

Chrono Bytz

THE NEWSLETTER OF THE
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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Everything has beauty, but
not everyone can see.

- Confucius



Chrono Bytz
CSE240204ESV01I04

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Where cricket meets code and
volleyball meets variables.

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Who knew coding and cooking without
fire could coexist so brilliantly?

INSIGHTS & INSPIRATION

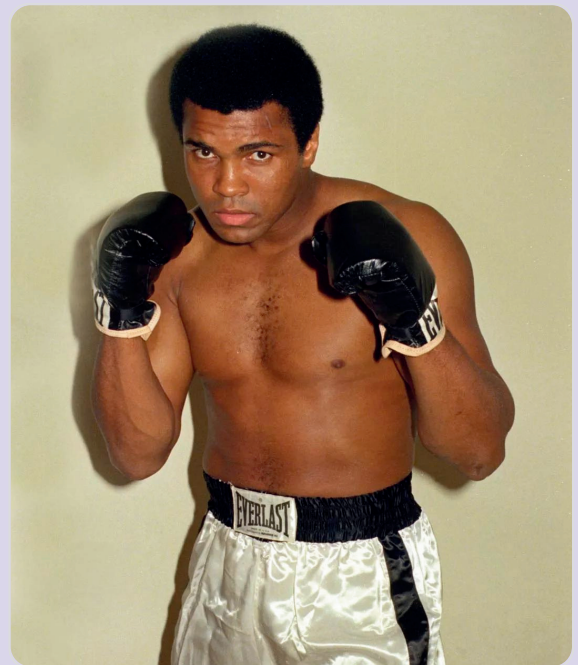


There is only one difference between Dream and Aim. Dream requires effortless sleep and Aim requires sleepless efforts. Sleep for Dreams and wake up for Aims!

- SWAMI VIVEKANANDHA

It isn't the mountains ahead to climb that wear you out; it's the pebble in your shoe.

- MUHAMMAD ALI



The difference between winning and losing is most often not quitting.

- WALT DISNEY



CompSem'24

Live

The remarkable COMPSEM event website was a product of collaborative efforts by students, particularly Amirthanathan R, Aravind S and Sanjay C.

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ABOUT COMPSEM

COMPSEM is a **Student Symposium** conducted annually by the Department of Computer Science and Engineering at Annamalai University, typically held in **February** or **March**. Founded in **1990** as "**Computer Seminar**". **COMPSEM** began as a platform for CSE students to present their research through oral presentations and poster sessions. Over the years, students have expanded the symposium to include various technical and non-technical events. This year, CompSem featured astonishing **23** events.

Some of the events that were conducted are listed below:

- Paper Presentation
- Coding/Debugging
- Aptitude
- Quiz/Connections
- Photography
- Debate
- Treasure Hunt
- and many more

To promote the abundant talent and creativity prevalent in the student community.

To be continued on page 12...

NETSPORTS'24: FROM ALGORITHMS TO ATHLETICS!



The Department of Computer Science and Engineering organized **Netsports'24**, a two-day intra-departmental sports competition, on **February 8th and 9th, 2024**. Held at the **University Pavilion**. The competition featured a diverse range of sports activities, including **throwball, kho-kho, cricket, kabaddi, football, volleyball, badminton and athletics**, catering to both boys and girls.



The **cricket match** for boys began, drawing a large crowd of spectators who cheered enthusiastically for their teams. The **badminton** matches for both boys and girls also started at 9:00A.M., highlighting the agility and precision of the participants.

Throughout the day, the boys' **Kabaddi Match** at 11:00A.M. emerged as a highly anticipated and intense event. Participants showcased remarkable strength and strategic skills, captivating the audience. The inaugural day of Netsports'24 established a benchmark for upcoming competitions.

The event kicked off on the morning of February 8th, with a thrilling match of throwball for girls, starting at 8:00A.M. Simultaneously, the boys' volleyball competition commenced, showcasing their skills and teamwork.



Chidambaram, Tamil Nadu, India
9PR8+CHV University Pavilion, Four Hundred Meter Athletic Track, Thiruvetkulam
Nagar, Chidambaram, Tamil Nadu 608002, India

On **February 9th**, the **second day of Netsports'24**, the activities resumed with the boys' **Football Match** at 8:00A.M., along with the **Athletics Events** for both boys and girls. These events tested the speed, endurance of the participants, providing a comprehensive display of athletic prowess. The athletics events included **Sprints, Long Jumps and Relay Races**, each adding to the excitement and competitive spirit of the day.



The girls' **Kho-Kho Match** at 3:00P.M. marked the end of the sporting events, highlighting their agility, coordination and teamwork. This event was notably captivating, as both participants and spectators



displayed immense enthusiasm and support. Netsports'24 offered a comprehensive range of sporting events, ensuring well-rounded competition for diverse interests and skills.



The Netsports'24 event promoted camaraderie, sportsmanship, talent and departmental bonding, improving campus culture. It was successful, benefiting students' well-being and setting a standard for future campus events, enhancing the educational environment.



ARTISTRY



There's no deep quote here, we just mushroomed this photo in because we couldn't resist its charm!



BY
Ms. C. Janani
B.E. (CSE) II Year

HANDS-ON TRAINING WORKSHOP ON PYTHON PROGRAMMING

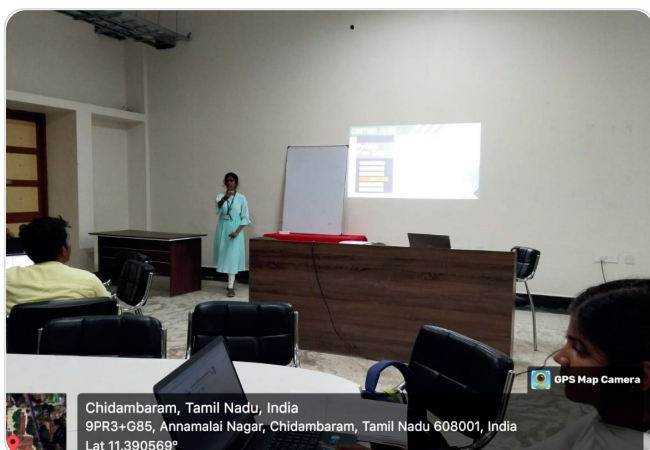
The Department of Computer Science and Engineering's Tech Club and Annamalai Innovation and Incubation Research Foundation (AIIRF) at AIIRF EDII Workspace, Golden Jubilee Block, FEAT, successfully conducted a hands-on training workshop on Python programming for beginners on February 12, 2024.

DIVE INTO PYTHON WITH OUR HANDS-ON WORKSHOP! LEARN, CODE AND INNOVATE WITH EXPERT GUIDANCE.



The workshop, led by **Gowdham R** and **Ravi Prakasham M. T.**, began with an overview of Python's significance, installation, package management using pip and an introduction to Jupyter Notebook. Participants, guided by **G. L. Dhivya**, explored variables and control flow statements.

Sessions on functions were conducted by **Keerthivasan S**, while **Sanjay C** covered various data structures such as lists, tuples, sets, and dictionaries. Advanced topics included string manipulation and file handling by **Vijayapriya V**, and exception handling and modules for code organization by **Valliappan V**, with best practices for effective Python programming covered by **Amirthanathan R**. Additionally, **Aravind S** covered OOP concepts. The workshop concluded with a final assessment, where participants demonstrated their learning through a hand written and coding test.



PYTHON WORKSHOP CERTIFICATE CEREMONY



The Department of Computer Science and Engineering held a special event on **April 16, 2024**, at the **CompScE'94 Hall**. The event aimed to honor the participants and resource persons who played a crucial role in the successful completion of the Python programming

workshop, recognizing the efforts of all involved parties.



Dr. R. Bhavani, Professor & Head of the Department of Computer Science and Engineering, presented appreciation certificates to the participants, signifying their completion of the workshop. Resource persons who delivered the workshop sessions were also felicitated with certificates in recognition of their guidance.

NATIONAL LEVEL CONFERENCE ON REVOLUTIONIZING COMPUTER ENGINEERING: TRENDS AND TECHNOLOGIES



The Department of Computer Science and Engineering on **February 22, 2024** conducted a National Level Conference on the topic "**Revolutionizing Computer Engineering: Trends and Technologies**". This Conference Aims to create a platform for experts, researchers, practitioners, and students to exchange

knowledge and explore the latest advancements in computer engineering. This conference is an ideal venue for sharing cutting-edge research findings, innovations, and best practices. Topics include **Artificial Intelligence, Machine Learning, Quantum Computing, Cyber Security, Robotics, Computer Architecture, IoT, HCI, Big Data, Cloud Computing, Networking**, and future technologies. Coordinated by **Dr. S. Mohan, Dr. C. Anbu Ananth, Dr. R. Arunkumar and Dr. R. Ragupathy**, this hybrid mode event promises to keep attendees updated with the latest developments in the field.

IPHONE UNVEILED: WHEN STEVE JOBS MADE OTHER SMARTPHONES LOOK ANCIENT

January 9 is a day etched in my memory, not just because it's my birthday, but for an event that sent shockwaves through the tech world. On a brisk Tuesday evening in 2007, under an overcast sky at the Macworld convention in **San Francisco**, **Steve Jobs** took the stage and revealed a technology that would ignite a craze still burning strong today—the **iPhone**.

IPHONE UNVEILED: GOODBYE, BUTTON MASHING!



STEVE JOBS' UNFORGETTABLE PRESENTATION

The auditorium buzzed with anticipation as Jobs, in his iconic black turtleneck, began his keynote address. He announced three revolutionary products: a widescreen iPod with touch controls, a revolutionary mobile phone and a breakthrough internet communicator. The audience was intrigued, but then Jobs revealed the surprise: “These are not three separate devices. This is one device. And we are calling it the iPhone.”

SECRET BEHIND THE CURTAIN

The iPhone's origins trace back to **2005** with **Project Purple 2**, where Steve Jobs aimed to develop a device operated via direct finger interaction, resulting in the capacitive multi-touch screen.

The iPhone's development involved secretive collaboration with **Cingular Wireless (now AT&T)**, allowing Apple to maintain control and avoid issues seen in past collaborations like the **Motorola ROKR E1**.



Apple unveils iPhone

TRANSFORMING THE SMARTPHONE INDUSTRY.

The original iPhone, launched on **June 29, 2007**, was a stark departure from the smartphones of its time, such as Blackberry, Palm Treo and Windows Mobile. It featured a virtual keyboard, glass screen and multi-touch interface, converging a widescreen iPod, mobile phone and internet communicator into one device. The first iPhone didn't have many features we now take for granted—no copy and paste, no app store, no Flash support.



It even launched as a 2G device when 3G was already available. Yet, it was the user experience that set it apart from its rival mobile brands.

THE AFTERMATH AND LEGACY

The iPhone's impact was immediate and profound. In its first week, Apple sold **270,000 units**. By the end of 2007, it had sold over **four million**. This success wasn't confined to the U.S.; despite a slower start in Europe, the iPhone quickly became a global phenomenon.

The **introduction of the App Store in 2008** opened new avenues for developers and transformed the way people used their phones. The iPhone's influence extended beyond smartphones, paving the way for

Apple's Patent Portfolio:
"Apple has filed over 200 patents related to the technology used in the iPhone, covering everything from its user interface to hardware innovations."

home gadgets wearables and even self driving cars, changing industries forever.

FINAL WORD

Steve Jobs once said, "Every once in a while, a revolutionary product comes along that changes everything." The iPhone was that product. Its launch was not just a milestone for Apple, but a turning point for technology and society. It redefined what a phone could be and set a new standard for personal computing, showcasing innovation, vision and effective presentation.



BY

Mr. S. Aravind
Technical Secretary, IE(I)
B.E. CSE (DS) III Year

HANDS-ON SEMINAR ON DATA VISUALIZATION (TABLEAU)



Welcome Address by Dr. R. Bhavani

The Department of Computer Science and Engineering at Annamalai University, in partnership with The **Institution of Engineers (India), Student Chapter (AMU/CS)**, hosted a three-day seminar on **Data Visualization using Tableau** software for from **February 14 to 16, 2024**, at **Phoenix'99 Hall**.

The event started with a **Welcome Address** from **Dr. R. Bhavani**, emphasizing the importance of data visualization. During the event, student speakers **Mr. S. Aravind** and **Mr. R. Kailashwaran** covered key Tableau concepts, including data source connections, creating chart types and developing interactive dashboards.



Lecture by Mr. S. Aravind & Mr. R. Kailashwaran

Participants engaged in hands-on exercises, working with sample datasets to create basic and complex visualizations. Staff advisors **Dr. M. Arulsevi**, **Dr. L. R. Sudha** and **Dr. N. J. Nalini** provided additional support and guidance throughout the seminar. The seminar provided practical Tableau experience for students, received positive feedback and will lead to future skills-based data science workshops.



NATIONAL SERVICE SCHEME - BLOOD DONATION CAMP

On February 15, 2024, a Blood Donation Camp was organized by the National Service Scheme (NSS) at Government Cuddalore Medical College and Hospital in Chidambaram.

**BLOOD TYPE: NOT A CATEGORY, BUT A CAPABILITY TO SAVE LIVES.
DONATE YOURS TODAY.**

The event was organized upon the request of **Dr. B. Krishnaswamy, Professor and Head of the Department of Pathology**. Our students displayed incredible generosity by contributing **39** units of blood, fulfilling the critical requirement for blood supplies.



DID YOU KNOW

UNIVERSAL DONOR

People with **O-negative** blood type are universal donors, meaning their blood can be given to patients of any blood type, which is crucial in emergencies.

Following this, on **February 19, 2024**, a certificate distribution ceremony was held at **CompScE'94 Hall**. During this event, **Dr. R. Bhavani, Professor and Head of the Department of Computer Science and Engineering**, awarded certificates to the blood donors for their selfless contributions.

The NSS volunteers demonstrate commitment by participating in blood donation drives to help patients in need during shortages, relieving pressure on hospitals, promoting regular blood donations and highlighting the importance of community service and student engagement in public health initiatives.





COMPSEM'24 : FOR YOU, FROM US!!!!

COMPSEM is an annual student symposium organized by the Department of Computer Science and Engineering at Annamalai University, held each year in February/March.

This year, the event ran from **February 26th to March 19th**, taking place at various venues including **Phoenix'99 Hall, TECH CLUB** and **CompScE'94 HALL**. The symposium is a celebration of student talent and creativity in computer science through a range of technical and non-technical activities.

TECHNICAL EVENTS

1. TECHNICAL QUIZ

The series of technical events kicked off with the **Technical Quiz** on **February 26, 2024**, evaluating participants' expertise in areas like science, engineering, technology, mathematics and computing.



2. TECHNICAL CONNECTION

The following day, **Technical Connection** challenged participants to apply their technical knowledge to solve real-world problems through image-based connections in engineering, computer science and technology

3. BRAIN TEASER



Brain Teaser

On **February 28**, the **Brain Teaser** event assessed participants' awareness of recent news and their critical thinking skills through puzzles related to current affairs.

4. CODING CHALLENGE

The Coding Challenge on **February 29, 2024** provided a platform for participants to showcase their programming skills by solving coding problems within a time limit.

5. DEBUGGING

Testing their proficiency in recognizing and rectifying errors in software code or programs, the debugging session on **March 1, 2024** was a success.

6. APTITUDE & REASONING

The **Aptitude & Reasoning** assessment on **March 8, 2024** assessed problem solving skills and logical reasoning using a variety of analytical exercises.



7. POSTER DESIGN

The **Poster Design** competition held on **March 11, 2024** gave participants the opportunity to create visually captivating posters based on specific themes.

8. WEB DESIGN

The **Web Design** event on **March 12, 2024** pushed participants to demonstrate their creativity and technical expertise through

designing a website centered around a particular theme.

9. UI / UX DESIGN

The **UI/UX Design** competition on **March 14, 2024** assessed skills in creating user-friendly and visually appealing digital interfaces, with participants required to bring their own laptops with the necessary software.

10. PAPER PRESENTATION

The symposium concluded with **Paper Presentation** on **March 18, 2024** where individuals or teams presented their research or findings.



Paper Presentation

11. NEWSLETTER: THEME & TEMPLATE



Newsletter: Theme & Template event on **March 19, 2024** involved crafting a publication that connected diverse topics and ideas.



NON - TECHNICAL EVENTS

The non-technical events allowed participants to demonstrate their abilities in different areas, providing them with chances to exhibit their skills.



1. ESSAY WRITING

The **Essay Writing** competition on **February 26, 2024** challenged participants to write well-researched essays on given topics.

2. ELOCUTION

The **Speech Competition** on **February 27, 2024** provided a chance to present engaging speeches.

3. DEBATE

The **Debate** on **February 28, 2024** focused on formal arguments concerning specific topics.

4. DRAWING

Participants showcased artistic talents, drawing inspiration on **February 29, 2024**, creating a vibrant display of creativity and skill during the event.

5. GROUP DISCUSSION

Group Discussion was held on **March 1, 2024**, to facilitate structured conversations on a range of topics, encouraging participation and diverse perspectives.



6. TREASURE HUNT

On **March 7, 2024** the **Treasure Hunt** engaged participants in an interactive challenge. Teams deciphered clues to uncover concealed treasures, making it a thrilling and engaging experience.

7. PHOTOGRAPHY

On **March 8, 2024** the **Photography** event provided participants with an opportunity to display their photography talents through themed presentations.

8. MEME CREATION

A **Meme Competition** on **March 11, 2024** showcased creativity and humor from diverse participants. The event highlighted the power of humor to unite people and bring joy through laughter.

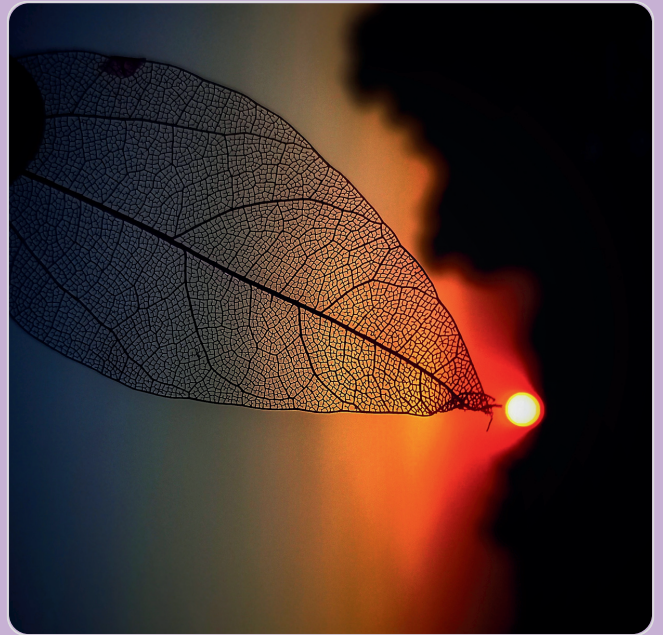
9. POETRY

The library's reading room transformed into a space for poets to share original work on **March 12, 2024**. The event ended with applause, leaving everyone with a sense of togetherness and appreciation for the power of words.

10. SHORT FILM COMPETITION

Short film competition on **March 18, 2024** challenged filmmakers to create stories in tech theme. The event showcased directing skills of students with each screening. The winners were announced based on captivating story.

WINNING PHOTOGRAPHS



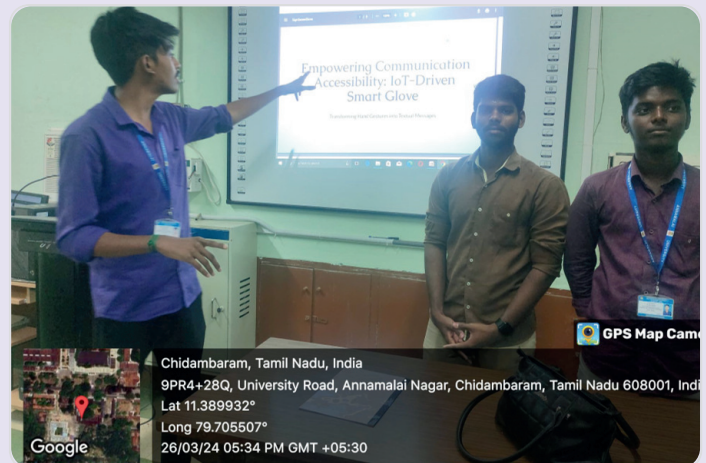
II. COOK WITHOUT FIRE

Cook Without Fire event on **March 14, 2024** showcased culinary skills of the students. Participants impressed judges with innovative, dishes made without the need of fire. Flavorful creations highlighted participants' passion and creativity. Winners were announced based on creativity and taste.



TECHFUSION'24 - WHERE STUDENT INNOVATIONS GET THEIR MOMENT IN THE SPOTLIGHT

TechFusion'24, an intra-department project symposium, was hosted at the **IoT Lab** near the Annexure Lab in the Department of Electrical and Instrumentation on **March 26, 2024**, at **2:00P.M.** The event offered students from the Department of Computer Science and Engineering a valuable opportunity to present their projects.



TechFusion'24 was an opportunity for students to demonstrate the technical skills and knowledge they had acquired throughout their academic careers. The symposium also allowed participants to present their work to a wider audience, including faculty, peers and gaining feedback and insights from experts

TechFusion'24 at COMPSEM'24 allowed students to showcase technical skills, present work for feedback and share project ideas and research, focusing on learning and innovation. COMPSEM'24 showcased student talent in computer science through technical events like coding challenges, quizzes and web design, as well as non-technical events such as essay writing and photography contests.

MOON, MY LOVE

I was doomed in the loneliest of nights;
Looking up with sleep deprived eyes. Under
the countless radiant stars; I walked the
lifeless road with heart full of scars.

I lost all hopes and eventually filled with
distrust; Then there comes the gentle
caressing of the gust. There you were up in
the sky playing with cloud; When I wanted to
scream my lungs out loud.

The more I looked at you, I saw myself in
you; Looking bright and shinny but cursed to
rue. When I am with you I forget the world
and talk lame; You hide yourself now and
then like a game.

After you days became dull and nights
became bright; My life became vibrant and
my sorrows became lite. And exactly that
moment I fell in love with you; It all
happened without any clue.

My heart was full of love and my eyes were
filled with joy; I snapped out of fantasy just
for reality to annoy. Silent night disturbed by
cicadas screech; I realized, you will always be
out of my reach.



BY

Mr. K. Manodharshan
B.E. CSE(AI & ML) III Year



COMPSEM'24 - CERTIFICATE DISTRIBUTION CEREMONY

The **Certificate Distribution Ceremony** for the COMPSEM'24, which took place on **March 28, 2024**, attracted considerable interest. Starting at 10:00 A.M. in the esteemed **AUMTEC'71 Hall**, the event began with a touching prayer, followed by a welcoming speech at 10:15 A.M. Special guests were recognized at 10:25 A.M. and distinguished speakers engaged the audience.

Dr. C. Karthikeyan, Dean, FEAT, Annamalai University, delivered the Inaugural Address, setting the tone for the ceremony.



Dr. R. Bhavani, Professor and Head of the Department Computer Science and Engineering, delivered the **Presidential Address**, acknowledging the achievements of the students and the overall success of the event.

Mr. Ranga Venkatesan, the Senior Vice President and Head of Client Delivery Operations at Temenos, delivered a keynote speech, sharing valuable industry insights. He emphasized the importance for industry leaders to navigate the digital era effectively.

The **Annual Report** was presented at 11:00 A.M., highlighting the year's accomplishments and activities. Shortly after at 11:10 A.M., certificates were handed out to honor the winners and organizers, recognizing their dedication and successes. Notably, the top achievers of Netsports'24 were awarded, with special mention to the 4th-year CSE students. The event concluded with a vote of thanks.



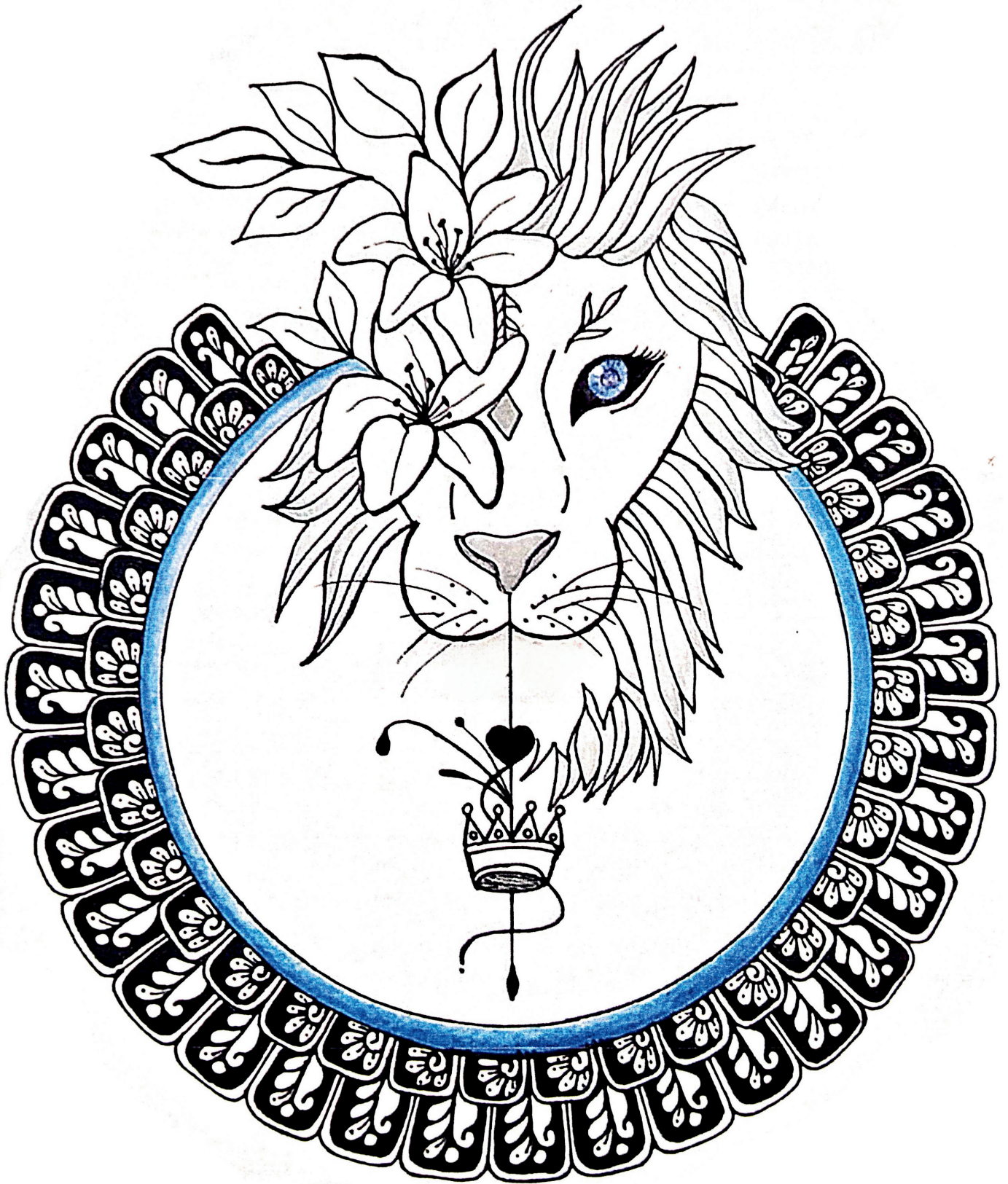
The ceremony also appreciated the efforts of the organizing committee members who played a crucial role in the event's success. COMPSEM'24 was a significant event for the Department of Computer Science and Engineering. It showcased students' skills and commitment, nurturing a strong sense of departmental pride. The success of the event highlights the combined efforts of the department's faculty, staff and students.



***"Success is walking
from failure to failure
with no loss of
enthusiasm."***

— **WINSTON CHURCHILL** —

ARTISTRY



Strength and beauty unite, blooming
with grace, A lion's heart adorned
with nature's embrace.



BY
Ms. T. G. Swedha
B.E. (CSE) III
Year



IE(I) INDUSTRIAL VISIT - NLC NEYVELI

The **March 13, 2024** visit to **NLC Neyveli** offered valuable insights into their power generation process, focusing on lignite mining and utilization. The tour began with the thermal power station, where we observed the processes of converting lignite into electrical energy. Detailed explanations were provided on extracting and transporting lignite, a locally abundant type of coal, to the power station.

We then visited the coal mines and learned about NLC Neyveli's extensive mining operations and techniques for efficiency and safety.



The tour of the power plant facilities provided a visual representation of electricity generation stages, from lignite extraction to electricity production. This visit enriched our understanding of NLC Neyveli's power generation process and emphasized the importance of advanced technologies and best practices in the thermal energy sector.

KNOW OUR HISTORY

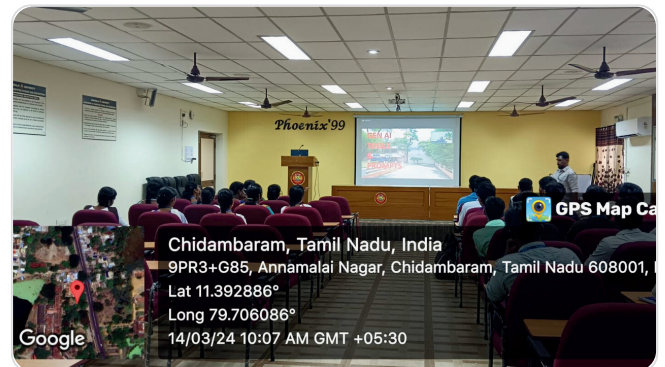


NEYVELI LIGNITE CORPORATION INDIA LIMITED

In **1934**, **M. Jambulingam Mudaliar's farm** well accidentally revealed lignite, prompting him to donate **620 acres** to the Madras Government. This discovery sparked the creation of NLC, which has since become a leader in lignite production and power generation. Today, NLC is expanding its footprint with ambitious renewable energy projects, aiming for a total capacity of **20,000+ MW** by 2025.

GEN AI WORKSHOP

A lecture about **Generative AI (GenAI)** held on **March 14, 2024**, offered a glimpse into the exciting future of GenAI within the event industry. Organized by **Dr. P. Aruna** and conducted by **Dr. Rm. Chandrasekaran**, the event showcased how GenAI can personalize attendee experiences by providing tailored content. Specific tools such as ChatGPT, Gemini and Gamma were presented, demonstrating the practical applications of GenAI. The workshop painted a compelling picture of how GenAI can revolutionize the event industry.



CELEBRATION OF INNOVATION: APP LAUNCH EVENT

The Department of Computer Science and Engineering, FEAT, introduced two new apps: **STAFF SPHERE** and **SMART RESERVE**, developed by **Mr. S. Keerthivasan**, which was launched on **April 23, 2024** at the **CSE Smart Class Room**.

Dr. C. Karthikeyan, Dean, FEAT, highlighted the importance of communication, while **Dr. R. Bhavani**, the Head of the Department, detailed the functionalities and benefits of initiative. A demonstration showcased **STAFF SPHERE** for effective staff data management where staff's can upload or view their professional details through app.



SMART RESERVE is a smart classroom booking app that simplifies the reservation process. It allows users to view available time slots, make bookings, and receive confirmations instantly. Contributors to the launch were recognized by **Dr. C. Karthikeyan** and **Dr. R. Bhavani** presenting awards to the student developers.

TRAINING AND PLACEMENT ACTIVITIES

PROFILE BUILDING AND PERSONAL BRANDING ON LINKEDIN

The Training and Placement Cell (TPC) organised a training Programme on “**Profile Building and Personal Branding on LinkedIn**” handled by **Dr. J. Padmanaban**, Deputy Director, Directorate of Training, Placement and Entrepreneurship on **12.02.2024** at Phoenix Hall. The session was attended by prefinal year students from CSE branches, providing valuable insights.



EMERGING TECHNOLOGIES IN DATABASE MANAGEMENT SYSTEM



The Training and Placement Cell (TPC) organised an Awareness Programme on **Emerging Technologies in Database Management Systems**, handled by **Mr. Senthil Ramasamy**, Director and **Ms. Aruna Kiran**, Human Resources Manager, Geo Platinum IT Service Limited, Bangalore, on **04.03.2024** at **Hi-Tech Hall**.

DEMYSTIFYING ARTIFICIAL INTELLIGENCE: IMPACT & APPLICATIONS ACROSS INDUSTRIES

The Training and Placement Cell (TPC) organised a technical session on “**Demystifying Artificial Intelligence: Impact and Applications Across Industries**,” handled by **Mr. Vimal Prashanth**, Vice President, Regulatory Projects, Barclays Bank, India, on **26.03.2024** at **PAT Hall**, Training and Placement Cell, Faculty of Engineering and Technology.





MAPPING CAREER TRAJECTORIES ENCOMPASSING HIGHER EDUCATION OPTIONS

The Training and Placement Cell (TPC) organised a Career Guidance session on "Mapping Career Trajectories Encompassing Higher Education Options, Avenues for Entrepreneurship and Job Opportunities in Various Sector" which was handled by **Mr. Vignesh Chandrasekaran**, Vice President, Markets Finance Technology, Barclays Bank, India, on **04.04.2024** at **PAT Hall**, Training and Placement Cell, Faculty of Engineering and Technology. Pre-final year students from Artificial Intelligence and Machine Learning and Data Science have participated and benefited.



GUIDANCE FOR INTERNSHIP AND JOB OPPORTUNITIES FOR FRESHERS

The Training and Placement Cell (TPC) organised an Awareness Programme on "**Guidance for Internship and Job Opportunities for Freshers**," which was handled by **Mrs. Anu**, Human Resources Manager and **Ms. Priyadharshini**, Team Leader, Velozion Technologies Private Limited, Bangalore, on **24.04.2024** at **Phoenix'99 Hall**, Department of Computer Science and Engineering. Pre-final year students from Artificial Intelligence and Machine Learning and Data Science have participated and benefited.



A POET'S REFLECTION

Amidst it all, I remain a piece of paper,
Where the ink of my soul blends thoughts
together.

In the room of darkness, art becomes a ray of
light,
Words whisper, seeking your presence in each
verse of my poem.

I recede from dreams and thoughts,
The dispersed papers flaunt my thoughts.
Where to hide the ink of sin?
Where to seek solace if tunnels turn dark?
I'm still a piece of paper,
Looking everywhere, like a child
With widened eyes, gathering thoughts

Fallen dreams now flash on paper,
I'm still a piece of paper in a cage of thoughts.
Her wandering mind forever pours ink on me.
I'm still a piece of paper who longs to write
forever...



BY

Ms. A. Devadharshini
B.E. CSE(DS) III Year

SMALL CHIPS, BIG IMPACT: THE UNLIKELY RISE OF ARM

In the tech world of the 1980s, the x86 architecture, created by companies like Intel, was the king. These powerful chips were the brains behind most personal computers. However, in a small corner of Cambridge, UK, a team of engineers at Acorn Computers decided to take on this giant.

This group, working with limited resources, designed the ARM processor. Unlike the complex x86 chips, ARM was simple, efficient and low-power. This made it a perfect fit for mobile devices, which needed to conserve battery life.

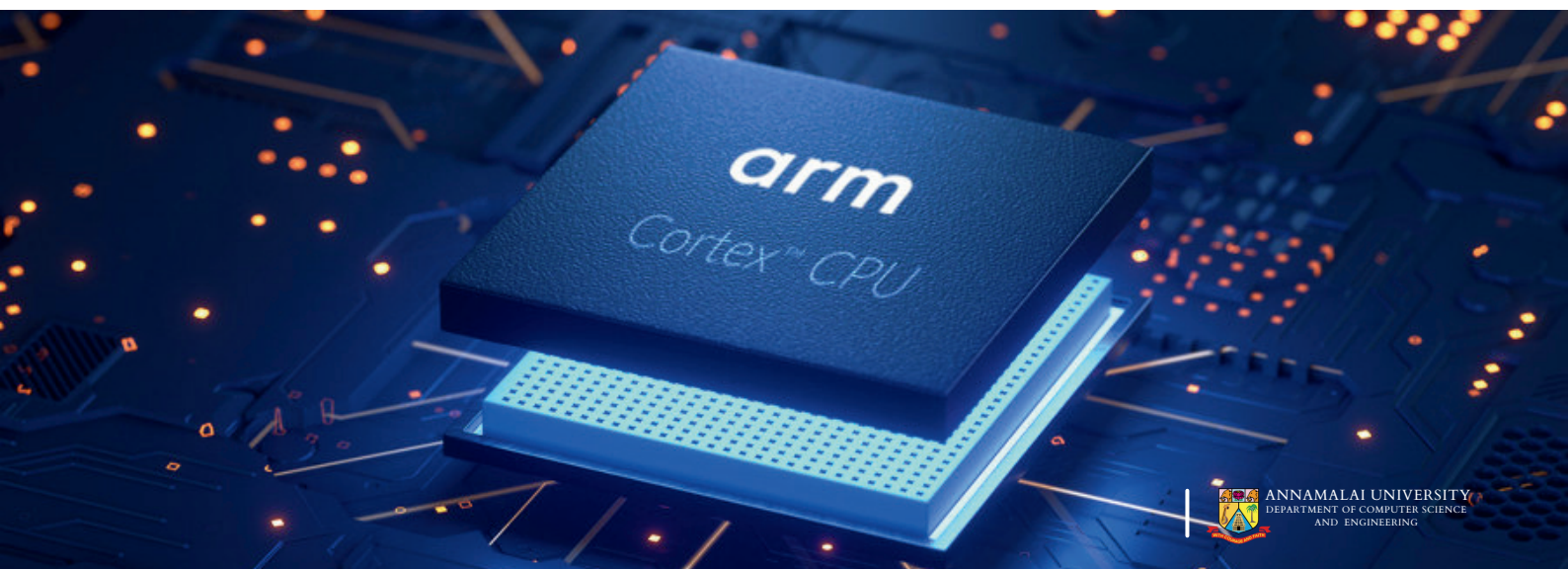
The rise of mobile phones began in the 1990s. Initially, x86 chips were the go-to choice for mobile phones and other portable devices. However, their complexity and high energy consumption made them less suitable for this technology. This dilemma made companies look towards ARM's efficient Design. it was a perfect match for these mobile devices.



Strategic licensing of ARM's designs by companies like Apple and Samsung was a masterstroke. By allowing these tech giants to create their own processors, ARM expanded its reach and influence across a wide array of devices without the burden of manufacturing. This approach solidified ARM's market dominance.



ARM architecture dominates the mobile landscape, powering over 95% of smartphones worldwide. Its influence extends beyond mobile, with increasing adoption in servers, automotive, and IoT devices. ARM's focus on energy efficiency and performance scalability has driven its growth, making it a cornerstone of modern computing.



World Cancer Day



World Cancer Day - 4th February

Raise global awareness and support for cancer prevention, early detection and treatment.
Unite communities to inspire hope and action in the fight against cancer.

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Feedback related to the
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About the Cover:

Illustrated by **Mr. S. ARAVIND**

Theme:

The illustration celebrates Women's Day by showcasing a diverse group of confident women excelling in various fields of technology and leadership. The vibrant and futuristic background highlights their achievements and the influence of women in shaping the future.