



START IT WITH US !

**A** TECHNOLOGICAL  
MONTHLY ON  
PROGRAMMING



**JavaScript**



**PHP**



**C++**



**Python**

**THE  
HATCHING  
OF  
ENGINEERS**

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**FEBRUARY 2K23**

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**ISSUE-01  
VOLUME-01**

**NEWS LETTER**  
**ELURU COLLEGE OF ENGINEERING & TECHNOLOGY**

(APPROVED BY AICTE,NEW DELHI-AFFILIATED TO JNTU,KAKINADA)





Sri. Vanama Raghavendra Rao  
-Chairman

*I feel very happy to know that the students and faculty of the CSE department of ECET are out with the first volume of the technical Magazine. This Magazine is intended to bring out the inherent literary talents in the students and the faculty and also inculcate leadership skills among them. I'm confident that the issue will send a positive signal to the staff, students and the persons who are interested in the educational activities. My sincere appreciation to the HOD, staff, and students of CSE.*



Dr. P. BALAKRISHNA PRASAD, B.Tech, M.Tech, Ph.D

- PRINCIPAL

*I congratulate the department of CSE for bringing out the first issue of department technical magazine. I am sure that the magazine will provide a platform to the students and faculty members to expand their technical knowledge and sharpen their hidden literary talent and will also strengthen the all round development of the students. Eluru College of Engineering and Technology is committed to provide all the facilities for developing budding engineers through quality education in Engineering and Technology along with supporting practical implications. I congratulate all the contributors for bringing out such a dynamic magazine and special congratulations to HOD of CSE for coordinating all activities.*



Dr. S. Suresh, B.Tech, M.Tech, Ph.D  
-Professor & HOD of CSE Dept.

*Greetings from the Department of CSE, Eluru College of Engineering & Technology, Eluru.!!!!*

*"It is a pleasure to be the head of the department of CSE. The department offers B-Tech (CSE) and M-Tech (CSE). The department has a team of highly experienced and motivating faculty members who are in process of tuning the young minds to make them globally competitive. The department is equipped with best laboratories where students can enhance their knowledge and skill. The strength of the department is highly motivated students who understand the dynamics of the industry and upgrade their skills accordingly. The scope of computer science is endless. The students of the computer science and engineering are highly demanded by the recruiters of the top companies. Through innovative teaching-learning process a teamwork approach and leadership building experience, our students gain vital communication and critical-thinking skills. Our institution provides a platform for the students to enhance their employability skills through Industry Institute Collaboration".*

## ELURU COLLEGE OF ENGINEERING & TECHNOLOGY



Since its inception in the year 2008, ECET has been making great progress in helping its engineering graduates, especially the computer science graduates to enhance their skills and make them holistically developed. The students are made to participate in both co-curricular and extra curricular activities. Every month, workshops on different aspects like cyber security are held to create awareness among the students. Furthermore weekly classes on soft skills and other association activities are held to empower and equip the students so that they can face the competitive world. In addition to this all the students are continuously accompanied by weekly counselling classes. Here they are encouraged to perform better and are also given suggestions regarding career growth. All in all, the college has been a boon to the citizens living in and around the Eluru district.



G. Pavani  
20JD1A0536  
3 rdYEAR



# A BRIEF HISTORY OF MACHINE LEARNING..

- Machine learning uses algorithms and neural network models to assist computer systems in progressively improving their performance
- Machine learning is, in part, based on a model of brain cell interaction. The model was created in 1949 by Donald Hebb in a book titled "The Organization of Behavior"

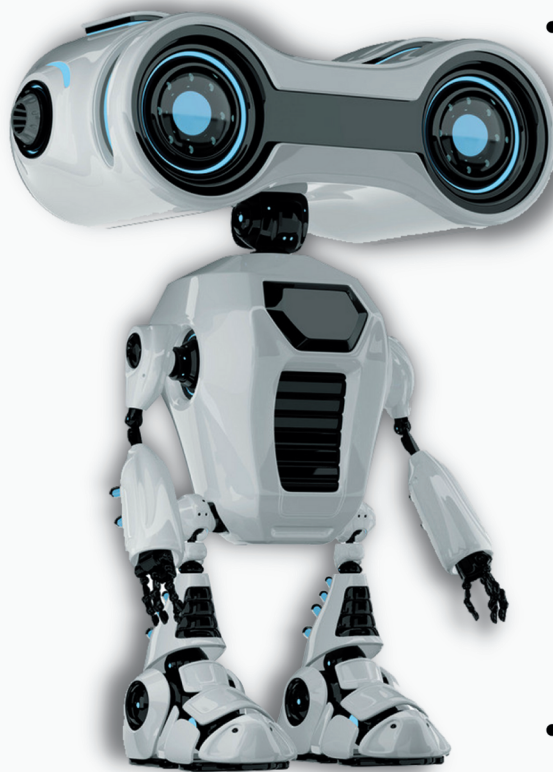


FIG: ROBOT

- Machine learning (ML) is an important tool for the goal of leveraging technologies around artificial intelligence. Because of its learning and decision-making abilities, machine learning is often referred to as AI, though, in reality, it is a subdivision of AI. Until the late 1970s, it was a part of AI's evolution. Then, it branched off to evolve on its own. Machine learning has become a very important response basic tool for cloud computing.
- e-Commerce, and is being used in a variety of cutting edge technologies.

## • Machine Learning Algorithms:

-> Naive Bayes algorithm - It is a probabilistic classifier, which means it predicts on the basis of the probability of an object.

-> Linear regression - It is a statistical method that is used for predictive analysis.

-> Logistic regression - It is used for predicting the categorical dependent variable using a given set of independent variables.

-> SVM algorithm - It is to create the best line or decision boundary that can segregate n-dimensional space into classes.

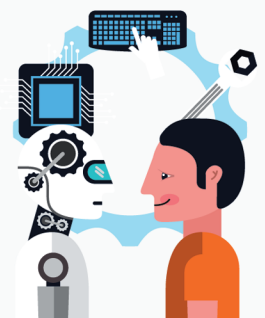


Fig: Machine Learning

**R.Akhila**

20JD1A0596

III rd Year Cse-B





# MAGICAL REVOLUTION OF 5G TECHNOLOGY



# 5G

- CELLULAR NETWORKS TODAY USE THE MOST ADVANCED TECHNOLOGIES TO PROVIDE THE BEST SERVICES FOR MOBILE PHONE USERS. 5G IS THE FIFTH-GENERATION CELLULAR NETWORK TECHNOLOGY THAT ALLOWS USERS TO GAIN MORE ADVANTAGES. IT IS REPLACING 4G NETWORKS SLOWLY IN DIFFERENT PARTS OF THE WORLD THAT CATER TO THE NEEDS OF SMARTPHONE USERS WHEN THEY WANT A 5G NETWORK.

Fig: 5G Network

**5G** WIRELESS TECHNOLOGY IS SMARTER, INTERCONNECTING THE ENTIRE WORLD WITHOUT LIMITS. IT IS DESIGNED TO PROVIDE EXCEPTIONAL AND UNPARALLELED DATA CAPACITIES, UNHINDERED VOLUMES OF CALLS AND MASSIVE TRANSMISSION OF DATA. OUR FUTURE WOULD HAVE UNIVERSAL AND UNRESTRICTED ACCESS TO INFORMATION, INTERACTION, AND ENTERTAINMENT THAT WOULD OPEN UP AND CHANNEL A NEW DIMENSION TO OUR LIVES. FURTHERMORE, GOVERNMENT AND AUTHORITIES CAN USE THIS INNOVATION AS A TOOL FOR GOOD GOVERNANCE AND BUILD HEALTHIER ENVIRONMENT THAT WILL UNDOUBTEDLY PROMOTE CONTINUED INVESTMENT IN NEXT-GENERATION TECHNOLOGY, 5G.



AIRTEL IS THE FIRST COMPANY TO OFFER 5G TO USERS IN INDIA AS THE COMPANY'S CHAIRMAN SUNI MITTAL ANNOUNCED THAT 5G MOBILE SERVICES ARE BEING ROLLED OUT TO SELECT CITIES

-03-OCT-2022

D.Meghana  
20JD1A0526  
IIIIRD YEAR CSE-A



- ADVANTAGES OF 5G TECHNOLOGY:
- HIGH SPEEDS: 5G WORKS FASTER ON MOBILE PHONES AND OTHER DEVICES WHEN COMPARED TO 4G AND 4G LTE. IT ALLOWS USERS TO DOWNLOAD MOVIES, VIDEOS, AND MUSIC IN SECONDS AS OPPOSED TO MINUTES. THE NETWORK HAS 20 GBPS SPEED ENABLING ORGANIZATIONS TO USE THE SAME FOR SERVICES SUCH AS AUTOMATION, ADVANCED WEB CONFERENCING, ETC. A RECENT SURVEY SAYS THAT CONSUMERS WHO USED 5G SAVED NEARLY 23 HOURS PER DAY IN THE DOWNLOADING PROCESS.
- INCREASED CAPACITY: 5G HAS THE CAPACITY TO DELIVER UP TO 100 TIMES MORE CAPACITY THAN 4G. IT ALLOWS COMPANIES TO SWITCH BETWEEN CELLULAR AND WI-FI WIRELESS STRATEGIES THAT WILL HELP A LOT TO EXPERIENCE BETTER PERFORMANCE. APART FROM THAT, IT PROVIDES METHODS TO ACCESS THE INTERNET WITH HIGH EFFICIENCY.
- MORE BANDWIDTH: ONE OF THE MAIN ADVANTAGES OF 5G IS THAT IT INCREASES MORE BANDWIDTH THAT WILL HELP TRANSFER THE DATA AS SOON AS POSSIBLE. FURTHERMORE, MOBILE PHONE USERS CAN ENSURE A FASTER CONNECTION WITH MORE BANDWIDTH AFTER CHOOSING A 5G NETWORK.



# VIRTUAL REALITY



1. **Virtual reality (VR)** is a powerful and interactive technology that changes our life unlike any other. Virtual reality, which can also be termed as immersive multimedia, is the art of simulating a physical presence for the audience in places both real and imaginary.

4. The experiential nature of VR supports a constructivist approach to learning (see Winn, 1993). Constructivism is a theory of knowledge acquisition that states that humans construct knowledge by learning from their experiences. As popularized by Jean Piaget the theory states that the learner attempts to assimilate new experiences within their already established world model. If the learner cannot new detail change their world view to accommodate the new experience. When we act on the expectation that the world operates according to our world model and it does not then we must accommodate the new experience by reframing our model of the way the world works; we learn from the experience. This implies that learning is a form of active hypothesis testing.

2. It usually involves two senses namely sight and sound. The key property that distinguished VR from all previous media types is "presence". Presence is the psychological sense of "being there", of actually being immersed in and surrounded by in the environment.

3. This discussion is an overview of the current state of environment-related VR, with an emphasis on live VR experiences. On the technology, art and business of VR are evolving rapidly. The various fields of VR are discussed to get a better view about it. The next development based on virtual reality is augmented reality.

5. The multi-sensory, interactive, nature of VR has made it a popular with many researchers in education, rehabilitation and in cognitive neuroscience. For example, the fact that it can enable a child to interact with a 3D world that can be portrayed in many different forms made it popular with many cognitive psychologists studying how spatial awareness and spatial cognition may be improved in normal students and those with cognitive deficits (e.g. Foreman et al., 2003). This is because the virtual environment is more 'controllable' than the real world. We will restrict our discussion here to application areas within core educational schemes and in training. We give a brief overview of the fields of application of VR in educational contexts but we do not provide a complete listing of specific applications as these are numerous and changing. A thorough description of VR applications in education up to end of the last century is provided by Youngblut (1998).

6. VR improved balance and gait in all cohorts, especially when combined with conventional rehabilitation. Most studies presented poor methodologic quality, lacked a clear rationale for intervention programs, and did not utilize motor learning principles meticulously. RCTs with more robust methodologic designs were widely recommended.



# VIRTUAL REALITY

M.SHANKAR NARAYANA  
21JD5A0503  
3RD YR CSE-B





# A Systematic Evaluation On Malware And Its Behaviour

Malware is Suspicious software that nobody wants. It poses threats to the security of the networked system and it is also designed to harm services or devices. They are designed to damage any data or to extract data so that cybercriminals can leverage over victims, which is advancing rapidly, and states a big challenge for researchers. In this manual research on the publications. The motive is to look at the available literary works on malware detection and determine how the investigation evolved and progressed based on quantity, content, and publication potential. Described the problems and challenges faced in analyzing malware and identifying system requirements.

The goal of this study is to review and examine the literature on malware analysis and analyze how the study of malware has evolved from time to time. In terms of quality and publication outlets, malware has progressed as time goes on and so it becomes complex and later time, it can be difficult to understand its every detail and composition.

There has been an increasing trend of malware releases, which raises the alarm for security professionals worldwide. It is often challenging to stay on top of different types of malware and their detection techniques, which are essential, particularly for researchers and the security community. Analyzing malware to get insights into what it intends to perform on the victim's system is one of the crucial steps toward malware detection. Enlightening people about what the term malware is about and the variety of anti-evaluation techniques that can be used to wart forensic evaluations and lessons through the post-investigation results on how to avoid malware analysis.

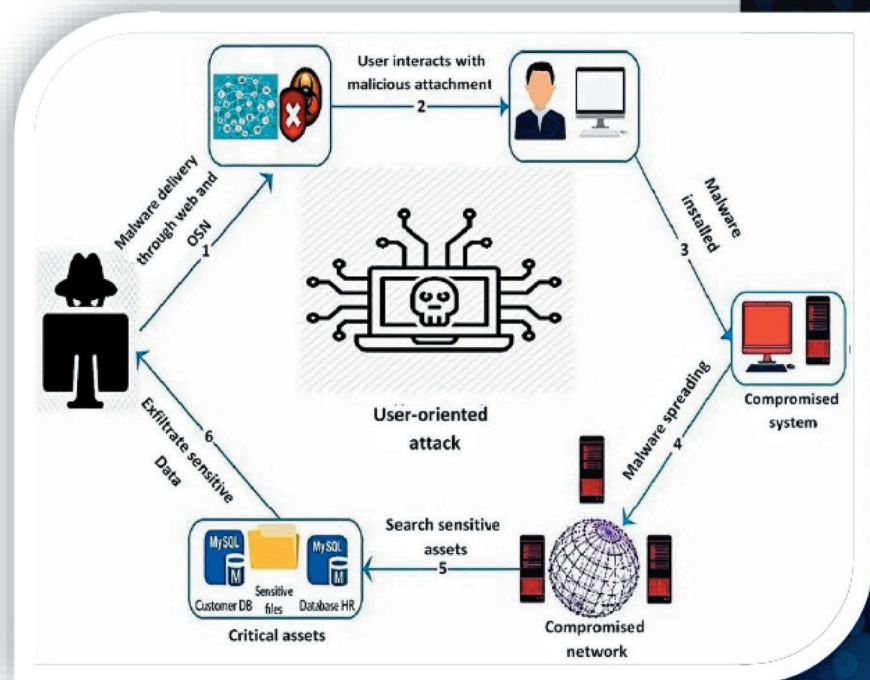


fig: Malware attacks



Fig: Malware Notifications



B.Sri Harshitha  
20JD1A0520  
III rd Year Cse-B





# COMPUTER VISION

FROM FOREIGN BRANCH CSE-AIDS

## WHY AND WHERE?

Ever dreamt of having an assistant, an assistant which is far more intelligent than anything that could have ever existed, an assistant which could guide you, be your companion and even see and sense like you? People since ages, used to think it was just a mere illusion and things used to be slow and inefficient until the middle-aged professor

at MIT stood up for that cause of proposing **COMPUTER VISION**. Larry Roberts - proposed the term Computer Vision (C.V) out of which he planned to extract 3-D information out from 2-D Images. Later with the extreme rise of Artificial Intelligence helped CV to gain popularity over times. Deep and Convolution Neural Networks have always been a plus for the implementation of CV.

Some standard industry ready applications of Computer Vision include Edge Detection, Self-driving vehicles, reinforced enhancements on logistics, manufacturing process, sentiment and emotion analysis. These applications could be integrated and hence deployed for reducing human effort and intervene.



## ROLE OF AI



From improving medical diagnosis to enhancing sports performance, computer vision is having a profound impact on a wide range of industries. In the retail sector, for example, computer vision is being used to track customer behavior and optimize store layouts. The future of computer vision is even more exciting. With the growth of deep neural networks and edge computing, we can expect computer vision to become even more integrated into our lives, bringing new levels of convenience, efficiency, and safety.

So, the next time you come across a self-driving car or use facial recognition technology, remember the incredible power of computer vision and all that it has to offer.

With curious innovations,

Sai Charan Kruthiventi  
20JD1A4525  
IIIrd B.Tech. CSE - AI & DS





# What if Smartphone Cameras Capture 3D IMAGES ?

From foriegn branch ECE



FIG:3D capture image

Every graphic designer needs to know

- A novel approach for simple cameras to capture in 3D.
- Low-cost lidar aims to revolutionize the smartphone camera system.
- Currently, iPhone 13 Pro and iPhone 13 Pro Max are equipped with lidar.

Standard image sensors, like the billion or so already installed in practically every smartphone in use today, capture light intensity and color. Relying on common, off-the-shelf sensor technology – known as CMOS – these cameras have grown smaller and more powerful by the year and now offer tens-of-megapixels resolution. But they’ve still seen in only two dimensions, capturing images that are flat, like a drawing – until now.

## Upcoming 3D capabilities on smartphone cameras will have multiple use cases

- Today camera comes with an AI feature which we do all things like brightness adjusting, things or items recognize, etc. That technology is implemented by software installation. But this 3D camera is implemented with the help of Lidar.
- Lidar is a new approach that allows standard image sensors to see light in three dimensions. This technology will allow cameras to measure the distance to objects making the three-dimensional image available on smartphones.
- Our perception of color changes depending on how it contrasts with other colors. When choosing a color scheme, have a solid idea of how much contrast you want between the colors in your scheme. Choosing high-contrast colors is easy enough, but finding colors that work together can be a time-consuming process, luckily there are tools to help speed things up.
- The new technology for imaging will allow capturing objects in 3D, which can then be used to experience the same object at some other place. This has many applications in remote working, healthcare, diagnostics, repairs, manufacturing, and many other sectors.
- Having 3D imaging on the smartphone will also open several avenues that can help add new features to apps related to fitness, wellness, and even sports. For example, athletes in training could track and analyze their movements to gain insightful biomechanical analytics. Even for workouts or yoga, this feature can help you correct the posture and correct angles of your exercise.
- Currently, this can be only achieved with specialized and expensive lidar (light detection and ranging). Lidar is like radar, but with light instead of radio waves. By beaming a laser at objects and measuring the light that bounces back, it can tell how far away an object is, how fast it’s traveling, whether it’s moving closer or farther away and, most critically, it can calculate whether the paths of two moving objects will intersect at some point in the future.
- At present, lidar is used in iPhone 13 Pro and iPhone 13 Pro Max, improving focus in night mode and low light. Lidar used by Stanford University is less expensive compared to Apple.



Fig: TECHNICAL VIEW OF 3D CAMERA

## 3D Effects With Cellphone Cameras

- It is just a matter of time before present-day cameras, whether they be DSLRS or mobi phone cameras, start capturing images in 3D. While film cameras have perfected 3D effects, still and mobile phone cameras are in 2D mode. Here is a look at the principles behind creating a 3D image & now it can be adapted in mobile phones

P. Prem Aravind  
III year ECE  
(20JD1A0461)





# PYTHON

PYTHON IS A GENERAL PURPOSE PROGRAMMING LANGUAGE THAT MEANS IT CAN BE USED FOR MULTIPLE PURPOSES SUCH AS DEVELOPING OF DESKTOP APPLICATIONS, MACHINE LEARNING APPLICATIONS, ARTIFICIAL INTELLIGENCE APPLICATIONS, ETC.

PYTHON LANGUAGE WAS DEVELOPED BY GUIDO VAN ROSSUM IN 1989, A DUTCH PROGRAMMER WHILE HE WAS WORKING AT NATIONAL RESEARCH INSTITUTE, NETHERLAND. HE THOUGHT THAT LEARNING CAN MORE FUN. SO HE NAMED THIS LANGUAGE AFTER THE TELEVISION COMEDY SHOW CALLED MONTY PYTHON'S FLYING CIRCUS IN BBC (1969 – 1974). OFFICIALLY PYTHON WAS COME TO USE IN 20TH –FEB- 1991.



FIG:GUIDO VAN ROSSUM

## PYTHON VERSIONS:

**PYTHON 1.0 WAS RELEASED IN JAN-1994**

**PYTHON 2.0 WAS RELEASED IN OCT-2000**

**PYTHON 3.0 WAS RELEASED IN DEC-2008**

## FEATURES OF PYTHON

1. **SIMPLE AND EASY TO LEARN:** UNLIKE ANY OTHER LANGUAGE SUCH AS JAVA AND C++, PYTHON IS VERY EASY TO UNDERSTAND AND CODE. SO ANYONE CAN LEARN PYTHON SYNTAX VERY EASILY WITH SPENDING OF LESS TIME. SO IT IS KNOWN TO BE PROGRAMMER-FRIENDLY.
2. **FREWARE AND OPEN SOURCE:** PYTHON IS A FREWARE, SO YOU ARE NOT REQUIRED TO PAY ANY MONEY. YOU CAN DOWNLOAD AND USE THE PYTHON DIRECTLY. ONE OF THE OTHER BIGGEST ADVANTAGE IS THAT IT IS OPEN SOURCE PROGRAMMING LANGUAGE SO THAT TOTAL SOURCE CODE IS VISIBLE TO PUBLIC AND IS EDITABLE. BY THIS PROPERTY PROGRAMMER CAN CUSTOMIZE ANY FEATURE AS HIS/HER DESIRE.
3. **HIGH LEVEL PROGRAMMING LANGUAGE :** BEING A HIGH-LEVEL LANGUAGE, PYTHON CODE IS QUITE LIKE ENGLISH. SO WE DON'T NEED TO REMEMBER THE SYSTEM ARCHITECTURE. THIS FEATURE ENABLES THIS AS MORE PROGRAMMER-FRIENDLY . THIS IS ONE OF THE PYTHON KEY FEATURES.
4. **PLAT FORM INDEPENDENT:** PLATFORM INDEPENDENCE IS A FEATURE THAT YOU CAN USE TO IMPLEMENT THE PROGRAMMING CODE ON ONE MACHINE AND USE THAT ON N NUMBER OF MACHINES WITHOUT ANY CHANGES. IN OTHER WORDS THIS FEATURE USED FOR WRITE ONCE AND RUN ANYWHERE. BELOW FIG INDICATES THE SAME.
5. **PORTABLE:** PORTABILITY MEANS DEVELOP ONE CODE AND RUN IT ON ANY MACHINE, CAN ALSO RUN THE SAME CODE WITHOUT WRITE ANY DIFFERENT CODE FOR DIFFERENT MACHINES. IN OTHER WORDS MIGRATING TO ONE PLATFORM TO OTHER WITHOUT CHANGING THE CODE. BY PYTHON CODE WE CAN MIGRATE TO ANOTHER MACHINE WITHOUT CHANGING A CODE.  
EX: MOBILE NO PORTABILITY- WITHOUT CHANGING THE MOBILE NO WE ARE HAPPILY MIGRATE FROM ONE SERVICE PROVIDER TO ANOTHER.

## PYTHON BORROWED ALL ITS FEATURES FROM OTHER LANGUAGES :

1. FUNCTIONS CONCEPT FROM C LANGUAGE.
2. OBJECT ORIENTED FEATURE FROM C++ LANGUAGE.
3. SCRIPTING FEATURES FROM PERL AND SHELL SCRIPT.
4. MODULAR PROGRAMMING FEATURES FROM MODULA-3.
5. SYNTAX FROM C LANGUAGE AND ABC LANGUAGE.

## USAGE OF PYTHON:

- A. TO DEVELOP DESKTOP APPLICATIONS LIKE WINDOW BASED. EX: LIKE CALCULATOR.
- B. TO DEVELOP WEB APPLICATIONS WITH DJANGO, FLASK,...ETC.
- C. TO DEVELOP DATA BASE APPLICATIONS.
- D. TO DEVELOP NETWORKING APPLICATIONS.
- E. TO DEVELOP GAMES.
- F. TO DEVELOP DATA SCIENCE APPLICATIONS.
- G. TO DEVELOP MACHINE LEARNING APPLICATIONS.
- H. TO DEVELOP ARTIFICIAL INTELLIGENCE.

6. **DYNAMICALLY TYPED PROGRAMMING :** SPECIAL AND THE BIGGEST FEATURE OF PYTHON IS THAT WE ARE NOT REQUIRED TO DECLARE A VARIABLE WITH ANY DATA TYPE. BY THE TYPE OF ASSIGNED VALUE TO THE VARIABLE, THE VARIABLE DATA TYPE WILL BE ASSIGNED INTERNALLY. EXPLICITLY DATA TYPE DECLARATION IS STRICTLY PROHIBITED IN PYTHON. IN OTHER WORDS THE DATA TYPE FOR A VALUE IS DECIDED AT RUNTIME, NOT IN ADVANCE. HENCE WE DON'T NEED TO SPECIFY THE TYPE OF DATA WHILE DECLARING IT.

## WORKING EXAMPLE:

```
>>> A=5
>>> TYPE(A)
<CLASS 'INT'>
>>> A=2.5
>>> TYPE(A)
<CLASS 'FLOAT'>
```

7. **BOTH PROCEDURE AND OBJECT ORIENTED:** UNLIKE JAVA, PYTHON IMPLEMENTS BOTH PROCEDURE-ORIENTED AND OBJECT-ORIENTED PROGRAMMING. SO THAT, IT IS MORE BENEFITED WITH ALL OBJECT ORIENTED FEATURES WHICH ARE USEFUL TO DEVELOPING REAL WORLD APPLICATIONS ON OTHER HAND IT SUPPORTS PROCEDURE ORIENTED APPROACHES SUCH AS FUNCTIONS WITH CODE REUSABILITY.

8. **INTERPRETED:** PYTHON IS INTERPRETER ORIENTED LANGUAGE. IN PYTHON THERE NO NECESSITY TO COMPILE THE CODE. INTERNALLY PYTHON INTERPRETER TAKING CARE OF THE SOURCE CODE AND CONVERT INTO A FORM CALLED BYTE-CODE. IF ANY ERRORS OCCURS IN THE CODE INTERPRETER RAISES THE ERRORS WHILE CONVERTING THE CODE LINE BY LINE. RUN THE PYTHON CODE WITHOUT WORRYING ABOUT LINKING TO LIBRARIES.

9. **EXTENSIBLE:** IF NEEDED, PYTHON CAN EMBED OTHER LANGUAGE CODE SUCH AS JAVA, C,.. ETC INTO PYTHON CODE WHICH MAKES PYTHON IS EXTENSIBLE. BY USING THIS FEATURE IT CAN IMPROVES ITS PERFORMANCE AND ENABLES THE TIME SAVING. THE BELOW FIG. INDICATES PYTHON PROGRAM EMBEDS C++ CODE INTO ITS CODE.

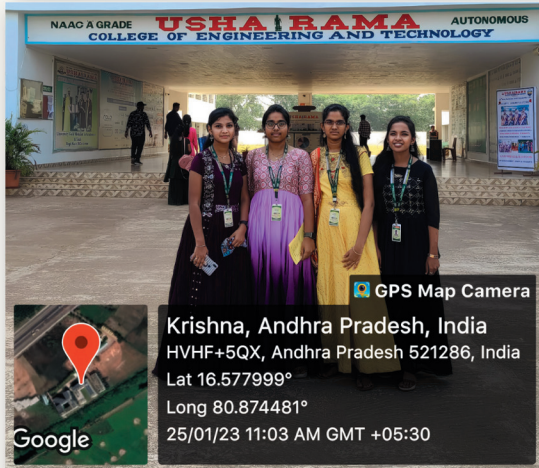
10. **EXTENDED :** PYTHON ENABLES ITS CODE MAY INSERT INTO DIFFERENT LANGUAGE SOURCE CODES LIKE C++. IT ENABLES TO INTEGRATE SCRIPTING CAPABILITIES INTO CURRENT PROGRAM OF THE OTHER LANGUAGE.

11. **EXTENSIVE LIBRARY :** FOR MOST OF THE DIFFERENT REQUIREMENTS PYTHON PROVIDES LARGE AMOUNT OF PREDEFINED LIBRARY WHICH ENABLES THAT PROGRAMMER DON'T HAVE TO WRITE A CODE FOR EVERY SINGLE APPLICATIONS. SIMPLY IMPORT PACKAGE

Continuous in next Volume....



# EVENTS



Here the students of ECET 3rd year C.S.E participated in the fest conducted by Usha Rama college of Engineering & Technology on 25th January 2023. These students of our college were awarded 2nd prize in the dance competition. The awarded students are highly appreciated.



**-Charity isn't about pity, it is about love.**

**-Republic day -2023**



We are the staff of the ECET C.S.E dept we motivate the students in many more activities, in fests and events.

## CYBER SECURITY WORKSHOP

- In the last decade, there has been a sharp increase in the number of cybercrime committed in India. Unfortunately, a large chunk of these crimes is committed against women. Some of the key reasons contributing to this are the huge gender inequality prevalent in India, and also the lack of digital literacy. Another challenge is the fact that most of the women who are victims of cybercrime, do not file complaints. The common reasons behind this are either the lack of support from family and/or law enforcement or the lack of awareness, which leaves them vulnerable to crimes in online spaces. Deterrence can be created only if incidents are reported and action is taken against perpetrators. Although the cybercrime reporting portal has been set up for convenient reporting, many cases are left unresolved. Those cases which are resolved and disposed of are reported again within 6-12 months on average.



- THE WORKSHOP THAT WAS CONDUCTED BY DIGITAL SHAKTI NGO CAMPAIGN THE SPEAKER OF THE WORKSHOP WAS LEAD BY SRI I.L. NARISIMHA RAO



# Heavy Celebrations

*Sankranti is one of the most important festivals in south india. The people in South india celebrate it for 3 days - Bhogi, Sankranti and Kanuma. During this festival, the entire state is filled with joy and rejoices the festival.*



Sankranti is celebrated to mark the beginning of the harvesting season in India. It is celebrated almost all over the country, especially in Tamil Nadu, Andhra Pradesh, Karnataka and Maharashtra. In Andhra Pradesh, the Sankranti is celebrated for three days. During this time, the cultural supremacy of the state comes to the forefront as every place in Andhra Pradesh reflects the festive spirit.



The typical celebration of the Sankranti' in Andhra Pradesh takes place for three days. All houses are decorated. Guests and in laws are invited and sweets are given out to all. People dress themselves up as characters from mythology.







HEALTH IS THE REAL WEALTH. SPORTS AND GAMES PROVIDE NOT ONLY HEALTH BUT ALSO CREATE AND ENHANCE CHARACTERS LIKE DISCIPLINE, SPORTSMAN SPIRIT, COMPETITIVE SPIRIT, MENTAL ALERTNESS, PROGRESSIVE NATURE AND FRIENDLY CULTURE. THESE QUALITIES ARE VERY IMPORTANT TO SHAPE THEIR FUTURE. THE STUDENTS ARE ENCOURAGED TO ORGANIZE AND PARTICIPATE IN VARIOUS EVENTS ORDER TO DEVELOP THEIR HEALTH AND CREATE GOOD QUALITIES.

THE DEPARTMENT OF PHYSICAL EDUCATION IS ORGANIZING GAMES AND SPORTS THROUGHOUT THE YEAR. STUDENTS ARE ACTIVELY PARTICIPATING IN GAMES AND SPORTS ACCORDING TO THEIR OPTION AVAILABLE IN THE CAMPUS. VARIOUS GAMES AND SPORTS FACILITIES ARE AVAILABLE IN THE CAMPUS AS GIVEN BELOW.

## SPORTS CLUB



SPORTS ACTIVITIES ARE GIVEN UTMOST IMPORTANCE. OUR STUDENTS REGULARLY PARTICIPATE IN ALL SPORTS COMPETITIONS AND BRING LAURELS TO THE INSTITUTION AND THEMSELVES.

OUR COLLEGE FOCUSES ON THE HOLISTIC DEVELOPMENT OF STUDENTS. AS A SEQUEL TO THIS, EQUAL EMPHASIS IS LAID ON SPORTS AND GAMES ALONG WITH ACADEMICS. STUDENTS ARE ENCOURAGED TO PARTICIPATE AND EXCEL IN SPORTS TO PROVIDE RELAXATION, CHANNELIZE THEIR ENERGY, NURTURE COMPETITIVE SPIRIT, ENHANCE TEAM SPIRIT, AND ACHIEVE LEADERSHIP QUALITIES.



## M.SRINIVASA RAO

- **M.Srinivasa Rao** (Physical Exercise Trainer) of Eluru college of engineering and technology
- **Qualification** : BA,BPD,MPD in Andhra university and 1st rank in the PG CET
- **Achievements**: kabaddi senior national player and Played 5 times in the national kabaddi field and present now he is the district kabaddi association secretary in west Godavari district and also JNTUK kabaddi team coach and he is a selection community member in JNTUK and also elected as coach since 2 years.



## THIS MONTH

PLACEMENTS & HIGHER  
EDUCATION

THIS YEAR PLACEMENTS

**TILL NOW :63**

STILL COUNTING ....



T.kusuma  
19JD1A0599  
TCS-Ninja



V. Tishya Rakshita  
19JD1A05A4  
Tcs Ninja



NAME:MAHESH VARRE  
ROLL NO:19JD1A05A2  
COMPANY:TCS (NINJA)



M.Sai Sushmita  
19JD1A0592  
Tcs-Ninja



P.APARNA  
19JD1A0582  
TCS-DIGITAL



Puni.Mary Manjusha  
19JD1A0555  
TCS-Ninja



Addagarla Bhargavi  
19JD1A0502  
TCS-NINJA



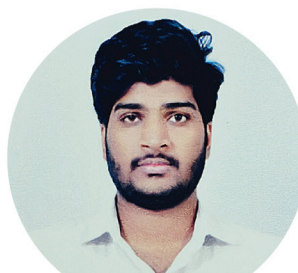
SASIDHAR VEERANKI

REGISTRATION NUMBER: 1766268

VERBAL REASONING : 74TH PERCENTILE

QUANTITATIVE REASONING : 78TH PERCENTILE

ANALYTICAL WRITER: 6TH PERCENTILE



JAYA RAKESH VARMA MANTENA

REGISTRATION NUMBER: 1725969

VERBAL REASONING : 43RD PERCENTILE

QUANTITATIVE REASONING : 64TH PERCENTILE

ANALYTICAL WRITER: 13TH PERCENTILE



SAI SUSMITHA MEDARAMETLA

REGISTRATION NUMBER: 1726862

VERBAL REASONING : 4TH PERCENTILE

QUANTITATIVE REASONING : 96TH PERCENTILE

ANALYTICAL WRITER: 13TH PERCENTILE

CONGRATULATIONS

31	1	28	3
57	3	6	1
26	3	66	50
11	2	20	
10	3		
8	16		

19 Genuine  
Companies

**345**  
Placements

... and still continuing



### Training And Placements

**DR. P.VAISHNAVI POKURI**

-Director T&P

-"OPPORTUNITIES DON'T HAPPEN YOU CREATE THEM"



## THIS MONTH

PLACEMENTS & HIGHER  
EDUCATION

THIS YEAR PLACEMENTS

**UPTO NOW :63**

STILL COUNTING.....

TAP  
ACADEMYL.BABA SARATH CHANDRA  
19JD1A0547M.KOWSALYA  
19JD1A0550ACHYUT KUMAR  
19JD1A0590USHA ROBBI  
19JD1A0591

SUTHERLAND®

RAKESH  
19JD1A0558LOKESHWARI  
19JD1A05A6BOBBA MAHIMA KRUPA RANI  
19JD1A0513VAMSI  
19JD1A0563PENTAGON SPACE™  
*Mastering The Future*BOBBA MAHIMA KRUPA RANI  
19JD1A0513SANJAY  
19JD1A0541GOLLVILLI SUPRIYA  
19JD1A0530

Q Spiders

B.ANUSHA  
19JD1A0514GOLLVILLI SUPRIYA  
19JD1A0530SANJAY  
19JD1A0541

CONGRATULATIONS

Training And Placements

T.RAJESH

-Aptitude Trainer

"CHOOSE A JOB YOU LOVE, AND YOU WILL NEVER HAVE TO WORK A DAY  
IN YOUR LIFE."



# FEW VOICES OF CSE



"OPPORTUNITIES DON'T HAPPEN YOU CREATE THEM".

**Mr.K.VADDI KASULA**  
-Hod of AIDS&DS



"SATISFIED LIFE IS BETTER THAN SUCCESSFUL LIFE".

**Mr.B.PRASANTH**



"A MAN'S MIND, STRETCHED BY NEW IDEAS, MAY NEVER RETURN TO ITS ORIGINAL DIMENSIONS."

**Mr.P.Chinna Babu**



"YOU ARE BRAVER THAN YOU BELIEVE, STRONGER THAN YOU SEEM, AND SMARTER THAN YOU THINK".

**Mr.P.L.N.Manoj Kumar**



"THE ONLY THING THAT INTERFERES WITH MY LEARNING IS MY EDUCATION".

**Mr.Jai Prakesh**



"A LITTLE PROGRESS EACH DAY ADDS UP TO BIG RESULTS".

**Mr.G.Pranith**



"THE PROBLEM IN THIS BUSINESS ISN'T TO KEEP PEOPLE FROM STEALING YOUR IDEAS; IT'S MAKING THEM STEAL YOUR IDEAS!".

**Ms.B.Nikitha**



"WHEN YOU WANT TO KNOW HOW THINGS REALLY WORK, STUDY THEM WHEN THEY'RE COMING APART".

**Ms.Y.Hemanjili**



"LEARNING IS A TREASURE THAT WILL FOLLOW ITS OWNER EVERYWHERE".

**Mr. CH .Shyam Babu**



"PROFESSORS WHO ARE OUTSTANDING LECTURERS DO TWO THINGS; THEY USE A SIMPLE PLAN AND MANY EXAMPLES".

**Mr.P.Sai Praveen Kumar**



"AN INVESTMENT IN KNOWLEDGE PAYS THE BEST INTEREST".

**Mr.P.Panduranga Vital**



"THE MAN WHO DOES NOT READ BOOKS HAS NO ADVANTAGE OVER THE ONE WHO CANNOT READ THEM".

**Mr. V.RAJESH BABU**



"SEE FOR THE HIGHEST, AIM AT THE HIGHEST, AND YOU SHALL REACH THE HIGHEST".

**Mr. M. RAGHAVENDRA RAO**



"ENGINEERING IS NOT ONLY STUDY OF 45 SUBJECTS BUT IT IS MORAL STUDIES OF INTELLECTUAL LIFE".

**Mrs. Ch.Sindhu Priyanka**



"TEACHERS CAN OPEN THE DOOR, BUT YOU MUST ENTER IT YOURSELF".

**Mrs.K.B. Jhansi Rani**



"WE CANNOT SOLVE OUR PROBLEMS WITH THE SAME THINKING WE USED WHEN WE CREATED THEM".

**Mrs.A.Sudha Valli**



"EDUCATION IS THE MOST POWERFUL WEAPON YOU CAN USE TO CHANGE THE WORLD".

**Mr.D.Lokesh**



"PROCRASTINATION MAKES EASY THINGS HARD AND HARD THINGS HARDER".

**Ms.S.Meena**



"THE BEAUTIFUL THING ABOUT LEARNING IS THAT NO ONE CAN TAKE IT AWAY FROM YOU".

**Ms. N.Swetha**



"THE PURPOSE OF EDUCATION IS TO REPLACE AN EMPTY MIND WITH AN OPEN ONE".

**Ms.G.Chandhana**



"THE EXPERT IN ANYTHING WAS ONCE A BEGINNER".

**Mr.Ch .Agastya Gupta**



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VOLUME-1

