEW PARADIGMS

Enterprises have always been at the forefront of socio-economic progress. They contribute to social well-being and development by creating jobs and creating wealth. The industry was dominated by a handful of family-owned conglomerates and state-owned. Entrepreneurship was in its infancy and the privilege of the affluent few. Equally challenging however was the entry barrier for new business due to large capital expenses around physical infrastructure involved in starting a new business. Over the past three decades, globalization complemented by the pace and consistency of technological disruptions has clearly changed all of that. Creating jobs, wealth and societal progress is not limited to private business conglomerates and state-owned.

One of the most popular and impactful technological disruptions in recent years is undoubtedly the cloud revolution which,

combined with mobility and the internet of things has redefined the competitive assessment of enterprises. The ability of enterprises to leverage these emerging and disruptive technologies will not only determine their competitiveness but also their ability to survive and thrive. Cloud computing is the disruptive technology which can empower the individual.

With the mobile phone being the chosen end-user device, the world of apps and app-based services for instance is dis-intermediating individuals from the business-consumer loop. At the most fundamental level, these developments are changing the buy vs. build equation of IT systems. At a deeper level, it is allowing enterprises to focus on their core business without getting distracted.

The need for innovation, the need to adopt new business models and the need to redefine the rules of the game are exemplified in the healthcare industry. Moving to the cloud will allow and necessitate the adoption of Electronic Health Records (EHRs).

To create scale and to support the growth of industry in these evolving paradigms, governments and regulatory agencies must create a suitable environment for adoption of cloud computing. They must create the right set of regulations that balances adoption of this technology as well as protects the users of this technology. Therefore to tackle these new-age challenges that invariably present themselves with new-age opportunities, we

need extensive, on-going and real-time collaboration at the intra and inter-governmental level. We need clearly defined rules and collaboration guidelines to promote cross-border governance.

One thing is for sure. There are no easy answers or best solutions. Crime and governance are always playing the catch-up game with each other. We have to accept the fact that every opportunity brings with it a fair share of challenge and vice versa. The need of the hour is for individuals, businesses, policy makers and governments to work together to play their part towards mitigating the challenges and benefiting from the opportunities. This is the only way we can leverage these technologies to provide affordable and quality solutions to some of the most pressing challenges that the society is facing today.

FUN WITH ENGLISH

1.A word starting with ‗Q' has ‗U' as its second letter.

2.The only three words in English language to have two consecutive **u's.**They are vacuum,continuum and residuum.

3.Dreamt is the only word in the English language that ends in the letters ‗mt'.

4.**Underground** is the only word that begins and ends with the letters ‗und'.

5.The word ―alphabet‖ is derived from the first two letters in the greekalphabets,**alpha** and **beta**.

6.The word without any vowels is ―**RHYTHM**‖.

7.The only 15 letter word that can bespelt without repeating a letter is―**uncopyrightable**‖.

8.The sentence ―**The quick brown fox jumps over the lazy dog**‖ uses every letter of the alphabet.

RIDDLES

1.An half circle,full circle…

An half circle,full circle…

An half circle,full circle…

Right angle,A,

Who am I?

Ans:COCOCOLA

2.I'm having 5 letters,

I'm having 4 legs,

If first letter is removed,I'm on your top..

If first two letters are removed ,I'm everywhere…

Who am I?

Ans:CHAIR

3.Which state in the United State is high in the middle and round at the ends?

Ans: Ohio

4.What has four and a thumb; but no flesh and bones?

Ans:GLOVE

5.He is my son, but I'm not his father.Who am I?

Ans:Mother

6.What is in front of you but can never be seen?

Ans:Future

7.I have neck but no head, I have two arms but no hands, Who am I?

Ans:Shirt.

8.What goes around the world but stays in a corner?

Ans: Stamp

9.You throw away the outside and cook the inside.When you eat, you eat the outside and throw the inside? What is it?

Ans:Corn

HISTORY- DIFFERENT KINDS OF LANDS

- Land of cakes- Scotland
- Land of Kangaroo- Australia
- Land of the Golden pagoda- Myanmar
- Land of the Maple- Canada
- Land of the Midnight Sun- Norway
- Land of the Rising Sun- Japan Land
- of thousand Lakes- Inland Land of
- Thunder Bolt- Bhutan Land of
- White Elephants- Thailand Land of
- Hermit Kingdom- Korea

DO YOU KNOW THESE"AGES"

- The mean value of a number values- Aver**age**
- A strip of cloth used in dressing wounds- Band**age**
- A vegetable- Cabb**age**
- System of Draining- Drain**age**
- Speech expressing through words- Langu**age**
- Control- Man**age**
- Electric force measured in volts- Volt**age**
- Payment made on receipt of service- W**age**
- Bravery- Cour**age**
- A motor shed- Gar**age**

NUMBER PUZZLES:
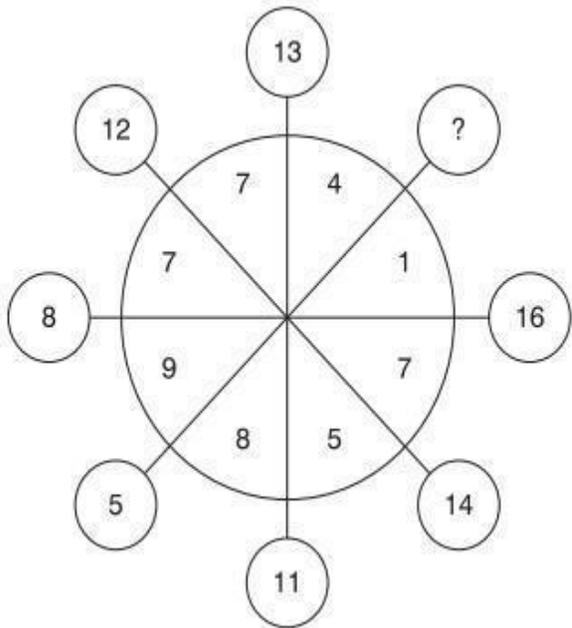
1. What number should replace the question mark?

			14	
	22			
			34	
41				
		53		?

1. What number should replace the question mark?

```
        9
      7   2
    5   7   6
  4   6   ?   8
```

2. What number should replace the question mark?

```
            13
      12          ?
         7     4
        7        1
   8                16
        9        7
         8     5
      5          14
            11
```

4. What number should replace the question mark?

```
      5              4
   8   5          7   6          9
   1   7          1   9          1
```
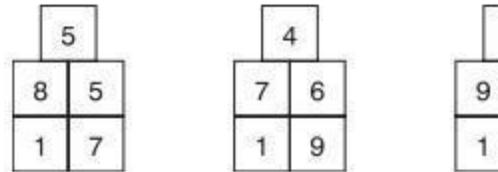
5. How many lines appear below?
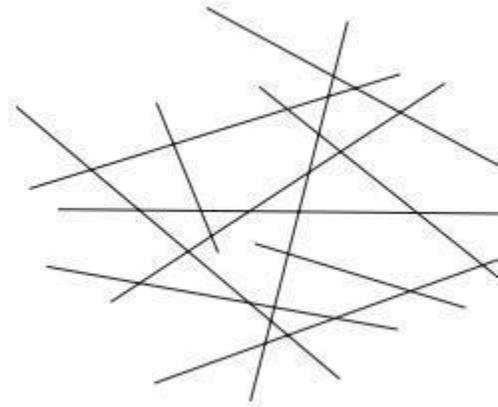
6. Which does not belong in this sequence?

3. What number should replace the question mark?

A   B   C   D
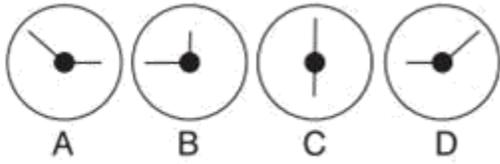
7. What number is logically missing from the sequence below? 348269, 284315, **, 8438, 4811, 842, 86**

8. What number should replace the question mark?
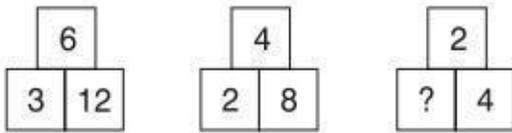
9. What number should replace the question mark?
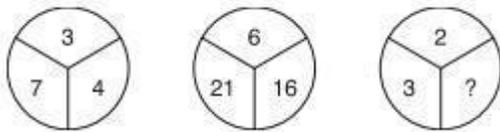
10. What number should replace the question mark? 16, 23, 19, 19, 22, 15, 25, ?

ANSWERS:

1.

Ans: 0.

Sol.
Looking at lines of numbers from the top : 9×8 = 72; 72×8 = 576; 576×8 = 4608;

2.

Ans: 17.

Sol.
It is the sum of the two digits(9 + 8) in the quadrant opposite.

3.

Ans: 55.

Sol.
Each number indicates its position in the grid. 55 indicates row 5 columns 5.

4.

Ans: 7.

Sol.
$91 \div 13 = 7$.

5.

Ans: 11.

6.

Ans: B.

Sol.

In the others the long hand moves 45° clockwise and the short hand moves 90° clockwise.

7.

Ans: 34826.

Sol.

Each number is the sum of the last two digits of the previous number, preceded by the remaining numbers in reverse.

8.

Ans: 1.

Sol.

Multiply the bottom two numbers then take the square root, i.e. $1\times4 = 4$ and $\sqrt{4} = 2$.

9.

Ans: 4.

Sol.

Looking across at the three circles, the number in the middle is the product of the two numbers in the same segment in the other two circles. Thus, $3\times2 = 6$, $7\times3 = 21$ and $4\times4 = 16$.

10.

Ans: 11.

Sol.

There are two alternate sequences + 3 and - 4.

SOME IMPORTANT PORTALS & THEIR FOUNDER

- Twitter— Jack Dorsey & Dick Costolo

- Internet— Tim Berners Lee

- Linkdin— Reid Hoffman, Allen Blue& Koonstantin Guericke

- Email— Shiva Ayyadurai

- Gtalk— Richard Wah kan

- Whats up— Laurel Kirtz

- Hotmail— Sabeer Bhatia

- Orkut— Buyukkokten

- Wikipedia— Jimmy Wales

- You tube— Steve Chen, Chad Hurley &

- JawedKarim Rediffmail— Ajit Balakrishnan

- Nimbuzz— Martin Smink & Evert Jaap Lugt

- Myspace— Chris Dewolfe & Tom Anderson

- Ibibo— Ashish Kashyap

- Skype— Niklas Zennstrom,JanusFriis & Reid

- Hoffman Opera— Jon Stephenson von Tetzchner &

- Geir lvarsoy Mozilla Firefox— Dave Hyatt & Blake

- Ross Blogger— Evan Willams

200GB MICROSD CARD ANNOUNCED BY SANDISK

SanDisk Corporation has introduced the 200GB SanDisk Ultra® microSDXC™ UHS-I card, Premium Edition – the world's highest capacity microSD card for use in mobile devices. Just one year after its record-breaking 128GB microSD card, the company has increased storage capacity by 56% within the same fingernail-sized form factor. Blazingly fast transfer speeds of 90MB/s enable consumers to move up to 1,200 photos per minute. 200GB microSD card announced by SanDisk

―Mobile devices are completely changing the game,‖ said Christopher Chute, Vice President, Worldwide Digital Imaging Practice, IDC. ―Seven out of 10 images captured by consumers are now from smartphones and tablets. Consumers view mobile-first devices as their primary means for image capture and sharing – and by 2019, smartphones and tablets will account for nine out of 10 images captured. As the needs of mobile users continue to change, SanDisk is on the forefront of delivering solutions for these demands as is clearly illustrated through their growing portfolio of innovative products, including the new 200GB SanDisk Ultra microSDXC card.‖

SanDisk achieved this capacity breakthrough by leveraging the proprietary technology developed last year for the 128GB version and creating a new design and production process that allows for more bits per die. Digital storage is a very good example of an exponential technology. On current trends, microSD cards with terabyte (1000GB) capacities are likely to be achieved within the next several years.

The 200GB SanDisk Ultra microSDXC UHS-I card, Premium Edition, features a ten-year limited warranty and will be available worldwide in Q2 2015 at a suggested retail price of $399.99.

Laying the foundations for 5G mobile

So-called ‗5G' mobile communications will use a very high frequency part of the spectrum above 6 GHz. This could support a variety of new uses including holographic projections and 3D medical imaging, with the potential to support very high demand

users in busy areas, such as city centres. 5G mobile is expected to deliver extremely fast data speeds – perhaps 10 to 50 Gbit/s – compared with today's average 4G download speed of 15 Mbit/s. 5G services are likely to use large blocks of spectrum to achieve these speeds, which are difficult to find at lower frequencies.

The timeframe for the launch of 5G services is uncertain, although commercial applications could emerge by 2020, subject to research and development and international agreements for aligning frequency bands. Ofcom says it is important to do the groundwork now, to understand how these frequencies might be used to serve citizens and consumers in the future. The regulator is therefore asking industry to help plan for the spectrum and bandwidth requirements of 5G.

The spectrum above 6 GHz currently supports various uses – from scientific research, to satellite broadcasting and weather monitoring. One of Ofcom's core

roles is to manage the limited supply of spectrum, taking into account the current and future demands to allow these different services to exist alongside each other.

Breakthrough in creating DNA-based electrical circuits

An international team has announced "the most significant breakthrough in a decade" toward developing DNA-based electrical circuits.

The central technological revolution of the 20th century was the development of computers, leading to the communication and Internet era. The main measure of this evolution has been miniaturisation: making machines smaller. A computer with the memory of the average laptop today was the

size of a tennis court in the 1970s. Yet while scientists made great strides in reducing the size of individual components through microelectronics, they have been less successful at reducing the distance between transistors, the main element of our computers. These spaces between transistors have been much more challenging and extremely expensive to miniaturise – an obstacle that limits the future development of computers.

Molecular electronics, which uses molecules as building blocks for the fabrication of electronic components, was seen as the ultimate solution to the miniaturisation challenge. To date, however, no one has actually been able to make complex electrical circuits using molecules. The only known molecules that can be pre-designed to self-assemble into complex miniature circuits, which could in turn be used in computers, are DNA molecules. Nevertheless, nobody has so far been able to demonstrate reliably and quantitatively the flow of electrical current through long DNA molecules.

Now, an international group led by Prof. Danny Porath, at the Hebrew University of Jerusalem, reports reproducible and quantitative measurements of electricity flow through long molecules made of four DNA strands. The research, which could re-ignite interest in the use of DNA-based wires and devices in the development of programmable circuits.

Prof. Porath is affiliated with the Hebrew University's Institute of Chemistry and its

Centre for Nanoscience and Nanotechnology. The molecules were produced by the group of Alexander Kotlyar from Tel Aviv University, who has been collaborating with Porath for 15 years. The measurements were performed mainly by Gideon Livshits, a PhD student in the Porath group. The research was carried out in collaboration with groups from Denmark, Spain, the US, Italy and Cyprus.

According to Prof. Porath, "This research paves the way for implementing DNA-based programmable circuits for molecular electronics, which could lead to a new generation of computer circuits that can be more sophisticated, cheaper and simpler to make."
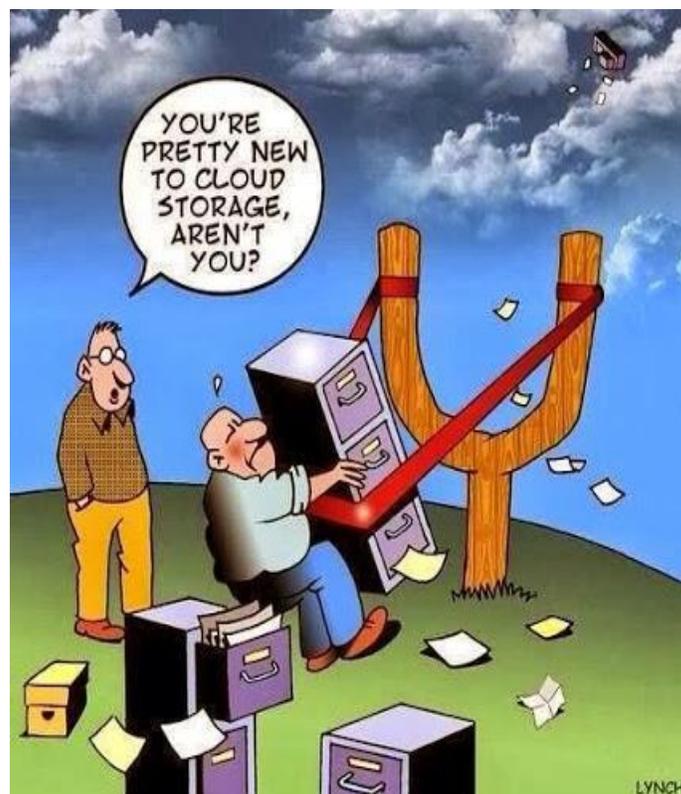
FACTS

- The majority of computer users blink 7 times per minute at most, compared to the normal blink rate of 20 blinks per minute.

- Email was invented before the web; which means that it has been around longer.

- Doug Engelhard invented the very first computer mouse which was made out of wood. He created it in 1964.

- On a regular work day for a typist, their fingers travel at an average rate of about 12.6 miles per day.

- The state of Alaska is the only state whose letters can be typed in a straight row of keyboard letters.

- There are more than one million domain names that are registered online per month.

- Apple, Microsoft, HP, and Google are all IT applications that started development in a garage.

- The social Media website Myspace has about 110 million registered users. If the social media site had been considered a country it would be the 10th largest; right after Mexico.

- Youtue.com was registered February 14th, 2005.

- The Dvorak keyboard is known to be more efficient and 20 times faster than Querty.

- Computer programming is an occupation that is growing faster than any other.

- The first online advertisement banner was created and used in the year of 1994.

- Hewlett Packard, which is more known as HP, was invented in a garage in Palo Alto during the year of 1939.

- As of this year, there are currently 17 billion devices that are connected or related to the internet and the use of the internet.

- If you are able to find a way to hack into Facebook then they will pay you up to $500.

Enjoy Mathematics

*9*9+7=88*

*98*9+6=888*

*987*9+5=8888*

*9876*9+4=88888*

*98765*9+3=888888*

*987654*9+2=8888888*

*9876543*9+1=88888888*

*98765432*9+0=888888888*

NUMBER PUZZLES:

What number comes inside the circle?
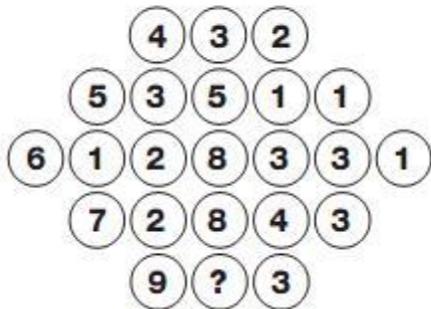
Answer : **6**

Explanation : Looking at the diagram in rows, the central circle equals half the sum of the numbers in the other circles to the left and right of the centre.

Which number completes the puzzle?
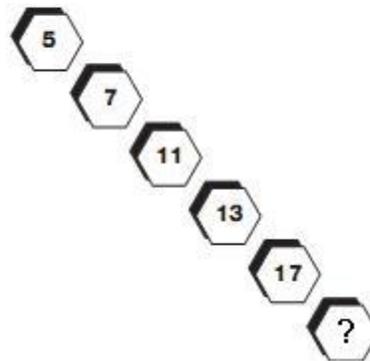
Answer : **19**

Explanation : As you move diagonally down, numbers follow the sequence of Prime Numbers.

TECHNOLOGY COMPANY – SLOGANS LIST

No.	Technology Company	Slogans
1	Accenture	High Performance. Delivered.
2	Adobe	Better by Adobe.
3	Amazon.com	… and You're Done
4	Apple Computer	The power to be your best.
5	AT&T	Reach out and touch someone.
6	BMW	The Ultimate Driving Machine
7	Bose Corporation	Better Sound Through Research
8	BP Microsystems	Setting the Standard in Device Programming
9	Cisco Systems	This is the Power of the Network. Now.
10	Compaq (HP)	Inspiration Technology
11	Dell Computer	Get More out of Now
12	General Dynamics	Strength On Your Side
13	Honeywell	We are Honeywell
14	IBM	We Make IT Happen
15	Infosys	Powered by Intellect Driven by Values
16	Intel	Intel Inside
17	ITT	Engineered for Life
18	Kodak	A Virtual World of Live Pictures
19	Micron	The Future of Memory
20	Microsoft	Where do you want to go today?
21	MySQL	To Make Superior Data Management Available and Affordable for All
22	Nokia	Connecting People
23	NVIDIA	The way it's meant to be played
24	Oracle	Information Driven:
25	Panasonic	Ideas for Life
26	Philips	Sense and Simplicity
27	Pragma	Operate at Your Optimum
28	Sun Microsystems	The Network Is The Computer
29	Toshiba	Committed to People, Committed to the Future.
30	United Technologies Corporation	This is Momentum
31	Verizon Wireless	Can You Hear Me Now? Good.
33	Vodafone	Make the Most of Now
34	Xerox	The Document Company

IN-PLANT TRAINING BY THE STUDENTS

Dept.	Student Name / Total No. of Students & Branch	Place of In-plant Training	Period of Training (Date(s))
III – IT(B)	Shriharini K(12BIT093)	HCL, Coimbatore.	21.06.2014 TO 24.06.2014
	Priya K(12BIT074)		
	Roopa V(12BIT080)		
	Veeravigasini V(12BIT112)		
	Veena Priya DarsiniS(12BIT110)		
	Priyanka R(12BIT078)		
	Pavithra M(12BIT067)		
	Nivetha R(12BIT062)		
	Pavithra R(12BIT069)		

Dept.	Student Name / Total No. of Students & Branch	Place of In-plant Training	Period of Training (Date(s))
III – IT(A)	Akshaya D(12BIT006)	Appin Technology, Coimbatore.	20.06.2014 TO 25.06.2014
	Arunithi M(12BIT013)		
	Barkavi M(12BIT015)		
	Lesa Ann Thomas(12BIT045)		
	Lavanya P(12BIT043)		
	Mohana Priya T(12BIT053)		
	Narmadha R(12BIT060)		
	Abinaya K(12BIT001)		23.06.2014
	Abinaya N(12BIT002)		
	Abinaya R(12BIT003)		

		Abinayaa J(12BIT004)	Ascesntz InfoTech, Coimbatore.	TO
		Karthika S(12BIT034)		
		Nandhini P(12BIT057)		25.06.2014
		Anitha S(12BIT009)	Seattle Technologies, Coimbatore.	23.06.2014
		Karthika M(12BIT033)		
		Lavanya S(12BIT044)		
		Manjureka M(12BIT048)		TO
		Keerthana A(12BIT037)		
		Nanthinipriya M(12BIT059)		30.06.2014

Dept.		Student Name / Total No. of Students & Branch	Place of In-plant Training	Period of Training(Date(s))
IT	II IT (B) 22	S.Kalaivani -13BIT024	Title: Android Workshop, Flash, Dreamweaver, SDLC, Web Design Uniq Technology, Chennai.	24.01.2015 to 26.01.2015
		M.Ishwarya - 13BIT054		
		D.Divya 13BIT086		
		M.Arthisri - 14BIT318		
		R.Yogeshwaran - 14BIT304		
		S.Gowtham - 14BIT308		
		M.Naveen Prasad - 13BIT090		
		S.Priyanka 13BIT002	Title: Android Workshop, Flash, Dreamweaver, SDLC, Web Design Uniq Technology, Chennai.	03.01.2015 & 04.01.2015
		T.Hari Shankari - 13BIT008		
		D.Selva mani - 13BIT060		
		A.Rajeswari 13BIT064		
		M.Shakilabanu - 13BIT074		
		S.Balaji - 14BIT311		
		M.Vignesh - 14BIT315		
		M.Srija - 13BIT078		
		T.Rajalakshmi - 13BIT026	Title: Android	02.01.2015 &

R.Dhanaranjani - 13BIT032	Workshop	03.01.2015
R.Yogarubini - 13BIT056	Uniq Technology, Chennai.	
P.Revathy - 13BIT066		
K.Nandhini - 13BIT068		
R.Saranya - 13BIT072		
S.Ruthasirija - 13BIT088		

Dept.	Student Name / Total No. of Students & Branch		Place of In-plant Training	Period of Training(Date(s))
IT	II – IT (A) 1	G.Blessy Shona - 13BIT059	Title: Android Workshop, Flash, Dreamweaver, SDLC, Web Design Uniq Technology, Chennai.	03.01.2015 & 04.01.2015

PARTICIPATION OF INTER AND INTRA COLLEGIATE COMPETITION / EVENTS BY THE STUDENTS

S.No	Student's Name	Branch and Department	Details of event & Prize if any	Organizer and Place of program	Date
1	S.kirubakaran	II – IT (A)	See Inventers – Debugging & **Third Prize**	National Level Students Technical Symposium, Techtrend'2014, Sri Eshwar College of Engineering, Coimbatore.	23.08.2014
2	R.Gawtham Srinivasan	II – IT (B)	See Inventers – Debugging & Participation	National Level Students Technical Symposium, Techtrend'2014, SriEshwar College	23.08.2014

S.No	Student's Name	Branch and Department	Details of event & Prize if any	Organizer and Place of program	Date
3	A.Eswaran	III – IT (A)	Completed Course on "Developing in HTML5 with JavaScript and CSS3 Jump Start"	Microsoft Virtual Academy – Online Course	19.08.2014

S.No	Student's Name	Branch and Department	Details of event & Prize if any	Organizer and Place of program	Date
1.	M.Siva Prakasam	III – IT (B)	Code Debugging, Prize : 2nd Prize	CSI, MCET, Pollachi.	12.09.2014
2.	V.Madhan Kumar	III – IT (A)	Bug Hunt , Participation	KGiSL Institute of Technology, Coimbatore.	11.09.2014
3.	B.Guru Prasath				
4.	L.Muthu Kumar		Project Presentation, , Title: Blood Bank & Rescue Plp , Participation	Good for Apps, KGiSL Institute of Technology, Coimbatore.	
5.	K.I.Khizar Ahmed				

S. No.	Student's Name	Branch and Department	Details of event & Prize if any	Organizer and Place of program	Date
1	N.Kavya	II – IT (B)	Code Debugging - Participation	Bannari Amman Institute of Technology, Erode.	09.10.2014
2	A.Abinaya Shruthi	II – IT (B)			
3	M.Sasipriya	II – IT (B)			
4	P.Kiruthika	III – IT (A)	Logo Contest (Student Affairs & Alumni	MCET, Pollachi.	16.10.2014
5	T.Mohanapria				

S.No.	Student's Name	Branch and Department	Details of event & Prize if any	Organizer and Place of program	Date
6	V.Madhan Kumar		Association) - Participation		
7	R.Yogshwaran	II – IT (B)			
8	T.Hari Shankari				
9	A.Rajeswari				
1.	S.Kirubakaran	II – IT (A)	Hastrove – Second Prize	Coimbatore Institute of Technology, Coimbatore.	30.01.2015 & 31.01.2015
2.	G.Nirmal Raj	II – IT (B)	Hastrove – Second Prize		
3.	J.Jayanth Raghul	II – IT (A)	Quiz& Fragon - Participation		
4.	K.Vadivel	II – IT (A)	Quiz & Fragon - Participation		
5.	S.Kirubakaran	II – IT (A)	Coding& Syncomerta - Participation		
6.	R.Gawtham Srinivasan	II – IT (B)	Syncomerta - Participation		
7.	G.Nirmal Raj	II – IT (B)	Coding & Quiz - Participation		
8.	D.Thangavel	II – IT (B)	Quiz&code war - Participation		
9.	R.Nithyanantan	II – IT (B)	Syncomerta& Coding - Participation		
10.	B.Arun Kishore	II – IT (B)	Coding - Participation	United Institute of Technology, Coimbatore.	30.01.2015
11.	P.Mathivanan	II – IT (B)			
12.	V.B.Shabari Loganaathan	II – IT (B)			
13.	N.Reshma	II – IT (B)			
14.	B.Priyadharsini	II – IT (B)			
15.	B.Selva Nalini	II – IT (B)			

S.No		D.Katheeja Parveen	II – IT (B)			
16.						

PAPER PRESENTATION

S.No	Student's Name	Title of the Paper Presented	Participation/ Prize if any	Organizer and Place of the Program	Date of the Event
1	Gokula Priya.B Gowthami.S III-IT(A)	Cloud Computing for Moblie Users	Participation	Kongunadu College of Engineering and Technology,Namakkal	14.08.2014
2	Nivetha.R Vani Sri.K.R III-IT(B)	To prevent accidents using wireless communication	Participation		
3	Barkavi.M Lesa An Thomas III-(A)	Hand Gesture Recognition	First Prize	Sri Ramakrishna Engineering College,Coimbatore	20.08.2014
4	Aswin Yegappan Dineshravi II-IT(A)	Cloud Computing	Participation	Sri Eshwar College Engineering,Coimbatore	23.08.2014
5	Kavya.N Sasipriya.M II-IT(B)	Improving the Quality of Education using E-Governance	First Prize	CSI,MCET,Pollachi	15.09.2014
6	Aswin Yegappan.M Dineshravi III-IT(A)	Cloud Computing	Participation		
7	Madhuvarshini.N Swarnalakshmi.C.V III-IT(B)	Self-Managing Computing	Participation		
8	Dhanaranjani.R Saranya.R III-IT(B)	E-Governance in Education: To Improve Student's Employability Opportunities	Participation		
9	Jayanth Raghul.J Velmurugan.K II-(A)	Big Data	Participation		
10	Raga Rakshitha.R Sownthariyaa.G II-IT(A)	Green Computing	Participation		
11	Sree Vidhya.E Chitra.N Blessy Shona.G II-IT(A)	Green Computing	Participation		
12	Swarnalakshmi.C.V Madhu Varshini.N II-IT(B)	Internet of Things	Participation	Bannari Amman Institute of Technology,Erode	09.10.2014

13	Gokulapriya.B Ananthi.K III-IT(A)	Cloud based E-Pooling System	First Prize	CSI,MCET,Pollachi	09.10.2014
14	Akshaya.D Hasmath Haseena III-IT(A)	Java Ring	Second Prize		
15	Anitha.S Manjureka.M III-IT(A)	Brain Controlled Car for Disabled	Participation		
16	Mithra.G Preethi.D III-IT(A)	Neural System	Participation		
17	Rupavathi.S Nivethini.D III-IT(B)	Automation of Stock Update Public Distribution System	First Prize	CSI,MCET,Pollachi	06.11.2014
18	Udaya Thilagam.S Sonia.A III-IT(B)	Agricultural Robotics and Automation	Participation		
19	Shriharini.K Veenapriyadarshini III-IT(B)	Honeypots on Network Secuity	Participation	Coimbatore Institute of Technology	24.01.2015
20	Shanmugapriya. M Priyanka.R III-IT(B)	Drowsy Drivers	Participation		

PAPER PRESENTATION BY THE STUDENTS

S.No	Student's Name	Branch and Department	Title of Paper Presented	Organizer and Place of program	Date
1	Aswin Yegappan	II – IT (A)	Cloud Computing – Participation	National Level Students Technical Symposium, Techtrend'2014, Sri Eshwar College of Engineering, Coimbatore.	23.08.2014
2	Dineshravi				
3	M.Barkavi	III – IT(A)	Hand Gesture Recognition – **First Prize**	Sri Ramakrishna Engineering College,	20.08.2014
4	Lesa Ann Thomas				

S.No	Student's Name	Branch and Department	Title of Paper Presented	Organizer and Place of program	Date
			Coimbatore.		
5	B.Gokula Priya		Cloud Computing for Mobile Users – Participation	Kongunadu College of Engineering and Technology, Namakkal.	14.08.2014
6	S.Gowthami				
7	R.Nivetha	III – IT(B)	To prevent accidents using wireless communication – Participation	Kongunadu College of Engineering and Technology, Namakkal.	14.08.2014
8	K.R.Vani Sri				

S.No	Student's Name	Branch and Department	Title of Paper Presented	Organizer and Place of program	Date
1.	Kavya.N	II – IT (B)	Improving the Quality of Education using E-Governance, **Prize : 1st Prize**	CSI, MCET, Pollachi.	15.09.2014
2.	Sasipriya.M				
3.	Aswin Yegappan.M	II – IT (A)	Cloud Computing, Participation		
4.	Dineshravi				
5.	Madhuvarshini.N	II – IT (B)	Self-Managing Computing, Participation		
6.	Swarnalakshmi.C.V				
7.	Dhanaranjani.R		E-Governance in Education: To Improve Student's Employability Opportunities, Participation		
8.	Saranya.R				
9.	Jayanth Raghul.J	II – IT (A)	Big Data, Participation		
10.	Velmurugan.K				
11.	Raga Rakshitha.R		Green Computing,		
12.	Sownthariyaa.G				

S. No.	Student's Name	Branch and Department	Title of Paper Presented	Organizer and Place of program	Date
13.	Sree Vidhya.E		Particiaption		
14.	Chitra.N		Green Computing, Particiaption		
15.	Blessy Shona.G				

S. No.	Student's Name	Branch and Department	Title of Paper Presented	Organizer and Place of program	Date
1	C.V.Swarnalakshmi	II – IT (B)	Internet of Things - Participation	Bannari Amman Institute of Technology, Erode.	09.10.2014
2	N.Madhu Varshini	II – IT (B)			
3	B.Gokulapriya	III – IT (A)	Cloud based E-Pooling System - Ist Prize	CSI, MCET, Pollachi.	09.10.2014
4	K.Ananthi				
5	D.Akshaya		Java Ring – IInd Prize		
6	K.Hasmath Haseena				
7	S.Anitha		Brain Controlled Car for Disabled - Participation		
8	M.Manjureka				
9	G.Mithra		Neural System - Participation		
10	D.Preethi				

S.No	Student's Name	Branch and Department	Title of Paper Presented	Organizer and Place of program	Date
1	S.Rupavathi	III – IT (B)	Automation of Stock Update Public Distribution System – Ist Prize	CSI, MCET, Pollachi.	06.11.2014
2	D.Nivethini				
3	S.Udaya Thilagam		Agricultural Robotics &		

S.No	Student's Name	Branch and Department	Title of Paper Presented	Organizer and Place of program	Date
4	A.Sonia		Automation – Participation		

S.No	Student's Name	Branch and Department	Title of Paper Presented	Organizer and Place of program	Date
1.	K.Shriharini	III – IT (B)	Honeypots on Network Security - Participation	Coimbatore Institute of Technology, Coimbatore.	24.01.2015
2.	S.Veenapriyadarshini				
3.	M.Shanmugapriya		Drowsy Drivers - Participation		
4.	R.Priyanka				

EXTRA-CURRICULAR / CO-CURRICULAR ACTIVITIES

S.No	Students Name	Year & Dept.	Events Details	Awards / Medals (if any)	Date of the Event
1.	S.Gayathri	III – IT (A)	Zone - Volleyball, SNS College of Technology, Coimbatore.	Participation	27.09.2014 & 28.09.2014
2.	S.Sathya	II – IT (A)			
3.	S.Kaarthi	III – IT (A)	Inter Zone – Cricket, MCET, Pollachi.	Participation	26.09.2014 to 29.09.2014
4.	J.ManojKumar	III – IT (A)	Anna University Zone Kabaddi Tournament, Rathinam Technical Campus, Coimbatore.	Participation	23.09.2014
5.	S.Kaarthi	III – IT (A)	Zone – Cricket, J.J. College of Engineering and Technology, Trichy.	Participation	12.09.2014 to 13.09.2014

S.No	Students Name	Year & Dept.	Events Details	Awards / Medals (if any)	Date of the Event
1	S.Gowthami	III – IT (A)	Anna University INTERZONE, Football – Women Tournament, M.P.Nachimuthu N.Jaganathan College of Engineering & Technology, Chennimalai.	Participation	24.10.2014 to 26.10.2014
2	R.Nandhini				
3	B.Gayathri				
4	K.Nandhini	II – IT (B)			
5	P.Saravana Perumal	III – IT (B)	Anna University Zone Hockey (Men) Tournament, Hindusthan Institute of Technology, Coimbatore.	Participation	24.10.2014
6	K.Kennedy	II – IT (A)			
7	P.Saravana Perumal	III – IT (B)	CHDA Hockey (Men) Tournament, Dr.NGP, Coimbatore.	Participation	18.10.2014
8	K.Kennedy	II – IT (A)			
9	S.Gowthami	III – IT (A)	Anna University INTERZONE, Hockey Women Tournament, Syed Ammal Engineering College, Ramanathapuram.	Participation	13.10.2014 to 15.10.2014
10	R.Nandhini				
11	C.Kokilavani				
12	D.Alagu Vibiya	II – IT (A)			
13	S.Akilandeeswari	II – IT (B)	Anna University ZONE 10 (Athletic – Meet) Women, Nehru Stadium, Sri Ramakrishna	Participation	08.10.2014 to 10.10.2014
14	S.Gowthami	III –			

S.No	Students Name	Year & Dept.	Events Details	Awards / Medals (if any)	Date of the Event
15	R.Nandhini	IT (A)	Institute of Technology, Coimbatore.		
1.	R.Nandhini	III – IT(A)	Football - Sairam College of Engineering and Technology, Chennai.	Participation	29.01.2015 to 31.01.2015
2.	S.Gowthami				
3.	B.Gayathri				
4.	K.Nandhini	II – IT (B)	Football - Sairam College of Engineering and Technology, Chennai.	Participation	29.01.2015 to 31.01.2015
5.			Football – MPNMJ College of Engineering, Erode.	Participation	25.01.2015 & 26.01.2015
6.	S.Sathya	II – IT(A)	Intra- Murals Volleyball Event, MCET, Pollachi.	Winners	22.01.2015 & 23.01.2015
7.	B.Gayathri	III – IT (A)			
8.	T.Shanthini	II – IT(A)	Basket Ball, MCET, Pollachi.	Runners	27.01.2015 & 29.01.2015
9.	K.Gowthama Priya	III – IT(A)	Interzone Cricket - Kongunadu College of Engineering and Technology, Namakkal.	Runners	24.01.2015 & 25.01.2015
10	B.S.Ashwini				
11	S.Akilandeeswari	II – IT (B)	Kho-Kho - SVS College of Engineering, Coimbatore.	Runners	10.01.2015 to 12.01.2015
12			4*100 Relay – Nehru Stadium, Coimbatore.	Participation	
13			400 Hrdls – Nehru	Second Prize	

S.No		Details of Event	Organizer and Place of program	Date

			Stadium, Coimbatore.		
14			100 Hrdls – Nehru Stadium, Coimbatore.	Second Prize	
15	R.Nandhini	III – IT(A)	University Hockey Match - kongunadu college of engineering and technology, Namakkal.	Participation	07.01.2015 to 14.01.2015
16	M.Karthikai Selvi	II – IT(A)	Throw Ball, MCET, Pollachi.	Participation	06.01.2015

PARTICIPATION IN SEMINAR / CONFERENCE / WORKSHOP / TRAINING ETC. BY THE STUDENTS

S.No	Student's Name	Branch and Department	Details of Event	Organizer and Place of program	Date
1.	Eswaran A (13BIT315)	III- IT(A)	Workshop on "Android Apps Development" for MCET Students	IT Department & MCET-FOSS, MCET and Networking and Programming Lab, MCET, Pollachi.	25.07.2014 & 26.07.2014
2.	Aswini B S (12BIT014)				
3.	Brindha G (12BIT016)				
4.	Gokul (12BIT020)				
5.	Gokula Priya B (12BIT021)				
6.	Karthick M				

S.No	Student's Name	Branch and Department	Details of Event	Organizer and Place of program	Date
	(12BIT030)				
7.	Karthiga R (12BIT032)				
8.	Lavanya P (12BIT043)				

S.No	Student's Name	Branch and Department	Details of Event	Organizer and Place of program	Date
1.	D.Preethi	III – IT (A)	Workshop on "Android Application Development for Beginners"	Kongu Engineering College, Erode.	08.08.2014 & 09.08.2014
2.	R.Nanthini				
3.	K.Hasmath Haseena				
4.	P.Saravana Perumal	III – IT (B)			
5.	M.Sivaprakasam				
6.	S.Sugumar				
7.	I.SyedAiyas				
8.	A.S.Yuvaraja				

S.No	Student's Name	Branch and Department	Details of Event	Organizer and Place of program	Date
1	K.Saranya	III – IT (B)	Workshop on "Data Mining using R"	Sri Ramakrishna Engineering College, Coimbatore.	13.09.2014

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.

Department organised Workshops

Dr.Mahalingam College of Engineering and Technology
NPTC - MCET Campus
Udumalai Road
Pollachi - 642003