POINTER MAIL

COMPUTER APPLICATIONS NEWSLETTER

NAZARETH

COLLEGE OF ARTS & SCIENCE

AFFILIATED TO THE UNIVERSITY OF MADRAS

RE-ACCREDITED WITH B GRADE BY NAAC

SEPTEMBER 2019

ABOUT THE DEPARTMENT

The Department was established in the year 2000 by C&D Educational Trust, it was started with initial strength of 24 students. At present the strength of the department is 192 students in Shift I with 7 faculties. More than 500 students have graduated in Computer Applications since 2003. The Department provides quality education for the students using innovative teaching methodologies.

HOD'S MESSAGE

I am very happy that Department of Computer Applications has taken a new initiative by releasing their first newsletter. I appreciate the work of our Staff and Students for their continuous effort in bringing out this newsletter. It gives me immense pleasure in seeing the articles by faculty and students on latest trends. I wish the newsletter should carry many more useful information and faculty and students should make use of these opportunities to express their views and to update their knowledge.

Mrs. M. FREEDA JOY

Head – Department of Computer Applications

EDITOR'S NOTE

We are delighted to launch our Newsletter; POINTER MAIL. Our Department of Computer Applications conducted various seminars, workshops and guest lectures. Many students participated and got benefited by attending these programs. This issue gives us first-hand account of student's achievements in various activities including discipline they major. We hope that students would be inspired to know about the achievements of their fellow students through this issue. We extend our sincere thanks to all staff members for their guidance and support to launch this newsletter.

PILLARS OF OUR DEPARTMENT

EDITORS

Ms. R. ANGELIN MONICA M.Sc., M.Phil., MTech (CSE)
Ms. R. KAVIYARASI M.Sc. (CS)., M.Phil., M.C.A., MBA
Ms. P. CAROLINE ANITHA MS(IT)., MBA., MPhil

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Ms. R. VIJIYALAKSHMI MCA., MPhil
Ms. B. GOMATHI M.Sc., M.Phil., B.Ed.
Ms. J.JOY ROSE M.C.A., (PhD)

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Mr. V. GOWTHAM, III BCA
Ms. C. TWILA PAULIN RANI, III BCA
Mr. S. NAVEEN KUMAR, III BCA

BLUE EYES TECHNOLOGY

The Blue Eyes technology aims at creating computational machines that have perceptual and sensory ability like those of human beings. It uses non-obtrusive sensing method, employing most modern video cameras and microphones to identify the user's actions through the use of imparted sensory abilities. The machine can understand what a user wants, where he is looking at, and even realize his physical or emotional states. The Blue Eyes Technology developed is intended to be a complex solution for monitoring and recording the operator's conscious brain involvement as well as his/her physiological condition.

Ms. M.Freeda Joy
Assistant Professor

6G TECHNOLOGIES

6G is proposed to integrate 5G with satellite networks for global coverage. 6g technology is considered to be a cheap and fast internet technology. It provides high data rates and fast internet speed to access on air through wireless and mobile devices with data ranges up-to 11 Gbps when travelling far distances. The goal of 6G technology is to provide multimedia, internet connectivity and weather information services to the mobile users. The globe is decorated by fly sensors with the help of 6G technology. They will provide information to their remote observer station. The point to point wireless communication networks transmit super- fast broad band signals through the air at high speed optical fibres lines to transmit the secured information from transmitters to destinations.

Ms.R. Kaviyarasi
Assistant Professor

INTERNET OF THINGS

The internet is connecting all over the world, communication is occurred between the devices and transfers information swiftly. In the beginning people are communicating with each other, the knowledge is enhanced, they try to connect with two computers, and the information is shared successfully. They are connected with more computers and millions of information is shared through the network. Now, the technology is improved they can connect with all the devices. All the devices we see around us can communicate with each other. It is possible with the help of the sensor. The sensor gets the input from the environment and establishes connections between the devices, so every device will have intelligence capacity effectively to communicate with each other. The sensor is an in-built of infrared sensor IR beam.

Ms. R.Angelin Monica
Assistant Professor

E- BALL

E-ball is a small size PC which was designed for Microsoft Windows OS. It can be handled like a cell phone. It is a ball shaped device which has all the supportive parts as traditional PC. This ball consists of Optical mouse, Laser keyboard and LCD Projector. Projector is in-built which is used to display the information of computer screen. It doesn’t have a separate display device. The E-Ball needs a wall or a paper for the information to be viewed. In the absence of a wall, a paper is placed in front of E ball using a holder which has three stick placed in the form of triangle shaped. One is used to place the paper and the other two, to hold the paper.

This ball is of size 6 inch in diameter sphere. This ball has a virtual keyboard which is projected on a flat surface. The concept of sensor technology is applied for this virtual keyboard.

It has 300 -600 GB hard disk drive. It has two 50W speakers. It has 5GB RAM. It has Dual core processor, Integrated graphics and sound card. It is portable. It is more secure than other devices. As other technology this device also has some disadvantages. This device cannot be used with another OS. The cost is expensive. It is hard to identify the problem when it is corrupted.

Ms. R.Vijayalakshmi

Assistant Professor

Li-Fi TECHNOLOGY

The Li-Fi (light fidelity) technology was proposed by the German Scientist namely Harald Haas. The main function of this technology is to transmit the data via light. This technology is idyllic for high-speed wireless communication in a restricted region, and it offers many benefits over Wi-Fi technology such as high bandwidth, ease of use, efficiency, and safety. These systems can communicate from street lights to auto-piloted cars using their headlights. As the light speed is superior hence the data communication speed is also faster in the existing system. Furthermore, this technology can be implemented for speedy data access for the laptops, and gadgets that will be transmitted during the beam in a room.

How Li-Fi Works?

Li-Fi is a VLC (visible light communications) system and the speed of this system is very high. Li-Fi uses normal LEDs to allow the data to transfer and increase the speed up to 224 Gigabits/sec. The data transmission of this technology can be done via illumination. The essential devices of this system are the bright light emitting diodes. The ON/Off activity of LEDs permits a type of data transmission in the form of binary codes but the human eye cannot recognize this transform & the bulb appear with a stable intensity.

Ms. B.Gomathi

Assistant Professor

BLUE BRAIN

Blue Brain is the world’s first virtual brain. It can think, take decisions and store anything in memory, just as the human brain does. Blue Brain project is the first comprehensive attempt at reverse-engineering the brain of a mammalian, so that through detailed simulations, functions of the brain can be understood. One of the main advantages of the project is brain uploading—even after a person dies, his knowledge will not be lost. Blue Brain can function exactly the same way as a human brain. A virtual brain is a machine that mimics the operations of a mammalian brain and produces output. This operation requires a powerful supercomputer. Blue Gene is a supercomputer developed by IBM to handle such situations, hence the name Blue Brain.

Ms. J.Joy Rose
Assistant Professor

CHATBOTS

Chatbots are at the talking point of the business world now. The arrival of chatbots has opened up new realms of the customer engagement and new ways of doing business in the form of conversational commerce. A Chatbot (“Chatter Robot”) is a computer program that mimics human conversations in its natural format including text or spoken language using artificial intelligence techniques such as Natural Language Processing (NLP), audio analysis, image and video processing. It interacts with a user in natural language through messaging applications, websites and mobile apps or through the telephone. The most interesting feature of the bots is that they learn from the past interactions and become intelligent and smarter over the time. Chatbots works in two ways: rule based and smart machine based. Rule based chatbots provide predefined responses from a data base, based on the keywords used for the search. However, smart machine based chatbots inherit its capabilities from Artificial Intelligence and Cognitive Computing and adapt their behaviour based on the customer interactions.

Ms. P. Caroline Anitha
Assistant Professor

DEPARTMENT ACTIVITIES

2018-2019

- INTERNATIONAL WORKSHOP ON IMAGE PROCESSING USING MAT LAB
- SEMINAR ON INTERNET OF THINGS
- CAREER GUIDANCE WORKSHOP
- WAR TECH 2018
- RESEARCH IN THE FIELD OF COMPUTER SCIENCE
- GUEST LECTURE (RECENT TRENDS IN INFORMATION TECHNOLOGY)
- STATE LEVEL EXHIBITION
- GUEST LECTURE (ROBOTICS)
- SLIDE DECK AND IT TRIVIA

STUDENTS ACHIEVEMENTS

BATCH: 2015-2018 **UG-UNIVERSITY TAMIL RANK HOLDERS 2017**

HEMA

SHRUTHI

DIVYABHARATHI

MONICA PREETHI

NITHYA

VASANTHI

UG-UNIVERSITY TAMIL RANK HOLDERS 2018

GAYATHRI

AUGUSTA

UG-UNIVERSITY MAJOR RANK HOLDER 2018

AUGUSTA

UG-UNIVERSITY ENGLISH RANK HOLDER 2018

MEENA

FACULTY ACHIEVEMENTS

DEPARTMENT LEVEL

FACULTY DEVELOPMENT PROGRAMME

- The members of the faculty attended a FDP on 'Qualitative Research Methods' held on 28th September,2018 at NCAS.
- All the staff members attended a State-Level Seminar on 'Decoding The NAAC New Framework' held on 6th October 2018 at NCAS.
- The faculty members participated in International Workshop on "Image Processing Using MAT LAB (IWIPM 19)" on 29th & 30th January 2019.

INDIVIDUAL ACHIEVEMENTS

Ms. M.Freeda Joy

- Published a research article on " Incloud Scientific communities benefits from the economies of scale" in National Conference held at St. Peter's University.

Ms.R. Kaviyarasi

- Published a research article on the topic "Implications of Data Mining Techniques and their Significance" in International Journal of Advances in Arts, Sciences and Engineering(IJOAASE).
- Produced 100 % result in the subject "Fundamentals of Information Technology.
- Produced 100 % result in the subject "Management Information System.

Ms. R.Angelin Monica

- Produced 100 % result in the subject " Data Communication and Networking".
- Produced 100% result in the subject "Digital Image Processing".

Ms. R.Vijayalakshmi

- Mini research on the topic "Internet leads people in constructive or destructive path"

Ms. B.Gomathi

- Produced 100% result in the subject "Digital Image Processing".

Ms. J.Joy Rose

- Produced 100 % result in the subject "Fundamentals of Information Technology".
- Produced 100 % result in the subject "Software Engineering".
- Produced 100% result in the subject "Digital Image Processing".

Ms. P. Caroline Anitha

- Participated in Two days Faculty Development Program on "Introduction to R Programming" Conducted by ICT Academy at DRBCCC Hindu College.
- Produced 100% result in the subject "Multemedia Systems".

INTEGRAL ASSOCIATION – Intra department Event Wartech'19

PLACEMENTS

S.NO	NAME OF THE STUDENT	NAME OF THE COMPANY
1	JEEVA. R	Infosys
2	ELANGOVAN. T	Infosys
3	THANGAMAIL RAJ. G	TCS

UPCOMING EVENTS

S.NO	NAME OF THE STUDENT	DATE
1	ONE DAY TRAINING PROGRAMME ON PRESENTATION	25.01.2019
2	GUEST LECTURE	12.02.2019

ACHIEVEMENTS IN SPORTS

B. PRASAD, II BCA

- **WON GOLD MEDAL INTERNATIONAL DUEBALL CUP, APR-2019**
- **TAMILNADU STATE KARATE CHAMPIONSHIP SILVER MEDAL, JAN - 2019**
- **NATIONAL KARATE CHAMPIONSHIP BRONZE MEDAL, JAN -2019**
- **ALL INDIA OPEN KARATE CHAMPIONSHIP, GOLD MEDAL, FEB -2019**
- **SHIMOGA OPEN 2ND INTERNATIONAL KARATE CHAMPIONSHIP, GOLD MEDAL, AUG -2019**

இன்டர்நேஷனல் ஃபூபால் பெடரேஷன் இந்திய மாலத்தீவு தொடர் 2019 மாலத்தீவில் உள்ள கமாபூசி தீவில் நடந்தது. இந்திய அணி அப்போட்டியில் வெற்றி பெற்று தங்க பதக்கம் பெற்றது குறிப்பிடத்தக்கது. இப்போட்டிக்காக தமிழ்நாட்டில் இருந்து இந்திய அணியில் பங்கு பெற்ற சதிஷ், பிரசாத் மற்றும் நடராஜன் ஆகியோரை தமிழ்நாடு ஃபூபால் சங்க தலைவர் திருமாறன் ஜீ. செயலாளர் கோபாலகிருஷ்ணன், பொருளாளர் தனபால், துணை செயலாளர்கள் மருதாசலமூர்த்தி, சோபர்ஸ் மற்றும் சங்க நிர்வாகிகள் வாழ்த்தினர்.

COMPUTER JOKES

1. Q: What did the spider do on the computer?

   A: Made a website!

2. Q: What did the computer do at lunchtime?

   A: Had a byte!

3. Q: What does a baby computer call his father?

   A: Data!

4. Q: Why did the computer keep sneezing?

   A: It had a virus!

5. Q: What is a computer virus?

   A: A terminal illness!

6. Q: Why was the computer cold?

   A: It left its Windows open!

7. Q: Why was there a bug in the computer?

   A: Because it was looking for a byte to eat?

8. Q: Why did the computer squeak?

   A: Because someone stepped on it's mouse!

9. Q: Where do all the cool mice live?

   A: In their mousepads

10. Q: What does a proud computer call his little son?

    A: A microchip off the old block.

11. Q: What is another name for a computer virus?

    A: A terminal illness

12. Q: How does a network administrator nerd greet people who come to his house?

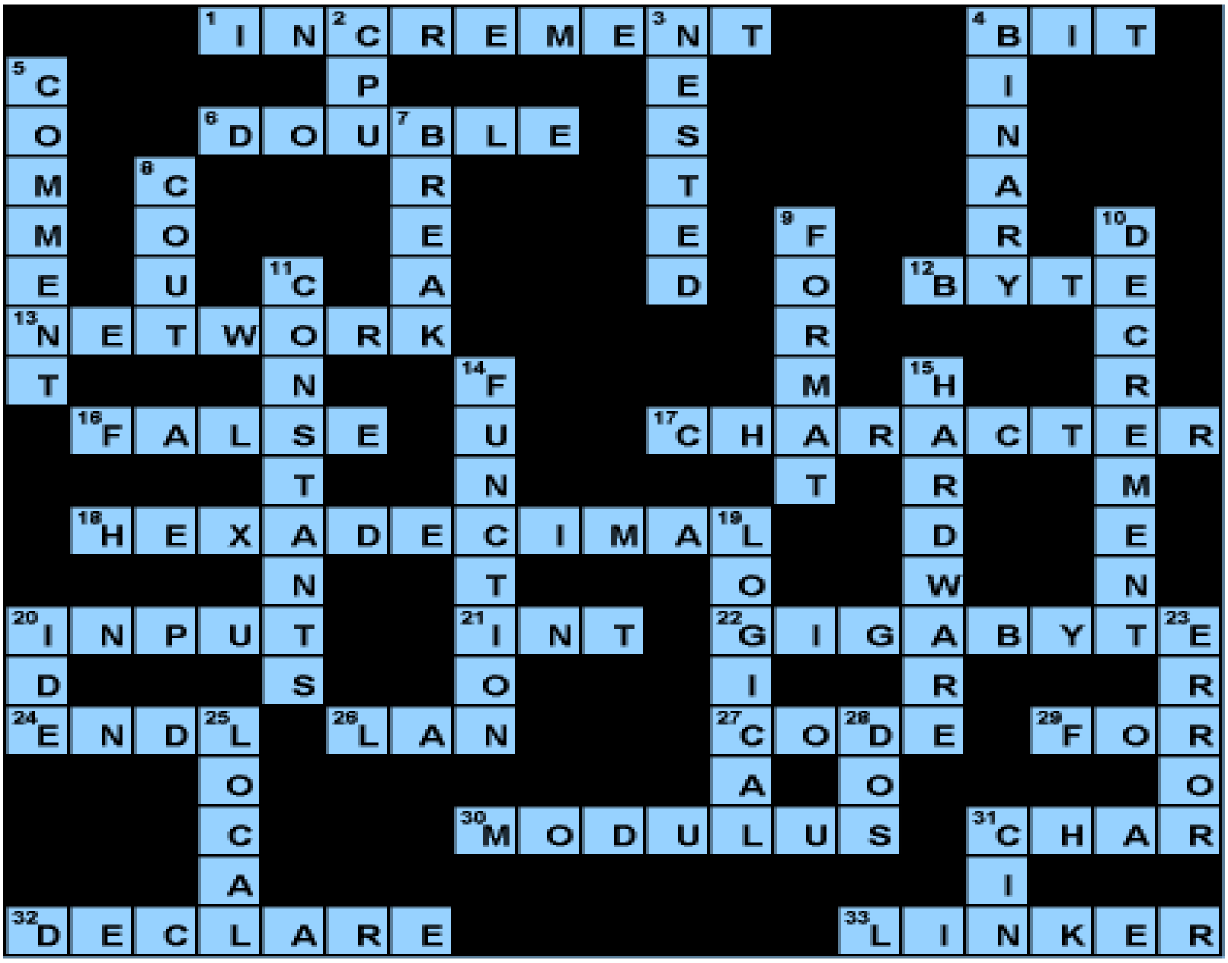
    A: Welcome to 127.0.0.1

13. Q: Why can't cats work on the computer?

    A: They get too distracted chasing the mouse around.

Ms. T. KALAIVANI, III BCA A

PUZZLE



Mr. S. NAVEEN KUMAR, III BCA B