Dear Readers,

It is with great pleasure that we bring you **Volume 8, Issue I** of our department newsletter **"CS MAIL"**. The current newsletter highlights the activities of the department, achievements of faculty and students during the past six months. It also features workshop organized and attended, paper publication details and other social activity undertaken from CS Department. Your valuable comments and suggestions are appreciated.

We wish all the readers an enjoyable reading.

VISION OF THE DEPARTMENT

To develop highly talented individuals in Computer Science and Engineering to deal with real world challenges in industry, education, research and society.

MISSION OF THE DEPARTMENT

- To inculcate professional behavior, Strong ethical values, innovative research capabilities and leadership abilities in the young minds & to provide a teaching environment that emphasizes depth, originality and critical thinking.
- Motivate students to put their thoughts and ideas adoptable by industry or to pursue higher studies leading to research.

PROGRAM EDUCATIONAL OBJECTIVES (PEO'S)

- Empower students with a strong basis in the mathematical, scientific and engineering fundamentals to solve computational problems and to prepare them for employment, higher learning and R&D.

- Gain technical knowledge, skills and awareness of current technologies of computer science engineering and to develop an ability to design and provide novel engineering solutions for software/hardware problems through entrepreneurial skills.
- Exposure to emerging technologies and work in teams on interdisciplinary projects with effective communication skills and leadership qualities.
- Ability to function ethically and responsibly in a rapidly changing environment by applying innovative ideas in the latest technology, to become effective professionals in Computer Science to bear a life-long career in related areas.

PROGRAM SPECIFIC OUTCOMES (PSO'S)

- Ability to apply skills in the field of algorithms ,database design,web design,cloud computing and data analytics.
- Apply knowledge in the field of computer networks for building network and internet based applications.

Message From Principal

ATMECE has emerged as a prominent institute offering quality education. All round continuous changes in infrastructure and academics standard have helped us to build a brand name. It gives me immense pleasure to introduce the **Volume 8, Issue 1OF THE HALF YEARLY NEWSLETTER"CS MAIL"** of Computer Science Department. I am pleased to know that the newsletter will showcase the activities and credentials of CS&E department. I hope this will become a platform for students and staff to exhibit their talents in science and technology. On behalf of management, I appreciate the newsletter committee for their efforts in bringing out this edition.

I wish the editorial all success!!!

Regards
Dr L Basavaraj
Principal,
ATMECE

DON'T WAIT FOR OPPORTUNITY CREATE IT

Message From Chief Editor

Department of Computer Science & Engineering commits to work towards developing dedicated professional with a rich blend of competent, technical, managerial and social skills to contribute nation building. I am happy to inform that our department newsletter **"CS MAIL"**is being released in the month of Feb 2020. The newsletter encourage departments technical activities and also motivate students to bring out their innovative ideas , hidden talents and also provide a common platform to share their knowledge, in turn gain technical knowledge.

Dr Puttegowda D
HoD, CS&E

I wish all the readers an enjoyable reading!!!

TOPPERS

3rd 'A'

USN	STUDENT NAME	SGPA
4AD18CS013	BIBI JAVERIYA	8.88
4AD18CS041	MOHAMMED KHALEEQ	8.04
4AD18CS022	FREDDY DOMINIC	7.88

3rd 'B'

USN	STUDENT NAME	SGPA
4AD18CS072	SHASHANK K	9.17
4AD18CS054, 4AD18CSS047	PAVITHRA N,NISARGA P	8.63

3rd 'C'

USN	STUDENT NAME	SGPA
4AD19CS415	MOHAMED SHAMAZ	7.17
4AD19CS424	SUHAS T L	6.75
4AD19CS428	VINAY M	6.54

5th A'

USN	STUDENT NAME	SGPA
4AD17CS004	AHALYA P	9.00
4AD17CS024	FAIZA FIRDAUS	8.79
4AD17CS046	MALAVIKA T M	8.63

5th 'B'

USN	STUDENT NAME	SGPA
4AD17CS072	RAKSHITHA C M	8.83
4AD17CS079	SAHANA M S	8.71
4AD17CS086	SOWMYA M V	8.67

7th 'A'

USN	STUDENT NAME	SGPA
4AD17CS409	MOHAMMED ANAS	8.25
4AD16CS035	MANASA M R	8.21
4AD16CS006	AMEENA KOUSAR	8.17

7th 'B'

USN	STUDENT NAME	SGPA
4AD16CS086	SWATHI A	8.38
4AD16CS051	NOOR US SABA	8.38
4AD16CS101	ZOYA AKRAM.	8.38

EDITORIAL TEAM

Chairman
Dr L Basavaraj
Prinicpal, ATMECE

Chief Editor
Dr Puttegowda D
HOD, CS&E

Editor
Mrs. Impana Appaji
Assistant Professor,
CS& E.

Student Cordinators
Jeshmitha M P
Yashwanth P

A DREAM BECOMES A GOAL WHEN ACTION IS TAKEN TOWARD ITS ACHIEVEMENT

DEPARTMENT ACTIVITIES

"ANDROID APP DEVELOPMENT"

The Computer Science and Engineering Department organized two day workshop on **"Android App Development"** for 5th sem students at ATME College of Engineering, Mysuru on **6th & 7th Nov 2019.** The resource person was Mr. Kiran B, Asst. Prof, Dept. of CSE,ATMECE,Mysuru.

"TECHNICAL TALK ON ROADMAP TO COMPUTER SCIENCE COURSE"

The Department of Computer Science and Engineering, ATME College of Mysore has conducted a seminar "A Roadmap to Computer Science Course"on 12th September 2019 for third year students by Mr.Deepak, NICT Computer Mysore.

FACULTY PARTICIPATION

CONFERENCES/ JOURNALS

1. Dr. Puttegowda D   Dayananda K J**"A Comprehensive Study on Text Detection in Images and Videos"**,International of Journal of Innovation in Computer Science and Engineering Volume 9 , Issue 1 , Sep-2019ISSN: 2278-0947.

2. Nasreen Fathima, Dr. ReshmaBanu, Dr. G F Ali Ahammed,**"An Insight of Existing Research Approaches towards Securing IoT Communication System"**International Journal of Innovative Technology and Exploring Engineering (IJITEE), volume 9, Issue 4 Feb-2020, DOI: 10.35940/ijitee.D1621.029420.

3. Seemanthini K, Manjunath S S , Raghuram A S, Sneha N P , **"Detection and video and multimedia copy-Move Forgery using optical algorithm and GLSN clustering"** , IJITEE Volume 9 , Issue 2 Dec-2019ISSN:2278-3075.

4. Nasreen Fathima , Dr. Reshma Banu ,Dr. G F Ali Ahammed**"Modeling of Secure Communication in Internet-of-Things for Resisting Potential Intrusion"**, PolandSpringer Series: Advances in Intelligent Systems and Computing, Springer , OCT 2019ISSN 2194-5357.

5. ImpanaAppaji, Dr. Raviraj P**"VEHICULAR MONITORING USING RFID"**The International Conference on Automation, Signal Processing, Instrumentation and Control (iCASIC 2020)Vellore Institute of Technology Vellore, Tamilnadu   , Springer Feb 2020.

6. M S Sunitha Patel, Dr. Srinath S, **"Soft Computing Approaches for Automotive Image Processing: Opportunities & Challenges"** The International Conference on Automation, Signal Processing, Instrumentation and Control (iCASIC 2020)Vellore Institute of Technology Vellore, Tamilnadu , Springer Feb 2020.

7. Dr Puttegowda D, **"A Video Mining Framework for Event Classification using Semantic Vocabulary Learning"**IJICSE-Volume-9, Issue -1,Sept-2019,ISSn: 2278-0947.

8. Raghuram A S, Sneha N P**"Detection and video and multimedia copy-Move Forgery using optical algorithm and GLSN clustering"**IJITEE Vol 9.Issue-2S Dec 2019.ISSn:2278-3075.

TECHNICAL ARTICLES

"TOP 10 TRENDING TECHNOLOGIES TO MASTER IN 2020"

Change is the only constant. This applies to your professional life as well. **Up-skilling yourself** is a need nowadays, the reason is pretty simple, technology is evolving very quickly. I have listed the top 10 trending technologies, which are expected to acquire a huge market in 2020.

So, let's make a New Year resolution to master any one of the below technologies:
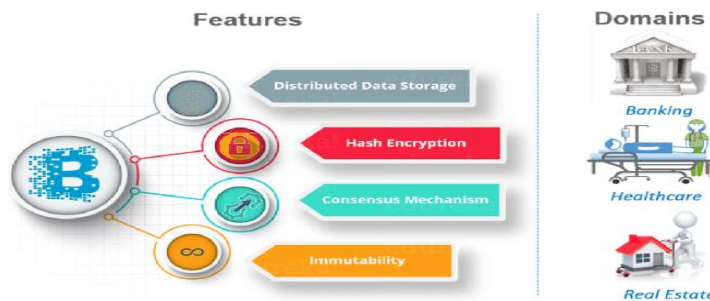
1. Block chain
2. Augmented Reality and Virtual Reality
3. Angular and React

1) BLOCKCHAIN

Blockchain Training – Explore the Curriculum to Master Blockchain.

- This is the tech that powers bitcoins, the whole new parallel currency that has taken over the world.
- Interestingly, blockchain as a technology has far-reaching potential in everything from healthcare to elections to real estate to law enforcement.

Understand how blockchain works and your career is as sorted as the secure ledger this tech is based on!

2) AUGMENTED REALITY AND VIRTUAL REALITY

- Virtual is real! VR and AR, the twin technologies that let you experience things in virtual, that are extremely close to real, are today being used by businesses of all sizes and shapes. But the underlying technology can be quite complex.
- Medical students use AR technology to practice surgery in a controlled environment.
- VR on the other hand, opens up newer avenues for gaming and interactive marketing.

Whatever your interest might be, AR and VR are must-have skills if you want to ride the virtual wave!

Virtual reality is an **artificial environment** that is created with **software** and presented to the user in such a way that the **user suspends belief** and accepts it as a **real environment**

The **various types** of **virtual reality** differ in their **levels of immersion** and applicational use cases

Fully Immersive

Non Immersive

Semi Immersive

Immersive VR Gaming

Jogging with a VR TV

Flight Simulation

3) ANGULAR AND REACT

Angular and React Training – Explore the Curriculum to Master Angular and React.OK, now we are getting into core tech.

- Angular and React are JavaScript based Frameworks for creating modern web applications.

- Using React and Angular one can create a highly modular web app. So, you don't need to go through a lot of changes in your code base for adding a new feature.
- Angular and React also allows you to create a native mobile application with the same JS, CSS & HTML knowledge.
- Best part – Open source library with highly active community support.

Features

Speed & Performance

Modular

Native App Development

Open Source

"MAKE EVERY DROP OF WATER COUNT"

Dear Readers,

Your advice or suggestions will be much appreciated and are most welcome!!!
Please mail your articles to **csdept@atme.in**

BE WILLING TO BE A BEGINNER EVERY SINGLE MORNING