



# SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY PAYYANUR



# DRISHTI

Department of Computer Science & Engineering

## NEW YEAR BLOSSOMS




"Doing nothing is  
very hard to do.  
You never know  
when you're  
finished."—*Leslie  
Nielsen*

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## DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

VISION	MISSION
<p>To be a center of excellence in Computer Science and Engineering to produce competent professionals and entrepreneurs capable of exploring and assimilating latest technological advancements for the betterment of the society.</p> 	<p>To facilitate transformative education in computer science and engineering. To build competent professionals and entrepreneurs by introducing new technologies. To accomplish higher education, induce ethical values and spirit of social commitment.</p>

## TECH NEWS

## Microsoft, Nintendo, and Sony are reportedly all skipping E3 2023

Nintendo, Sony, and Microsoft are all skipping the revitalized E3 convention in June, according to a new report from IGN. E3 will be back as an in-person conference in Los Angeles after not happening at all in 2022, and I personally was hopeful that the big three console makers would be at the show when it takes place from June 13th through 16th to help make it feel like the big event of years past. But according to IGN's reporting, that's not the case.



That said, it's not entirely unexpected. Sony first skipped E3 in 2019 and hasn't been part of the convention since. Microsoft said last week that it would be doing a showcase in LA this summer but didn't outright say the words E3. Nintendo has proven time and time again that it can drive huge news cycles with its can't-miss Direct video presentations, so it may not feel the need to share the E3 spotlight. And since the show will be taking place about a month after the release of *The Legend of Zelda: Tears of the Kingdom*, Nintendo may want to keep the attention of its fans on what could be one of the biggest games of the year.

- SRAVAN R (2019-2023)

## Meta's Account Center came with a 2FA-defeating bug

Meta's Accounts Center feature had a bug that let hackers brute force SMS two-factor authentication, allowing them to bypass the additional protection (via TechCrunch). The vulnerability, which Meta says it fixed in December, was reported by Nepalese security researcher Gtm Mänôz, who detailed the exploit in a Medium post earlier this month.

It was a significant find, as Meta seems to be putting more and more focus on its Accounts Center feature, letting you manage settings and security information from it, as well as use it to switch to your other accounts. According to Mänôz, the attack was relatively simple; if you knew the phone number the other person used for two-factor authentication, you could link it to your own account, which would remove it from the victim's.

The thing that's supposed to prevent this is a six-digit authentication code that gets sent to the other person's account or phone number, which you don't have access to. (If you did, you wouldn't need an exploit.) The bug Mänôz found, however, let an attacker guess that code however many times they wanted — set a program or script to do that task, and it would eventually guess right.

- SRAVAN R (2019-2023)

# INCUBATION CELL



Incubation Centre is a space within the campus for new age entrepreneurs and young minds to transform their innovative ideas into viable business propositions. Cell will ensure that incubates have access to technological assistance which will be generated through mentors with multidisciplinary expertise. It is expected that encouragement for young enthusiasts will be provided with creative pursuits with an inherent zeal to be entrepreneurs to take advantage of this novel initiative. It tends to draw on the resources and expertise of their staff, external consultants, existing entrepreneurs, peer-to-peer networks, and external enterprise support. They tend to operate using

mixed revenue streams from rental income and fees or funds. These may be obtained from other private and public sources. It helps young entrepreneurs to solve some of the problems commonly associated with running campus start-ups. Active participation in the incubation cell will be an added advantage for the students to nourish various courses in the curriculum.

For entrepreneurs, the start-up stage can be treacherous and exhausting.



## VISION

To facilitate budding entrepreneurs by developing a platform to start an IT venture with minimum risks.

## MISSION

To encourage student entrepreneurs to bring out their technical talents by providing a platform for nurturing, encouraging and developing innovation and entrepreneurial skills within the campus.



**S6 TOPPERS****PARVATHI K****(2019-2023)****MEGHA P K****(2019-2023)****RAMRITHA RAJEEVAN****(2019-2023)****S4 TOPPERS****What is Chat GPT, and what is its future?**

Chat GPT is a large language model created by OpenAI that uses deep learning techniques to generate human-like responses to text-based prompts. GPT stands for "Generative Pre-trained Transformer," and the model is pre-trained on massive amounts of text data, making it highly effective at natural language processing.

One of the key features of Chat GPT is its ability to understand the context and generate coherent, relevant responses. It can be used for a wide range of applications, from chatbots and virtual assistants to text analysis and language translation.

The future of Chat GPT is promising. As natural language processing becomes more important in a wide range of industries, Chat GPT is likely to become a vital tool for businesses, researchers, and developers. In particular, the ability to generate high-quality, human-like responses to customer queries will be highly valued in the customer service industry. Chat GPT may also be used to help with tasks such as content creation, email management, and even writing personalized messages for social media.

However, there are also concerns about the potential misuse of Chat GPT. The model can generate highly convincing fake text, raising ethical and legal issues around its use.

**-GOPIKA PRAMOD KUMAR (2020-2024)**

## ALWAYS THROUGH THE PATH OF OBE

## PROGRAM OUTCOMES (POs)

## RECENT ACTIVITIES

PO1:-Engineering knowledge

PO2:-Problem analysis

PO3:-Design/development of solutions

PO4:-Conduct investigations of complex problems

PO5:-Modern tool usage

PO6:-The engineer and society

PO7:-Environment and sustainability

PO8:-Ethics

PO9:-Individual and team work

PO10:-Communication

PO11:-Project management and finance

PO12:-Life-long learning

1. Informed that Supplementary registration to B.Tech S5 (R, S) Exam Dec 2022 (2019 Scheme) is opened. Students are directed to register and pay the fee at their college office on or before 04/01/2023.

2. Published revaluation result B.Tech S3 (R, S) Exam Dec 2021(2019 Scheme).

3. Published revaluation result B.Tech S5 (R, S) Exam Dec 2021(2019 Scheme)

4. Published APJAKTU- Academic date of commencement of even semester classes for B.Tech S4/S6/S8.

5. Informed that the students attendance/ internal for B.Tech S3, S5 and S7 are now open in the portal up to 09 th January 2023.

6. The detailed timetable of B.Tech S3(R,S), S5(R,S) & S7(R,S) regular examination (2019 Scheme), December 2022 are published.

7. Informed that the date extended for thr closure of S1 clases and University exams.

8. B tech S6 (2019 scheme) result published.

## PROGRAM SPECIFIC OUTCOMES (PSOs):

PSO1:-Computer Science Specific Skills: The ability to identify, analyze and design solutions for complex engineering problems in multidisciplinary areas by understanding the core principles and concepts of computer science.

PSO2:-Programming and Software Development Skills: The ability to acquire programming efficiency by designing algorithms and applying standard practices in software project development to deliver quality software products.

## PROGRAM EDUCATIONAL OBJECTIVES(PEOs):

PEO1:-To prepare students to excel in Computer Science and Engineering program through quality education enabling them to succeed in computing industry profession.

PEO2:-To provide students with core competencies by strengthening their mathematical, scientific and basic engineering fundamentals.

PEO3:-To design & develop novel products and innovative solutions for real life problems in Computer Science & Engineering field and related domains by broad based knowledge.

PEO4:-To inculcate professionalism among students by providing technical, entrepreneurial skills and soft skills with ethical standards.

PEO5:-To encourage students for higher studies by adapting to new technologies through interactive quality teaching and organizing symposiums, conferences, seminars, workshops and technical discussions.

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