SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY PAYYANUR

DRISHTI

Department of Computer Science & Engineering

"A Winner is Dreamer who never gives up"

-Nelson mandela

Convocation-Dishkant

The convocation ceremony of batch 'DEEKSHANTH' was conducted on the 2nd of July at the Seminar Hall. The ceremony was inaugurated by Dr. Sudha U P V, Senior Scientist, DRDO and Dr. Leena A.V. addressed the gathering. Further, Prof. Ravenndran K, HOD, ECE Department along with Sri. Ashok Hegde , Administrative Officer felicitated this auspicious occasion and the students of Sngcet received their certificates passed out with flying colours flushed with triumph.

Inside this issue:

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

VISION	MISSION
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.	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.

sngcet.org

TECH NEWS

In Future, Smartphones will get satellite internet access

MediaTek officially announced that it had completed the world's first 5G NTN (non-terrestrial network) satellite mobile phone laboratory connection test. In other words, the new chip allows smartphones to access the Internet directly through satellite signals. So this means that the future 5G mobile phones can be used directly as satellite phones.

The test was jointly completed by MediaTek and Germany's Rohde & Schwarz. Based on the functions and procedures defined in the 3GPP Rel-17 specification, MediaTek's mobile communication chips equipped with 5G NR NTN satellite network functions were used.

However, MediaTek did not disclose the technical details of the relevant communication chips. Of course, there will be a need to integrate some chips into the SoC in the future for this to work.

—VISHAL(2021-2025)

Artificial finger can identify what common material things are made of

Smart finger uses sensors to detect substances such as glass, silicon and wood with more than 90 per cent accuracy, which could be useful for robotic manufacturing tasks.

An artificial finger can identify different materials with more than 90 per cent accuracy by sensing their surface. The technology could be useful for automating robotic manufacturing tasks, such as sorting and quality control.

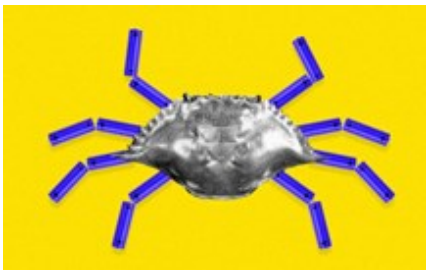
Touch sensors that can gain information about surfaces, such as their temperature or the force acting on them, aren't new, but sensors that can recognise the type and roughness of surfaces are less common.

Zhou Li at the Beijing Institute of Nanoenergy and Nanosystems and his colleagues have developed a finger that can identify what a material is made from by using triboelectric sensors – which test its ability to gain or lose electrons – plus discern its roughness, without causing damage to it.

—VISHAL(2021-2025)

Battery made of crab shell and zinc is rechargeable and biodegradable

A zinc battery made using a compound from crab shells can be recharged at least 1000 times and can biodegrade or be recycled at the end of its life.



A rechargeable battery made from crab shells and zinc could store wind and solar energy, and then its parts can either safely biodegrade within a matter of years or be recycled.

The key is chitosan, a compound derived from chitin, a substance found in crab and shrimp shells. The battery could provide impressive power storage and be recharged at least 1000 times, says Liangbing Hu at the University of Maryland.

—VISHAL(2021-2015)

" Once a new technology rolls over you, if you're not part of the steamroller, you're part of the road."

-Stewart Band

Yeah! Add Some Colour .....

SANDRA B (2020-24)

"Technology is a useful servant but a dangerous master"

-Christian Lous Lange

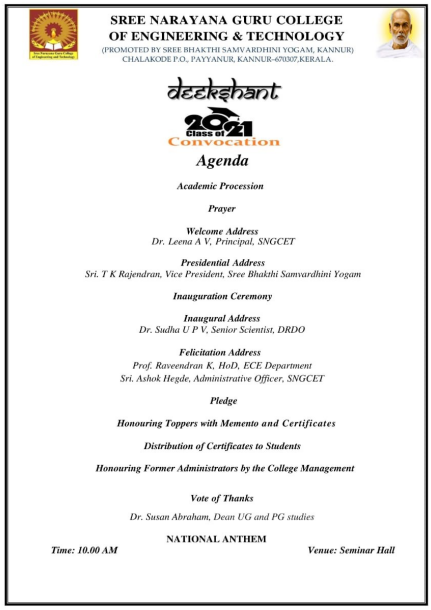
NATURE CLUB

'world nature conservation day was celebrated on the 28th of july .. As a part of the celebration a small meeting was held at meeting hall,,

CLEAN TECH CHALLENGE FOR STUDENTS

As a part of APJKTU NSS Cell, CEIBIC organised a quiz competition as part of their Clean Tech Challenge for the students of SNGCET on 21st July where both the students and teachers participated actively.

CONVOCATION CEREMONY FOR STUDENTS OF BATCH 2018-2022



SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
(PROMOTED BY SREE BHAKTHI SAMVARDHINI YOGAM, KANNUR)
CHALAKODE P.O., PAYYANUR, KANNUR-670307,KERALA.

deekshant
2021 Class of 21 Convocation

Agenda

Academic Procession

Prayer

Welcome Address
Dr. Leena A V, Principal, SNGCET

Presidential Address
Sri. T K Rajendran, Vice President, Sree Bhakthi Samvardhini Yogam

Inauguration Ceremony

Inaugural Address
Dr. Sudha U P V, Senior Scientist, DRDO

Felicitation Address
Prof. Raveendran K, HoD, ECE Department
Sri. Ashok Hegde, Administrative Officer, SNGCET

Pledge

Honouring Toppers with Memento and Certificates

Distribution of Certificates to Students

Honouring Former Administrators by the College Management

Vote of Thanks
Dr. Susan Abraham, Dean UG and PG studies

NATIONAL ANTHEM

Time: 10.00 AM *Venue: Seminar Hall*

It was indeed the most awaited and explicit moment in our students lives… at the end all students stepped out of the college with a gracious smile pasted on their faces...

"Technology like art is a is soaring exercise of the humen imagination "

-Daniel Bell

ARTICLES

Virtual Reality Technology

Virtual reality is a computer-generated simulation of a three-dimensional environment that can be interacted with in real time. The technology can give the user the sensation of being present in another world or an artificial environment. The technology has been around for quite some time, but it was just a couple years ago when it started to become mainstream. All of the sudden, VR became more accessible and affordable. One of the biggest factors in this advancement was that virtual reality headsets like Oculus Rift were becoming widely available. This meant that more people could experience VR than ever before.

The future of virtual reality in the next 10 years is uncertain, but it will certainly be shaped by a few key factors. One of the most important factors that will shape the future of VR is how widespread this technology gets. If virtual reality continues to become more popular and people continue to adopt it, then many other industries and areas of life will be impacted by this technology. For example, if medical professionals are able to use VR for treatment or training, then there could be significant implications for healthcare as a whole. Another factor that may play an important role in shaping how VR develops in the next decade is funding. As with many technologies, funding has been difficult to come by when it comes to VR research and development. However, with continued support from industry leaders like Google and Facebook, we may start to see more effective research and development being done in the field of virtual reality which could result in innovative advances in our society soon after.

As technology grows, so do the ways it is used. Virtual reality will have an impact on our society because people are using this technology in more and more ways to help them improve their lives. For example, the elderly who have difficulty with daily tasks can use virtual reality to motivate themselves to complete those tasks.

Virtual reality has become so mainstream that we're starting to see more and more commercial ventures and startups. Companies like Google are investing in VR because they believe it will be one of the most important technologies over the next decade. As VR becomes a more mainstream technology, there will be less barriers for its development and use because of the sheer number of companies that are involved with it. The only barrier left is how soon the public will adopt this new technology into their everyday lives so that we may all reap the benefits of a better future.

It's easy to become immersed in a virtual world. After all, that's the whole point of virtual reality (VR). Whether you're donning a headset to play a game or using your smartphone to explore a 360-degree video, VR transports you to a digital environment that feels real. And as VR technology continues to evolve, the line between reality and virtual reality is becoming increasingly blurred.

VR for gaming is one of the most popular uses of technology. But VR isn't just for gamers. Businesses are also finding innovative ways to use VR, from training employees to designing products. Even healthcare providers are using VR to treat conditions like PTSD.

Virtual reality is quickly changing the world of technology and shaping the future of what we know about human interaction. In this article, learn about the history of virtual reality and how it will continue to shape our society in the future.

- ARDRA PRASANTH (2020-2024)

ALWAYS THROUGH THE PATH OF OBE

PROGRAM OUTCOMES (POs)

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

RECENT ACTIVITIES

1. *Convocation day for pass out students was conducted*
2. *Exam calendar for August July released.*
3. *Second series time table published.*
4. *CEIBIC clean conduct challenge was conducted in campus.*
5. *S5 (2015 scheme) revaluation copy request notification release.*
6. *S7 supplementary result got 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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