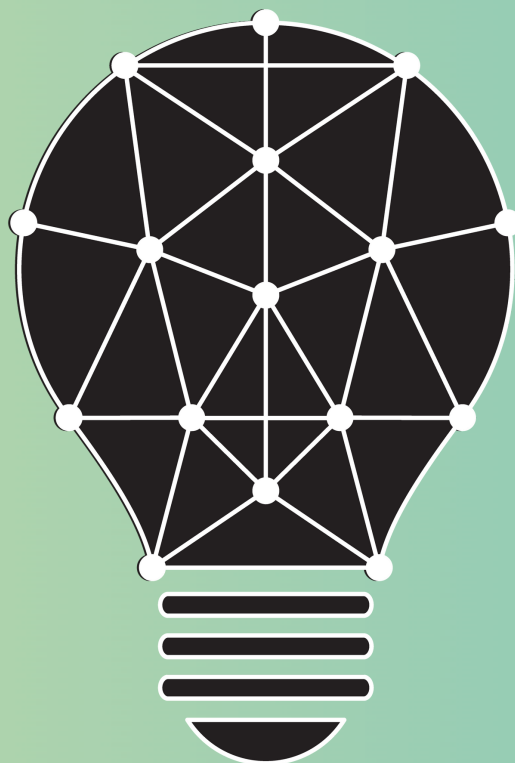




Vidyavardhini's College of Engineering and Technology
K.T.Marg, Vasai(W).

Department of Information Technology
Presents

LOGIN TO EXPLORE



**Latest News,
Articles,
Blogs & more!**



2022 | 13th Edition



Vision & Mission

VISION

To foster and maintain excellence by orienting the captivating minds of the aspiring engineers towards IT- driven technological solutions for the benefits of the society.

MISSION

- **To provide quality education, by employing best and diversified teaching practices and tools, and teaching beyond the confines of the university syllabus.**
- **To keep students abreast with latest technological advancements in the market.**
- **To prepare students to troubleshoot and solve IT system problems.**



VIDYAVARDHINI'S COLLEGE OF ENGINEERING AND TECHNOLOGY

I-TECH COMMITTEE

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HEAD OF DEPARTMENT

Dr. Ashish Vanmali

STAFF INCHARGE

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From HOD's Desk

I am immensely proud to present you 13th edition of VCET, Information Technology Departmental Magazine, "LOGIN... To Explore ". The magazine gives an insight into the initiatives taken by the department to inculcate superior virtues in the students and encourage them.

The department endeavors to produce confident professionals tuned to real time working environment and aims to offer excellent academic environment with a team of highly qualified faculty members to inspire the students to develop their technical skills and inculcate the spirit of team work in them. The Magazine and Newsletter of our department facilitates our students and faculty members to publish their achievements and efforts.

Reflecting upon all the activities taking place in the department, the face of the department has changed considerably whether it is the number of co-curricular activities to new course offerings, the environment continues to grow and evolve.

All this wouldn't have been possible without the spirit of co-operation and understanding between the staff and the students. I convey my warm regards to the entire I-Tech team for their relentless efforts and extend my best wishes for their future endeavors.

Dr. Ashish Vanmali

Head of Department, Information Technology (VCET)



From Staff-Incharge's Desk

I am delighted to present the 13th edition of “LOGIN... To Explore”, the Annual Technical Magazine of Department of Information Technology. Departmental Committee ‘I-Tech’ provides a flair to the latest technological advancement. The key purpose of this magazine is to convey to the readers the trends and development in the field of Information Technology.

The inhouse annual magazine reflects the success stories of our students and the faculty members. It is circulated to all students and faculty members containing information including Curricular & Extra-curricular activities. It also highlights the top-notch rankers in University, whereas the Newsletter rives insights of all the greatest accomplishments of the IT industries around the globe.

On behalf of ‘I-Tech’ Committee we would like to extend our sincere gratitude to Our Beloved Principal Dr. Harish Vankudre for his support and also Our HOD Prof. Ashish Vanmali for their valuable guidance. Special thanks to our dedicated Team of Designers, Editors, and PRs and also the entire I-TECH Committee who have put in their heart and soul to the making of this magazine.

We are sure you will enjoy the technological extravaganza this magazine holds.

Happy Reading...

Ms. Bharati Gondhalekar
Staff-In Charge, I-TECH Committee



From Chairperson's Desk

**“Let’s go invent tomorrow instead of worrying about what happened yesterday.”
- Steve Jobs**

I'm delighted to present you the 13th edition of LOGIN, The Annual Technical Magazine of the Department of Information Technology, in which the I-TECH committee aspires to brief the Students on how the technological advancements are changing society and what that means for the future. Through "LOGIN," the I-TECH committee aims to inform the students about the most recent developments and studies in the area of information technology. It also illustrates how IT is fusing with many other industries, leading to many amazing developments. It also praises the students' accomplishments in co-curricular and extracurricular activities.

I would like to extend my sincere gratitude to our honorable H.O.D. Dr. Ashish Vanmali, and our respectable staff-in-charge, Ms. Bharati Gondhalekar, for relentlessly guiding and encouraging the I-TECH committee, I would also like to thank the team members for their commitment and enthusiastic attempt in the making of this magazine. The I-TECH committee will keep educating the students with the newest technological extravaganza and outdo itself by producing a better edition of the journal every year.

Yogesh Jain
Chairperson, I-TECH Committee

LOGIN

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Why Flutter is the Next Big Thing in App Development?

What is Flutter?

Flutter is a cross-platform toolkit for developing GUI applications developed by Google. A Flutter app natively compiles to:

- iOS and Android
- Windows, Linux, and macOS
- The web

Many developers have already discovered Flutter and consider it to be a fresh breeze compared to traditional app development frameworks.

Dart, the programming language used by Flutter, is designed for GUI development. It's fast and feels natural to those familiar with JavaScript, C#, Java, Kotlin, and similar languages. It's an open-source, versatile language that compiles to native code or JavaScript but can also be run in a VM.

In fact, a notable feature of Flutter is the way it leverages the Dart virtual machine during development. Flutter allows you to develop your application interactively and quickly inspect its current state. Any changes to your code are instantly injected in the running app, so you can directly see the effect.

But why is Google pushing so hard to develop this new toolkit? And why is Flutter going to be the next big thing in app development?

Cross-Platform Development Done Right: There are other cross-platform toolkits out there like QT, React Native, and Xamarin. Google is doing many things right here:

- The overall design of the Flutter project is excellent and future-proof.
- The developer documentation is solid and keeps improving.
- The ecosystem of Dart and Flutter packages is quite impressive for such a young project.
- The way everything is composed of widgets feels very natural to many and allows for lots of creativity and adaptability.
- The speed with which Flutter as a project is progressing is astonishing.

- All the major platforms are supported already (some are still in beta).
- There are more than 90,000 Flutter apps in Google's Play Store, up from 50,000 just a few months before. There are no stats for iOS, but it should be similar.

Look and Feel:

People don't care about the exact and native look and feel of a button. As long as it looks nice and the overall design conforms to what they know (e.g. Material Design), it's fine!

In fact, not relying on the native layout elements of a platform — minimizing the reliability on

the underlying platforms — is one of Flutter's biggest strengths. Flutter developers don't have to worry about what the upstream operating systems will do in their next update. As long as Flutter has its canvas to draw on, it will keep working just fine.

Fuchsia:

It's a new open source operating system that Google has been creating since at least 2016. It is designed from the ground up for security and updatability. Note that this is not a 20% project from a few Googlers. It's a real OS that's being developed to run on many platforms: phones, watches, car entertainment systems, PCs, and laptops! Big names from tech are quietly working on it, and it's being developed for —production devices and products used for business-critical applications.¶

The Fuchsia developers are integrating into their new OS, it's Flutter! Once Fuchsia is ready for release, it will have a head start if hundreds of thousands of apps can run on it with little to no modifications.

Conclusion: Flutter will replace many Android and iOS applications in the coming months and years. It's so easy to build cross-platform apps with Flutter that these apps will start to pop up in the Windows, macOS and Ubuntu Linux app stores as well.

- Akshay Hegde

TE - IT

Augmented Reality (AR) vs. Virtual Reality (VR)

The terms "virtual reality" and "augmented reality" get thrown around a lot. VR headsets, such as the Oculus Quest or Valve Index, and AR apps and games, such as Pokemon Go, are still popular. They sound similar, and as the technologies develop, they bleed into each other a bit. But they're two very different concepts, with characteristics that readily distinguish one from the other.



Oculus Quest 2

VR headsets completely take over your vision to give you the impression that you're somewhere else. The HTC Vive Cosmos, the PlayStation VR, the Oculus Quest, the Valve Index, and other headsets are opaque, blocking out your surroundings when you wear them. If you put them on when they're turned off, you might think you're blindfolded.

When the headsets turn on, however, the LCD or OLED panels inside are refracted by the lenses to fill your field of vision with whatever is being displayed. It can be a game, a 360-degree video, or just the virtual space of the platforms' interfaces. Visually, you're taken

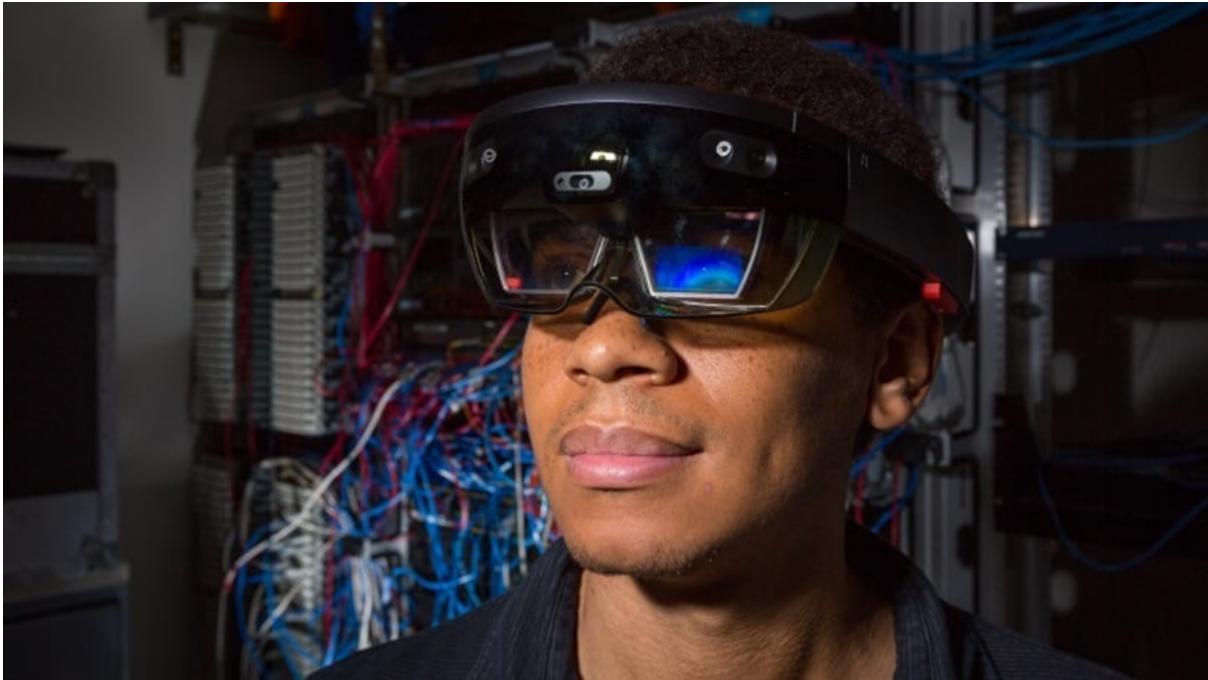
to wherever the headset wants you to go—the outside world is replaced with a virtual one.

Tethered VR headsets, such as the Index and PS VR, and standalone VR headsets, such as the Quest 2, use six-degrees-of-freedom (6DOF) motion tracking. That tech comes courtesy of external sensors or cameras (for the Index and PS VR) or outward-facing cameras (for the Quest 2). This means the headsets don't just detect the direction in which you're facing, but any movement you make in those directions. This, combined with 6DOF motion controllers, lets you move around in a virtual space, with virtual hands. This space is usually limited to a few square meters across, but it's much more immersive than just standing still and looking in different directions. The drawback is that you need to be careful not to trip over any cable that connect the headset to your computer or game system.



For both games and apps, virtual reality supersedes your surroundings, taking you to other places. Where you are physically doesn't matter. In games, you might sit in the cockpit of a starfighter. In apps, you might virtually tour distant locations as if you were there. There are tons of possibilities in VR, and they all involve replacing everything around you with something else.

What Is Augmented Reality?



Microsoft HoloLens

Whereas virtual reality replaces your vision, augmented reality adds to it. AR devices, such as the Microsoft HoloLens and various enterprise-level "smart glasses," are transparent, letting you see everything in front of you as if you are wearing a weak pair of sunglasses.

The technology is designed for free movement, while projecting images over whatever you look at. The concept extends to smartphones with AR apps and games, such as Pokemon Go, which use your phone's camera to track your surroundings and overlay additional information on top of it, on the screen.

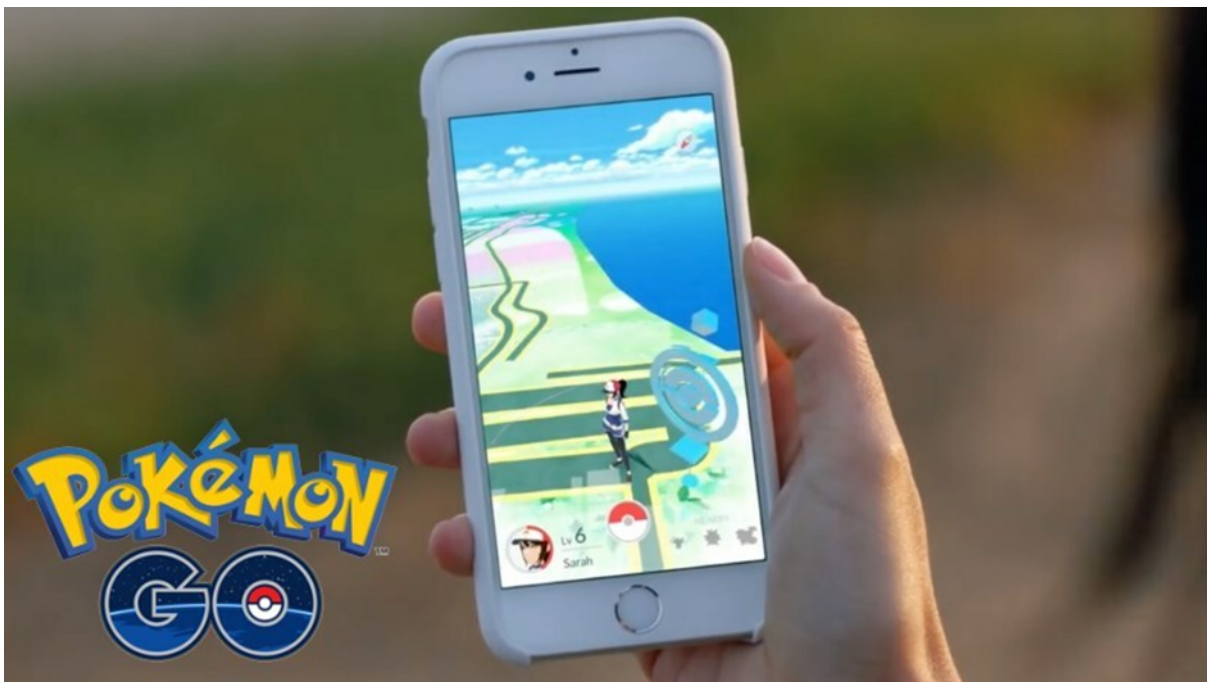
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AR displays can offer something as simple as a data overlay that shows the time, to something as complicated as holograms floating in the middle of a room. Pokemon Go projects a Pokemon on your screen, on top of whatever the camera is looking at. The HoloLens and other smart glasses, meanwhile, let you virtually place floating app windows and 3D decorations around you.

This technology has a distinct disadvantage compared with virtual reality: visual immersion. While VR completely covers and replaces your field of vision, AR apps only show up on your smartphone or tablet screen, and even the HoloLens can only project images in a limited area in front of your eyes. It isn't very immersive when a hologram disappears once it moves out of a rectangle in the middle of your vision, or when you must stare at a small screen while pretending that the object on that screen is in front of you.

Basic AR that overlays simple information over what you're looking at can function perfectly fine with 3DOF. However, most AR applications require 6DOF in some form, tracking your physical position so the software can maintain consistent positions for the images it projects in 3D space. This is why the HoloLens uses a stereoscopic camera and advanced pattern recognition to determine where it is at all times, and why more advanced, AR-centric smartphones use multiple rear-facing cameras to track depth.



Augmented reality has nearly limitless possibilities. Phone-based AR software has been recognizing surroundings and providing additional information about what it sees for years now, offering live translation of text or pop-up reviews of restaurants as you look at them. Dedicated AR headsets, such as the HoloLens, can do even more, letting you virtually place different apps as floating windows around you. They effectively give you a modular, multi-monitor, computing setup.

Currently, AR is only widely available on smartphones, and doesn't have the vision-augmenting aspect of enterprise-level AR displays. This means AR is still very limited, until a consumer AR headset is released.



Magic Leap One

- Tushar Mittal

TE - IT

5G and Enhanced Connectivity



Mobile networks and infrastructure have evolved and revolutionized massively in the past twenty years. From slow and high latency mobile networks like 2G, we have already been exposed to the robust capability and low latency of the 5G network. In ICT or Information and Communication Networks, 5G has offered numerous benefits, especially in terms of cloud, smart energy, smart solutions for companies, and high-power mobile networks. What is 5G? What is its economic impact and how does 5G offer enhanced connectivity? Here's everything you need to know about this revolutionary ICT technology.

5G and how it is different from the previous generations

5G is the new and improved global wireless standard that is also referred to as the 5th generation mobile network. The 5G network and infrastructure are built in a way so as to provide peak data speeds in terms of multi-Gbps, massive connectivity and network capability, enhanced reliability, and incredibly low latency speeds.

The 1st generation mobile network provided only analog voice, whereas the 4th generation mobile network offered mobile broadband. Compared to them, 5G offers the efficiency, power, and reliability to provide enhanced and speedy connectivity in domestic households. Additionally, it also offers smart solutions for companies in numerous industries, such as logistics, healthcare, transportation, agriculture, and more.

The idea of using 5G in ICT is to release extremely lean and cost-effective connectivity to businesses who can then use it to further boost their connected services. By and large, the three main motives with the use of 5G network and infrastructure is to transform industries, advance societies, and elevate experiences.

Applications of 5G for enhanced connectivity

Pushing mission-critical communications to take place faster, enhancing the mobile broadband space, and seamlessly connecting massive IoT are some of the most crucial and immediate applications of 5G that are being explored in the ICT sector. From the cloud to the data center, the idea for any enterprise to use 5G is to boost services in a variety of sectors and industries. Here are some of the most powerful applications of 5G that are being explored for enhanced connectivity and seamless services.

Reducing carbon emissions in our communities using smart energy, thus moving forward in smart city projects.

Preventing on-road accidents by launching more connected vehicles on the road, which will continuously share data aimed at avoiding any collisions.

Delivering sensory experiences, engaging education, and immersive entertainment for the specially challenged people

Tackling global food shortage by using IoT in the agriculture sector and growing crops quicker and more efficiently.

Accelerating emergency responses that will eventually help save lives and provide people immediate medical support.

These benefits are currently just the tip of the iceberg. However, it is clear that businesses are looking to leverage the benefits of 5G. This is not just in boosting connectivity and speed but also providing elevated experiences to their consumers.

How is 5G driven to achieve such high-performance objectives?

The above applications are just the beginning of the list of ‘smart solutions for companies’. But it is crucial to understand how a 5G network and infrastructure works to help any enterprise achieve such high-performance objectives. Here are some of the specific requirements that sit at the core of this ICT technology.

5G

- 99.999% availability
- Extremely low latency of 1 millisecond
- 10Gbps data rate
- 10-year battery life
- 100x number of connected devices per unit area
- 100% coverage
- 1000x bandwidth per unit area
- 90% reduction in network energy usage

With its powerful applications in smart energy, telemedicine, and other smart solutions for companies, industries are increasingly trying to incorporate the 5G network and infrastructure in their business operations as well. Countries such as the US, China, and South Korea are already enjoying the massive enterprise benefits of 5G. So, this 5th generation mobile network and infrastructure will most likely be commonly available by the year 2022.

- Diyva Sakre

TE - IT

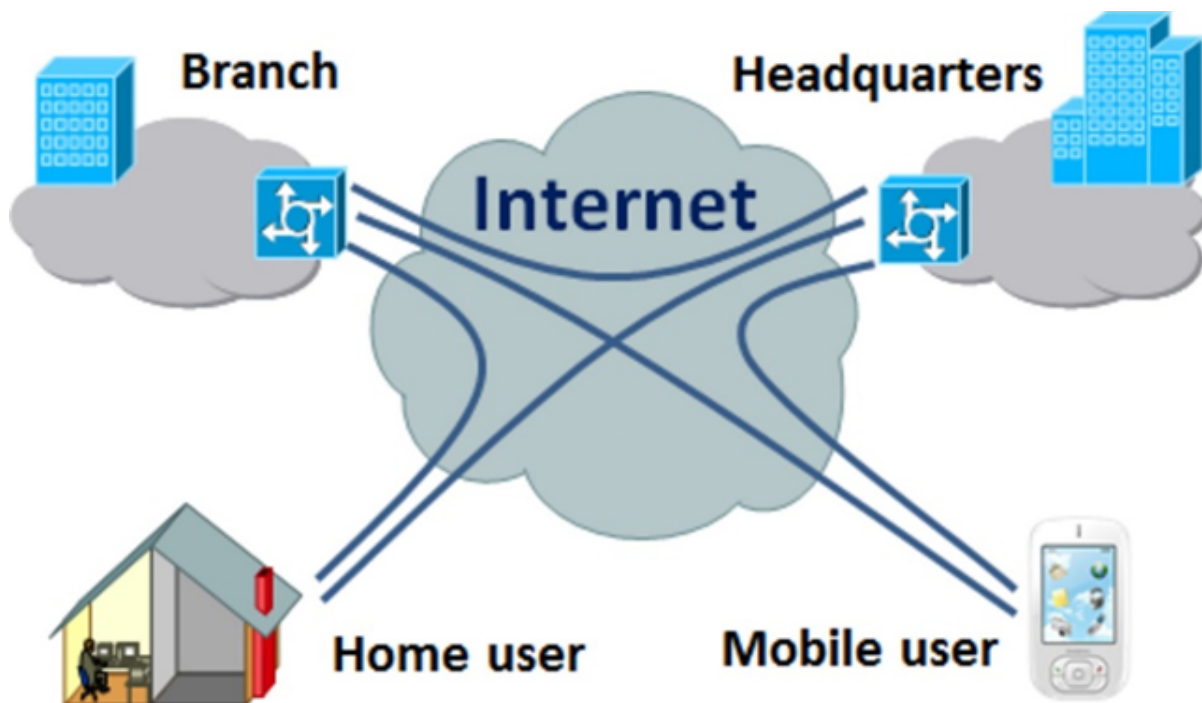
Virtual Private Network

Businesses today have various work locations and access information and data, various employees and stakeholders while accessing these data open a threat vector for hackers to enter a network using such an opportunity, thus, maintaining a secured connectivity while connecting with the organization's network is essential to protect from a data breach attempt. The Data Security Firewall creates a virtual private network (VPN) which is a network that is completely isolated from the rest of the Internet. VPN provides functionality to people, businesses, military and governmental organizations to remotely use network resources in a secured manner. Virtual private networks use site-to-site as well as remote access methods to function and are free to use for the most part. VPNs consist of an array of encryption services that allow a secured connection to be formed. A virtual private network (VPN) extends a private network across a public network and enables the users to send and receive the data across shared or public networks as if their computing devices were directly connected to the private network. As a result of this, Applications running across VPN benefit hugely from the functionality, security and management of the private network. VPNs are extremely beneficial to organizations that are especially situated across multiple geographical locations. VPNs also allow employees to securely access a corporate intranet while they are located outside the office. This feature could be extremely beneficial to Road-warriors who are always moving.



Additionally, VPNs are used to securely connect geographically separated offices of an organization, to create one cohesive network. A VPN is created by establishing a virtual point-to-point connection through the use of dedicated connections, traffic encryption or virtual tunneling protocols. If we consider a user's perspective, the resources available within the private network can be accessed remotely.

VPN facilitates privacy because the user's initial IP address is replaced with the one from the VPN provider. This process allows the subscribers to attain an IP address from any gateway city that the VPN service provides. For instance, you may be situated in San Francisco, but with a VPN, you can appear to live in Mumbai, New York, or anywhere.



- Harshita Madane

TE - IT

Benefits & Risks of Artificial Intelligence

WHAT IS AI?

From SIRI to self-driving cars, artificial intelligence (AI) is progressing rapidly. While science fiction often portrays 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 properly known as narrow AI (or weak AI), in that it is designed to perform a narrow task (e.g. only facial recognition or only internet searches or only driving a car). However, the long-term goal of many researchers is to create general AI (AGI 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.

WHY RESEARCH AI SAFETY?

In the near term, the goal of keeping AI's impact on society beneficial motivates research in many areas, from economics and law to technical topics such as verification, validity, security and control. Whereas it may be little more than a minor nuisance if your laptop crashes or gets hacked, it becomes all the more important that an AI system does what you want it to do if it controls your car, your airplane, your pacemaker, your automated trading system or your power grid. Another short-term challenge is preventing a devastating arms race in lethal autonomous weapons.

In the long term, an important question is what will happen if the quest for strong AI succeeds and an AI system becomes better than humans at all cognitive tasks.

As pointed out by I.J. Good in 1965, designing smarter AI systems is itself a cognitive task. Such a system could potentially undergo recursive self-improvement, triggering an intelligence explosion leaving human intellect far behind. By inventing revolutionary new technologies, such a super intelligence might help us eradicate war, disease, and poverty, and so the creation of strong AI might be the biggest event in human history. Some experts have expressed concern, though, that it might also be the last, unless we learn to align the goals of the AI with ours before it becomes super intelligent.

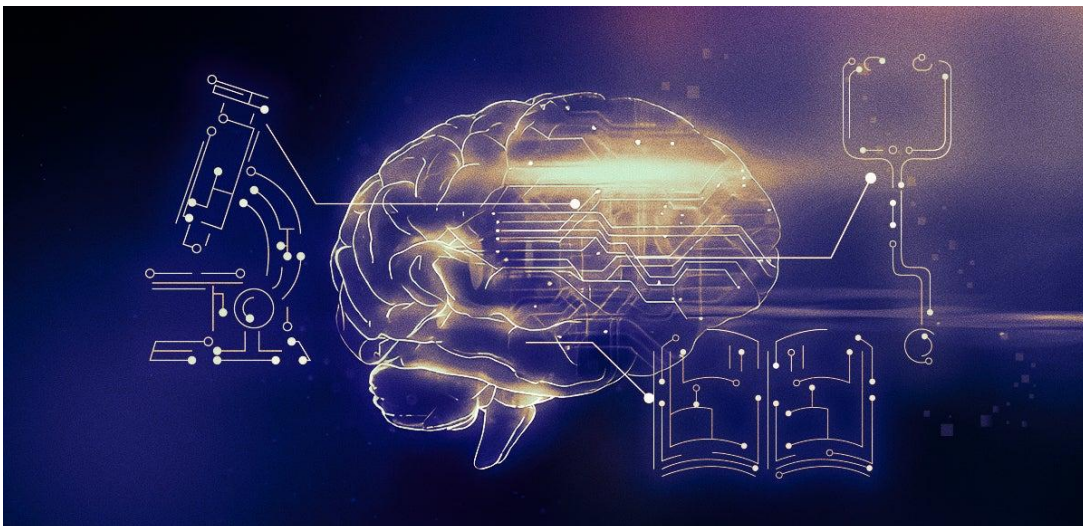
There are some who question whether strong AI will ever be achieved, and others who insist that the creation of super intelligent AI is guaranteed to be beneficial. At FLI we recognize both of these possibilities, but also recognize the potential for an artificial intelligence system to intentionally or unintentionally cause great harm. We believe research today will help us better prepare for and prevent such potentially negative consequences in the future, thus enjoying the benefits of AI while avoiding pitfalls.

HOW CAN AI BE DANGEROUS?

Most researchers agree that a super intelligent AI is unlikely to exhibit human emotions like love or hate, and that there is no reason to expect AI to become intentionally benevolent or malevolent. Instead, when considering how AI might become a risk, experts think two scenarios most likely:

1. The AI is programmed to do something devastating: Autonomous weapons are artificial intelligence systems that are programmed to kill. In the hands of the wrong person, these weapons could easily cause mass casualties. Moreover, an AI arms race could inadvertently lead to an AI war that also results in mass casualties. To avoid being thwarted by the enemy, these weapons would be designed to be extremely difficult to simply “turn off,” so humans could plausibly lose control of such a situation.

2. The AI is programmed to do something beneficial, but it develops a destructive method for achieving its goal: This can happen whenever we fail to fully align the AI’s goals with ours, which is strikingly difficult. If you ask an obedient intelligent car to take you to the airport as fast as possible, it might get you there chased by helicopters and covered in vomit, doing not what you wanted but literally what you asked for. If a super intelligent system is tasked with a ambitious geo-engineering project, it might wreak havoc with our ecosystem as a side effect, and view human attempts to stop it as a threat to be met.



- Samruddhi Gamre
BE - IT

5 Reasons to build a career in Machine Learning

With a world of possibilities and ample scope for career growth, now is the best time to build a career in machine learning. Let's explore the top five reasons why you should build a career in machine learning.



Everyone from the IT field talks about **Machine Learning (ML)** and its impact on our everyday lives, right from advanced smartphones to the automation of businesses across the globe. The disruptive new technology is working towards making machines function without any human intervention. Machine learning is finding applications across industries from finance to agriculture. With a world of possibilities and ample scope for **career growth**, now is the best time to build a career in machine learning. Let's explore the top five reasons why you should build a career in machine learning.

1. Future-proof

The possibility of ML based technology is huge. We are still at the infant stage and there is a lot that can still be achieved. ML is here to stay and in the coming years we will see its adoption on a greater level. ML powered services will definitely increase in the future so if you are getting certified in this field now, it can be said that you are future-proofing your career for the coming

2. Real-world challenges

If you love critical thinking and analysis the field of machine learning is for you. As an ML professional you will be required to find solutions to real-world challenges. Finding solutions to problems with the help of technology is a satisfying and rewarding experience.

3. Continual learning curve

As the ML domain is quite new, it is constantly evolving which means there is a lot to explore. Everyday there is a new challenge to overcome, new algorithms to be developed, new solutions to work upon. The field is constantly changing and as a ML professional you can never stop learning.

4. Career growth

ML is still in its infancy stage and you have just started out in this domain, you have a long way to go. There is a rising demand for ML certified professionals across industries and if you begin now there is a good chance that you will have ample opportunities to climb up the corporate ladder.

5. Lucrative salary

Certified machine learning professionals are in great demand. ML has become a niche domain and if you are a certified professional with ML experience you can expect to earn a lucrative salary and as far as the growth is concerned, only sky's the limit.



- Shweta Gupta
BE- IT

FACULTY ACHIEVEMENTS

- Patent by Mr. Yogesh Pingle on “Intelligent Wearable Sweat Sensor Based Device for Monitoring and Recommending Personal Physical Fitness” was published in Official Journal of The Patent Office No.202111032293 A, 2021.
-

RESPONSIBILITY HELD

- Dr. Thaksen Parvat: Co-ordinator Computer Allied Branches
- Dr. Ashish Vanmali: CDC Member (Teaching)
- Dr, Archana Ekbote: Governing Council Member (Staff representative), PR Coordinator, DCDC Coordinator, EBSB Coordinator, ILOC Coordinator
- Dr. Madhavi Waghmare: IIC Convenor
- Mrs. Vaishali Shirsath: Member of IPR Cell, Memeber of SC-ST Committee
- Mr. Sainath Patil: CDC Member (Teaching), Evaluator for Smart India Hackathon 2022, Coordinator VCET Hackathon
- Mrs Bharati Gondhalekar: Member of Industry Institute Interaction Cell, I-Tech staff In-charge, Departmental Proctor in charge, Departmental Timetable in charge, Faculty Member for Students Council
- Mr. Yogesh Pingle: Website Technical Head, Student Council Member, Career Council Member, IIC member, German Club Head
- Ms. Swati Varma: Literati in-charge, CSI Branch Counsellor

BOOKS PUBLISHED

- Chandan Kolvankar, Yogesh Pingle, Sainath Patil: Internet Programming (ITC501 Information Technology) (ISBN 978-93-91496-21-0) for TechKnowledge Publications, Pune
- Mrs. Anagha J. Patil: Computer Network Security (ITC502 Information Technology) (ISBN 978-93-90904-19-8) for Tech-Neo publication
- Mrs. Anagha J. Patil: Data Warehousing and Mining (CSC504 Computer Engineering) (ISBN 978-93-90904-80-8) for Tech-Neo publication
- Mrs. Anagha J. Patil: Cryptography and System Security (CSC602 Computer Engineering) (ISBN 978-93-91472-53-5) for Tech-Neo publication
- Mrs. Anagha J. Patil: Data Mining and Business Intelligence (ITC601 Information Technology) (ISBN 978-93-91472-87-0) for Tech-Neo publication
- Mrs. Anagha J. Patil: Information Security (Elective II – 310254(A)), SPPU, (ISBN 978-93-5583-062-3) for Tech-Neo publication
- Mr. Yogesh Pingle: Internet of Things (ISBN: 978-8195567232) for SYBGEN Learning India Pvt Ltd.

PAPERS PUBLISHED

- **Dr. Archana Ekbote, “IPL Prediction Using Machine Learning,” in Indian Journal of Computer Science**
- **Mrs. Vaishali Shirsath , “Efficacy Measuring Framework for the assessment of Dynamic Honeypot,” in International Conference on advances in computing, communication & control (ICAC3-2021)**
- **Mrs Vaishali Shirsath, “Student classification and Analysis based on Cognitives Abilities,” in International Conference on Computingfor Sustainable Global Development**
- **Mr. Sainath Patil, “EavesDrop,” Indian Journal of Computer Science**
- **Mrs. Anagha Patil, “Summary Generation using NLP Techniques”, Proceedings of the 16th INDIACom; INDIACom-2022; IEEE Conference ID: 54597, International Conference on “Computing for Sustainable Global Development”, Bharati Vidyapeeth's Institute of Computer Applications and Management (BVICAM), New Delhi (INDIA), pp 1006-1012, 23rd- 25th March, 2022.**
- **Mrs. Anagha Patil, “Heatmap Analysis on Webpages”, accepted in Indian Journal of Computer Science.**
- **Mr. Yogesh Pingle, “IoT-based Smart Water Musical Fountain,” in Zeichen Journal**

PLACEMENTS

Company Name	Offers
AiBorne Tech	1
Atos	5
Capgemini	11
Contentstack	2
Dear Digital	5
Deloitte	2
Evosys	5
First hive	2
IBM	2
Infosys	10
Instazen	2
LTI	11
MAQ software	1
Media.net	4
Mindtree	1
Raja Software Labs	1
Tata Power Company Ltd	3
TCS	21
Virtusa	11
Wipro	27
Zensar	5
Zensoft	9
ZEUS Learning	1
Techno Win IT Infra Pvt Ltd	3
Hexaware	2
Coditas Solutions	2
	Total- 149

ACADEMIC RESULT A.Y 20-21

BE		
NO.	NAME OF THE STUDENTS	CGPI
1	Bandgar Saloni Laxman Usha	9.58
2	Singh Vivek Nagesh Jyoti	9.18
3	Suthar Kirtesh Mohanlal Chanda	8.97
4	Shenoy Ritika Ravindra Radha	8.94
5	Shweta Gupta	8.93
	Total no. of Students=	100%

TE		
NO.	NAME OF THE STUDENTS	CGPI
1	Jadhav Granthali	9.67
2	Gupta Sweta	9.66
3	Gupta Sweta	9.64
4	Singh Sweety	9.60
5	Shirke Shivani	9.52
	Total no. of Students=	Result=100%

SE		
NO.	NAME OF THE STUDENTS	CGPI
1	Kolvankar Tejas	9.83
2	Sankhe Vedant	9.70
3	Kadam Aditi	9.68
4	Modak Isha	9.52
5	Vartak Viditi	9.52
	Total no. of Students=	Result=100%

STUDENT ACHIEVEMENTS

- **Sauravkumar Choudhary, Pruthvi Hajare and Omkar Chavan won the First prize for the project “Smart Helmet Using IoT” in Track 4 of VNPS 2022.**
- **Jayesh Deorukhkar, Abhishek Dhule and Mayank Agrawal stood Runners-Up in Track 4 of VNPS 2022 for the project “Drivers behavior analysis using deep learning”**
- **11 paper were published by students in different research journals and conferences.**

ACTIVITIES CONDUCTED BY DEPARTMENT

No	Name of the Activity	Date
1	One day Workshop on "React: A project-based approach"	02/06/22
2	Guest Lecture on "Implementing Recommendation System Using Python"	19/04/22
3	Guest Lecture on "Emerging Trends in Wireless Technology"	18/04/22
4	Expert Lecture on "Python Programming"	11/04/22
5	Webinar on "Augmenting Non-functional Requirements of Project"	07/04/22
6	Expert Lecture on "Automata Theory"	07/03/22
7	Parent Meet (TE)	21/01/22
8	Seminar on "Career Guidance"	21/01/22
9	Hackathon '21	01/10/22 & 02/10/22
10	Guest Lecture on "DevOps and Advance DevOps Lab"	25/09/21
11	Guest Lecture on "Backend-Frontend Development"	22/09/21
12	Guest Lecture on "Latest Technologies in Network and Web Security"	18/9/21
13	Seminar on "Inner Engineering for Upcoming Engineers"	03/09/21
14	Parent's Meet	03/09/21
15	Seminar on "Agile Methodology"	19/08/21
16	Seminar on "Gearing Up for Placements"	14/08/21
17	Seminar on "Hangout with Alumni (2021)"	14/08/21



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K.T.Marg, Vasai(W).