



CSE DEPARTMENT NEWS LETTER

QIS INSTITUTE OF TECHNOLOGY

(Approved by AICTE, New Delhi & Affiliated to JNTU, Kakinada)

(AN ISO 9001: 2008 Certified Institution)

Ponduru Road, Vengamukkapalem, Ongole, A.P - 523 272

CHIEF EDITOR:

Mr. T.V.Subrahmanyam
HOD

EDITOR:

Mr. V V Siva Shankara Reddy
Academic coordinator

FACULTY ADVISORS:

Mrs. K. Anusha
Ms. N. Mahesh

STUDENT MEMBERS:

1. G. NARNE
III/II B.Tech
2. A. NUTHANKI
III/II B.Tech
3. H. VELINENI
III/II B.Tech



TECHNO-FOCUS

2015-16

October to December

Principal's Message



I am happy to note that the editorial board brings out newsletter for the period October to December 2015. It is great to find a considerable number of participants in co-curricular and extracurricular activities which certainly prove that our staff and students are adequately equipped and possess necessary skill-sets to bring such laurels to the institution.

Dr. G. Lakshmi Narayana Rao

HOD's message



Am very happy that our Computer science and engineering is releasing Newsletter. It is a platform to bring out the hidden talents of students and faculty. The major strength of the department is a team of well qualified and dedicated faculties who are continuously supporting the students for their academic excellence. We have arranged several guest lectures and workshops for our 2nd, 3rd and 4th year students in this semester. I would like to thank all my colleagues for their tireless efforts to help the department progress at a very steady pace.

Mr. T.V.Subrahmanyam

Department of Computer Science and Engineering

The Department of Computer Science & Engineering was started in the year 2008. With an intake of 60, now total strength of the department is 480. The college conducts the examinations and the degree is awarded by JNTUK Kakinada. University incorporates latest developments in Basic Computer Science, Programming, Application development, Communication, Data mining and warehousing and allied fields in a dynamic fashion so that the student is exposed to the latest technological advancements during the course of study.

Vision of the Department

To produce highly knowledgeable computer science and engineering professionals comprising of technical skills & competence to meet the global requirements embedding with research, ethical values and societal commitment.

Mission of the Department

- Impart quality education in computer science and engineering through innovative teaching and learning methodologies.
- Conduct industry ready skill development programs to bridge the gap between academia and industry to produce competitive software professionals with research and lifelong learning.
- Inculcate team work, ethical values to make them socially committed professionals.

Program Educational Objectives (PEOs)

PEO 1: Graduates will have solid foundation in fundamentals of computer science and engineering required to solve computing problems and create innovative software products and solutions for the real life problems.

PEO 2: Graduates will have technical competence and skills to use modern and cost-effective tools and technologies and have extensive and effective practical skills in computer science and engineering to pursue a career as a computer engineer.

PEO 3: Graduates will have attributes like professionals with world class academic excellence, ethics, best practices, values, social concerns, lifelong learning and openness to other international cultures to meet the global needs.

PEO 4: Graduates will have managerial and entrepreneur skills with cross-cultural etiquettes, leading to a sustainable competitive edge in R&D and meeting societal needs.

Students Participation in inter-institute events

S.No	Name of the student	Date	Title of the event	College/university & location
1	PODA SARANYA	23-11-15	Paper presentation	Krishna University, Machilipatnam
2	POGUNULLA VENKATA LAKSHMI PRASANA	23-11-15	Paper presentation	Krishna University, Machilipatnam
3	PUNATI AKHILA	23-11-15	Paper presentation	Krishna University, Machilipatnam
4	SHAIK AYESHA	23-11-15	Paper presentation	Krishna University, Machilipatnam
5	SHAIK MASHEERA BHANU	23-11-15	Paper presentation	Krishna University, Machilipatnam
6	SHAIK REHNA KASIMBI	23-11-15	Paper presentation	Krishna University, Machilipatnam

students who participated outside a state

S.No	Name of the student	Date	Title of the event	College/university & location
8	VYSHNAVI ATHUKURI	10/10/2015	Cloud computing	St. Peters University, Avadi, Chennai
9	YENUGANTI TEJASWINI	10/10/2015	Cloud computing	St. Peters University, Avadi, Chennai
10	ARE LOHITH SAI	10/10/2015	Cloud computing	St. Peters University, Avadi, Chennai
11	BALISETTI NAGA SAI AKSHAY	10/10/2015	Cloud computing	St. Peters University, Avadi, Chennai
12	BALLIPALLI YAGNA VENKATA PHANEENDRA BABU	10/10/2015	Cloud computing	St. Peters University, Avadi, Chennai

Placement Training

S.NO	Date of the Event	Resource person	Details of training Program
14.12.2015	Mr.Sathish	Awareness on GATE	14.12.2015
17.11.2015	Mr. Mohan Krishna	IBM Bluemex Training	17.11.2015
14.10.2015	Mr. Kennedy	ERP Training	14.10.2015

PROGRAMS CONDUCTED BY EDC

S.NO	Name of the Resource person	Name of the Event	Beneficiary	Date of the Event
3	Dr.N.Venkateswara Rao, ANU PG Center, Ongole	Women's Role in Indian Economic Development (International Womens Day)	Students of different years & different branches &	18.12.2015

Student Achievements & Contributions

Name of the Student	Name of the Event	Position/Prize	Awarded by
KUKKALA BALARAJU	JNTU-K ZONE-D TOURNAMENT,TIRUMALA ENGINEERING COLLEGE	Participated	JNTU-KAKINADA
MALA SRINIVASULA REDDY			
POTTI SHANMUKH KUMAR			
KARAMSETTY SRI HARSHA			
UNNAM MANIBHARGAV			
BATHINI HARIKRISHNA	JNTU-K ZONE-D TOURNAMENT,TIRUMALA ENGINEERING COLLEGE	Participated	JNTU-KAKINADA
KORA BHARATH KUMAR			
MUKKARA VIJAYA BHASKAR REDDY			
BALISSETTI NAGA SAI AKSHAY			
CHEDANABOYINA PAVAN KALYAN			
MARELLA HARISH BABU	JNTU-K ZONE-D TOURNAMENT,TIRUMALA ENGINEERING COLLEGE	Participated	JNTU-KAKINADA
PARCHA RAVI KUMAR			
SK.NASHADDI	JNTU-K FOOTBALL INTERCOLLEGIATE TOURNAMENT CUM SELECTION TRAILS	Participated	JNTU-KAKINADA
M.VIJAYA BASKAR			
M.ASHOK			
M.V. ABHISHEK			

M.NIHAR			
T.SAI PRAKASH			
B.SATISH			
V.RAVINDRA REDDY			
G.RAVINDRA			
RAYAVARAPU RAVI TEJA	JNTU-K ZONE-D CRICKET TOURNAMENT,CHIRALA	Participated	JNTU-KAKINADA
VEERAVALLI RAMUDU			
UNNAM MANIBHARGAV			
MALA SRINIVASULA REDDY			
POTTI SHANMUKH KUMAR			
KARNATI BHARGAVI	KIT'S FEST,GUNTUR	Participated	KKR & KSR INSTITUTE OF TECHNOLOGY AND SCIENCE ,GUNTUR
NALADIMMA SUBHASHINI			
NELLURI TEJASWI			
MANNE VENKATA SUREKHA			
INAMANAMELLURI SAI SRAVYA			
KATTA PAVANI			
RAVI PRATHYUSHA			
KUNCHALA BHARGAVI			
PINEEDI SINDHU			
P LATHA BHAVANI			
KUKKALA BALARAJU	PRAKASAM DISTRICT INTER COLLEGIATE TOURNAMENT-PRAKASAM ENGINEERING COLLEGE-KANDUKUR	Participated	PRAKASAM ENGINEERING COLLEGE-KANDUKUR
MALA SRINIVASULA REDDY			
POTTI SHANMUKH KUMAR			
KARAMSETTY SRI HARSHA			
UNNAM MANIBHARGAV			
KUKKALA BALARAJU	INTERCOLLEGIATE KABADDI TOURNAMENT-VRS & YRN ENGINEERING COLLEGE,CHIRALA	Participated	VRS & YRN ENGINEERING COLLEGE,CHIRALA
MALA SRINIVASULA REDDY			
POTTI SHANMUKH KUMAR			
KARAMSETTY SRI HARSHA			
UNNAM MANIBHARGAV			

SOON WE WON'T PROGRAM COMPUTERS.

WE'LL TRAIN THEM LIKE DOGS

BEFORE THE INVENTION of the computer, most experimental psychologists thought the brain was an unknowable black box. You could analyze a subject's behavior—ring bell, dog salivates—but thoughts, memories, emotions? That stuff was obscure and inscrutable, beyond the reach of science. So these behaviorists, as they called themselves, confined their work to the study of stimulus and response, feedback and reinforcement, bells and saliva. They gave up trying to understand the inner workings of the mind. They ruled their field for four decades.

Then, in the mid-1950s, a group of rebellious psychologists, linguists, information theorists, and early artificial-intelligence researchers came up with a different conception of the mind. People, they argued, were not just collections of conditioned responses. They absorbed information, processed it, and then acted upon it. They had systems for writing, storing, and recalling memories. They operated via a logical, formal syntax. The brain wasn't a black box at all. It was more like a computer.

The so-called cognitive revolution started small, but as computers became standard equipment in psychology labs across the country, it gained broader acceptance. By the late 1970s, cognitive psychology had overthrown behaviorism, and with the new regime came a whole new language for talking about mental life. Psychologists began describing thoughts as programs, ordinary people talked about storing facts away in their memory banks, and business gurus fretted about the limits of mental bandwidth and processing power in the modern workplace.

This story has repeated itself again and again. As the digital revolution wormed its way into every part of our lives, it also seeped into our language and our deep, basic theories about how things work. Technology always does this. During the Enlightenment, Newton and Descartes inspired people to think of the universe as an elaborate clock. In the industrial age, it was a machine with pistons. (Freud's idea of psychodynamics borrowed from the thermodynamics of steam engines.) Now it's a computer. Which is, when you think about it, a fundamentally empowering idea. Because if the world is a computer, then the world can be coded.

Code is logical. Code is hackable. Code is destiny. These are the central tenets (and self-fulfilling prophecies) of life in the digital age. As software has eaten the world, to paraphrase venture capitalist Marc Andreessen, we have surrounded ourselves with machines that convert our actions, thoughts, and emotions into data—raw material for armies of code-wielding engineers to manipulate. We have come to see life itself as something ruled by a series of instructions that can be discovered, exploited, optimized, maybe even rewritten. Companies use code to understand our most intimate ties; Facebook's Mark Zuckerberg has gone so far as to suggest there might be a “fundamental mathematical law underlying human relationships that governs the balance of who and what we all care about.” In 2013, [Craig Venter](#) announced that, a decade after the decoding of the human genome, he had begun to write code that would allow him to create synthetic organisms. “It is becoming clear,” he said, “that all living cells that we know of on this planet are DNA-software-driven biological machines.” Even self-help literature insists that you can hack your own source code, reprogramming your love life, your sleep routine, and your spending habits.

In this world, the ability to write code has become not just a desirable skill but a language that grants insider status to those who speak it. They have access to what in a more mechanical age would have been called the levers of power. “If you control the code, you control the world,” wrote futurist Marc Goodman. (In Bloomberg Businessweek, [Paul Ford](#) was slightly more circumspect: “If coders don't run the world, they run the things that run the world.” Tomato, tomahto.)

But whether you like this state of affairs or hate it—whether you're a member of the coding elite or someone who barely feels competent to futz with the settings on your phone—don't get used to it. Our machines are starting to speak a different language now, one that even the best coders can't fully understand.

Over the past several years, the biggest tech companies in Silicon Valley have aggressively pursued an approach to computing called [machine learning](#). In traditional programming, an engineer writes explicit, step-by-step instructions for the computer to follow. With machine learning, programmers don't encode computers with instructions. They train them. If you want to teach a neural network to recognize a cat, for instance, you don't tell it to look for whiskers, ears, fur, and eyes. You simply show it thousands and thousands of photos of cats, and eventually it works things out. If it keeps misclassifying foxes as cats, you don't rewrite the code. You just keep coaching it.

3D Internet : The Future of the Internet

Information Technology is the single, most rapidly changing and growing industry in the world. We have wearable technology and artificial intelligence. Many things that we do everyday are connected to the Internet. Without internet, almost everyone cannot imagine their life. Internet plays an important role in today's world. We can say, The internet is our basic need to fulfill our desire.

Have you ever imagine that how will the internet look like in 100 years? Will there even be an internet? Will we be the internet? Whoa.

May be after 100 years, it is like something new. It may turn to a 3D web or 3D Internet?

What is 3D internet?

Like existing internet, a 3D internet is a set of interconnected virtual worlds that users can visit to consume services, teleporting from one world to another.

3D internet is a powerful combination of two forces. Those two forces are Internet and 3D Graphics. The 3D Internet is inherently interactive and engaging. Like 2D internet it will use Browser, Search engine, Servers. As compare to 2D Internet, it will make world more social.

Some companies, like Google, is already taking action to improve and change the Internet of the future.

Features of the 3D internet:

Giving the services a shape using 3D graphics and

- Giving the users a shape by using avatars.

Advantages of 3D Internet:

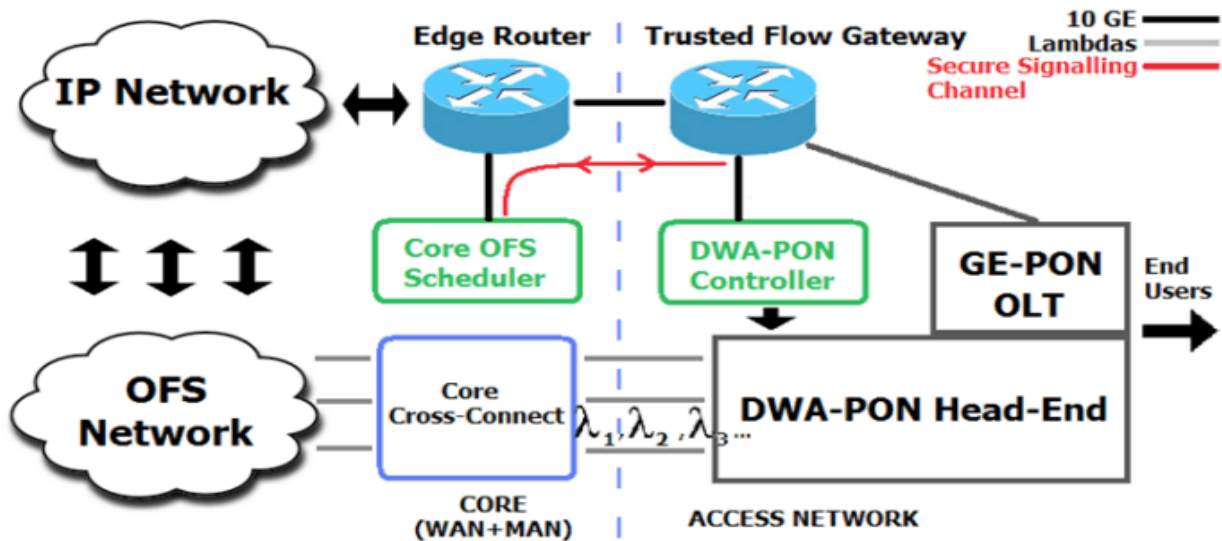
- 3D films cannot be pirated.
- Participants have control throughout the virtual space.
- Content is readily available.
- Participants have a choice in whether to interact with an offering.

Applications of 3D Internet:

- In 3D virtual shops.
- To interact with virtual workspaces.

- In product visualization.
- In web based training
- Virtual experiments for physical sciences.
- For entertainment purpose.

Working of 3D Internet:



It can be work in various ways. They are as follows:

- It works by using virtual platform.
- By using artificial intelligence.
- By using eye wear like Google glass.
- By using sensors and holographic image projection.

Puzzle Corner

This odd little problem in domestic arithmetic was sprung by the cook upon Mrs. Smith when she wanted to know what the grocer charged for such small eggs.

"I paid twelve cents for the lot," replied Bridget, "but I made him throw in two extra ones, because they were so little, and you see that made them cost one cent a dozen less than his first asking price!"

Tell now how many eggs she received for her twelve cents?

Solution:

The grocer offered her sixteen eggs for twelve cents, which would be at the rate of nine cents a dozen.

She made him throw in two eggs extra, so that she got eighteen eggs for the twelve cents, which is at the rate of eight cents a dozen, or one cent a dozen less than the first price asked.

How to Reach QIS, Ongole, Andhra Pradesh, India.

Nearest Airports-
Vijavada, Chennai, Bangalore,
Hyderabad

Nearest Port - Chennai

Nearest Railway Station- Ongole

Nearest Bus Station- Ongole

- Ongole to Vijayavada-148 K.m
- Ongole to Guntur- 112 K.m
- Ongole to Hyderabad - 345 K.m
- Ongole to Vizag 500 K.m
- Ongole to Kurnool - 258K.m
- Ongole to Nellore- 128K.m
- Ongole- Tirupati- 281K.m
- Ongole to Chennai- 308 K.m
- Ongole to Bangalore- 510 K.m

Address for Correspondence

- Principal – Dr. G. Lakshmi Narayana Rao– Cell No. 9246419528
- President – Sri N. Nageswara Rao - Cell No: 98492 93405
- Executive Chairman/Secretary & Correspondent – Sri. N. Surya Kalyan Chakravarthy – Cell No. 99499 99977
- Admission Coordinator – Mr. G. Srinivasa Rao - Cell No.9246419579

QIS INSTITUTE OF TECHNOLOGY

Pondur Road, Vengamukkapalem, Ongole, Prakasham District, A.P -523 272,
Ph: 08592-6 50172, Cell: 9246419528.

www.qisit.edu.in E-mail: principalqisit@gmail.com