CSI Student Branch

Muffakham Jah College Of Engineering and Technology
Road no 3, Banjara Hills, Hyderabad

2018-19 CONSOLIDATED REPORT

CONSOLIDATED By

Deeba Mahreen
General Secretary,CSI-MJCET
2018-19

COMPUTER SOCIETY OF INDIA- MJCET

Having it's existence since 1969, the Computer Society of India (CSI) has been instrumental in guiding the Indian IT industry down the right path. 72 chapters, 511 student branches and over 1,00,000 members including India's most famous IT industry leaders, brilliant scientists and dedicated academicians shows the growth of CSI.

CSI MJCET was initiated in February, 2014 by Mr. Owais Siddiqui, an active student and co. It is headed by Prof. Basheer Ahmed along with Prof. Md. Zainuddin Naveed, Prof. Meer Arshad Ali and Prof. K. Sridevi. The profound idea of CSI MJCET is to provide a platform to build and enhance the research process, knowledge sharing, learning, personality development and career enhancement in all the categories of IT professionals, while simultaneously inspiring and nurturing new entrants into the industry and helping them to integrate into the IT community.

CSI MJCET is also working closely with other industry associatons, government bodies and academia to ensure that the benefits of IT advancement ultimately percolate down to every student of the college.

CSI Student Branch

Muffakham Jah College Of Engineering and Technology
Road no 3, Banjara Hills, Hyderabad

A Report On
HANDS-ON WORKSHOP ON PHOTOSHOP
Organised by
CSI-MJCET

REPORT PREPARED BY-
Deeba Mahreen
General Secretary
CSI-MJCET

DETAILS:

- Date: 18th August, 2018
- Time: 2:00 PM

- Venue: CIC Lab
- Registration fee:Rs 30/- for CSI Members
  Rs 50/- for Non-CSI
  Memebers

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

Date: 18th August, 2018

Hands-on Workshop on Photoshop

Photoshop is Adobe's photo editing, image creation and graphic design software.The software provides many image editing features for raster (pixel-based) images as well as vector graphics. It uses a layer-based editing system that enables image creation and altering with multiple overlays that support transparency. Photoshop is widely used by photographers, graphic designers, video game artists, advertising and meme designers. Photoshop has indeed emerged to become the de facto imaging standard of our current scenario and requires a certain degree of skill and precision inorder to master it.

CSI MJCET organized a cumulative "Hands-on Workshop on Photoshop" on the 18th of August with an objective to educate the participants regarding the basics of Photoshop wherein at the end of the session, they would be able to create a poster implementing all the basic features of this software.With over 70 active student participations from across the college, the workshop was a tremendous success wherein the students demonstrated a keen interest in learning and implementing the software.

The workshop was cordinated by Ms. Farheen Unissa, a final year CSE student and Tech Captain (CSI).Our instructors for the day were Mr. Santosh who is a final year CSE student as well as an avid photoshop enthusiast and Mr. Ishaaq, a third year CSE student who also works as the Associate Design Head at CSI.

The workshop commenced with Mr Santosh briefing our audience with the basic tools and features of Photoshop. He spoke about the tools,layers,gradient and many other essential features. Throughout the workshop the participants demostrated a sense of attentiveness and alertness by constantly asking questions and doubts.At the end of the first session the participants were given a short break for a duration of five minutes during which our CSI volunteers distributed refreshments.

The second session was lead by Mr.Ishaaq who brought some zing into the workshop by demontarting to our participants how to create memes.This gave the partcipants an oppurtunity to dive deeper into their creative pool and explore their creative and innovative thinking.

The second session wrapped up by a competition conducted by our instructors. The particiapants were asked to implement what had been taught to them and create a poster.The competion was judged by Mr.Santosh, Mr.Ishaaq,Mr.Shoeb,Ms.Farheen and Ms.Deeba who keenly evaluated all the entries on the basis of effort and finnesse. The winners were awarded with cash prizes.

Overall, the workshop was a massive success and the students went away learning all the basic and key features which will surely benefit them in the long run.

WINNERS:

1. First Prize- Syed Ibrahim(CSED), 1st year.

2. Second Prize- Muneebuddin Adil(IT), 3rd year DCET.

3. Consolation Prize Winners- Shaharyaar Kutchi (CSED,2nd year), Putli Begum(CSED,3rd year) and M.Rahul(CSED,3rd year).

GLIMPSES OF THE EVENT.

SIGN:

Deeba Mahreen

General Secretary
CSI-MJCET

CSI Student Branch

Muffakham Jah College Of Engineering and Technology
Road no 3, Banjara Hills, Hyderabad

A Report On
PUZZLE HUSTLE
Organised by
CSI-MJCET

Report Prepared By: Deeba Mahreen
General Secretary
CSI-MJCET

DETAILS:

- Date: 3rd August, 2018
- Time: 2:00 PM – 4:00 PM
- Venue: CSE Lab-3

●Registration fee: Nil(CSI members)
                   Rs. 50/-(Non-CSI members)

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

Date: 3rd August, 2018

PUZZLE HUSTLE

CSI MJCET organized their first event for the academic year "PUZZLE HUSTLE" on 3RD August, 2018 to enable students ameliorate their presence of mind and help them to learn more about technology and also coordinate as a team. There were around 10 teams who competed in the event .

The event was hosted by CSI team which comprised of two rounds. In the first round named "KAHOOT", the participants were required to enroll via an online portal and answer the questions displayed on the screen which were prepared by our team. The questions were designed exclusivley to challenge the technical and critcal thinking of the participants.The team which succeeded in answering the maximum questions accurately in the least recorded time were then presented with digital medals which served as their ticket to the final round.

The final round "LOGIC MAGIC" was a way to test the logical and reasoning skills of our participants.Each of the teams where given a list of logic based questions with multiple choice answers. The quicket team to answer the maximum questions accurately were declared winners.

The event received a tremendous feedback as the participants enjoyed throughout the event while learning and improving their knowledge on

technology and at the same time work as a team, not losing focus even under pressure. The winners were awarded with a cash prize.

WINNERS:
1. Mariah Banu and Syeda Juveria
2. Sayeed Uddin Shoaib and Syed Abdul Azeem

GLIMPSES OF THE EVENT:

SIGN:
Deeba Mahreen
General Secretary
CSI-MJCET

CSI Student Branch

Muffakham Jah College Of Engineering and Technology
Road no 3, Banjara Hills, Hyderabad

A Report On
CRYPT HUNT
Organised by
CSI-MJCET

Report Prepared By: Deeba Mahreen
General Secretary
CSI-MJCET

DETAILS:

- Date: 4th October, 2018
- Time: 3:00 PM – 5:00 PM
- Venue: CSE Seminar Hall
- Registration fee: Rs.30/-(CSI members)
  Rs. 50/-(Non-CSI members)

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

Date: 4th October, 2018

CRYPT HUNT

CSI MJCET organized "CRYPT HUNT" on 4th October, 2018 to promote critical thinking and enable students to test their presence of mind and help them coordinate as a team. There were around 31 teams who competed in the event .

The event was hosted by CSI team which comprised of two rounds. In the first round "CAN YOU SCAN", all the participating teams were required to scan a set of QR codes which lead the teams to a series of riddles and hints.This round was designed exclusively to facilitate quick thinking and multitasking among the students.The team which succeeded in solving the riddles accurately in the least recorded time proceeded to the second round.

In final round "BLIND HACK", the participants were tested on how they coordinate as a team. One of the team member was required to guide their partner to a hidden envelope which consisted of a secret code.On obtaining the secret code, the participants were required to enter the code accurately and unlock the given smartphones in one go. The teams which succeeded to do so in minimal time were declared winners.

The event received a tremendous feedback as the participants enjoyed throughout the event while learning and improving their knowledge and at the same time work as a team, not losing focus even under pressure. The winners were awarded with cash prizes.

WINNERS:

3. Syed Ibrahim Shakir and Rayyan Ghulam Ahmed (1st year, CSED)
4. Ali and Ayyan (1st year, CSED)
5. Muqueet and Shazia (2nd year, IT)

GLIMPSES OF THE EVENT:

SIGN:
Deeba Mahreen
General Secretary
CSI-MJCET

CSI Student Branch
Muffakham Jah College Of Engineering and Technology
Road no 3, Banjara Hills, Hyderabad

A Report On
<u>THE CODECAMP</u>
(An Initiative for **ENGINEERS DAY**)
&

EXPERT TALK on CAREER GUIDANCE
(By Mr. Tuba Ahmed)

Organised by
CSI-MJCET

REPORT PREPARED BY-
Deeba Mahreen
General Secretary
CSI-MJCET

DETAILS:

- Date: 15th, 22nd, 29th September and 6th October 2018.
- Time: 10:00 am to 4:00 pm
- Venue: CIC Lab
- Registration fee(For 4 days):Rs 50/- for CSI &

  Rs 100/- for Non-CSI Memebers

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

Date: 6th October, 2018

THE CODECAMP-(An Initiative for Engineers Day)

The Engineering Community across India celebrates Engineers Day on 15 September every year as a tribute to the greatest Indian Engineer Bharat Ratna Mokshagundam Visvesvaraya.In order to commemorate this joyous occasion Computer Society of India, MJCET conducted a 4-day powerpacked coding Bootcamp-The Codecamp, for begineers along with an expert talk on Career Guidance by Mr.Tuba Ahmed, Software Engineer-Service Now.During the talk, the students showed keen interest in learning and understanding about the various different careers prospects that lie ahead of them.Our speaker, Mr.Tuba Ahmed connected with the students effortlessly and familiarised them with the industry and the work ethics.This expert-talk enabled the students to gain perspective and gave them the required head-start in understanding the world of employment.

Coding is currently one of the fastest growing occupations, and it is getting more popular day by day. Learning how to code makes our students better thinkers and communicators. This leads to more innovations, which is certainly beneficial throughout life. Critical thinking and problem-solving are skills that are important way outside computer science. Coding requires analyzing different situations and thinking about what might happen and, when we translate this into real life skills, our students will learn how to make decisions that will make large and overwhelming goals easy to reach.Keeping this in mind, CSI-MJCET curated a 4-day intensive bootcamp wherein our students were thought the A-Z of basic coding skills inorder to provide them with a solid foundation.It served as a vehicle through

which we were able to teach our students about technology and computation.

Codecamp, spanned successfully for a duration of 4-weeks where each week the students were trained in a new technology.The students were given an oppurtunity to simultaneously implement what is being taught to them by creating a hands-on environment which is essential to enable the participants to learn better.

The mentors of the Bootcamp were Mr.Mohammed Aamir Khan and Mr.Mohd Imaad who are currently working as Software Developers at Xtreme IT Solutions.Our mentors left no stone unturned in ensuring that each and every participant understood the concept and was on track with what was being taught.The initial weeks, the area of focus was HTML,CSS and Bootstrap.Our students were able to implement all these languages and create a skeleton for their project.After the students were comfortable with the basics, our mentors focussed on Javascript, SQL and C# .

The Bootcamp was a massive success and received an overwhelming response of over 100 student participations from across the college.The sole purpose of the Bootcamp was to educate our young minds about the fundamentals of coding and instill within them a desire and passion for learning how to code.The participants actively demonstrated their keen interest and enthusiam to learn and explore new things by continually asking questions and doubts to our mentors.

GLIMPSES OF THE EVENT.

- ## **EXPERT TALK ON CAREER GUIDANCE**

Students listening keenly to our expert Mr Tuba Ahmed during the talk on "CAREER GUIDANCE".

- **CODECAMP**
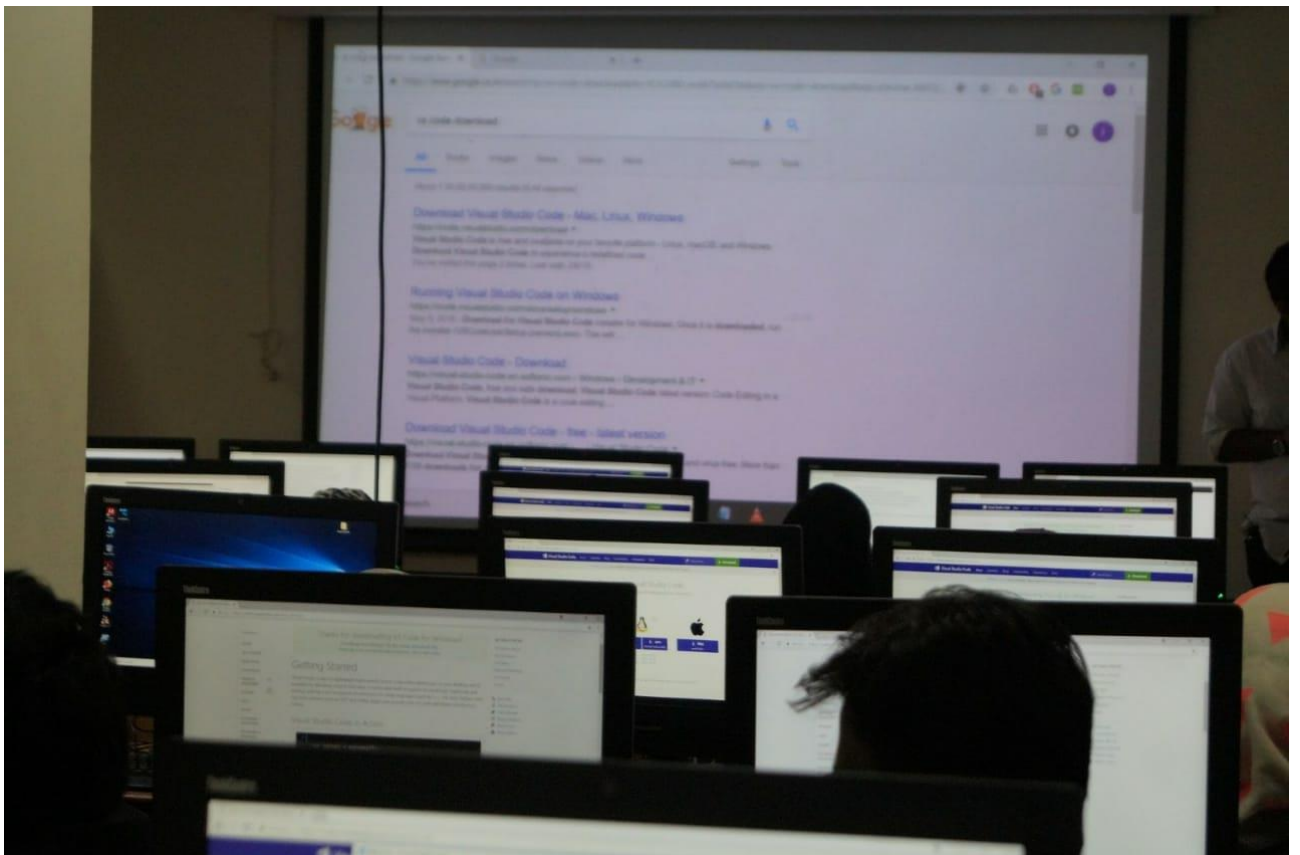
SIGN:

Deeba Mahreen

General Secretary
CSI-MJCET

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

A Report On

MJ-HACK REVOLUTION

Organized by

CSI - MJCET

On 27th January, 2019 at Ghulam Ahmed Hall, MJCET

REPORT PREPARED BY-
Deeba Mahreen
General Secretary
CSI-MJCET

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

Date: 30th JAN, 2019

Muffakham Jah College of Engineering and Technology, continuing with its legacy of being in sync with the trending technologies, held this year's most awaited and anticipated event, HACK REVOLUTION on the 27th of January, 2019.

The event witnessed the collaboration of the brightest and sharpest minds across the city. The primary objective of the event were to spur innovation through creativity, inventiveness and resourcefulness. HACK REVOLUTION was a platform designed to foster a competitive, yet cooperative, and congenial culture for talented individuals. The energy and passion for programming and development was clearly visible among the participants. The participants were excited and thrilled by the prospect of learning, collaborating and being recognized by peers and enabling social change. With over 150 student participations in form of 40 teams hailing from the most distinguished colleges across the city including Vasavi, VJIT, MGIT, Deccan, Shadan and many more, this event vouched for a power-packed day filled with bursts of innovation and cutting-edge talent. This event was served as a preparatory step for our participants to excel in Smart India Hackathon-organized by the government of India and other globally acclaimed hackathons.

Prior to the main event the participants were enlightened with ongoing of a typical hackathon. A workshop names PREP TO HACK was orchestrated wherein the the speakers were experts who excelled at various hackathons conducted at college and intercollegiate level. They shared their experience and helped the participants to think from different perspectives. The speakers were Mr. Eliz Kotadia and Mustafa Hussain Siddique currently working as Associate Software Engineers at Service Now. They were also joined by Siddharth Sharma working as a Developer at SME Metrix. They enlightened them about the practicality that should be involved in every topic that the participants choose. Them being very experienced, was a great help for the participants. The participants reciprocated by sharing they doubts and asking queries that helped them think out of the box. The workshop witnessed participations of over 60 students irrespective of branch throughout the college. The second workshop was conducted by our own student and tech captain of CSI, Ms. Farheen Unisa. The workshop was designed for beginners to familiarise them with the basic technologies used in a hackathon such as database connection etc. the target audience was second year students, who seemed exceedingly fascinated with all the knowledge they gained.

To make the event exceedingly successful and gather talent from across the

city, the members of CSI collaborated with Ecell and went about different colleges of Hyderabad to enlighten them about the Hackathon taking place in MJCET giving them an equal chance to participate, which resulted in overall of 34 registrations. The colleges visited were Mahatma Gandhi Institute of Technology, Vasavi Institute of Technology ,Chaitanya Bharati Institute of Technology, Gokaraju Ranjaraju Institute of Technology, Deccan College of Engineering, Methodist College of Engineering, Maturi Venkata Subba Rao Engineering College, etc. The volunteers went to CS and IT in the respective colleges and brief the students about the events and answered all the queries regarding the same.

This 15-hour coding marathon was high powered and spirited fiesta which was no less than a hacking extravaganza for computer nerds and gizmo geeks. It encouraged the hidden and upcoming talents among the students.It served as a platform to ideate and create interesting products and processes. The event was organized by the Computer Science and Engineering Department under the aegis of Computer Society of India(CSI) in joint collaboration with Entrepreneurship Cell(E-cell), MJCET.

The event was successful in attracting media in full force.News correspondents from various leading organizations including the likes of The Hindu, Enaadu and various other regional organizations such as Munsif, Siyasat etc showed their interest in knowing more about the event and its purpose and benefit for our society.Our student organizers left no stone unturned in their attempts of briefing them about the event and explaining all the major details and other significant factors.Hack Revolution gained extensive recognition in newspapers such as The Hindu, Enaadu, Hans India, Andhra Jyothi, Sakhsi, Munsif and Siyasat which served as a reflection of the intensity of success of the event.

HACK REVOLUTION 2019, was sponsored by XIT Solutions,an organization that aims to provide state of art solutions to their clients and has managed to emerge as a industry leader in terms of client satisfaction, quality delivery and value. The second sponsor was Bothook, founded in 2016, an organization which helps the business grow and scale by using facebook chatbot.Our main sponsor XIT Solutions generously sponsored the cash prize of Rs 10,000/- given to the winners.Bothook took it upon themselves to look after all the printing expenses.

The event commenced at 7:00 am on the 27th of January 2019 and ran successfully for a 15-hour period up until 10:00 pm wherein the participants were required to develop their own project by selecting one of the 16 given trending themes. The participants programmed non-stop demonstrating sheer dedication and utmost passion for coding. The participants were served with tea at regular intervals to release their stress and to enable them to concentrate on creating a solid foundation for their project in the first session. Professional mentorship was provided by seasoned experts practicing in the industry which served as a great tool of guidance to our participants. The participants were seen interacting with the mentors throughout the course of the event. At the end of the first session at 2:00 pm the participants were served with lunch to give them a boost before their set foot in the second session of the day.

The second session commenced around 2:45 pm.All the participants seemed refreshed, rejuvenated and ready to get going with their projects. Reviews were

conducted at regular intervals wherein the the project ideas pitched by each of the teams were assessed by the judging panel comprising of industry experts including Syed Nisar Ul Haq- Technology Analyst, Infosys and Mohammed Imran Khan- Business Technology Analyst, Deloitte along with experienced academicians Syed Akbar Hashmi, Mohammed Arif Hussain and Mohammed Riyazuddin, Assistant professors, MJCET who analyzed all the projects keenly and gave their final verdict.Judges scored the projects respectively focussing on creativity, technical depth and usefulness in the real world.

Team "The Legions" of MJCET and DCET, consisting of Syed Abdul Khadeer Shabaaz, Syed Mudaseer Ul Haq, Syed Mohammed Ibrahim and Syed Adil Hashmi bagged the first prize of Rs.10,000 and were successful in impressing the judges. The project is aimed at providing one stop where one can store the digitalized keys. At present, people are facing a lot of difficulty storing the key as the risk of the hard key being lost is high. This project provided a solution to all the above problems at one stop. For this they provided an app from where the user could control his vehicle. They connected the device which is attached to the vehicle via the app to control the state of the vehicle. The aim of the project was to provide one stop solution to the existing problem by digitalizing this concept and provided security at both the Hardware level and Software level. Another could be we can store data on the cloud to apply the analytics to know the various events of the people so as to automate the schedule of the vehicle.

The second place was secured by Team "Solar Tech" of MJCET consisting of Sania Begum, Subiya Tamkeen, Putli Begum and Bushra Begum. They received a cash prize of 6000. The idea presented was to run existing sub-mersible pumps with solar energy without the use of batteries. In this project , for tracking of intensity of sun light and rotating the solar panel in the direction at which the sun light intensity is more, two LDR sensors were used to detect the light intensity and these were placed at either side of the solar panel .When the sun light falls on the solar panel , the light dependent resistor(LDR) senses the light intensity then resistance of that light dependent resistor will decrease automatically based on intensity of light ,that is sensed by the Arduino. Now the Arduino sends the control signal to the servo motor. Since the servo motor is connected to the solar panel, when the servo motor rotates due to the control signal given by the Arduino then the solar panel also rotates. Finally solar panel rotates where the light intensity is more, thus gaining more power than a normal panel. Hence the gained power is 40% more than the normal solar panel.

Team "NoConsole" of MJCET won the third place consisting of Uzair Fasih, Habeeb Ahmed, Omer Bin Ali and Javeed Syed. NoConsole was a online video game console that brings back multiplayer in the most intuitive way for a modern environment. The users play together in the browser on their screen and use their smartphones as gamepads. The NoConsole leverages web technologies to provide an authentic console gaming experience without the need of any hardware. The NoConsole platform was built on technologies such as NodeJS, Socket.io, react-native, VueJS and much more middleware. The basic idea behind the NoConsole was to make use of Mobile Devices as controllers while the PC can remain as the main screen enabling couch gaming experience of most game consoles. The UI for controllers was built using react-native communicating with a server written in NodeJS using sockets. The server then communicates with the frontend written in VueJS. Requiring no hardware that players don't already own, NoConsole was the perfect entertainment system to play games anywhere, with anyone, at any time. Anyone can join by using the master's code and smartphone as their gamepad. NoConsole also offers app on Android phones. Downloading these apps in order to get the best full-screen experience, better connectivity and the option to create an NoConsole profile where you can choose your nickname and profile picture. Also, hassle free connectivity using QR code. There was no need to be connected to the same Wi-Fi to be able to play together.

A Consolation Prize was distributed to team "Anonymous Assembly" consisting of Isra Azizunissa, Batul, Maaz Jalal Syed, Ramsha Samreen seeing their zeal and enthusiasm was sponsored by the judges.

Mr Zafar Javeed, Hony. Secretary, Sultan Ul Uloom Education Society and Dr. Basheer Ahmed, Advisor-cum-Director, MJCET, expressed their pleasure over the successful conduct of the Hackathon and congratulated the winners.

Mr. Ferhatullah Hussainy (Dean Administration), Dr. A. A. Moiz Qyser (Head-CSE), Dr. Syed Shabbeer Ahmad (Associate Head-CSE), Mr. Md. Zainuddin Naveed (CSI Mentor), Mr. Md Mateenuddin (Network Admin) and student incharges Ms. Simran Sindhwani, Ms. Rukshsar Solkar, Ms. Sai Nikita, Mr. Shoeb Waheed, Ms.Deeba Mahreen, Mr. Khizir Rizvi, Mr. Kashif Asim, Mr. Uzair Yahya and other students of CSI and E-cell coordinated the event.

GLIMPSES OF THE EVENT

CSI Student Branch
Muffakham Jah College Of Engineering and Technology
Road no 3, Banjara Hills, Hyderabad

A Report On
ADSOPHOS REPORT 2019
Organised by
CSI-MJCET

REPORT PREPARED BY-
Deeba Mahreen
General Secretary
CSI-MJCET

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

Date: 15th FEB, 2019

ADSOPHOS REPORT 2019

Adsophos is a technical fest that plays an important role in the college curriculum. From facilitating and enhancing networking skills to helping students get better at man-management and speaking skills , this season of college fests provide students, a great learning curve, amassing things they'd label as 'wonderful memories' after they graduate. The learning that happens at a fest, be it the experience of being a team player, is no match to a classroom atmosphere. It builds the feeling that you're part of the college. It is one such event where young brains get to showcase their skills and compete with others to find the best. It is not just about the competitions but also events where a lot of those new ideas are seen live to teach and inspire youth. It signifies the need to work together for success. Such inspiring events happened in MJCET, just like very year.

Every year, the students of **Computer Science and Engineering Department** leave no stone unturned in working relentlessly and putting up an immaculate array of project displays which not only showcase their exemplary passion for the subject but also emphasize their creativity and innovation.The theme for CSE Department was "**Silicon Valley".** The students of CSE Department organised around 11 events in labs which were no doubt very well organized and attracted a lot of people with their creativity. CSE students showcased their creativity by decorating labs with related events theme and decorating the CSE department with the department theme that is silicon valley. On the other hand CSE students showed complete innovation, right from day 1 until adsophos in making and displaying projects. CSE department's projects ranging from complete software projects to a tint of hardware were a huge success.

CSE DEPARTMENT 2019 EVENTS

1. The Lost Martian:

Knowledge has enabled us to make all the advancements in the science and technology spheres that we have been able to achieve. It has made us far more capable, superior and sophisticated beings on this earth. This event proposes to test participant teams based on a variety of factors: not simply knowledge, but understanding, application of knowledge, syntax, and problem solving. In the first round, participants were shown a series of images that collectively hinted to meaningful words related to outer space. In addition, the next round was about exploring and finding the correct file in vi editor that in turn had a logical mystery to be solved. The event was a huge success with about 28 teams participating on both days of adsophos.

2. Stock Fray:

Making money in the stock market is not as important as knowing how it is made. This event was like a window into a very large world that helped participating teams to understand the nuances and test investment strategies. Initially all the participating teams were given equal no. of shares at the same initial price followed by an iterative phase, in each phase a video was shown with situations like disaster and another phenomenon which helped the participants determine the condition of stocks, sell or buy shares in each phase with sole aim of gaining profits. In the next round, participants were shown varying objects on screen for which they had to guess their price. With each correct answer, they move forward on a path. The event was a success with around 25 participant teams.

3. **The Breach Gate:**

The path of our lives is determined largely by the choices we make and the decisions that we take, we have to make sure ours are confident and clear. Round 1: Alohamora was a range of evolving riddles presented. The participating teams had to solve these riddles as soon as possible, in order to escape the room for the next round. Round 2: The Bandersnatch, in which the teams qualifying the Alohamora round were given a mystery with multiple endings driven by the choices they can

make to solve it. Participating teams needed to wisely choose their path through the mystery in order to solve it. The event was a hit with 29 participant teams.

4. **Auction Mania :**

Everyone must know how it feels to have a cricket team of their own and Auction mania get them this feeling. They had to create a team of 11 from the player squads and those players earned them points based on their ratings. The finalists had to answer one questions on programming which was the deciding factor. The event attracted many cricket enthusiasts and was a monumental success attracting participants in huge numbers.

5. **Unweave the web :**

With a wide array of mind-block games, this was one event, which breached the boundaries of your technical lore. Mind block games like segregation of gems according to their color, towering of cups and juggling the table tennis bat were organized along with answering a few questions, the participants also toggled speaking for and against a topic whenever SWITCH is commanded for one minute.

In the next round, after arranging the ping pong balls into the given arrangement of glasses, one member had to type the given piece of code on a switched off monitor with minimum errors. Team with the best performance and coordination won.

6. Pixelathon:

Photoshop makes things look beautiful but at the same time, everyone should have a knack on how to use it effectively. Teams were given a theme for which they had to design a poster in a given time. The poster illustrating, interpreting and emphasizing the theme won. The main aim of this event was to gather creative people interested in editing and compete with one another.

7. Paper Presentation:
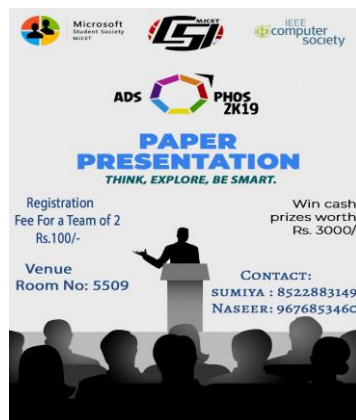
Providing an opportunity for student researchers to disseminate their latest research results in various fields of engineering, we organized a paper presentation event. This event turned out to be an excellent platform to showcase their original ideas and comprehensive technical research and exchange views on the future research directions in various fields of science and engineering.

8. Arena 5 :

Virtual reality is a technology that could actually allow you to connect on a real human level, soul-to-soul, regardless of where you are in the world. Any real virtual reality enthusiast can look back at VR science fiction which was not about sitting in a room playing video games. It's about being in a parallel digital world that can exist alongside our own.
Arena 5 enabled the participants to experience virtual reality in a way like never before.

9. Expecto Techtronum:

This event was designed to test the participants of their technical as well as creative take of scenarios.The event comprised of 3 rounds wherein the first round "**Avada codevara"** the participants were given a paraphrase which was ciphered.The qualifying participants would proceed to the second round "**Spelliarmus"** in which a
technical glossary would be displayed on the screen for a duration of 10 secs in regard to which they would be asked questions.The participants were tested on the factors of quick thinking and spontaneity.The event proved to be a great success with a total of 20 participating teams.

10. Infinity:

With a wide array of mind-block games, this was one event, which breached the boundaries of your technical lore.In the first round "**Hawk Eye",** the players were given a puzzle to decode.The qualified teams proceeded to the next round, "**Code Hunt"**.This round was no less than a technical treasure hunt, wherein the teams were required to decipher a secret code.The teams which succeed to do in the least recorded time were declared winners.This event was designed to instill within our participants the essence of communication and teamwork.

11. Mastermind:

"Knowledge never goes in vain".
Keeping this in mind the students of Computer Science and Engineering Department conducted thier event who wants to be a "Mastermind".
The participants were asked a series of questions related to new and upcoming technology as well as General Knowledge questions.
With the help of Correct lifelines quick thinking and instincts, the participants were crowned with the title of the ultimate "MASTERMIND"

CSE DEPARTMENT 2019 PROJECTS DISPLAY (TECHNOVANZA)

1. AUTOMATED PLANT WATERING SYSTEM

Plant watering is the most important practice and most labour intensive work. No matter which ever weather it is hot, dry, cloudy or wet, we need to water the plants regularly. But this manual process is a hectic process which involves two activities when and how to water the plants and how is going to water the plants when we are away from our Home.

So our proposed project aims to decrease the burden of watering the plants on the User by automating this process. In proposed system we have Node mcu microcontroller which acts as a controller between different sensors and monitors them. It regularly calculates Soil moistures and whenever the moisture level goes below the threshold limit. Node mcu automatically switches On the motor and water the plants sufficiently according to the requirement of Plants.

"It was a great experience. As we were from different years so we were immensely glad and excited in sharing our knowledge with each other. Our juniors felt very much motivated and

excited throughout the Project Display. I thank CSI(Computer Society of India) and our college managements for encouraging us and giving us such a great opportunity for displaying our project and encouraging us regularly by conducting different competitions and Workshops at every level of our Academics."

Developed by-
　　Mohd Hasanath Hyder (1604-15-733-309)
　　Syed Manzoor Ahmed(1604-15-733-303)
　　Anas Abdul Haleem Faizi(1604-16-733-083)
　　K.S.Phani Chandra(1604-17-733-022)
　　Mohd Ilyas Ahmed(1604-17-733-029)

2. SMART KEY

Consider yourself in a situation where you are in an emergency and unfortunately you couldn't find your key. There is no alternate but to find a key maker. The smart key comes handy in those cases. This application allows you to connect your phone to your bike, unlock it and have a move. You get a safe way out of that situation.
　　　　　　　　　　　"Just connect and Drive"

In cases where you lost the key and you are in emergency our app would help you in that. An IoT project helping you unlocks the vehicle under the click of a button. The components included an arduino programmed chip which managed the lock status of the bike. An android

app where the users were authenticated using the cloud (Firebase). Once the user logs in, he sees all his keys in the dashboard using which he can unlock his vehicle. The novelty in our project was the concept of able to share the key with others so that they have one-time access to your bike.

"It was a great fun learning for us who usually remain unexposed to such a competitive environment. We had exposure to the technical environment. This was a great opportunity helped us in improving our communication and technical knowledge .We learnt technologies we were unfamiliar with in the process of completing our project. We guess the crucial factor in success of any project is the teamwork and the event has given us opportunity to improve it. "

Developed by:

1. Syed Abdul Khader Shahbaaz 1604-16-733-093
2. Mohammed Ishaq 1604-16-733-097
3. Arish Rahil Shah 1604-16-733-088
4. Syed Arfath Mujtahedi 1604-16-733-095
5. Hasan Sayeed 1604-17-733-104

3. BLIND VISION

Being able to automatically describe the content of an image using properly formed English sentences is a challenging task, but it could have great impact by helping visually impaired people better understand their surroundings. Most modern mobile phones are able to capture photographs, making it possible for the visually impaired to make images of their environments. These images can then be used to generate captions that can be read out loud to the visually impaired, so that they can get a better sense of what is happening around them.

In this project, we use a deep recurrent architecture that automatically generates brief explanations of images. Our models use a convolutional neural network (CNN) to extract features from an image. These features are then fed into a vanilla recurrent neural network (RNN) or a Long Short-Term Memory (LSTM) network to generate a description of the image in valid English. Our models achieve comparable to state of the art performance, and generate highly descriptive captions that can potentially greatly improve the lives of visually impaired people.

"Explaining a technical project to a heterogeneous audience was quite a task. But it was a good learning experience. We learned how to break down complex deep learning aspects to simple concepts to explain the project to school students. On the other end of spectrum were domain experts. We learned ways to extend and improve our project by interacting with them.

Developed by:

1. Syed Souban CSE Final year
2. Syed Imaad Ul Hasan CSE Final Year
3. Naseer CSE III Year

4. VOICE CONTROLLED BOT:
In this project, **we control the movements of the vehicle using voice commands from the user.** It is made to help handicapped people to travel on their own by giving voice commands. The voice commands will be issued at the Android Application on the user's phone which is connected to the robot using a Bluetooth Module. The goal of Voice Controlled Bot is to listen and act on the commands received from the user.
"It was a great experience working on it. we have known how difficult it is for a handicapped person to travel. We are happy that we were able to achieve our goal of helping the handicapped people."

Developers- Subiya Tamkeen (1604-16-733-070)
Sania Begum (1604-16-733-072)
Putli Begum (1604-16-733-313)
Hajera Begum (1604-16-733-316)

 5. SOLAR TRACKER-

Our idea is to use the solar energy to the maximum extent possible. In our project , We are tracking the intensity of sun light and rotating the solar panel in the direction at which the sun light intensity is more ,thus gaining more power than a normal panel. The gained power is **40% more** than the normal solar panel.
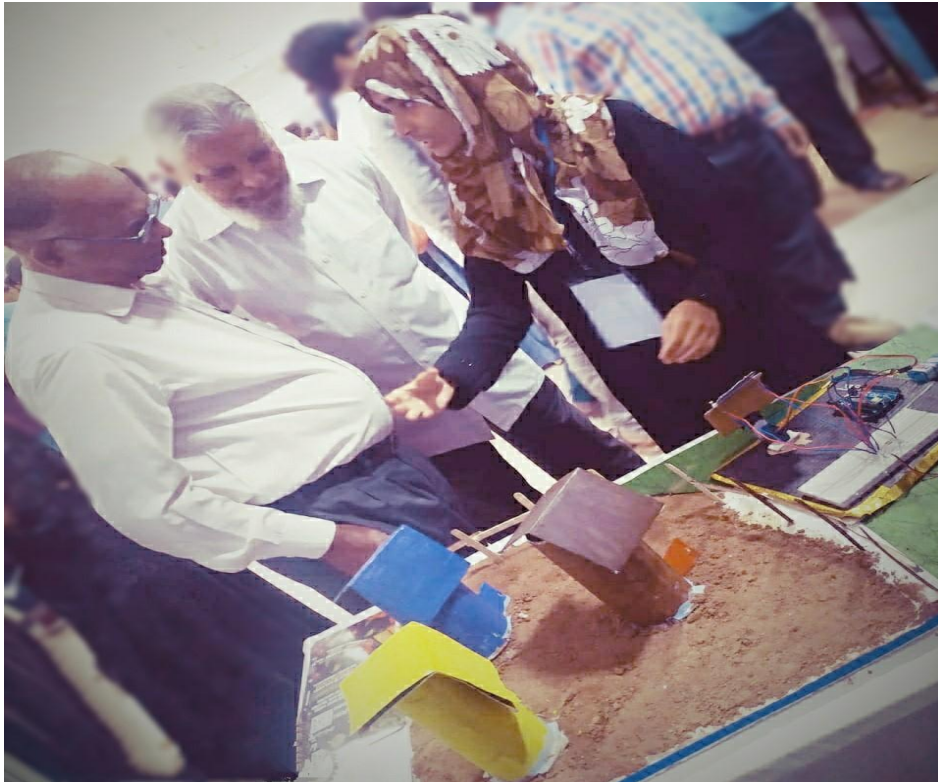
" *It was a great experience working on it. we have known that it is really important for us to use the solar energy to the maximum extent possible. We are happy that we were able to use renewable resources in an efficient manner.*"

Developed by :
Subiya Tamkeen (1604-16-733-070)
Bushra Begum (1604-16-733-315)
Hajera Begum (1604-16-733-316)

6. B-PAY:

Our project B-Pay is powered by Radio frequency identification technology and inspired by endless possibilities. Ever thought of Smart travel? When it comes to smart, Radio frequency identification is popping up everywhere. We are using this technology to make your travel experience extremely convenient. Just use your RFID tag to swipe in and swipe out while you travel cashless. Makes travelling convineint and hassle-free for everyone and life saving solution to someone who is visually impaired.

While making this project we experienced a lot of exposure to hardware technologies and making them work with a real time hosted website and software application.

"To us, teamwork is the beauty of our sport, where you have five acting as one. You become selfless. If everyone is moving forward together, then success takes care of itself."

Developed by:

Farheen Unissa   (1604-15-733-068)   Ansar (1604-17-733-057)

Rasheeda (1604-15-733-062)

7. SONIC VISION:

Sonic vision helps blind people navigate easily by detecting the nearby
obstacles using the help of ultrasonic waves and notify them with buzzer sound. By wearing this device, they can avoid obstacles and navigate freely without any worries. The aim of the device is to develop a cheap and more efficient way to help visually impaired human beings walk the streets with comfort and confidence.

The device can be worn as a band or like a piece of cloth over an arm and it will start functioning automatically. Our basic aim is to help the visually impaired not feel left out in a world where being a challenged person is considered as weak.

"*Our experience displaying was amazing and we had a lot of learning phases that we went through while making this project. Being CSE students it was difficult for us to understand the concept of the hardware but as soon as we got the tune of it and with the help of our college professors, we were able to complete and present our project in the event.*"

Developed by- Mohd. Sufyan Ali (1604-16-733-101)
Syed Shah Nooruddin Hussain (1604-16-733-087)
Abdul Bari (1604-16-733-105)
Bhayani Moiz Ali (1604-16-733-119)
Mushtaq Mahboob (1604-16-733-099)

8. SMART BIN

Open trash due to littering has made our cities look and feel unpleasant as it pollutes the air, water and soil, and also spreads diseases. This can be reduced to a maximum extent by using a setup which will trigger an alarm whenever the waste material is thrown outside the bin, which in turn does not allow the garbage to lie on the ground around the garbage bins. Our system centralizes smart garbage system by warning the people through a voice message whenever the waste material is thrown outside the bins, so we call it a "Smart Bin".

"The idea of displaying our project was one of the best decisions so far. It was a tremendous experience where we all realized our hidden talents, improved our communication skills and learnt many new things such as handling the crowd, explaining the same content to hundreds of people in different styles with the same enthusiasm. We got excellent reviews and positive responses from our audience. Few people were so impressed and suggested us many new ideas to add to the future enhancement of our project. We are blessed and overwhelmed to get such a great opportunity to explore new stuff and we would like to thank our college for this opportunity."

Developed By-	Farhath
	Munazzah Jabeen
	Amera Firdous
	Renadh Fatima

9. EVENTS INFO-MJCET CHATBOT

A chatbot is an artificial intelligence (AI) software that can simulate a conversation (or a chat) with a user in natural language through messaging applications, websites etc. This chatbot is aimed to make the marketing and registration process of Student chapters easier. This chatbot can be accessed from Facebook messenger and is available 24/7. Students can get the complete info of any event conducted in MJCET through this chatbot. The chatbot also offer a way for the students to register for any desired events. The events organizing team will get the information of all registered members in an Excel sheet.

"In this project's display, I learned many things and had a great experience. The senior were very much cooperative and taught me a lot of things. The best part was, I was invited for an internship by a fellow senior. The management of the projects display was done amazingly well. Had a great time."

Developed by- Azhar Ali (1604-17-733-089)

10. SMART TAP

Water is an indispensable resource and we ought to save it as much as possible. As the population grows, needs and demands grow, and these demands are directly or indirectly related to water. Almost every activity of ours is complemented by water.

Despite the obvious depletion of water resources, people continue to be ignorant towards the cause of saving water; they leave the taps open for long idle periods. Our project "Automatic Water Dispenser using Arduino", consists of an ultrasonic sensor (solenoid valve) that begins to dispense water as soon as it senses an object such as a glass or a hand, and continues to do so as long as the object is in the sensor's proximity; as soon as the object is withdrawn, water flow stops, preventing the need to explicitly close the tap thereby saving water.

The dispenser is cost-effective, affordable and made from simple components, unlike most new-age dispensers. The automatization of water flow will surely preserve water as machines are more responsive than humans.

"*Adsophos gave us the much-needed exposure and an opportunity to discover our confidence. The responses motivated us to make better and bigger endeavors. Coming together was the beginning of our project and working together is what made it successful. The period of project development and display was such a great experience that involved learning, fun and much more. It was truly an enriching experience.*"

Developers:

Juveria Khatoon   -   1604-16-733-062   (CSE-B)
Hafsa Taneem -   1604-16-733-066   (CSE-B)
Kausar Fatima -   1604-16-733-077   (CSE-B)
Uroosa Sania -   1604-16-733-080   (CSE-B)

11. VOICE FOR THE VOICELESS

Deaf and Dumb people rely on sign language interpreters for communications. A real time Sign Language Recognition system is designed and implemented using Machine Learning to recognize gestures from the sign Language by hand gesture recognition system for text generation which converts to voice. This system introduces efficient and fast techniques for identification of the hand gesture representing an alphabet of the Sign Language. The signs are captured by using web cam.The extracted features are compared by using pattern matching algorithm. In order to calculate the sign recognition, the gestures are compared with testing database and Machine learning models. Finally, recognized gesture is converted into text and voice.

"*The entire process was an educating and inspiring experience that helped us not only in identifying and improving our skills but also in recognizing our strengths and weaknesses as an individual and as a team member which was very useful for learning how to work effectively in teams. The beauty of team work and group project related was, though each person wants to have control over the idea or methodology of the work and do things in his/her way, we listened to others and then expressed our opinions respectfully without impositions. Although you might not believe it, sometimes other people could have better ideas than you, or even offer another outlook that you haven't considered. Adsophos brought*

us an opportunity to bring out the best in us to innovate and create something useful and beneficiary for the society. The response from the faculty, students and parents has motivated us to do more such kind of projects".
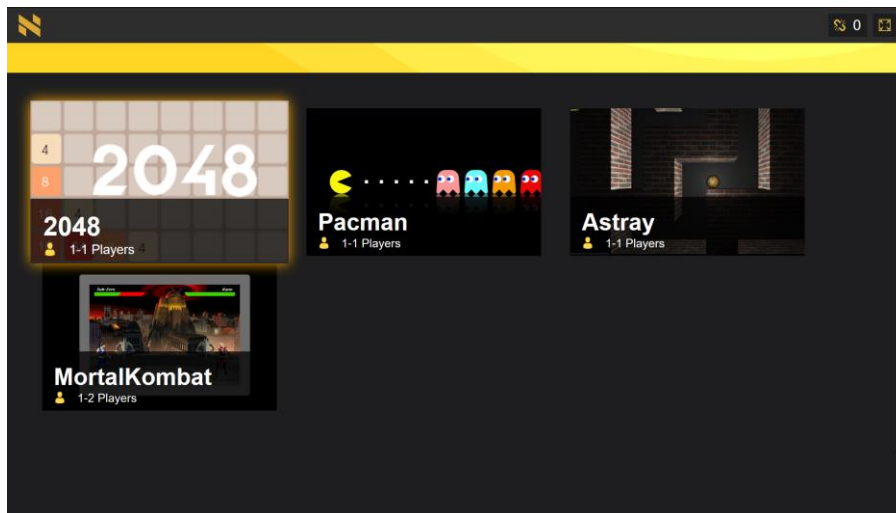
Developed By:

1.Mohammad Areebuddin -1604-16-733-046 (Team Leader)

2.Syeda Rimsha Hameed-1604-16-733-002

3.Mohd Faizan Mohiuddin-1604-16-733-038

4.Sultan Hussain-1604-16-733-032

5.Khaja Mohammad Owais Junedi- 1604-16-733-060

12. NOCONCOLE

NoConsole is a online video game console that revisits gaming in a modern internet friendly approach for a modern environment. The users play together in the browser on their screen and use their smartphones as gamepads. Requiring absolutely no hardware that players don't already own, NoConsole is the perfect entertainment system to play games anywhere, with anyone,at any time.

Developed by: Uzair Fasih
Habeeb Ahmed
Omer Bin Ali

13. TEXT READER FOR VISUALLY IMPAIRED

Adsophos provides a great platform for students from various branches to display projects, to share our ideas with others, give and receive feedback.

Displaying project at Adsophos 19 lead us exploring the latest technologies and bringing it to live by applying it for the betterment of our society.

The domain of our project is vision-computing which one of the booming technologies of the decade. So our project "Text reader for visually impaired people" is an interface for visually impaired people (like people suffering from migraine, cluster's...) which allows them to cover any text image to speech. The user just need to scan the image and can listen the audio of the text

in the image. The project has been developed using python language. The primary motivation is

to provide a visually impaired person with a friendly speech interface with computer and to allow such people which are physically and visually challenged to use the system to read printed

text on the go.

"*We enjoyed displaying our project, and also had great fun during the development phase. As it*

brings out great coordination and strengthen the bond among the peers. Hence Adsophos at MJCET completely justify the quote

 "Coming together is the beginning, keeping together is
progress, working together is success, Thinking together is invention"-Henry Ford."

Developed by:
 Mubeena Nishath
 Hina Khatoon
 Fatima Mahmood Rabia Kauser
Saif Sufiyan

CSI Student Branch

Muffakham Jah College Of Engineering and Technology
Road no 3, Banjara Hills, Hyderabad

A Report On
TECHNO LEAGUE
Organised by
CSI-MJCET

Report Prepared By: Deeba Mahreen
General Secretary
CSI-MJCET

DETAILS:

- Date: 1st March, 2019
- Time: 2:00 PM – 4:00 PM
- Venue: Student Activity Center
- Registration fee: Rs. 30/-(CSI members)
  Rs. 50/-(Non-CSI members)

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

Date: 1st March, 2019

TECHNO LEAGUE

CSI MJCET organized "TECHNO LEAGUE" on 1st March, 2019 to enable students ameliorate their presence of mind as well as logical reasoning and help them to learn more about technology and also coordinate as a team. There were around 15 teams who competed in the event .

The event was hosted by CSI team which comprised of two rounds. In the first round named "MYSTERIO MODE, the participants were tested on the basis of their compatibility and ability to communicate effectively as a team. Each of the teams were given a set of placards on which were displayed certain catchphrases and terms related to new and upcoming technologies. The participants were required to explain the terms to their teammates by merely using gestures. The team which succeeded in accurately identifying the maximum terms in the least recorded time would proceed to the final round.

The final round "BID TO WIN" was a way to test the tactical and strategic skills of our participants.Each of the teams was required to bid inorder to answer the questions projected of the screen. The questions projected were both technical and related to the software industry. The team with the most calculated approach using which they succeeded in answering the maximum questions accurately were declared winners.

The event received a tremendous feedback as the participants enjoyed throughout the event while learning and improving their knowledge on technology and at the same time work as a team, not losing focus even under pressure. The winners were awarded with a cash prize.

WINNERS:

6. Shamekh and Fazil (1st Place)
7. Soheb and Ehthesham
8. Shabbar and Satya

<u>GLIMPSES OF THE EVENT</u>

SIGN:
Deeba Mahreen
General Secretary
CSI-MJCET

CSI Student Branch

Muffakham Jah College Of Engineering and Technology
Road no 3, Banjara Hills, Hyderabad

A Report On
SPORTS RENDEVOUS-(CSI SPORTS DAY)
Organised by
CSI-MJCET

Report Prepared By: Deeba Mahreen
General Secretary
CSI-MJCET

DETAILS:

- Date: 2nd March, 2019
- Time: 9:00 AM– 4:00 PM
- Exclusively only for CSI Members

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

SPORTS RENDEZVOUS

CSI MJCET organized "SPORTS RENDEZVOUS" on 2nd March, 2019 to enable the students eliminate mental exhaustion and promote team spirit. This event served as a means for the students to extensively bond with each other whilst enjoying themselves and celebrating the spirit of sport. It was the most awaited day for the CSI family to join together and commence the day with epitome of energy, zeal and style.

It served as a great opportunity for the CSI members to play, unite and win. The students were divided into batches and each batch then competed amongst each other in various sports. Football, cricket, Badminton, Basketball, Carrom were among few of the sports which were played enthusiastically by our students. The winners in each of the genre were given medals.

"Sports Rendezvous", was not only a chance for the students to perform but served as a great opportunity to outperform and re-energize themselves. It was conducted with the spirit of having fun, being physically active, learning the fundamentals of sports and building team spirit. It was an opportunity to display self-confidence, patience, zeal and sportsmanship.

WINNERS:

1. **FOOTBALL(BOYS)**
   - Ibrahim
   - Muneeb
   - Sartaj
   - Kamran
   - Riyan
   - Jawad

2. **CRICKET(BOYS)**
   - Omer Bin Ali
   - Shoeb Waheed
   - Rizwan
   - Azhar
   - Asif
   - Hanif

3. **CARROM DOUBLES'S WINNERS(BOYS)**
   - Hanif
   - Azhar

4. **BADMINTON DOUBLE'S WINNERS(BOYS)**
   - MD Azhar Ali
   - MD Shavez

5. **BADMINTON DOUBLES'S WINNERS(GIRLS)**
   - Simran
   - Rukhsar
     RUNNER UPS
   - Farheen
   - Mymoona

6. **CARROM WINNERS(GIRLS)**
   - Amera
     RUNNER UP
   - Farhath

7. **TABLE TENNIS WINNERS(GIRLS)**
   - Mariah
     RUNNER UP
   - Deeba

GLIMPSES OF THE EVENT

CRICKET FINALS !

SIGN:
Deeba Mahreen
General Secretary
CSI-MJCET

CSI Student Branch

Muffakham Jah College Of Engineering and Technology
Road no 3, Banjara Hills, Hyderabad

A Report On

WORKSHOP ON ANDROID APP DEVELOPMENT

Organised by
CSI-MJCET

REPORT PREPARED BY-
Deeba Mahreen
General Secretary
CSI-MJCET

DETAILS:

- Date: 14th and 15th March, 2019.
- Time: 9am-4pm
- Venue: CIC Lab
- Registration fee:Rs 50/- for CSI &
                             Rs 100/- for Non-CSI

DETAILS:

- Date: 14th and 15th March, 2019.
- Time: 9am-4pm
- Venue: CIC Lab
- Registration fee:Rs 50/- for CSI &
                             Rs 100/- for Non-CSI

MUFFAKHAMJAH COLLEGE OF ENGINEERING AND TECHNOLOGY
Computer Society of India, Chapter MJCET

Date: 15th March,2019

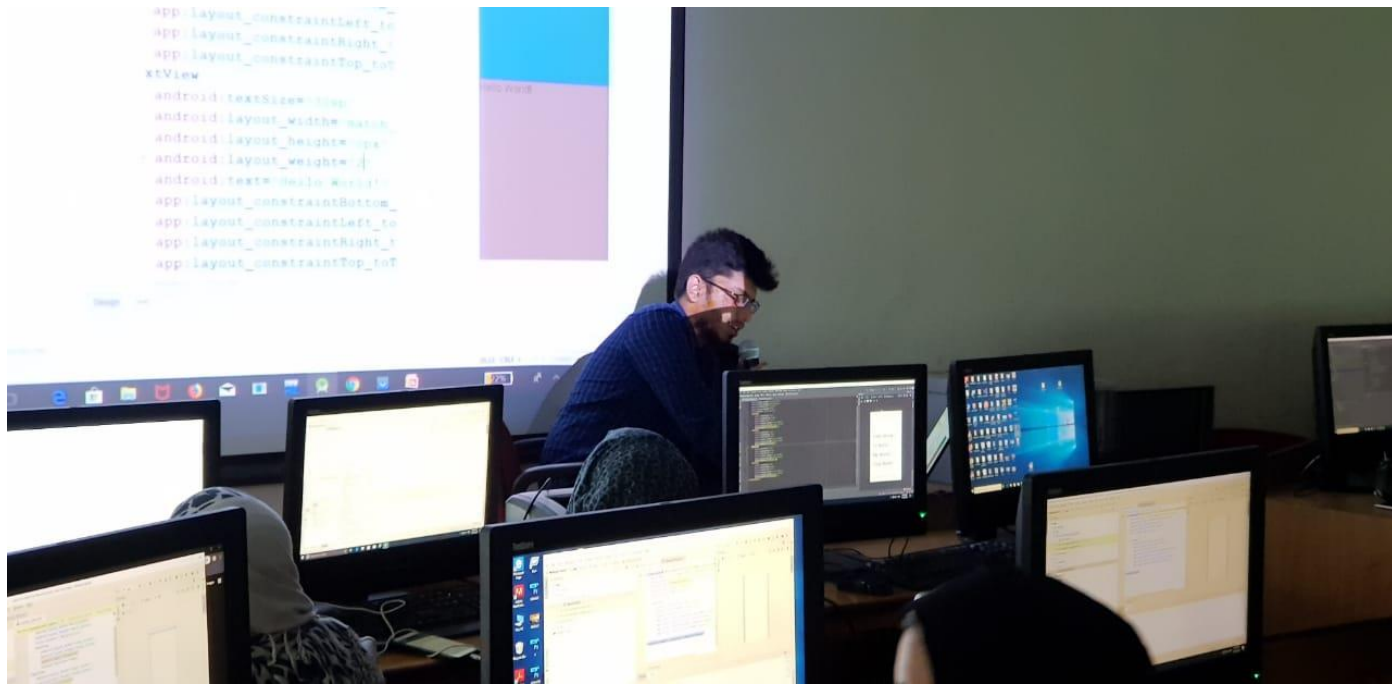## *WORKSHOP ON ANDROID APPLICATION DEVELOPMENT*

In this recent competitive age mobile is becoming indispensable for us. Starting from in-house to public applications the use of the devices becomes more prevalent. So building a career all around the Android training, programming applications is a wise decision. Learning Android App Development is a great thing to do because there is so much going on in this area. It's a profit-making profession on high demand. There are many innovative ideas in the mobile applications market, and the growth of new technologies that will improve the mobile environment assure us a great outcome for the investment in these type of careers.
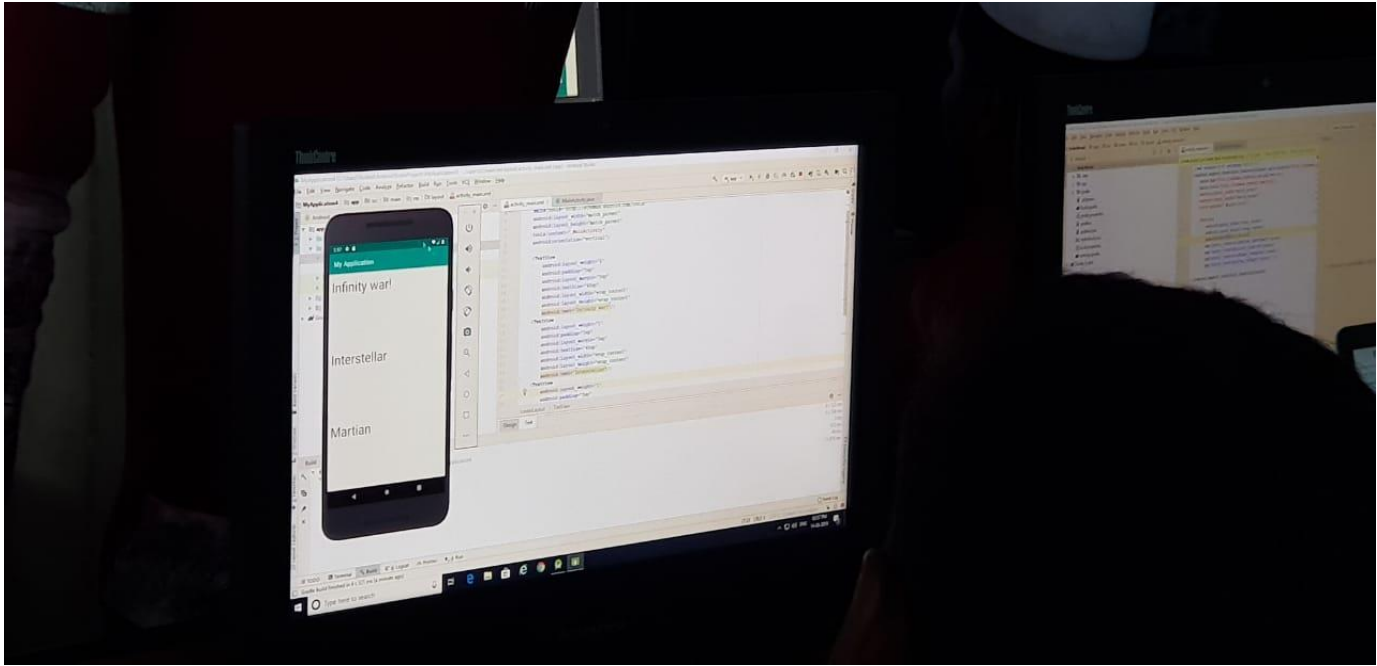
Computer Society of India (CSI,MJCET), organized a comprehensive hands-on workshop on the basics of Android Application Development. The workshop was designed to familiarise the students with new and upcoming technologies such an Android. The workshop was conceptualised and executed by Mr.Syed Souban, a final year CSE student and Tech Head on CSI. The participants were first familiarised with the introduction to Android and Layouts. The students then followed a step by step procedure to design a Snapchat Landing Page to give them a hands-on experience of the core basics. At the end of the first day the students were well aware of the Android Basics. The second day started off with introduction to HTTP Request using volley. Mr.Uzair Fasih, final year CSE student

and Tech Head of CSI guided the students to create a weather application. The mentors also shared with the students different platforms and sources which would benefit the students to learn more in the field of Android Development.

The workshop was a massive success and received an overwhelming response of over 60 student participations from across the college.The sole purpose of the workshop was to educate our young minds about the fundamentals of android. The participants actively demonstrated their keen interest and enthusiam to learn and explore new things by continually asking questions and doubts to our mentors.

GLIMPSES OF THE EVENT.

SIGN:

Deeba Mahreen

General Secretary
CSI-MJCET