CSE DEPARTMENT NEWS LETTER
QIS INSTITUTE OF TECHNOLOGY

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

(AN ISO 9001: 2015 Certified Institution)

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

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 III/II B.Tech

TECHNO-FOCUS
2018-19
April to May

Principal's Message

I am happy to note that the editorial board brings out newsletter for the period April to May 2019. 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.

HOD's message
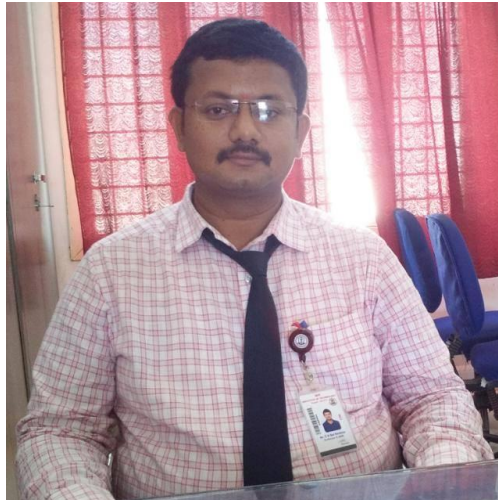
Am very happy that our Computer science and engineering is releasing Newsletter. It is a platform to bring out the hidden talents of students and faculty. The major strength of the department is a team of well qualified and dedicated faculties who are continuously supporting the students for their academic excellence. We have arranged several guest lectures and workshops for our 2nd, 3rd and 4th year students in this semester. The department has already applied for the NBA accreditation. I hope the NBA committee will be visiting our department in the coming semester. So let us work together for the achievement of this goal. I would like to thank all my colleagues for their tireless efforts to help the department progress at a very steady pace.

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.

Placement

The following final year students of our college got placed in various organizations.

S.No.	Name of the Student Placed	Enrollement No.	Name of the Employer	Appointment Letter Reference number with Date
1	MANDAVA JYOTHI KUMARI	15MA1A0523	Cognizant	27.04.2019
2	BANDI RAMYA	15MA1A0566	NETCONNECT	31.04.2019
3	BACHINA KAVYA	15MA1A0564	Cognizant	27.04.2019
4	MULI PRASANNA KUMARI	15MA1A0584	Cognizant	27.04.2019
5	MUVVA VENKATA VANAJA LAKSHMI	15MA1A0585	NETCONNECT	31.04.2019
6	SHAIK AYESHA	15MA1A0533	NETCONNECT	31.04.2019
7	UNNAM RAJAMATHA	15MA1A0538	NETCONNECT	31.04.2019
8	YENUGANTI TEJASWINI	15MA1A05A0	NETCONNECT	31.04.2019
9	ARE LOHITH SAI	15MA1A05A1	NETCONNECT	31.04.2019

Internship

S.NO	Name	Internship Topic	Company
1	B. SARASWATHI	Hospital MGT-Patient management system	ECIL, Hyderabad
2	CHAKKA ANUSHA	Hospital MGT-Patient management system	ECIL, Hyderabad
3	CHITTINENI NEELIMA	Hospital MGT-Patient management system	ECIL, Hyderabad
4	N. ALEKHYA	Hospital MGT-Patient management system	ECIL, Hyderabad

| 5	GOGINENI JAYALAKSHMI	Hospital MGT-Patient management system	ECIL, Hyderabad
6	GORANTLA DIVYA	Hospital MGT-Patient management system	ECIL, Hyderabad
7	KANKANALA YASASWI	Hospital MGT-Patient management system	ECIL, Hyderabad
	CHOWDARY	Hospital MGT-Patient management system	ECIL, Hyderabad
8	KUNCHALA BHARGAVI	Hospital MGT-Patient management system	ECIL, Hyderabad
9	MADHURANTHAKAM	Hospital MGT-Patient management system	ECIL, Hyderabad
	KAVERI	Hospital MGT-Patient management system	ECIL, Hyderabad
10	MANDAVA JYOTHI KUMARI	Hospital MGT-Patient management system	ECIL, Hyderabad
11	NALAM RAMYASRI	Hospital MGT-Patient management system	ECIL, Hyderabad
12	NARRA DEEPTHI	Hospital MGT-Patient management system	ECIL, Hyderabad
13	PATTI THIRUPATHAMMA	Hospital MGT-Patient management system	ECIL, Hyderabad
14	POGUNULLA VENKATA	Hospital MGT-Patient management system	ECIL, Hyderabad
	LAKSHMI PRASANA	Hospital MGT-Patient management system	ECIL, Hyderabad
15	TANNERU USHA	Hospital MGT-Patient management system	ECIL, Hyderabad
16	MAMILLAPALLI	Hospital MGT-Patient management system	ECIL, Hyderabad
	LOKESWARA RAO	Hospital MGT-Patient management system	ECIL, Hyderabad
17	ALLA DIVYA	Hospital MGT-Patient management system	ECIL, Hyderabad
18	BACHINA KAVYA	Hospital MGT-Patient management system	ECIL, Hyderabad
19	BANDI RAMYA	Hospital MGT-Patient management system	ECIL, Hyderabad
20	BODAPATI NAVEENA	Hospital MGT-Patient management system	ECIL, Hyderabad
21	DWARASALA SRAVANI	Hospital MGT-Patient management system	ECIL, Hyderabad
22	GANDLA NAGA JYOTHI	Hospital MGT-Patient management system	ECIL, Hyderabad

23	GORANTLA KOUSALYA	Hospital MGT-Patient management system	ECIL, Hyderabad
24	KOLLIPARA VENKATA	Hospital MGT-Patient management system	ECIL, Hyderabad
	LAKSHMI PRASANNA	Hospital MGT-Patient management system	ECIL, Hyderabad
25	KOLLURI BHARGAVI	Hospital MGT-Patient management system	ECIL, Hyderabad
26	KOMMI VENKATA DIVYA	Hospital MGT-Patient management system	ECIL, Hyderabad
27	KOPPOLU SUSMITHA	Hospital MGT-Patient management system	ECIL, Hyderabad
28	MANNAM NAGA DEEPTHI	Hospital MGT-Patient management system	ECIL, Hyderabad
29	ALLA DIVYA	Hospital MGT-Patient management system	ECIL, Hyderabad
30	BACHINA KAVYA	Hospital MGT-Patient management system	ECIL, Hyderabad
31	BANDI RAMYA		

Technical Article

Restful Web Services

A Web service is a Web page that is meant to be consumed by an autonomous program. Web service requires an architectural style to make sense of them as there need not be a human being on the receiver end to make sense of them. REST (REpresentational State Transfer) represents the model of how the modern Web should work. It is an architectural pattern that distills the way the Web already works. REST provides a set of architectural constraints that, when applied as a whole, emphasizes scalability of component interactions, generality of interfaces, independent deployment of components, and intermediary components to reduce interaction latency, enforce security, and encapsulate legacy systems. By its nature, user actions within a distributed hypermedia system require the transfer of large amounts of data from where the data is stored to where it is used. Thus, the Web architecture must be designed for large-grain data transfer. The architecture needs to minimize the latency as much as possible. It must be scalable, secure and capable of encapsulate legacy and new elements well, as Web is subjected to constant change. REST

provides a set of architectural constraints that, when applied as a whole, address all above said issues.
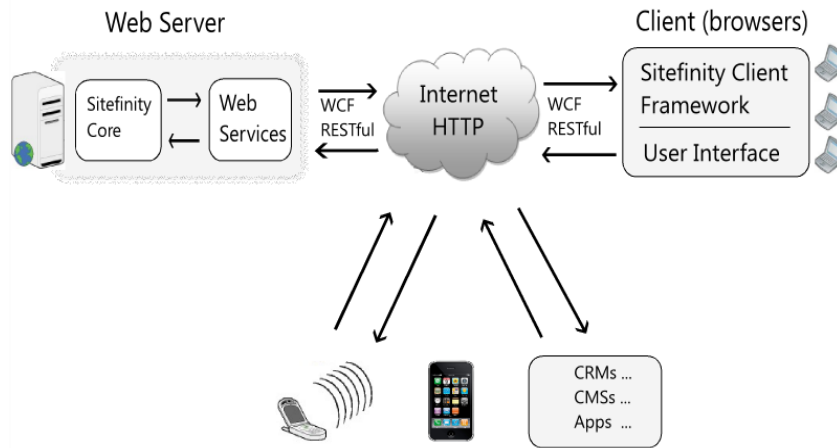
What is REST?

REST defines a set of architectural principles by which you can design Web services that focus on a system's resources, including how resource states are addressed and transferred over HTTP by a wide range of clients written in different languages. If measured by the number of Web services that use it, REST has emerged in the last few years alone as a predominant Web service design model. In fact, REST has had such a large impact on the Web that it has mostly displaced SOAP- and WSDL-based interface design because it's a considerably simpler style to use.

REST Web Services Characteristics

Here are the characteristics of REST:

Client-Server: a pull-based interaction style: consuming components pull representations.

Stateless: each request from client to server must contain all the information necessary to understand the request, and cannot take advantage of any stored context on the server.

Cache: to improve network efficiency responses must be capable of being labeled as cacheable or non-cacheable.

Uniform interface: all resources are accessed with a generic interface (e.g., HTTP GET, POST, PUT, DELETE).

Named resources - the system is comprised of resources which are named using a URL.

Interconnected resource representations - the repre interconnected using URLs, thereby enabling a client to progress from one state to another.

Layered components - intermediaries, such as proxy servers, cache servers, gateways, etc, can be inserted between clients and resources to support performance, security, etc.

sentations of the resources are

Microsoft Surface

Microsoft Surface, is a forthcoming Multi-touch product from Microsoft This is developed as a software and hardware combination technology.

That allows a user, or multiple users, to manipulate digital content by the use of natural motions, hand gestures, or physical objects.

It was announced on May 29, 2007 at D5 conference, and is expected to be released by commercial partners in spring 2008. Initial customers will be in the hospitality businesses, such as restaurants, hotels, retail, public entertainment venues and the military for tactical overviews.

A projector underneath the surface projects an image onto its underside, while five cameras in the machine's housing record reflections of infrared light from human fingertips. The camera can also recognize objects placed on the surface if those objects have specially-designed "tags" applied to them.

Users can interact with the machine by touching or dragging their fingertips and objects such as paintbrushes across the screen, or by placing and moving tagged objects.

Surface is essentially a Windows Vista PC tucked inside a table, topped with a 30-inch reflective surface in a clear acrylic frame. A projector underneath the surface projects an image onto its underside, while five cameras in the machine's housing record reflections of infrared light from human fingertips. The camera can also recognize objects placed on the surface if those objects have specially-designed "tags" applied to them. Users can interact with the machine by touching or dragging their fingertips and objects such as paintbrushes across the screen, or by placing and moving tagged objects.

Surface has been optimized to respond to 52 touches at a time. During a demonstration with a reporter, Mark Bolger, the Surface Computing group's marketing director, "dipped" his finger in an on-screen paint palette, then dragged it across the screen to draw a smiley face. Then he used all 10 fingers at once to give the face a full head of hair.

In addition to recognizing finger movements, Microsoft Surface can also identify physical objects. Microsoft says that when a diner sets down a wine glass, for example, the table can automatically offer additional wine choices tailored to the dinner being eaten.

FEATURES

Surface computer.

Microsoft notes four main components being important in Surface's interface: direct interaction, multi-touch contact, a multi-user experience, and object recognition.

Direct interaction refers to the user's ability to simply reach out and touch the interface of an application in order to interact with it, without the need for a mouse or keyboard.

Multi-touch contact refers to the ability to have multiple contact points with an interface, unlike with a mouse, where there is only one cursor. Multi-user is a benefit of multi-touch -- several people can orient themselves on different sides of the surface to interact with an application simultaneously. Object recognition refers to the device's ability to recognize the presence and orientation of tagged objects placed on top of it.

The technology allows non-digital objects to be used as input devices. In one example, a normal paint brush was used to create a digital painting in the software. This is made possible by the fact that, in using cameras for input, The system does not rely on restrictive properties required of conventional touch screen or touchpad devices such as the capacitance, electrical resistance, or temperature of the tool used.

The computer's "vision" is created by a near-infrared, 850-nanometer- wavelength LED light source aimed at the surface. When an object touches the tabletop, the light is reflected to multiple infrared cameras with a net resolution of 1280 x 960, allowing it to sense, and react to items touching the tabletop. Surface will ship with basic applications, including photos, music, virtual concierge, and games, that can be customized for the customers.

Puzzle Corner

Five friends have their gardens next to one another, where they grow three kinds of crops: fruits (apple, pear, nut, cherry), vegetables (carrot, parsley, gourd, onion) and flowers (aster, rose, tulip, lily).

1. They grow 12 different varieties.

2. Everybody grows exactly 4 different varieties

3. Each variety is at least in one garden.

4. Only one variety is in 4 gardens.

5. Only in one garden are all 3 kinds of crops.

6. Only in one garden are all 4 varieties of one kind of crops.

7. Pear is only in the two border gardens.

8. Paul's garden is in the middle with no lily.

9. Aster grower doesn't grow vegetables.

10. Rose growers don't grow parsley.

11. Nuts grower has also gourd and parsley.

12. In the first garden are apples and cherries.

13. Only in two gardens are cherries.

14. Sam has onions and cherries.

15. Luke grows exactly two kinds of fruit.

16. Tulip is only in two gardens.

17. Apple is in a single garden.

18. Only in one garden next to Zick's is parsley.

19. Sam's garden is not on the border.

20. Hank grows neither vegetables nor asters.

21. Paul has exactly three kinds of vegetable.

Who has which garden and what is grown where?

Solution:

Hank: pear   apple   cherry rose

Sam: cherry onion   rose   tulip

Paul: carrot gourd   onion   rose

Zick: aster   rose   tulip   lily

Luke: pear   nut   gourd   parsley

How to Reach QIS, Ongole, AndhraPradesh, 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

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