

DEPARTMENT OF INFORMATION TECHNOLOGY

July 2021-June 2022



UNLOCKING MINDS



INSTITUTE

VISION

To be globally known and recognized as an educational institute of engineering, technology, management and research having a transformative impact on society.

MISSION

M1: To impart knowledge, skills and creativity to all the students.

M2: To provide a conducive environment for quality teaching, learning, and research.

M3: To create awareness on sustainable technologies and innovative solutions to societal problems including entrepreneurship.

M4: To strengthen institutional and industrial collaborations nationally and internationally.

IT DEPARTMENT'S

VISION

To create globally competent professionals by imparting quality technical education, research aptitude and analytical skills to meet challenges in IT industry, thus contribute to the welfare of society.

MISSION

M1: To nurture students with knowledge and programming skills of different IT domains necessary for development and testing of quality software solutions.

M2: To provide an integrated, responsive and comprehensive academic ecosystem with enhanced teaching and learning to promote intellect and excellence in research.

M3: To mentor students with applied problem solving and critical thinking leading to innovative and sustainable solutions to societal problems.

M4: To collaborate and exchange expertise with industry, research organizations and academic institutions.

IT DEPARTMENT'S

PROGRAM EDUCATIONAL OBJECTIVES

- The graduates will have core competencies in IT fundamentals necessary to solve hardware, software and integrated engineering problems relevant to IT industries.
- The graduates will be proficiently engaged in development of IT products and services to cater to the industry needs or perform as innovators or entrepreneurs.
- The graduates will successfully pursue higher education or career paths in research.
- The graduates will professionally function with social awareness, responsibility and ethical norms.

PROGRAM SPECIFIC OBJECTIVES

PSO1

Design, develop and test software applications and project management solutions of real world problems.

PSO2

Be competent in emerging areas of Information Technology



MESSAGE FROM THE DIRECTOR

Prof.(Dr.)Shakti Kumar (Director)



On behalf of the faculty members, staff, and students of the Department of Information Technology of PIET, I welcome you all to the creative world of IT. I believe the IT discipline has been widely recognized as an essential source and technique for the advancements in all spheres of human Endeavour now and in future. In PIET all the students get the opportunity to excel in their academic activities. This is the department where students publish papers in international journals, at the same time a student wishing to achieve some recognition in extra-curricular or co-curricular activities will also find the atmosphere helpful. Among the reasons why our graduates are such favorites of industry is the consistent hands-on experience-based approach of our curriculum, our excellent laboratories, the long-time connections between Department and the industry. Whether you are a student, parent, prospective faculty member or a curious member of the public, I invite you to read our web pages and find a way to become part of the PIET family. We hope you will also have the opportunity to visit us in our state-of-the-art facilities.

Prof.(Dr.)Shakti Kumar
(Director)



MESSAGE FROM THE HEAD OF DEPARTMENT



DR. MUKESH CHAWLA (HOD IT)

- B.Tech(CSE),
- M.Tech(CSE),
- Ph.D(CSE) in CyberSecurity

It gives me great pleasure to give my best wishes to "Unlocking Minds", an E-magazine from the Department of Information technology of PIET. A department magazine is an eloquent expression of the progress and outstanding achievements that a department has to its credit. The students and faculty members of the department are always proactive in taking initiatives in technical, cultural, and social events. I hope that this E-magazine will serve the purpose of reflecting all activities of the department and it will inspire others to do their best. My felicitation and congratulations to the editorial board for their meticulous work which is reflected in the pages of the magazine.

Dr. Mukesh Chawla
HOD (IT)



FACULTY ADVISORY BOARD



Ms. MITU SEHGAL

- B.Tech (IT)
- M.Tech (CSE)
- Ph.D Pursuing (CSE)

The magazine named as "Unlocking Minds" is a flagship magazine of IT department completely designed and edited by the students of IT. This provides a platform for the students to showcase their literary and writing skills for the articles. The students have put in tremendous efforts. The magazine strives to inform, inspire and educate a diverse leadership on developments of Information Technology field. I am proud to see that the students of our department have put in appreciable effort into creating this magazine and I am extremely proud to be part of this excellent team. I applaud the contributors for their stimulated thoughts and varied hues in articles contributed by them.

EDITORIAL TEAM

Faculty Editor



MS. MITU SEHGAL

Student Editors



Shreya Gupta
(Chief Editor)



Ajay Sharma
(Designer)



Aakash
(Designer)



Nishant
(Designer)



B.Tech. Information Technology

The Department of Information Technology caters to the emerging requirements of the students who wish to script softwares that render a great assistance to simplify administrative and technical nature of human efforts and can accomplish the astonishing feats in the tech-savvy world. The real strength of the department is the team of active and devoted faculty members who are dedicated to educate and guide students with rapidly changing technological advances. Department imbibe industry wide modern and well operational laboratories with latest hardware and softwares, high speed internet connectivity. The department has cultivated a vibrant environment conducive to rigorous training, which is exemplary for students to imbibe. Encouragement and guidance is offered to the students for participating in sports and various extra curricular activities to hone and strengthen their non-technical skills. Students are counseled by the faculty on one-to-one basis.

The Department is running two Programs i.e.

- Bachelor of Technology in Information Technology
- Bachelor of Technology (Honors)

Major Degree: Information Technology

Minor Specialization: Block Chain, IOT, AR/VR, AI & ML, AI & Data Science, Cyber Security

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LEGACY OF AWARDS



Eligibility

10+2 with Physics, Mathematics as a compulsory subject & Chemistry/Computer Science/Informatics Practices as optional Subject obtaining at least 45% marks (42.75% marks in case of SC/ST category).



The key features of the B.Tech (Honors) program are:

- The student can identify one area of minor specialization (mentioned above) along with the major specialization in Information Technology.
- In contrast to a traditional B.Tech program which is a 4 Year (8 Semester program) offering 160 course credits, the B.Tech (Honors) program is a 4 Year (8 Semester program) offering 180 course credits.
- The additional 20 Credits to be completed as part of the B.Tech (Honors) program is to be evenly spaced out between the 3rd and 8th semester.
- To successfully complete the B.Tech (Honors) program the student shall need to clear the examinations for the additional 20 Credits. The examinations shall be conducted as per the AICTE as well as University guidelines.

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Team It



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M.Tech(CSE),
Ph.D pursuing (CSE)

3rd SEMESTER TOPPERS



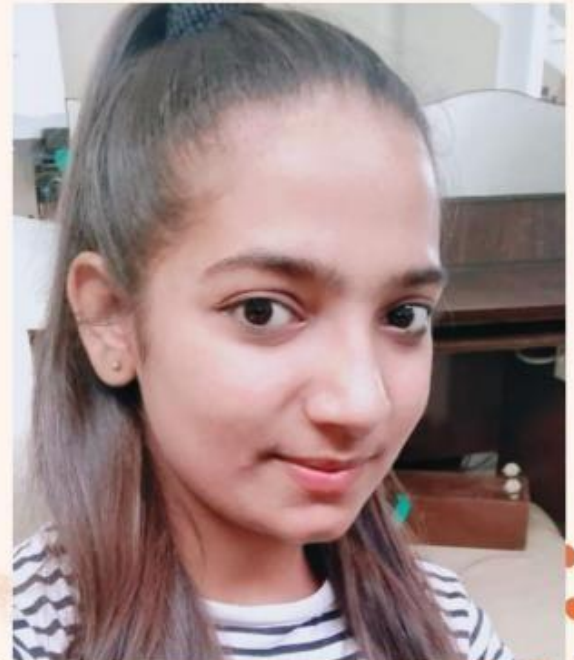
1ST -Tiya (9.58 SGPA)



2ND -Prateek (9.30 SGPA)



2ND -Akash (9.30 SGPA)



3RD -Kalpna (9.26 SGPA)

5th SEMESTER TOPPERS



1ST-Nikita (9.35 SGPA)



2ND-Ishaan (9.25 SGPA)



2ND-Aarzoo (9.25 SGPA)



2ND-Raghav (9.25 SGPA)



3RD-Ranjeet (9.20 SGPA)

7th SEMESTER TOPPERS



1ST-Shreya Gupta
(88.1538462%)



2ND-Simaran
(87.5384615%)



3RD-Ansh
(87.3846154%)

THE EMERGENCE OF INFORMATION TECHNOLOGY

Information technology or IT as it is commonly known is a branch of Engineering. It involves the use of computers and software to manage information. Information Technology deals with the storage, retrieval, transmission and manipulation of data.


The term 'Information Technology' is commonly used today, but before 1958, such a term did not exist. By 1980's the world had moved into an information age, and Information Technology became a very important branch of engineering.

You may think that the Information Technology is a new technology but the fact is that man has been sharing information for thousands of years. There are actually 4 distinct phases of Information Technology-the pre-mechanical phase, the mechanical phase, electromechanical phase and the electronic phase.

The pre-mechanical phase was from 3000BC to 1450AD. During this period, human beings communicated and shared information first through simple drawings and later through writing. Writing began just as marks on wet clay, but with the invention of paper, what was written could be stored and passed on more easily. When numbers were created people found ways to add, subtract and work with them. This led to the invention of the first simple calculator, abacus.

The mechanical phase of Information Technology was between 1450 and 1840. During this period, many new technologies, were developed. These included the slide rule, and a mechanical computer invented by Blaise pascal. In fact, many machines were invented during the mechanical age but generally speaking, most of them were huge and unwieldy and capable of doing only one task at a time.





The period between 1840 and 1940 is called the electromechanical age because it witnessed the discovery of ways to harness electricity. This was an important step forward because knowledge and information could now be converted into electric impulses. This period saw the beginnings of telecommunications with the invention of telegraph telephone, radio and many more.

At present we live in the electronic age of IT which began in 1940. ENIAC, the first electronic general purpose computer capable of solving a wide range of computing problems, was designed for the US army at the beginning of this age. This machine was as big as a room and weighed 30 tonnes. Personal computers became sleeker and lighter and today computers have memory, logic and control circuits all on a single chip.

Laptops and net books have made it possible for you to carry your computer with you wherever you go and computers can be so small that they can fit in the palm of your hand.

Information Technology is an essential partner in management of your business, regardless of the kind of enterprise you operate. Whether you need computers for storage, transfer, retrieval or transmission of information, you can manage your business with greater accuracy and efficiency with the assistance of Information Technology and computer applications.

By: Pavitar Singh
(2819387) 3rd Year



THE NAMES OF THINGS YOU PROBABLY DIDN'T KNOW

1. The space between your eyebrows is called a **glabella**.
2. The way it smells after it rains is called **petrichor**.
3. The plastic or metallic coating at the end of your shoelaces is called an **aglet**.
4. When your stomach rumbles, that's a **wamble**.
5. The cry of a new born baby is called a **vagitus**.
6. The prongs of a fork are called **tines**.
7. The sheen of light that you see when you close your eyes and press your hands on them is called **phosphenes**.
8. The tiny plastic thing placed in the middle of a pizza box is called a **box tent**.
9. The day after tomorrow is called **overmorrow**.
10. Your little toe or finger is called the **minimus**.
11. The wired cage that holds the cork on a bottle of champagne is called an **agraffe**.
12. The 'na na na' and 'la la la,' which don't really have any meaning in the lyrics of any song, are called **vocables**.
13. When you combine a question mark with an exclamation mark(?!), it is referred to as an **interrobang**.
14. The space between your nostrils is called **columella nasi**.
15. The armhole in clothes, where the sleeves are sewn, is called **armscye**.
16. Finding it difficult to get out of bed in the morning is called **dysania**.
17. Illegible handwriting is called **griffonage**.
18. The dot over an "i" or a "j" is called **tittle**.
19. That sick feeling you get after eating or drinking too much is called **crapulence**.
20. The metal thing used to measure your feet at the shoe store is called **Bannock device**.

By:-Utkarsh PANDEY (2818363)

Five Inventions Revolutionizing the lives of people with Disabilities

1. This car that wheelchair users can roll right into: Having spent her whole life in a wheelchair, Stacy, a former intellectual property lawyer in Texas, understood the need for increased mobility and independence. So she quit her job to start the car company, which sells electric, light weight cars that wheel chair users can easily wheel into. The small electric car is designed to go around 25 miles per hour, making it ideal for getting around town.



2. This piano that can be played with your eyes: Eye play the piano is a system that allows a person to play the piano without the use of the hands or arms. An eye-tracking device mounts on the player's head and allows them to select keys to play using eyesight, blinking and head movements. Watch high school student Kotausing the system to participate in a school Christmas concert.



3. 'Feel the Time' Watch : It is sort of a braille watch. Feel the Time is an exclusive watch designed especially for impaired needs. It consists of two discs placed in the watch that have two nubs. The larger nub stands for the hour whereas the smaller for minutes. In addition, the design of the watch is so simple yet classic and is useful. It is one of the innovative gadgets that can be considered most valuable.



4. This app that's helping kids with autism learn to make eye contact : Some people with autism struggle to initiate and maintain eye-contact, so reading emotions of the people around them is more difficult. To help combat this problem, Samsung and a team of scientists developed an interactive camera app called Look At Me. The app encourages children to make eye contact with a parent or guardian through the use of the smart phone camera and helps keep them motivated through a points system, themed missions and various sound and visual effects.



5. This device that can teach the tongue to 'hear': A research team at Colorado State University has developed a process for using tongue's nerves to interrupt electrical signals which represents sound. Here's how it works: Audio, the word "cat," for example mouthpiece then creates a signal or pattern on the tongue that represents "cat." Eventually, the brain will subconsciously identify that pattern as meaning the word "cat.", is taken from an earpiece microphone and turned into electrical signals that are sent to a mouthpiece using Bluetooth technology.

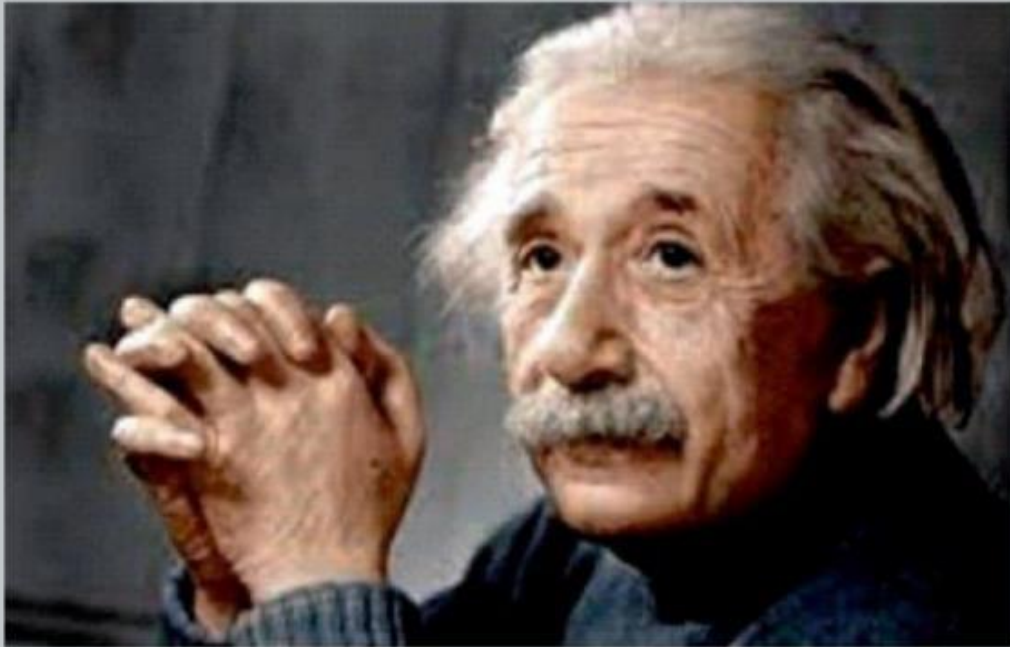


Conclusion: We as normal beings having perfect functioning of body cannot imagine what disabled people have to face on daily bases. Thank god, there are scientific gadgets that specialized challenged people.

**By: Saksham Pahwa
(2819369) 3rd Year**

Some Modern Technology used in the Epic Mahabharata

“We owe a lot to the ancient Indians, teaching us how to count. Without which most modern scientific discoveries would have been impossible.” – Albert Einstein



Ancient India was a land of sages and seers as well as a land of scholars and scientists. Research has shown that from making the best steel in the world to teaching the world to count, India was actively contributing to the field of science and technology centuries long before modern laboratories were set up. Many theories and techniques discovered by the ancient Indians have created and strengthened the fundamentals of modern science and technology. While some of these groundbreaking contributions have been acknowledged, some are still unknown to most.

I am surprised that such kind of technology is used in our ancient Indian history. Physicist Fritjof Capra explained in The Tao of Physics -The Dance of Shiva symbolizes the basis of all existence. Meanwhile, Shiva also reminds us that the manifold forms, in the world, are not indispensable, but illusory and ever-changing.

1. LIVE TELECAST

During Kurukshetra war, Sanjaya(charioteer) is given the power to view the happenings of the battleground as they happened and narrate them later to the blind king, Dritharashtra. With his boon, he could also get to know the inner feelings of persons in battle ground. Sanjaya returned to Hastinapur after the fall of every commander to narrate the detailed events to Dritharashtra.



2. OPTICAL ILLUSIONS

The Mahabharata describes the magical palace of the Pandavas famously called the "Palace of Illusions". Nothing in the Palace was really what met the eye. Walls could be walked through and seemingly empty spaces were really walls. A water-pool could actually be walked on and what looked like a safe plank was really water.



3. YOGA AND WATER RESISTANCE

Duryodhana, the antagonist in the epic of Mahabharata, is an expert in the technique of water resistance or 'Jalastaambana'. Before his final battle with his rival Bhima, he meditates underwater, thereby gaining extra-ordinary strength, flexibility and agility.



4. ASTRAS (MISSILES)

The function of an Astra is more than that of a missile. It is said that Astras used in Mahabharata probably might have also used technologies of emitting most dangerous rays like Gamma and others, which have exceptional powers to penetrate. Some Astras returns to the person who launches it, for instance, Krishna's Sudharsana Chakra. This may be similar to the reusable missiles which the Indian Space Research Organization (ISRO) is working on. Astras were also used for defensive purposes similar to a Tesla Shield which is used to destroy the enemy Astra coming towards it. The modern "Tesla shield" discharges electrical energy and any incoming physical object which hits the shell receives an enormous discharge of that energy and instantly vaporizes.



5. CLONING AND TEST TUBE BABIES

The science of cloning was well known and practised during the Mahabharatha times. As per Dr. B.G. Matapurkar, the Kauravas "were products of technology that modern science has not even developed yet". He said that according to the description in Mahabharatha, the Kauravas were created by splitting the single embryo into 100 parts and growing each part in a separate container. In other words, "they not only knew about test-tube babies and embryo splitting but also had the technology to grow human foetuses outside human body.

By: Shreya

(2818404)

4rd year

COLLEGE LIFE



4 years and 8 semesters decide our lives,
which gives many opportunities to swim and drive.

It all started with a 'hard to concentrate' lecture,
Hard are all the concepts which are yet to be captured.

Modules, series and tutorials surrounded us the whole day,
But we know that it is all college things by the way.

Practicals and workshops have their own 'style and grandeur',
Which imbibe us knowledge and are an another name for 'file and submission'.

Music, sports, arts and dance are the best part,
Which are soothing and refreshing for our minds and hearts.

Fests bring a new life to the campus,
Which unite us together also makes us famous.

Every sixth month comes up with terrifying horrifying examinations,
Plethora of syllabus and results gives us goosebumps and tensions.

But in all these teachers are always a guiding light,
They help us to achieve even greater heights.

Seniors for us are a big helping hand,
Their constant support for us is like a friendship band.

Friends made forever gives us the reason to come,
For lots of gossips and studies for some.

Words are never enough to describe these years,
They give us the best memories to always 'cherish and cheer'.



By: PRATEEK

2nd Year (2820512)

Linux shortcut keys

- **Ctrl + Alt + F1...F6:** Switch among the text terminals.
- **Ctrl + Alt + F7...F12:** Switch to GUI mode.
- **Tab:** Auto-complete the command.
- **Up/Down Arrow:** Show previous/next command history.
- **Ctrl + Alt + (+)/(-):** Increase/decrease the screen resolution (GUI).
- **Ctrl + Alt + Del:** Restart the system.
- **Ctrl + C:** Kill the current process.
- **Ctrl + D:** Log off from current terminal.
- **Ctrl + Z:** Send the current process to the background.
- **Ctrl + Tab:** Go to the next virtual desktop (GUI).
- **Ctrl + Shift + Tab:** Go to the previous virtual desktop (GUI).
- **Ctrl + Alt + L:** Lock the desktop (GUI).
- **Ctrl + S:** Stop the transfer process to the terminal.
- **Ctrl + Q:** Resume the transfer process.
- **Shift + Page up/down:** Go to top/bottom of the terminal.

By: Ajay Sharma
(2819397)
3rd Year

FIVE TRENDS PROVING IOT IS THE FUTURE

More organisations are recognising and utilising the benefits of IoT today than ever before. Machine learning, artificial intelligence, real-time feedback, and remote monitoring and operations aren't only in the future; they're now here, and they're not slowing down.

With the rapid expansion of IoT applications and acceptance, firms who jump on board early will have a leg up on the competition. Companies who are able to alter and empower themselves as a result of IoT's benefits may gain irrefutable competitive advantages.

Here are a few reasons why the Internet of Things (IoT) will affect the future, not merely be a passing fad.

1. By 2026, the IoT market will be worth \$1111.3 billion.

The Internet of Things is exploding.

According to Cision, PR Newswire, the IoT market is growing at an incredible 24.7 percent compound annual growth rate, and major corporations such as Google, Cisco, Microsoft, Dell, Apple, and Facebook, among others, are significantly investing in IoT applications.

These types of businesses are driving the global IoT market since they are rapidly adopting new technology. The IoT industry, which has vast applications for financial institutions, security, retail, government, healthcare, transformation, and manufacturing, to name a few key areas, continues to rise year on year as demand for technologies such as cloud computing and artificial intelligence grows.

2. In 2020, there were 26.66 billion active IoT devices.

Every year, smart gadgets become more popular as a means of connecting to the Internet of Things, with over 26 billion active devices in 2020. The average number of connected devices per person is predicted to reach 6.58 by 2021.

Businesses account for 57 percent of worldwide IoT spending, according to disruptive Asia, but the consumer market is hardly a power to be disregarded. More than two-thirds of global customers are expected to buy IoT devices for their homes by the end of 2021, with consumer IoT being the third largest industry in terms of IoT investment.

3. By 2021, the 'Smart City' Solutions Market will be worth more than \$400 billion.

'Smart Cities,' or cities that employ IoT sensors to collect data and provide insights for better administration, have already established themselves as a significant market, but they continue to expand with each passing year.

Cities such as London, San Francisco, Rio de Janeiro, and Copenhagen have already implemented IoT-driven applications, with the 'smart city' segment accounting for the majority of IoT projects in 2018. Smart metres, which are predicted to expand to over 1.1 billion in investment by 2022, are expected to continue to be used in these cities.

4. By the end of 2022, 94 percent of organisations will be using IoT.

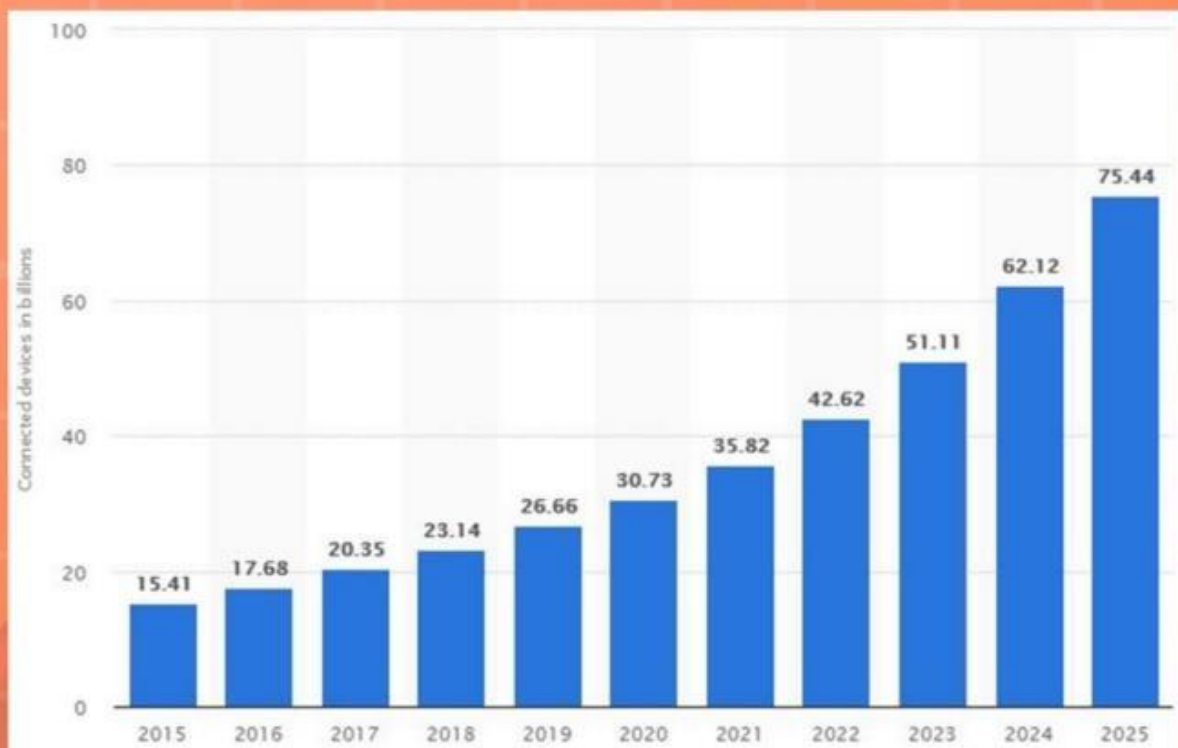
By the end of next year, almost all organisations will be using some sort of IoT, according to a new analysis from Microsoft. Manufacturing, retail, transportation, government, and healthcare are among the main IoT industries that continue to integrate new IoT applications and solutions into their daily operations.

88 percent of current IoT business adopters say IoT is "essential to their business performance," and expect a 30 percent ROI in two years owing to IoT applications, including cost reductions and efficiencies.

5. In 2023, \$1.1 trillion will be spent on IoT.

According to Statista, anticipated global IoT spending is worth over 1.1 trillion dollars and is continuously increasing. While this is a significant sum, IoT has also shown its ability to save us money, with autonomous cars saving over 5.6 trillion dollars globally and IoT in agricultural technologies predicted to slash food prices in half by 2050.

By the end of 2022, it is projected that 75% of new cars will have some type of built-in IoT connectivity, reducing the frequency of road crashes and the amount of time a car spends stuck in traffic and looking for parking.



CYBERSECURITY

Cybersecurity is the protection of internet-connected systems such as hardware, software and data from cyberthreats. The practice is used by individuals and enterprises to protect against unauthorized access to data centers and other computerized systems.

A strong cybersecurity strategy can provide a good security posture against malicious attacks designed to access, alter, delete, destroy or extort an organization's or user's systems and sensitive data. Cybersecurity is also instrumental in preventing attacks that aim to disable or disrupt a system's or device's operations.

Why is cybersecurity important?

With an increasing number of users, devices and programs in the modern enterprise, combined with the increased deluge of data -- much of which is sensitive or confidential -- the importance of cybersecurity continues to grow. The growing volume and sophistication of cyber attackers and attack techniques compound the problem even further.

What are the elements of cybersecurity and how does it work ?

Maintaining cybersecurity in a constantly evolving threat landscape is a challenge for all organizations. Traditional reactive approaches, in which resources were put toward protecting systems against the biggest known threats, while lesser known threats were undefended, is no longer a sufficient tactic. To keep up with changing security risks, a more proactive and adaptive approach is necessary. Several key cybersecurity

advisory organizations offer guidance. For example, the National Institute of Standards and Technology (NIST) recommends adopting continuous monitoring and real-time assessments as part of a risk assessment framework to defend against known and unknown threats.

What are the benefits of cybersecurity?

The benefits of implementing and maintaining cybersecurity practices include:

- Business protection against cyberattacks and data breaches.
- Protection for data and networks.
- Prevention of unauthorized user access.
- Improved recovery time after a breach.
- Protection for end users and endpoint devices.
- Regulatory compliance.
- Business continuity.
- Improved confidence in the company's reputation and trust for developers, partners, customers, stakeholders and employees.

By-Aakash Sharma
(2819383) 3rd Year



THE GREAT INDIAN BRAIN DRAIN

USA PRODUCED

Google

INDIA PRODUCED



SUNDAR PICHAI
CEO, Google

USA PRODUCED



INDIA PRODUCED



AJAY BANGA
CEO, MasterCard

USA PRODUCED



INDIA PRODUCED



SATYA NADELLA
CEO, Microsoft

USA PRODUCED



INDIA PRODUCED



AJIT JAIN
President,
Berkshire Hathaway Insurance

USA PRODUCED



INDIA PRODUCED



INDRA NOOYI
CEO, PepsiCo

FINLAND PRODUCED

NOKIA

INDIA PRODUCED



RAJEEV SURI
CEO, Nokia

USA PRODUCED

citi

INDIA PRODUCED



VIKRAM PANDIT
Ex CEO, Citigroup

USA PRODUCED



INDIA PRODUCED



SHANTANU NARAYEN
CEO, Adobe Systems

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Ex CEO, Quest Diagnostics

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INDIA PRODUCED



PUNIT RENJEN
Global CEO, Deloitte

USA PRODUCED



INDIA PRODUCED



SANJAY KUMAR JHA
CEO, Global Foundries

JAPAN PRODUCED

SoftBank

INDIA PRODUCED



NIKESH ARORA
Ex CEO of SoftBank Corp

USA PRODUCED



INDIA PRODUCED



DINESH PALIWAL
CEO, Harman International

USA PRODUCED



INDIA PRODUCED



GEORGE KURIAN
CEO, NetApp

" I am proud to be an Indian because India is the largest democracy in the world. It has a civilisation that is more than 5000 years old and boasts of multiple cultural origins."

Recent trends & innovations in Artificial intelligence based Applications



AI- a revolutionary world has entirely captured our day-to-day lives. It is the unique combination of minds and the machines. With the past couple of years, there occurred gradual increase in Artificial intelligence, spreading its root in almost all the fields. New inventions and advancements has been done which are based on AI. The applications of AI are not limited to certain area but from a minute thing to an innovative development, there exists AI. There are numerous technologies, gadgets which have been developed leading to a new world and even some new innovations yet to come. Thus it provides an automated path leading to a bright future. The acceleration of innovations and new trends in this 21st century has ever more uses in all

the fields, boosting the economic growth and development. The market of AI is flourishing day-by-day. The most important component of AI is the machines that exhibit intelligence which make them smarter than humans. Due to all these inventions, it becomes necessary to understand Artificial intelligence in depth.

LATEST TECHNOLOGIES BASED on AI

1. Tesla's Autopilot
2. Cloud Deposition on ML
3. Fin gesture

Tesla's Autopilot:



Tesla's Autopilot is one of the great example of the automated revolution. It is the world's first AI powered driving experience. It is the semi-autonomous driving feature that includes speed adjusting, lane-change, automatic braking, collision and accidents prevention. in this advanced technology car using Artificial intelligence, the person

in the driver's seat is there only for the legal reasons. He doesn't have to do anything because the car is driven itself. For autopilot, Tesla takes data from each cars using the new automated steering or lane change system and the uses it to train its algorithms. Tesla then takes these algorithms, tests them out and incorporates them into operating software.

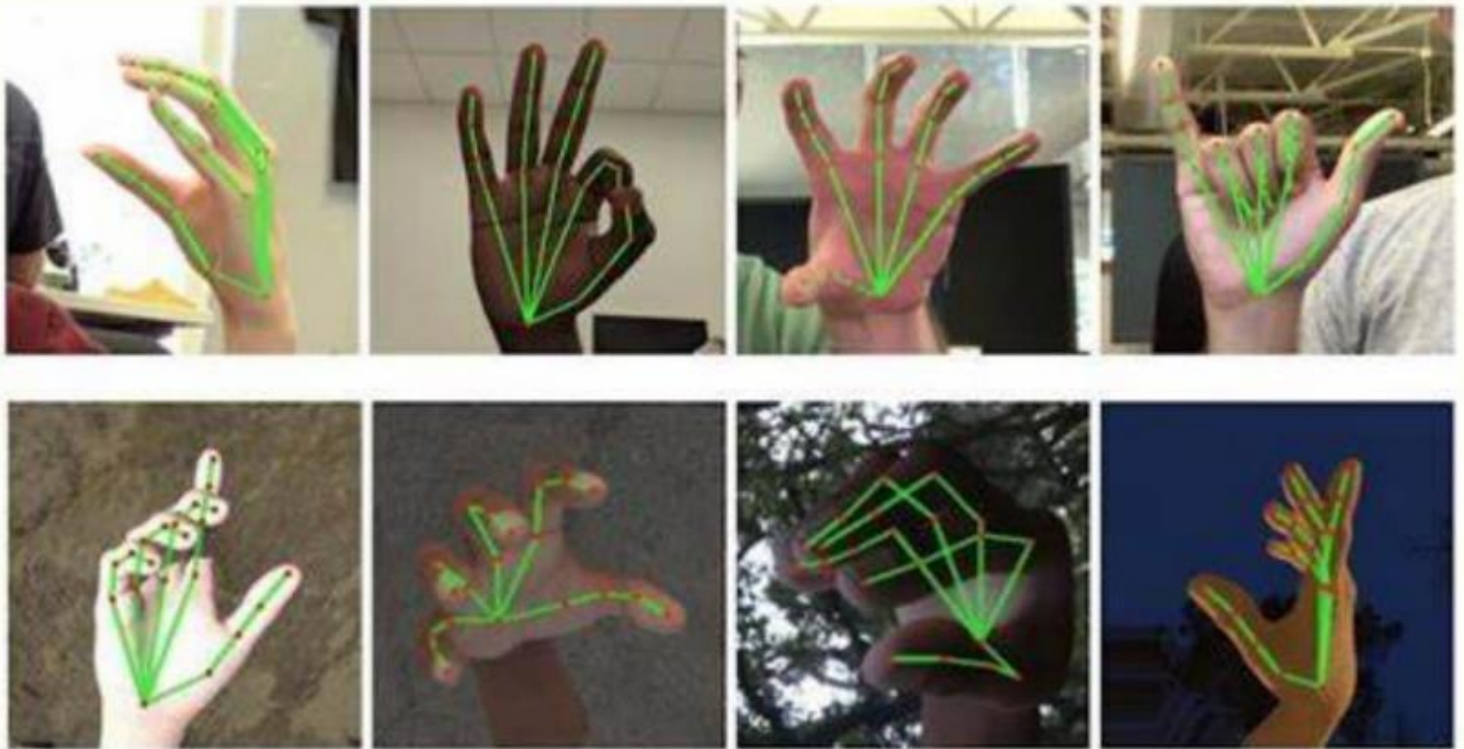
So, Machine learning is the way by which the computers can become artificially intelligent and Tesla's Autopilot is an important technology coming in front in the form of AI.

Cloud Deposition on ML:



It is an intelligent customer cloud that depends heavily on machine learning to improve the customer's experience in travel industry. So it can reimagine the customer's experience through machine learning and usage of Artificial intelligence.

Fin gesture:



Fin gesture is the latest technology based on AI that is in the form of a smart ring, which translates the hand gestures into commands. This device is worn on thumb and then uses it to recognize each segment of every finger on hands and then taps into commands. It basically makes use of Bluetooth to transmit the commands to another device.

**BY: KUNAL
(2820510) 2nd Year**

कॉलेज के वो पल

राह देखी थी इस दिन की कब से !
आगे के सपने सजा रखे थे ना जाने कब से !!

बड़े उतावले थे यहाँ से जाने को !
जिन्दगी को अगला पड़ाव पाने को !!

पर ना जाने क्यों दिल में आज कुछ और आता है !
वक्त को रोकने का जी चाहता है !!
जिन बातों को लेकर कभी रोते थे आज उन पर हँसी आती है !!

कहा करते थे, बड़ी मुश्किल से चार साल सह गए !
पर आज क्यों लगता है जिन्दगी के सबसे अच्छे पल पीछे रह गए !!

मेरी टांगे अब कौन खीचा करेगा !
सिर्फ मेरा सर खाने को कौन मेरे पीछे पड़ेगा !!

कौन रात भर जाग जाग कर मुझे सताएगा !
कौन मेरे रोज नए नए नाम बनाएगा !!

कौन फ़ैल होने पर दिलासा दिलाएगा !
कौन गलती से नंबर मिलाने पे गाली सुनाएगा !!

ढाबे पर चाय किसके साथ पियूँगा !
वो हसीन पल फिर कब मैं जियूँगा !!

मेरी शायरी से परेशान कौन होगा !
कभी मुझे किसी लड़की से बात करते हैरान कौन होगा !!

दोस्तों के लिए प्रोफेसर से कब लड़ पायेगे !
क्या ये सब हम फिर कर पायेगे !!

कौन मुझे मेरी काबिलियत पर भरोसा दिलाएगा !
और ज्यादा हवा में उड़ने पर जमीन पर लाएगा !!

मेरी खुशी देखकर सच में खुश कौन होगा !
मेरे गम में मुझ से ज्यादा दुःखी कौन होगा !

Question: Real means what?

Pure Experience ?
Or what we suppose backs it?

Real may means Physics,
We use it that way a lot.
But physics itself,

As a human discipline
Describes using terms
Largely metaphorical.

And philosophy
Has no problem with nonsense
If it's interesting.

Besides, real to whom?
If the dog's in a cage then
Is there a more real

Designation of his state
Then his own crampedness? That is ultimate real.

If our assessment of things
Conflicts very much
With all the objective facts,

Which has the greater
Claim to be real?
I fear that it's our folly.

We would describe life
As infinitesimal
In a vast cosmos;

Truly insignificant,
Were we serious,
But that would not be real.

Nobody really
Thinks that space/time is real
And not our short lives.

Rajat Gupta
(2820519)
2nd Year



DOES MONEY MAKE MANY THINGS ?

Now-a-days people work like machines just to earn more money from more than one source and they feel that they can get everything with money. In trying to earn money they miss small and precious pleasures that life offers to humans.

There is no end to that want of earning. And at a peak stage, they feel that they are the only persons responsible for their huge success. But it is sad that at that stage most of the people forget taking care of their parents and other family members, supporters, and friends who made them strong to be in that position and overcome the difficulties that life poses them.

There is a saying "Money makes many things" which may be good or bad depending on how we use it. Now, people earn lakhs of salary per month. Are they happy with that money? No, because they miss something, something which money cannot buy. Something which they cannot have by just working like a machine i.e., they miss the feel of being alive and spend the quality time with family.

How much money should a person earn in his life? It is enough if he earns to satisfy the basic needs of the family and education and future of the children. But people wish to have a lavish and luxurious life. With this aim they work like slaves and become slaves of money.

At the end, they realise that they couldn't take even a single rupee with them. The great Alexander is the best example for this. This is the reality of life. Depending on how you use money can either free you or enslave you. So, lets spend money wisely by donating some to the needy. With this perspective, if a person earns there will be no regrets due to lack of money. And we can spend time with our beloved parents who gave us such a wonderful life and this world. Money is only something that we need but not everything in life.

By Pulkit

(2818364)4th year

"FOOD~O~PIET" – ONLINE FOOD ORDERING APP

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Abstract

The Online Restaurant Management System provides convenience for the customers. It overcomes the disadvantages of the traditional queuing system. This system increases the takeaway of foods than visitors. Therefore, this system enhances the speed and standardization of taking the order from the customer. It provides a better communication platform. The user's details are noted electronically. This System set up menu online and the customers easily places the order with a simple mouse click. By using the food menu online anyone can easily track the orders, maintain customer's database and improve food delivery service. This system allows the user to select the desired food items from the displayed menu. The user orders the food items. The payment can be made online or pay-on-delivery system. The user's details are maintained confidential because it maintains a separate account for each user.

Keywords: Food Order, Android Mobile Applications, Wireless Food ordering System, Order Processing.

INTRODUCTION

The advancement in information and communication technology (ITC) has greatly influenced the business transactions. The adoption of wireless technology & emergence of mobile devices has led to automation in the hospitality industry. Business in hospitality industry such as restaurants can be improved with the combination of wireless and mobile technologies. The competition in restaurant business have increased with the advancements in food ordering techniques [1]. The earlier food ordering system was entirely a manual process which involved waiters, pen and paper. The waiter had to note down orders from customers, take these orders to kitchen , update them in records and again make bill. Even though this system is simple it may involve human errors in noting down the orders. To overcome these limitations in manual system some systems were developed later like PDA based systems and multi-touchable restaurant management systems to automate food ordering process [2].

In some restaurants, the waiter must record customer orders on a piece of paper and then insert it into the computer. Orders are conveyed later in the process in the kitchen, this way less effective and efficient. Not to mention when the food supply customers ordered in the kitchen was gone. The restaurants have to provide the best services and maintain relationships with their customer in order to survive in this competition. To solve the problems that occur in the restaurant, applications are installed on each Smartphone. Customers choose available orders by clicking on a Smartphone. Preferred orders are sent to the kitchen via a wireless network, and displayed in the kitchen to be processed by the kitchen. The restaurant can arrange the ordering process quickly and accurately, so the queue can be sorted according to the route.

Customers use our platform: - To analyze the food ordering system, To save time, To read and write reviews, To view and upload photos, To order food, To make payments. It provides you a convenient way to get your food from your favorite canteen with saving time by ordering online.

CONCLUSIONS

Based on the results of the analysis and design, it can be drawn conclusion that:

1. This system can accommodate to ease the user to order the menu categorized. So that, it will fasten the process of ordering food until the orders are arrived in the kitchen and also it can minimize the mistake.
2. This system can recommend the favorite menu that can be viewed by the customers who come to the restaurant for the first time.
3. The promotion in the system can minimize the budget of the restaurant, since they do not have to print the brochures to inform about promotion that is held by the restaurant.
4. The system can record sales transactions, revenue and use of raw materials and able to print daily sales reports, reports the period of restaurant sales in the process of monitoring.
5. The system can display a comparison chart of sales data for the period.



JOKES

Q: WHAT DID THE SPIDER DO ON THE COMPUTER?
A: MADE A WEBSITE!

Q: WHAT DID THE COMPUTER DO AT LUNCHTIME?
A: HAD A BYTE!

Q: WHAT DOES A BABY COMPUTER CALL HIS FATHER?
A: DATA!

Q: WHY DID THE COMPUTER KEEP SNEEZING?
A: IT HAD A VIRUS!

Q: WHAT IS A COMPUTER VIRUS?
A: A TERMINAL ILLNESS!



Q: WHY WAS THE COMPUTER COLD?
A: IT LEFT IT'S WINDOWS OPEN!

Q: WHY WAS THERE A BUG IN THE COMPUTER?
A: BECAUSE IT WAS LOOKING FOR A BYTE TO EAT?

Q: WHY DID THE COMPUTER SQUEAK?
A: BECAUSE SOMEONE STEPPED ON IT'S MOUSE!

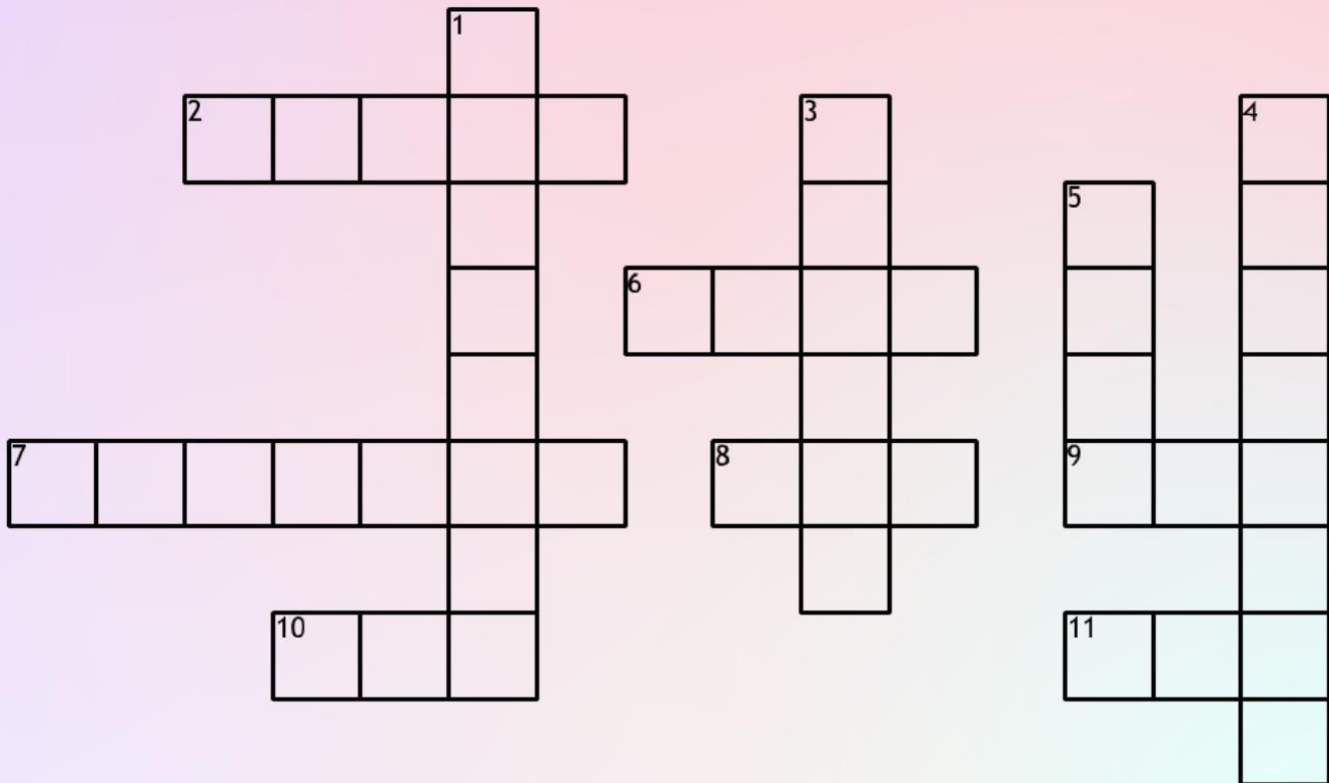
Q: WHAT DO YOU GET WHEN YOU CROSS A COMPUTER
AND A LIFE GUARD?
A: A SCREENSAVER!



Q: WHERE DO ALL THE COOL MICE LIVE?
A: IN THEIR MOUSEPADS

Q: WHAT DO YOU GET WHEN YOU CROSS A COMPUTER
WITH AN ELEPHANT?
A: LOTS OF MEMORY!

CROSSWORD PUZZLE



Across

2. Internetworking protocol is known as

6. A communication path way that transfers data from one point to another is called

7. Nodes are another name of

8. Network providing a high speed connectivity is

9. In Star topology, central controller is called

10. Multipoint topology is

11. Star topology is used in

Down

1. Newest evolution in LAN technology is

3. Term that refers to structure and format of data is

4. In bus topology, device linking all nodes in a network is

5. Which topology covers security, robust and eliminating traffic factor?

Answer key

1. Wireless 2. TCPIP 3. Syntax 4. Backbone 5. Mesh 6. Link 7. Devices 8. MAN 9. HUB
10. BUS 11. LAN

BY: NISHANT(2819362)
3rd Year

PHP-Based E-Voting System

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Abstract: On-line Voting System is a website based system that facilitates the running of elections and surveys online. Users are individuals who interact with the system. All user interaction is performed remotely through the user's web browser. Users are provided with an online registration form before voting user should fill online form and submit details these details are compared with details in database and if they match then user is provided with username and password using this information user can login and vote. If conditions are not correct entry will be cancelled. It contains two level of user's administrator level and voter level where each level has different functionality.

Keywords: Online Voting, HTML, JavaScript, MYSQL,WAMPP, PHP.

Introduction

Electronic voting (also known as e-voting) refers to voting using electronic means to either aid or take care of the chores of casting and counting votes. Depending on the particular implementation, e-voting may use standalone electronic voting machines (also called EVM) or computers connected to the Internet. It may encompass a range of Internet services, from basic transmission of tabulated results to full-function online voting through common connectable household devices. The degree of automation may be limited to marking a paper ballot, or may be a comprehensive system of vote input, vote recording, data encryption and transmission to servers, and consolidation and tabulation of election results. A worthy e-voting system must perform most of these tasks while complying with a set of standards established by regulatory bodies, and must also be capable to deal successfully with strong requirements associated with security, accuracy, integrity, swiftness, privacy, auditability, accessibility, costeffectiveness, scalability and ecological sustainability. Electronic voting technology can include punched cards, optical scan voting systems and specialized voting kiosks (including self-contained direct-recording electronic voting systems, or DRE). The aim of electronic voting schemes is to provide a set of protocols that allow voters to cast ballots while a group of authorities collect votes and output the final tally. Problems with voting machines extend from the quality of the locks, to the need for a printed audit trail, to the hacking of the communication links. Although voting makes many people to believe that voting is the perfect application for technology, but in reality applying it is hard. For a voting system to be ideal, four attributes must be satisfied: anonymity, scalability, speed, and accuracy. On-line Voting System is a web based system that facilitates the running of elections and surveys online. This system has been developed to simplify the process of organizing elections and make it convenient for voters to vote remotely from their home computers while taking into consideration security, anonymity and providing auditioning capabilities.

Conclusions

Our proposal enables a voter to cast his/her vote through internet without going to voting booth and additionally registering himself/herself for voting in advance, proxy vote or double voting is not possible, fast to access, highly secure, easy to maintain all information of voting, highly efficient and flexible. The using of online voting has the capability to reduce or remove unwanted human errors. In addition to its reliability, online voting can handle multiple modalities, and provide better scalability for large elections.

Alumni messages



Always listen to your teacher and your parents and try to find a good mentor who will help you to achieve your goals and get success in your life. -**Mohd Taiyyab (2017-21)**



I am part of Global Logic and drawing package of 20 Lakh p.a. I am proud of being an alumni of PIET, this college is one of the best that provides quality education..... the faculty here is always dedicated to help students not only in studies but also in curricular activities....PIET has a long way to go but its one of the best ! -**Sumedha Chopra(2010-14)**



Reminiscing the day I was announced as the topper that still makes me brood over the happiest thing that happened to me that time. It makes me delighted to have been a student of such an esteemed institution where I grew, learn and molded myself in becoming what I am. This could be only possible due to the consistent efforts put in by the lecturers who kept on guiding me towards my aim. I am so grateful to Pietian family and cherish the time I spent there during my college days. #ProudtobecalledaPietian. - **Anu Jain(2007-2011)**



When the first magazine was released, I was part of that with Sorabh Sir(btw he's been a mentor to me). Time flies but the memories with the IT family never vanish. I've spent a lot of time in IT Labs, especially in the 3rd and 4th year, the time when I was identifying my area of interest. It's important to be good in academics but more than this try to explore different fields, how the industry works, collaborate with your peers, work on communication, engage with your alumni, try to broaden your network, express gratitude to others & start documenting your growth. All the best and enjoy college life .
-**Akash Upadhyay(2015-19)**