



NARASARAOPETA ENGINEERING COLLEGE (AUTONOMOUS)

CYBER CHRONICLE



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

www.nrtec.in

Volume : 01, Issue : 01

EDITORIAL BOARD

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STUDENTS

- T. Uday Kumar**
IV – B.Tech. CSE
- M. Sneha Ananya**
II – B.Tech. CSE
- M. Sai Kumar**
III - B.Tech. CSE



Hon'ble Governor of Andhra Pradesh Sri Biswabhusan Harichandan laid foundation stone of NIDHI TBI being setup in NEC in Virtual mode on 30-01-2021.

Vice Chairman NEC Group of Colleges Sri M.S.Chakravarthi, Mrs. Mittapalli Suhasini Chakravarthi and Dr. M. Sreenivasa Kumar, Principal, NEC participated in the event.

VISION:

To become a centre of excellence in nurturing the quality Computer Science & Engineering professionals embedded with software knowledge, aptitude for research and ethical values to cater to the needs of industry and society.

MISSION:

- The department of Computer Science and Engineering is committed to
- M1: Mould the students to become Software Professionals, Researchers and Entrepreneurs by providing advanced laboratories.
- M2: Impart high quality professional training to get expertise in modern software tools and technologies to cater to the real time requirements of the Industry.
- M3: Inculcate team work and lifelong learning among students with a sense of societal and ethical responsibilities.

PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

The graduates of the programme are able to:

- PEO1: Apply the knowledge of Mathematics, Science and Engineering fundamentals to identify and solve Computer Science and Engineering problems.
- PEO2: Use various software tools and technologies to solve problems related to academia, industry and society.
- PEO3: Work with ethical and moral values in the multi-disciplinary teams and can communicate effectively among team members with continuous learning.
- PEO4: Pursue higher studies and develop their career in software industry.

PROGRAM OUTCOMES (POs)

1. Engineering Knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.



2. Problem Analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

3. Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

5. Modern Tool Usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

6. The Engineer and Society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

7. Environment and Sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

9. Individual and Team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

9. Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

10. Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

11. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAM SPECIFIC OUTCOMES (PSOs)

PSO1: Apply mathematical and scientific skills in numerous areas of Computer Science and Engineering to design and develop software-based systems.

PSO2: Acquaint module knowledge on emerging trends of the modern era in Computer Science and Engineering

PSO3: Promote novel applications that meet the needs of entrepreneur, environmental and social issues.

Article on AR & VR: The Reality

Over the past decade, few technologies have become as hyped up as augmented reality (AR) and virtual reality (VR). Augmented Reality ("AR") is defined as Wikipedia "An interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information, sometimes across multiple sensory modalities..." AR typically overlays digital images over a real world view. AR is different from Virtual Reality ("VR") and VR is not a real world experience. VR is a simulated experience that can be similar to or completely different from the real world. But the practical uses of these once considered futuristic solutions are now clear. In the consumer space, VR headsets can enable truly immersive experiences for gaming, while enterprise applications of AR & VR are revolutionising countless industries as diverse as architecture, medicine and design. It's clear the potential of these ground-breaking innovations is immense, but society don't have to wait years to benefit from AR & VR. In this article how forward-thinking businesses are already starting their AR & VR journey and learn how these technologies can work in practice. AR works by augmenting ("enhancing") reality whereas VR works as a simulated "virtual" reality experience. The global AR and VR market is forecast to grow from US\$18.8 billion in 2020 to about US\$297 billion in 2024. That's a 15.8x increase over four years. A look at some companies that could be future winners/leaders in the AR and VR sector. Augmented Reality [AR] and Virtual Reality [VR] look set to take off this decade. Initial adoption was in the entertainment/gaming sector but this is now rapidly expanding into the teaching/training sector and other areas. Forecast growth for the AR/VR sector is surprisingly high, indicating we may be at the beginning of a new era of AR/VR adoption.

Cutting-edge product design

The effective use of AR can enable design engineers to radically change their working processes in a way never before seen. By moving away from limited 2D models to an array of designs in 3D, the designers can truly unleash their creativity. But it's not just industrial designers that are using AR & VR to enhance the design process. A range of progressive SMBs have found innovative ways to incorporate elements of AR into the consumer facing part of their business. Personalised phone case manufacturer Case Station has extensive experience in creating products that exactly match the design chosen by customers. But, before the advent of AR, consumers weren't able to see a truly realistic preview of what their case would look like.

Working with Harmony, a digital realities development studio, Case Station created a mobile app and in-store platform that offers customers the chance to design their own custom phone cases and view their designs live before buying. As the example of Case Station shows, the process of introducing AR or VR to product design processes into an SMB can go beyond just helping internal operations and actually improve their offering to consumers.

Department of Computer Science & Engineering



Innovative real-time learning

AR and VR are unparalleled in their ability to allow users to visualise virtually any scenario imaginable. It's no surprise that giving staff the opportunity to learn by mimicking real-life experiences is not just more fun, but can improve memory recall and offer more effective training outcomes. Somewhere Else, a London-based immersive technologies innovation agency, created a soft skills simulator called BODYSWAPS® that uses VR-enabled roleplay to transform workplace behaviour. The solution lets users engage with ultra-realistic virtual characters and experience a range of testing and high-pressure situations. For example, Somewhere Else partnered with Corporate DNA Consulting, a global leadership firm, to create a simulation where users can step into a performance review meeting with a member of staff who is having difficulties with other employees. The immersive experience lets users listen and respond directly to the employee, as well as switching positions with the problematic staff member to gain a new perspective. Perhaps most importantly, detailed performance analytics can be reviewed at the end of the session to identify areas that need improvement. Thanks to a combination of VR and AI, everything from tone of voice to maintaining eye contact and having an appropriate response time can be measured to improve the learning experience.



Modernising the factory

It goes without saying that nothing can be left to chance when building an aircraft. Yet, working in a traditional factory environment can make it difficult to concentrate on vital tasks with even a momentary distraction having the potential to cause catastrophic damage. Boeing have started to test how augmented reality can enable engineers to install electrical wiring not just more accurately but also quicker than ever before. By equipping staff with Microsoft HoloLens, a detailed 3D model can be viewed showing exactly where all the wiring goes – without having to constantly check back to a two-dimensional twenty-foot-long drawing. Fully interactive wiring instructions can be accessed hands-free as the engineer walks around the aircraft and assesses where to place the wiring. This real-time solution is predicted to have a massive 90 per cent improvement in first-time quality against now-outdated 2D information, as well as reducing the time it takes to complete such tasks by 30 per cent. The workplace of the future will clearly look different than the conventional offices of today. This shift will bring benefits to both businesses and employees that will streamline how work is done and achieve efficiencies through an enterprise. Far from being technologies that will take years for SMBs to utilise, AR & VR solutions can be implemented today. Everything from powerful customer experiences and immersive learning environments can be created - no matter what industry you operate in.

Inspirational Quotes for Computer Science & Engineering



*"I do not fear computers.
I fear lack of them."*

- Isaac Asimov



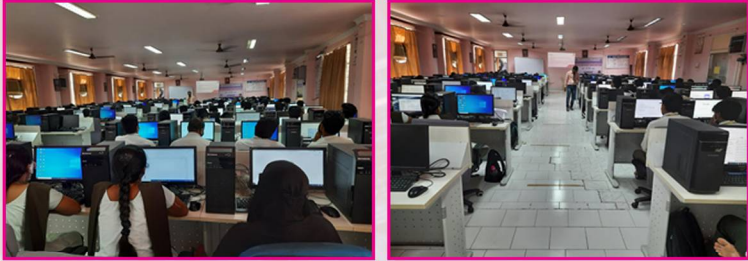
*The goal of Computer Science is
to build something that will last
at least until we've finished building it.*

-William C. Brown

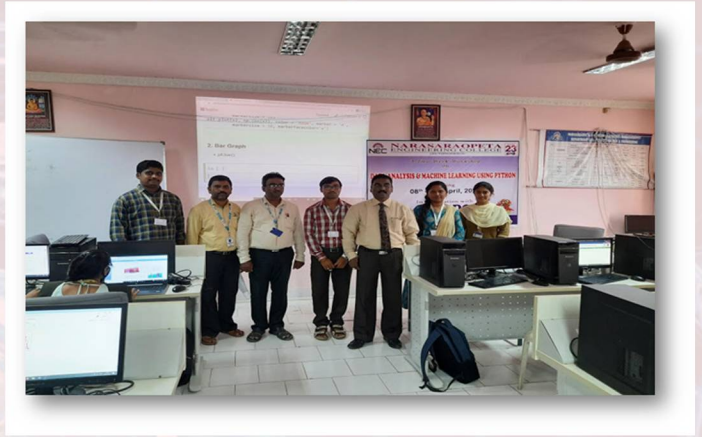
Department of Computer Science & Engineering



Department of CSE organized "A Training Programme on Machine Learning Using Python", Co-ordinated by Mr.M.Satyam Reddy from 19-04-2021 to 26-04-2021 for students and the resource persons are Mr.R.Siva Ranga Nayakulu, Mr.B.Ravi Sastry, Mrs G.Naga Mounika and Mrs.M.Madavi. Total 129 Students attended.



Department of CSE organized "A Training Programme on Data Analysis Using Python", Co-ordinated by Mr.M.Satyam Reddy from 19-04-2021 to 26-04-2021 for students and the resource persons are Mr.R.Siva Ranga Nayakulu, Mr.B.Ravi Sastry, Mrs G.Naga Mounika and Mrs.M.Madavi. Total 129 Students attended.



Department of CSE organized "A Training Programme on Data Analytics & Machine Learning Using Python", Co-ordinated by Mr.M.Satyam Reddy from 19-04-2021 to 26-04-2021 for students and the resource persons are Mr.R.Siva Ranga Nayakulu, Mr.B.Ravi Sastry, Mrs G.Naga Mounika and Mrs.M.Madavi. Total 129 Students attended.

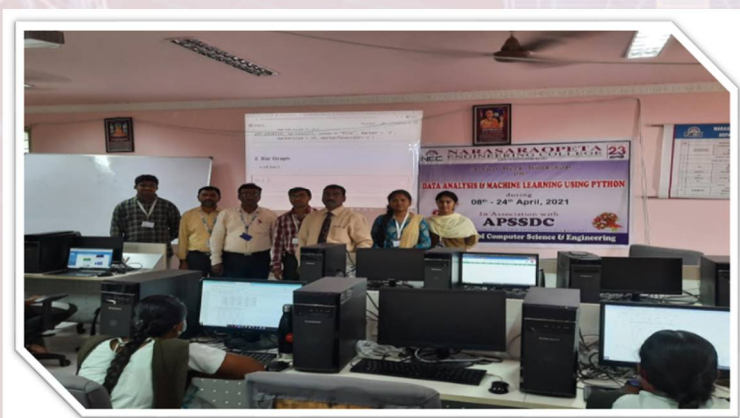
Department of CSE organized a Short Term course on "Deep Learning for Computing Vision Medical Applications"(Series-3) Co-ordinated by Dr. S.V. N Srinivasu from 22-03-2021 to 27-03-2021 for faculty and the resource persons are Dr M. SRINIVASU, Associate Professor, NIT, Mr. A.Durga Prasad, Sr Trainer, SAK Informatics, Hyd, Dr. G.Rama Murthy, Professor, Mahendra University, Hyd, Dr.M.Nikhil, Assoc. Professor, Kurukshetra University, Kurukshetra, Dr P.Natesan, Professor and Head, Dept. of CSE, Kongu Engineering College, Erode. Total 113 Faculty attended.

NARASARAOPETA ENGINEERING COLLEGE (AUTONOMOUS)
A Two Week Workshop on
DATA ANALYSIS & MACHINE LEARNING USING PYTHON
during
08th - 24th April, 2021
In Association with
APSSDC
(Andhra Pradesh State Skill Development Corporation)
Organized by: **Dept. of Computer Science & Engineering**

Microsoft Teams
STTP ON DEEP LEARNING FOR COMPUTER VISION MEDICAL APPLIC...
2021-03-24 09:01 UTC
Recorded by: Dr S V N Srinivasu
Organized by: Dr S V N Srinivasu

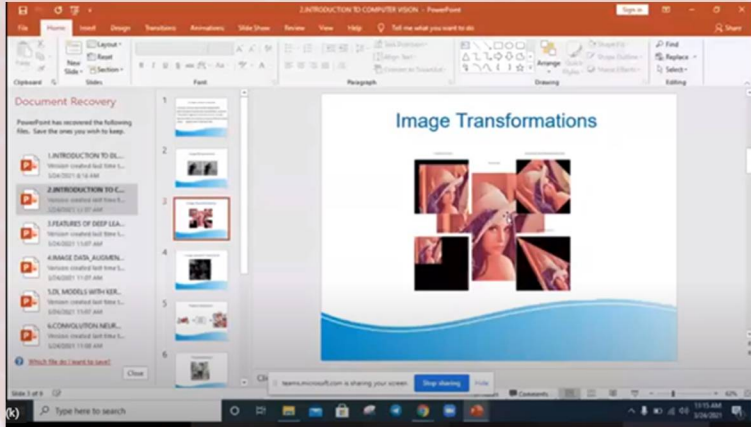


Anchor Boxes
In the above example, the midpoint of both the objects lies in the same grid




DK LG
SK DB
NS RG

Department of Computer Science & Engineering




Department of CSE organized A One – Day Seminar on “Get Set go Fresher Induction Program”, Co-ordinated by Dr.K.Lakshminadh on 03-03-2021 for Students and the resource persons are Mr.M.P.Vijaya Kumar,Mr.viswanadhan, Mr.Venkat,Raj Prabhakar, Mr.N.Lakshminarasimha, Dr. B.Anbuthambi ICT Academy. Total 70 students attended.


Department of CSE Organized A Five – Day Faculty Development Program On “ CYBER SECURITY ”, Co-ordinated by Dr.B. Jhansi Vazram from 08-02-2021 to 12-02-2021 for Faculty. The Resource persons are Dr. V. Valli Kumari, Professor, Dept. of CS&SE, Andhra University Dr. A. S. N. Chakravarthy , Dr. Ravi Kiran Varma Penmatsa, Mr. K. Anand, CEO, Star Computers, Dr. Praveen Krishna,Professor, Dept. of CSE, KL University, Guntur Visakhapatnam ,Dr. L. Sumalatha, Professor, Dept of CSE, JNTUK, Director of Evaluation, JNTUK, Dr. Durgesh Kumar Mishra, Professor of CSE and Director, Aurobindo Institute ofTechnology,Indore, Madhya Pradesh



NARASARAOPETA ENGINEERING COLLEGE



ICTACADEMY




GET SET GO
FRESHER INDUCTION PROGRAM


FRESHER INDUCTION PROGRAM 2021

03 MAR 2021 - WED - 10:00 AM


EXCLUSIVE FOR FIRST YEAR STUDENTS OF NARASARAOPETA ENGINEERING COLLEGE

For Registration 


KEYNOTE SPEAKERS




MP Vijay Kumar
Chief Financial Officer
Sify Technologies




Vishwanathan Venkat
Director - Talent Acquisition
Wipro




Raj Prabakar
Founder and Managing Director
FPMC Private Limited



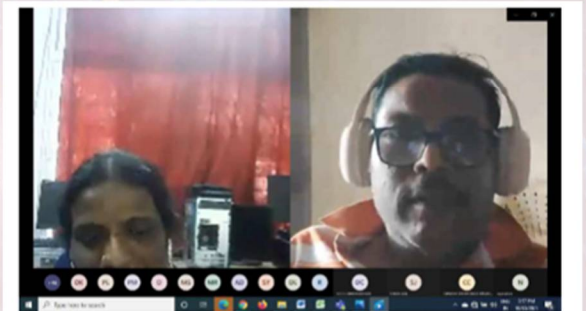
Lakshminarasimhan N
General Manager - HR
Brahma India



Dr B Anbuthambi
President
ICT Academy



Dr M Sreenivasa Kumar
Principal
Narasaraopeta Engineering College



Department of Computer Science & Engineering



Department of Computer Science and Engineering
 AICTE ATAL Academy Sponsored Faculty Development Program
 On
CYBER SECURITY
 (February 08, 2021- February 12, 2021)
 Schedule and Recorded Video Links

Time /	10:00 AM to 11:30 AM	11:30 AM to 11:40 AM	11:40 AM to 01:10 PM	01:10 PM to 02:00 PM	2:00 PM to 3:30 PM
08.02.2021	Inauguration, Introduction to Network Security Reconnaissance: Kali Linux installation, Foot Printing and port scanning, Website content grabbing. (Practical Demonstration)	Tea Break	Web Security Part - I: Phishing, Command Injection, SQL Injection, XSS (Practical Demonstration)	Lunch Break	Reconnaissance 1 - Dns Scanning, Port Scanning. (Practical Demonstration)
	Dr. V. Valli Kumari, Professor, Dept. of CS&SE, Andhra University https://necgroup1-my.sharepoint.com/:v/g/personal/ihansi_bolla_nrtce_in/EfjQ4C280eRDsh6wnZiCkkBismFEwP7RV0Sm1W_32p-WQ2e-grhy48		Dr. V. Valli Kumari, Professor, Dept. of CS&SE, Andhra University https://necgroup1-my.sharepoint.com/:v/g/personal/ihansi_bolla_nrtce_in/ETc9tUgLyhKpI7_jhbSEB_LAJVlr9Xlg7LkFSiY4bQ?e=jhlsjr		Dr. A. S. N. Chakravarthy, Professor & Head, Dept. of CSE, University College of Engineering Vizianagaram https://necgroup1-my.sharepoint.com/:v/g/personal/ihansi_bolla_nrtce_in/EXq3inXw_EpAp_nO_1Z-3ACwBkpG3g5vn7X3tY9MiKIGo9w7e=0PITyT



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APSSDC
 Andhra Pradesh State Skill Development Corporation
 (Department of Skills Development & Training, Govt of Andhra Pradesh)

Skill AP APSSDC

WebDesigningUsing ReactJS



Department of CSE Organized A Five – Day Faculty Development Program on “ Augmented Reality / Virtual Reality ” Co-ordinated by Dr. S.V.N. Srinivasu from 04-01-2021 to 08-01-2021 for faculty. The resource persons are Mr.Sanchith Sharma R&D Team, Anvira Edustation ,Bombay ,Mr.Maitrish Ghosh, R&D Team, Anvira Edustation, Bombay, Mr.Rahul Thakur R&D Team, Anvira Edustation ,Bombay, Dr M.Sreenivasa Kumar Professor and Principal, NEC ,Narasaraopet.Total more than 70 colleges participated across india and 128 faculty attended.

ముగిసిన శిక్షణా తరగతులు



చర్చుపర్ శిక్షణా తరగతుల్లో పాల్గొన్న కళాశాల ప్రెసిపిటల్ తదితరులు

నరసరావుపేట, ఫిబ్రవరి 18 (ప్రథమ స్థానం): సాంకేతిక నరసరావుపేట ఇంజనీరింగ్ కళాశాలలో కంప్యూటర్ సైన్స్ అండ్ ఇంజనీరింగ్ విభాగంలో ఆటల్ అకాడమీ, అఖిల భారత సాంకేతిక విద్య పాఠక సంస్థ వారి ఆర్థిక సహాయ సహకారాలతో సైబర్ సెక్యూరిటీ పై 5 రోజుల ఇంజనీరింగ్ అధ్యాపక శిక్షణా తరగతులు శనివారంతో ముగిసినట్లు కళాశాల వైస్ చైర్మన్ మిట్టపల్లి చక్రవర్తి తెలిపారు. ఈ సందర్భంగా ఆయన మాట్లాడుతూ శిక్షణా తరగతుల వివరణలో కార్యక్రమంలో ముఖ్య అతిథిగా కురుక్షేత్ర యూనివర్సిటీలో చెందిన డాక్టర్ నిధిని అధ్యాపకులకు డిజిటల్ అండ్ డేటా ఫారెన్సిక్స్ ద్వారా సైబర్ సెక్యూరిటీలో ఉపయోగించే వివిధ రకాల అప్లికేషన్స్ గురించి ప్రయోగపూర్వకంగా వివరించారు. ఎడిట్స్ అండ్ మోడల్ వాల్యూస్పై కళాశాల ప్రెసిపిటల్ డాక్టర్ యం.శ్రీనివాసుమూర్తి మాట్లాడుతూ విద్యార్థుల భవిష్యత్తుకు కావలసిన నాలెడ్జిని, ఎడిట్స్ను పాటించాలని, స్ట్రెస్ను అధిగమించేందుకు యోగ ఒక ఆయుధమని, ప్రతి విద్యార్థి యోగా చేయాలని సూచించారు. ఈ కార్యక్రమంలో కళాశాల వైర్మన్ మిట్టపల్లి వెంకట కోటేశ్వరరావు, సెక్రటరీ మిట్టపల్లి రమేష్బాబు, వివిధ విభాగాల అధిపతులు పాల్గొన్నారు.

Sun, 14 February 2021
<https://epaper.prabhanews.com/c/58968965>

Department of CSE Organized a Six-Day Workshop on “ WEB DESIGNING USING REACT JS ”Co-ordinated by Mr. M.Satyam Reddy on 02-02-2021 to 08-02-2021 for students. The resource persons are Mr.Rajesh Nalleboina and Mr. Sairam Devarapalli. Total 36 faculty attended.

NEC NARASARAOPETA ENGINEERING COLLEGE (AUTONOMOUS)

EXCELLENCE 23 ESTD 1984

A One Week Workshop on
WEB DESIGNING USING REACT JS
 during
02nd - 08th February, 2021
 Conducted by
APSSDC
 Organized by: Dept. of Computer Science & Engineering

Microsoft Teams

NEC- ATAL Academy FDP ON AUGMENTED REALITY AND VIRTUAL...
 2021-01-08 09:00 UTC

Presented by: Dr S V N Srinivasu | Organized by: Dr S V N Srinivasu

NEC NARASARAOPETA ENGINEERING COLLEGE

Hearty Welcome Valedictory Function
 Faculty Development Program
ATAL AUGMENTED REALITY & VIRTUAL REALITY
 4th - 8th January 2021
 Sponsored by
ATAL Academy, AICTE, New Delhi
 Department of Computer Science And Engineering

Department of Computer Science & Engineering



ACADEMIC TOPPERS

NARASARAOPETA ENGINEERING COLLEGE (AUTONOMOUS)
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
IV B.Tech. II Semester, CSE Toppers List (2017 Batch)

S.K. ROSHINI 17471A0550 SGPA: 10	G. SUSHMA 17471A0509 SGPA: 9.84	V.V.N.S. VIDHYSDHARI 17471A0511 SGPA: 9.84	A.L.V.N.S. A.PRAVALLIKA 17471A0515 SGPA: 9.84	P.RAGHUVEER 17471A0537 SGPA: 9.84	K.S.L.P. KUMAR 17471A0576 SGPA: 9.84
M.N.S.L.P. AMULYA 17471A0582 SGPA: 9.74	V.AAKANKSHA 17471A0510 SGPA: 9.84	M.RAGA NAVYA 17471A0537 SGPA: 9.84	G.BHAVANA 17471A0597 SGPA: 9.84	S.BAMYA 17471A0598 SGPA: 9.84	

Management, Principal, HoD & faculty Express their Hearty Congratulations to Toppers in IV B.Tech. IInd Sem.

STUDENTS ACHIEVEMENTS

SNO	CERTIFICATION NAME	NO OF STUDENTS WHO DONE CERTIFICATIONS	CERTIFICATE MODEL
1	SOLOLEARN	496	
2	NPTEL	37	
3	MTA	101	
4	APSSDC	160	
5	RED HAT LINUX	42	

STUDENT VOICE

Our college is one of the best in our region .I got the best opportunities to apply my ideas in all way. There are many resources to get used by the students which shows the significance than other colleges. There is always a friendly relationship between the seniors. Our management helped me a lot in the placement areas by means of many training sessions that are organised from other institutes. At the end.



Lokesh Maram
18471A05F2

of 4-1 I got placed in two reputed companies and I'm very eagerly waiting to get placed in more. In addition to this, our college also conducts many events to skill up our knowledge periodically.

I am from 2017 batch, the college is autonomous where the college can update our syllabus as per the trend in the industry. Our college conducts hackathon's, events based on technical and non-technical fields. Girls feel very safe and secure in our campus premises. Our college canteen have a wide range of varieties to chill. Our college faculty are friendly and they help us to grasp the information very easily. The campus placements have high packages with top most companies. I got placed with a package of 8.3lpa which is highest in our batch 2017-2021. I think it is the best decision of mine to join in this college.



Akhila Pidugu
17471A0574