



CSE DEPARTMENT NEWS LETTER

QIS INSTITUTE OF TECHNOLOGY

(Approved by AICTE, New Delhi & Affiliated to JNTU, Kakinada)

(AN ISO 9001: 2015 Certified Institution)

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TECHNO-FOCUS

2017-18

April to June

Principal's Message



I am happy to note that the editorial board brings out newsletter for the period April to June 2019. It is great to find a considerable number of participants in co-curricular and extracurricular activities which certainly prove that our staff and students are adequately equipped and possess necessary skill-sets to bring such laurels to the institution.

Dr. C.V.Subba Rao

HOD's message



Am very happy that our Computer science and engineering is releasing Newsletter. It is a platform to bring out the hidden talents of students and faculty. The major strength of the department is a team of well qualified and dedicated faculties who are continuously supporting the students for their academic excellence. We have arranged several guest lectures and workshops for our 2nd, 3rd and 4th year students in this semester. The department has already applied for the NBA accreditation. I hope the NBA committee will be visiting our department in the coming semester. So let us work together for the achievement of this goal. I would like to thank all my colleagues for their tireless efforts to help the department progress at a very steady pace.

Mr. T.V.Subrahmanyam

Department of Computer Science and Engineering

The Department of Computer Science & Engineering was started in the year 2008. With an intake of 60, now total strength of the department is 480. The college conducts the examinations and the degree is awarded by JNTUK Kakinada. University incorporates latest developments in Basic Computer Science, Programming, Application development, Communication, Data mining and warehousing and allied fields in a dynamic fashion so that the student is exposed to the latest technological advancements during the course of study.

Vision of the Department

To produce highly knowledgeable computer science and engineering professionals comprising of technical skills & competence to meet the global requirements embedding with research, ethical values and societal commitment.

Mission of the Department

- Impart quality education in computer science and engineering through innovative teaching and learning methodologies.
- Conduct industry ready skill development programs to bridge the gap between academia and industry to produce competitive software professionals with research and lifelong learning.
- Inculcate team work, ethical values to make them socially committed professionals.

Program Educational Objectives (PEOs)

PEO 1: Graduates will have solid foundation in fundamentals of computer science and engineering required to solve computing problems and create innovative software products and solutions for the real life problems.

PEO 2: Graduates will have technical competence and skills to use modern and cost-effective tools and technologies and have extensive and effective practical skills in computer science and engineering to pursue a career as a computer engineer.

PEO 3: Graduates will have attributes like professionals with world class academic excellence, ethics, best practices, values, social concerns, lifelong learning and openness to other international cultures to meet the global needs.

PEO 4: Graduates will have managerial and entrepreneur skills with cross-cultural etiquettes, leading to a sustainable competitive edge in R&D and meeting societal needs.

Placement

The following final year students of our college got placed in various organizations.

Programs Name and Assessment Year(2017-2018)				
S.No	Name of the Student Placed	Enrollment No	Name of the Employer	Appointment Letter Reference number with Date
1	SHAIK MOHAMMED NOORI	14MA1A0535	ENSPIRE TECHNOLOGIES, Chennai	19-04-2017
2	GOLLA.RUPESH	14MA1A0546	Acrux IT Services,Managlagiri	25/4/2018
3	SHAIK ABUBAKAR SIDDIQUE	14MA1A0555	Acrux IT Services, Mangalagiri	25/4/2018
4	ALLANKI MOUNIKA	14MA1A0562	VERTEX, Chennai	28/4/2018
5	BADRI RAVALI	14MA1A0565	Premier Health Services, Chennai	21/4/2018
6	GOLLAPUDI HEMALATHA	14MA1A0580	IKYA Human Capital Solutions, Bangalore	25/04/2018
7	GANGINENI VENKATA GOPI KRISHNA	14MA1A05A4	ACRUX IT SERVICES, Mangalagiri	25/4/2018
8	MUKKARA VIJAYA BHASKAR REDDY	14MA1A05B0	ACRUX IT SERVICES, Mangalagiri	25/4/2018
9	BOLLINENI SUSMITHA	14MA1A0504	Amazon Solutions,Hyderabad	22/04/2018
10	NARRA VENKATA JHANSI	14MA1A0526	Axis Securities Ltd, Hyderabad	23/05/2018
11	VULAPU CHANDRASAHITHINAYUDU	14MA1A0537	Neeraj Pvt Ltd, Hyderabad	27/05/2018
12	ADDANKI VAMSI KRISHNA	14MA1A0541	Axis Securities Ltd, Hyderabad	25/4/2018
13	NAGINENI RAMANJANEYULU	14MA1A0551	Dheeraj Services,Chennai	28/4/2018
14	PERLA ANILKUMAR	14MA1A0552	HDFC Bank, Kolkata	21/6/2018
15	BODAPATI MOUNIKA	14MA1A0567	HDFC Bank, Chennai	28/7/2018
16	BYRAPUNENI MANEESHA	14MA1A0568	BOMBAY TEX, Chennai	21/9/2018
17	DIVI MOUNIKA	14MA1A0574	ANURAG Solutions,Banglore	23/10/2018
18	GOGINENI MAMATHA	14MA1A0578	HDFC Bank,Guntur	24/11/2018

19	MEDARAMITLA PRAVALLIKA	14MA1A0589	Kowsalya Health Care Pvt Limited,Banglore	25/09/2018
20	NARRA JYOTHI	14MA1A0591	Axis Securities Ltd, Hyderabad	25/11/2018
21	NARRA KALPANA	14MA1A0592	ICICI Bank,ONGOLE	28/12/2018
22	PALADUGU VASUNDHARA	14MA1A0593	KVR Enterprises, Vijayawada	22/07/2018
23	BATHINI HARIKRISHNA	14MA1A05A1	Enspire Technologies, Chennai	23/08/2018
24	CHINTALLAPUDI VENKATESH	14MA1A05A2	Premier Technologies, Hyderabad	23/06/2018
25	PADARTHI SRI HARI	14MA1A05B3	HDFC Bank, Hyderabad	22/07/2018
26	PATTAPURAJU IMMANUYEALU	14MA1A05B5	Axis Securities Ltd, Hyderabad	22/05/2018
27	RAVIPATI NAVEEN	14MA1A05B7	HDFC Bank, Hyderabad	22/12/2018

Internship

S.NO	Name	Year	Internship Topic	Company
1	B. KAVYA	2017-18	Python	REN INFO
2	BEZAVADA RAJESH	2017-18	Python	REN INFO
3	GULLAPALLI SWATHI	2017-18	Python	REN INFO
4	DEVARAPALLI PUSHPALATHA	2017-18	Python	REN INFO
5	GARLAPATI LAKSHMI ALEKHYA	2017-18	Python	REN INFO
6	JADDU NAGA SRIDEVI	2017-18	Python	REN INFO
7	KADIYALA REVATHI	2017-18	Python	REN INFO
8	KONKA KALYANI	2017-18	Python	REN INFO
9	MANDAVA PRAVEENA	2017-18	Python	REN INFO
10	MUNNANGI RENUKA DEVI	2017-18	Python	REN INFO
11	NAIDU BHARGAVI	2017-18	Python	REN INFO
12	NAIDU LAKSHMIBHAVANI	2017-18	Python	REN INFO
13	PETA ANUSHA	2017-18	Python	REN INFO
14	PRASINGU RAVALISAI	2017-18	Python	REN INFO
15	RAVIPATI BHARGAVI	2017-18	Python	REN INFO
16	SHAIK MOHAMMED NOORI	2017-18	Python	REN INFO

17	VULAPU CHANDRASAHITHINAYUDU	2017-18	Python	REN INFO
18	ALLANKI MOUNIKA	2017-18	Python	REN INFO
19	ARIKATLA PRAVALLIKA	2017-18	Python	REN INFO
20	BADRI RAVALI	2017-18	Python	REN INFO
21	BODAPATI MOUNIKA	2017-18	Python	REN INFO
22	CHAVA SWATHI	2017-18	Python	REN INFO
23	CHERUKURI ANUSHA	2017-18	Python	REN INFO
24	EDARA DIVYA	2017-18	Python	REN INFO
25	GOLLAPUDI HEMALATHA	2017-18	Python	REN INFO
26	GOPAVARAPU SWATHI	2017-18	Python	REN INFO
27	JANAKI SAI MEENA KONURU	2017-18	Python	REN INFO
28	KARICHETI SRILAKSHMI	2017-18	Python	REN INFO
29	MADIREDDY RENUKA	2017-18	Python	REN INFO
30	PALADUGU VASUNDHARA	2017-18	Python	REN INFO
31	PANGULURI ANJANA DEVI	2017-18	Python	REN INFO

Enrichments

Digital Library Inauguration

క్విస్‌లో డిజిటల్ లైబ్రరీ ప్రారంభం



డిజిటల్ లైబ్రరీని ప్రారంభిస్తున్న నిడమానూరి నాగేశ్వరరావు

టర్న్‌ను ఏర్పాటు చేశామన్నారు. డిజిటల్ లైబ్రరీలో ఈ -జర్నల్స్, ఈబుక్స్, డెల్‌నెట్, ఎన్ పీటీఈఎల్, వీడియో లెక్చర్స్ వంటి అనేక రకాల అధునాతన సాంకేతికత కలిగిన ఆన్‌లైన్ కోర్సులతో కూడిన వివిధ రకాల విభాగాలు ప్రారంభించామన్నారు. కార్యక్రమంలో క్వీస్ ఐటీ ప్రిన్సిపాల్ డాక్టర్ సీవీ సుబ్బారావు, క్వీస్ విద్యాసంస్థల ప్రధాన గ్రంథాలయ అధికారి డాక్టర్ నల్లూరి శ్రీనివాస్ పర్యవేక్షించగా వివిధ విభాగాల అధిపతులు పాల్గొన్నారు.

ఒంగోలు: స్థానిక క్వీస్ ఇన్స్టిట్యూట్ ఆఫ్ టెక్నాలజీ అండ్ ఇంజనీరింగ్ కాలేజీలో అత్యాధునిక పరిజ్ఞానంతో కూడిన డిజిటల్ లైబ్రరీని క్వీస్ విద్యా సంస్థల అధ్యక్షుడు నిడమానూరి నాగేశ్వరరావు శుక్రవారం ప్రారంభించారు. ఈ సందర్భంగా ఆయన మాట్లాడుతూ డిజిటల్ లైబ్రరీలో వంద ఎంపీపీఎస్ స్పీడ్‌తో కూడిన ఇంటర్నెట్ సదుపాయం గల 50కుగా పై కంప్యూ

Technical Articles

AJ to create more AJ

When you are fascinated by thoughts of a future where robots make our lives better, there is no question that artificial intelligence is here to stay. At the annual Google I/O conference, the company introduced what may be the most jaw-dropping AI innovation, "AutoML" - a technology that can utilize neural networks to teach itself. The Wikipedia definition for neural network goes as follows - "An artificial neural network is an interconnected group of nodes, akin to the vast network of neurons in the brain". It consists of large number of processors in parallel arranged in tiers. The input to the first tier is raw information. The inputs for the successive tiers are the output of the preceding tiers. To be put in a simple way, neural network consists of interconnected neurons that work at the same time to solve a problem. Machine Learning is also becoming a popular but one of the problems associated with that is the shortage of the experts who can make that software. This is where AutoML comes to play. AutoML is used to create an ML software that creates another ML software. This uses the "Reinforcement learning approach". A set of candidate neural nets are taken, iteration is done on these nets in order to get the next best neural net. Google's early testing of the AutoML shows that the technology may be faster and more efficient to create ML networks that beat humans. When two researchers Quoc Le and Barrett Zoph tasked an ML system to find a software that can solve tasks such as recognizing images and languages, came up with a solution that was comparable to the best human solution.

Google's ML is still at an early stage but it has the potentiality to accelerate the entire field of Artificial Intelligence fast than ever imaginable, that can improve the human lives in the best way possible.

Augmented Reality

We all have heard of the term "Virtual Reality", commonly termed as VR. But, have you heard of "Augmented Reality (AR)"? It is quite common now a days. Augmented Reality means the view of the physical world or realworld environment whose elements are "augmented" by Computer -generated or by other real world sensory input. The origin of the word Augmented is augment, which means add something. In AR, sound, graphics and touch feedback is added to the natural world. In Virtual Reality, an entire virtual environment is created where in Augmented Reality the real-world environment is used and virtual information are overlaid on top of it.



As both virtual and real worlds harmoniously coexist, users of augmented reality experience a new and improved world where virtual information is used to provide assistance in everyday activities. Augmented Reality enhances the real-world environment and provide enriched experience.

Initially, Augmented reality experiences were used in entertainment and game business, but now other business industries also interested in AR. For example, AR Helmet for construction workers which displays the information about the construction sites. The information of the real world of the user becomes more interactive by using advanced AR Technology. Working Augmented Reality works by overlaying the virtual or manipulated objects on the top of real world environment. This overlaying is done by a pair of goggles or glasses like Google Glass and other Head-up Displays (HUD). Handheld devices employ small displays (Smartphones and Tablets). Components of AR devices are Sensors and Cameras, Projection, Processing and Reflection

Sensors and Cameras are present outside the AR device and they scan the real world environment data and interaction. The device uses the information from them and overlays the virtual objects on the environment. A Projector is found in forward and outside-facing position and turns any surface into interactive environment. This uses real world data from Cameras and interact and project the virtual objects. The AR device is actually a mini-supercomputers packed into a wearable device. It contains CPU, RAM and other processing things. Advanced device like Microsoft's HoloLens has a gyroscope and accelerometer. Mirrors are used in the AR device to assist the user's eye to view the virtual image. Some devices uses "Mirror with double glasses". One glass reflects the real world objects from camera and another glass for viewing the virtual object.

Now, Augmented Reality is almost used in every field and this technology is improving every day. Augmented Reality didn't fail to attract gaming companies either. Companies like Niantic and Lyeshot emerged as major Augmented Reality Game Creators. Niantic created the record-breaking game Pokemon Go. Augmented Reality is becoming a part of Mobile OS. Apple plans to introduce ARKit in iOS 11 for creating augmented reality experiences in iPhone and iPad.



**A snap from Pokemon Go using
Augmented Reality**

Puzzle Corner

When they started off on the great annual picnic every wagon in town was pressed into service, each one carrying the same number of people.

Half way to the picnic ground ten wagons broke down, so it was necessary for each of the remaining wagons to carry one more person.

When they started for home it was discovered that fifteen more wagons were out of commission, so on the return trip there were three persons more in each wagon than when they started out in the morning.

Now who can tell how many people attended the great annual picnic?

Our Solution:

There must have been 900 picnickers who would be seated 9 to a wagon if there were 100 vehicles, or 10 to a wagon after 10 of the wagons had broken.

When they started for home with 75 wagons, it was necessary for 12 persons to ride in each wagon (3 more than the 9 per wagon in the morning).

Solving with Algebra

We can write some formulas. With "w" being number of wagons, and "p" people per wagon the puzzle tells us:

$$wp = (w-10)(p+1) = (w-25)(p+3)$$

Now solve!

Expand the brackets: $wp = wp + w - 10p - 10 = wp + 3w - 25p - 25$

Subtract wp from each: $0 = w - 10p - 10 = 3w - 25p - 75$


Multiply middle part by 3: $0 = 3w - 30p - 30 = 3w - 25p - 75$

Subtract middle from last: $0 = 3w - 30p - 30 = 3w - 25p - 75 - (3w - 30p - 30)$

Simplify: $0 = 5p - 45$

Lastly: $p = 9$

How to Reach QIS, Ongole, Andhra Pradesh, India.



Nearest Airports-
Vijavada, Chennai, Bangalore,
Hyderabad

Nearest Port - Chennai

Nearest Railway Station- Ongole

Nearest Bus Station- Ongole

- Ongole to Vijayavada-148 K.m
- Ongole to Guntur- 112 K.m
- Ongole to Hyderabad - 345 K.m
- Ongole to Vizag 500 K.m
- Ongole to Kurnool - 258K.m
- Ongole to Nellore- 128K.m
- Ongole- Tirupati- 281K.m
- Ongole to Chennai- 308 K.m
- Ongole to Bangalore- 510 K.m

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