



INTRODUCTION

Go is a statically typed, compiled programming language designed at Google by Robert Griesemer, Rob Pike, and Ken Thompson. Go is syntactically similar to C, but with memory safety, garbage collection, structural typing, and CSP-style concurrency. The language is often referred to as Golang because of its domain name, golang.org, but the proper name is Go.

Go was designed at Google in 2007 to improve programming productivity in an era of multicore, networked machines and large codebases. The designers wanted to address criticism of other languages in use at Google, but keep their useful characteristics:

- Static typing and run-time efficiency (like C),
- Readability and usability (like Python or JavaScript),
- High-performance networking and multiprocessing.
- The designers were primarily motivated by their shared dislike of C++.

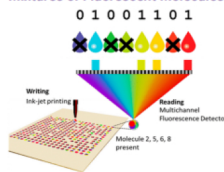
Virtual Reality



What is Virtual Reality?

Virtual Reality (VR), a technology by which computer-aided stimuli create the immersive illusion of being somewhere else—and a topic on which multiple groups is about as diverse as affordable housing in Silicon Valley. It's a term going to spend our lives in a way nothing has since the smartphone, or it's the technological equivalent of trying to make "fresh" happen. The point of their debate were established in 2012, when VR first emerged from obscurity at a videogame trade show; they've persisted through Facebook's \$3 billion acquisition of Oculus in 2014, through years of refinement and improvement, and now into the first real-world generation of consumer hardware. The truth is likely somewhere in between. But either way, virtual reality represents an extraordinary shift in the way humans experience the digital realm. Computing has always been a mediated experience: People pass information back and forth through screens and keyboards. VR promises to do away with that pesky middle layer altogether. Now VR is finally beginning to come of age, having surmised the troublesome stages of the famous " hype cycle"—the Peak of Inflated Expectation, even the so-called trough of Disillusionment. And it's doing so at a time when people are more excited about technology than they've ever been.

Storing and Reading Information in Mixtures of Fluorescent Molecules



The rapidly increasing use of digital technologies requires the rethinking of methods to store data. In order to preserve information over long periods of time, reduce the energy consumption for storage, and prevent tampering with stored information, new materials and strategies for storage of information would be useful and may be required. Current devices used to store information (optical media, magnetic media, and flash memory) have insufficient operational lifetimes for long-term storage. Typically, less than two decades and require substantial energy to maintain the stored information. This article shows that digital data can be stored in mixtures of fluorescent dye molecules, which are deposited on a surface by inkjet printing, where an oxide band tethers the dye molecules to the surface. A microscope equipped with a multi-channel fluorescence detector distinguishes individual dyes in the mixture. The presence or absence of these molecules in the mixture encodes binary information (i.e., "0" or "1"). The use of mixtures of molecules instead of sequence-defined macromolecules, minimizes the time and difficulty of synthesis and eliminates the requirement of sequencing.

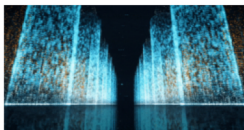
Artificial Intelligence and Humans.



INTRODUCTION

From self-driving cars, AI is progressing rapidly. While movies often portray AI as robots with human-like characteristics, AI can encompass anything from Google's search algorithms to IBM's Watson to autonomous weapons. Artificial intelligence today is correctly referred to as narrow AI or weak AI, therefore it's designed to perform a narrow task (e.g. only face recognition or only internet searches or only driving a car). However, the long-term goal of the many researchers is to make general AI or strong AI. While narrow AI may outperform humans at whatever its specific task is, like playing chess or solving equations, AGI would outperform humans at nearly every cognitive task. With the pace of technology innovation ever increasing, it is important to be aware of the upcoming disruptions and not just mindfully enjoy the benefits that AI brings. Computer superintelligence could threaten our very existence, and even if it doesn't, there are still big issues that need to be resolved if we can responsibly bring forth the Fourth Industrial Revolution.

A NEW ERA OF QUANTUM WORLD!!



A team of physicists from the Harvard-MIT Center for Ultracold Atoms and other universities has developed a special type of quantum computer known as a programmable quantum simulator capable of operating with 256 quantum bits, or "qubits."

The system marks a major step toward building large-scale quantum machines that could be used to shed light on a host of complex quantum processes and eventually help bring about real-world breakthroughs in material science, communication technologies, finance, and many other fields, overcoming research hurdles that are beyond the capabilities of even the fastest supercomputers today. Qubits are the fundamental building blocks on which quantum computers run and the source of their massive processing power.

"This moves the field into a new domain where no one has ever been to this far," said Mikhail Lukin, the George Vasmer Leverett Professor of Physics, co-director of the Harvard Quantum Initiative, and one of the senior authors of the study published on July 7, 2021, in the journal Nature. "We are entering a completely new part of the quantum world."



Introduction:-

Boston Dynamics is an American engineering and robotics design company founded in 1992 as a spin-off from the Massachusetts Institute of Technology. Headquartered in Waltham, Massachusetts, Boston Dynamics has been owned by the Hyundai Motor Group since December 2020. Boston Dynamics is best known for the development of a series of dynamic highly-mobile robots, including BigDog, Spot, Atlas, and Handle. Since 2019, Spot has been made commercially available, making it the first commercially available robot from Boston Dynamics, while the company stated its intent to commercialize other robots as well, including Handle.



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DEPARTMENT OF COMPUTER ENGINEERING Team Members

- Akhila Anilkumar
Polomi Adak
Mohit Rajee
Hrushikesh Shetty
Pratham Ingawale
Archa Jadhav
- Faculty Incharge:-
Prof. Vikrant Agaskar

PLACEMENT

Company Name	No. of Students Placed
LTI,Mumbai	3
Accenture	3
Capgemini	4
Infosys	15
L & T Infotech	7
TCS	23
Pentagon Space	11
Zeus Learning	3
Wipro Limited	3
Megavision Technologies	1
Square yards consulting.Pvt.Ltd	2
Raw Engineering Software AG	1
Vistaar	2
Swabhav tech labs	1



Achievements

Achievements

Number of Inter-Institute events participation by students.

National	State	University
128	8	0

Co-curricular Activities

Sr. No.	Name of the student	Event	Level	Organizing Institute/Body	Awards / Recognitions
1	Achit Nak	16 th Avishkar Research Convention	State	University of Mumbai	Third Rank in Final Round
2	Fenil Patel	16 th Avishkar Research Convention	State	University of Mumbai	Third Rank in Final Round
3	Aakash Patil	16 th Avishkar Research Convention	State	University of Mumbai	Third Rank in Final Round
4	Anushree Vartak	16 th Avishkar Research Convention	State	University of Mumbai	Final Round
5	Sagar Katarie	16 th Avishkar Research Convention	State	University of Mumbai	Final Round
6	Vaia Zeal	16 th Avishkar Research Convention	State	University of Mumbai	Final Round
7	Shubham Gargade	16 th Avishkar Research Convention	State	University of Mumbai	Selection Round
8	Rohan Jain	16 th Avishkar Research Convention	State	University of Mumbai	Selection Round
9	Prithvi Mair	VCET Hackathon	National	VCET	Fourth
10	Sohan Vaghmare	VCET Hackathon	National	VCET	Fourth
11	Dedhie	Hackathon	National	VCET	Fourth

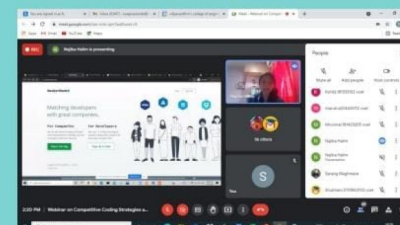
12	Fenil Patel	VCET Hackathon	National	VCET	Participated
13	Akash Patil	VCET Hackathon	National	VCET	Participated
14	Kanhit Gankar	VCET Hackathon	National	VCET	Participated
15	Achit Nak	VCET Hackathon	National	VCET	Participated
16	Vrlesh Fargade	VCET Hackathon	National	VCET	Participated
17	Rishabh Vedpathak	VCET Hackathon	National	VCET	Participated
18	Divesh Panchal	VCET Hackathon	National	VCET	Participated
19	Rutuja Parab	National Level Tech-Smart E-Quiz(Series-II)	National	NANDHA ARTS & SCIENCE COLLEGE	Participated
20	Rutuja Parab	Web programming Quiz	National	SRJC	Participated
21	Rutuja Parab	National Level Tech-Smart E-Quiz on AI	National	University Institute of Technology	Participated
22	Rutuja Parab	National Quiz Program in Nanotechnology	National	SAO CHANG COLLEGE NAGALAND	Participated
23	Saumya Ajay Parikh	VNPS	National	VCET	Winner
24	Neel Jigresh Panchal	VNPS	National	VCET	Winner
25	Pvush Kripashankar Parshay	VNPS	National	VCET	Winner
26	Manikt Singh	VNPS	National	VCET	Winner
27	Chirmay Prakash Sonawane	VNPS	National	VCET	Winner
28	Chandan Onkar Patil	VNPS	National	VCET	Winner
29	Nagshikhar	VNPS	National	VCET	Winner

Events

Date	Activity
15th July 2021 to 17th July 2021	Workshop on Full stack Development (Alumni Activity)
13th August 2021	Webinar on Competitive Coding Strategies and its importance (Alumni Activity -Codechef activity)
29 th October 2021	Career Opportunities in Web Application Development (Alumni Activity)
09-09-2021	Workshop on Coding Skills (Codechef activity)
07-10-2021	Importance of Coding in Placement (Codechef activity)
09-10-2021	CodeX'21 (Coding Competition)

Events

WORKSHOP ON CODING SKILLS



Webinar on competitive coding strategies and its importance



ARTICLES SUBMITTED

OM ACHREKAR
AKHILA ANILKUMAR
POLOMI ADAK
HRUSHIKESH SHETTY
MOHIT RAJE
PRANAV MAURYA

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