

Bits & Bytes

DEPARTMENT OF COMPUTER SCIENCE
PARVATIBAI CHOWGULE COLLEGE OF ARTS & SCIENCE AUTONOMOUS



EDITORIAL

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Greetings to all..."Technology empowers people to do what they want to do. It lets people be creative. It lets people be productive. It lets people learn things they didn't think they could learn before, and so in a sense it is all about potential."

---Steve Ballmer

This issue will be highlighting the various activities organised by the students and the faculty of our department to bring out the technical talents. At the outset, I take this opportunity to congratulate the students and faculty members that have put the best of their efforts behind these activities.

Hope you all like it..

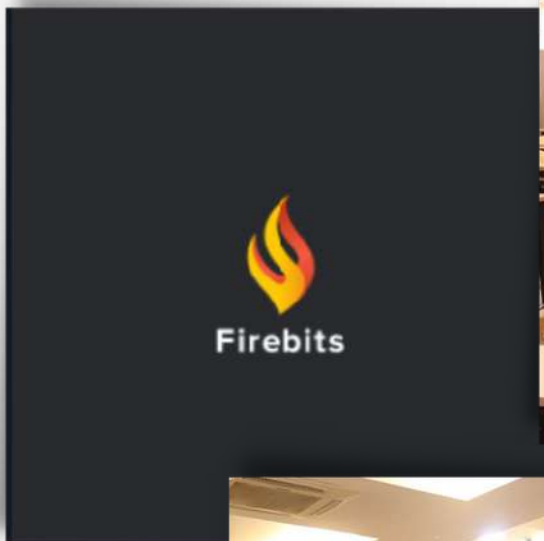
Department Activities



FIREBITS

An official club inauguration function along with unveiling of the club mascot by the chief guest, Mrs. Suchitra Bhat, one of the senior faculty members of the Computer Science department, took place on 12 March, 2022 in the lower auditorium. Followed by a speech informing club's aims and objectives and events by the President of club Master Shelton Fernandes and club representative Master Cassius Colaco, Comparer of the event was club's secretary Miss Prapti Ajgaonkar.

"Technology is best when it brings people together."
--Matt Mullenweg,



In celebration of the new departmental club's inauguration, S.Y. students organized a number of activities that were available to all students on campus, namely 'Totemsmith', 'Lost in 2010', 'Code Fosters', 'Quizletz!,' and 'Pixelyte.'

TOTESMITH



A logo making competition for newly formed club 'Firebits'. The winner's logo was chosen as the club's official mascot. 9 students from various departments participated.



QUIZLETZ

An online quiz competition to test students' General Knowledge on subject Computer Science. 34 students participated from all departments and credit hours were rewarded.

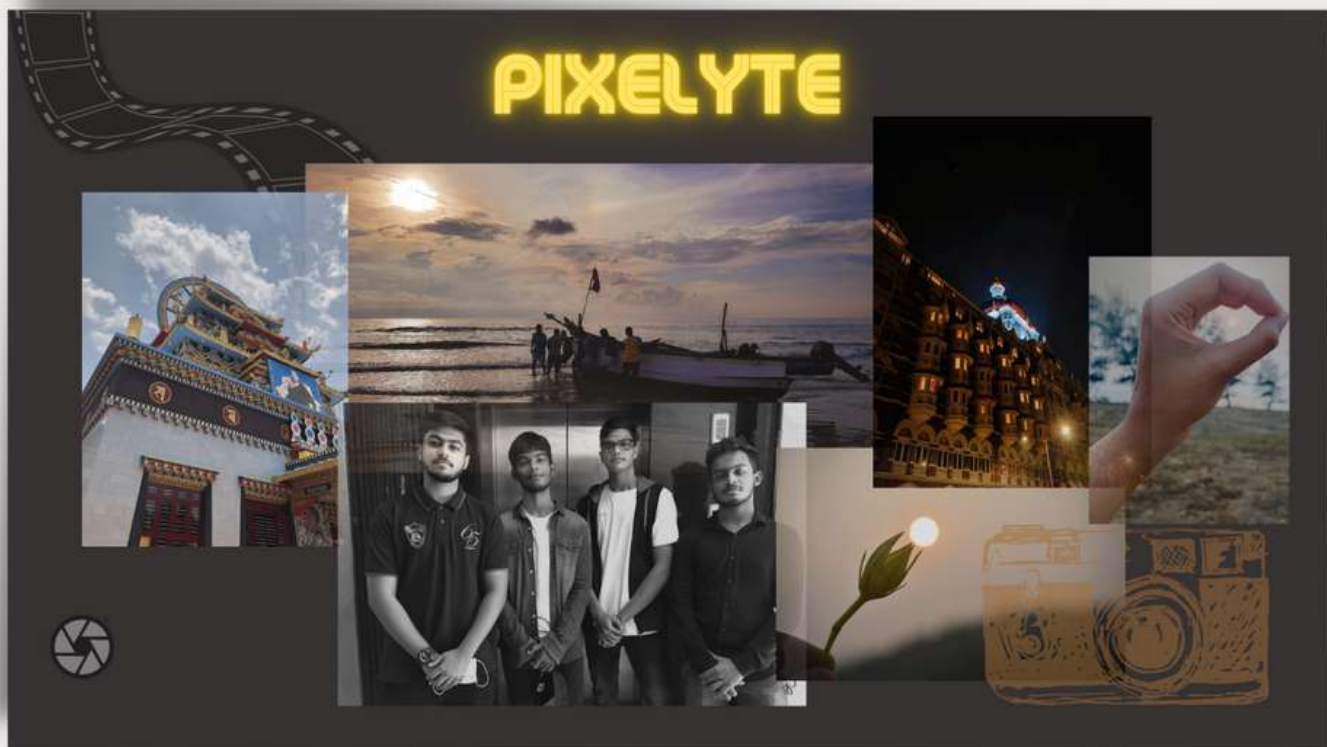
A blind coding and decoding competition consisting of 2 rounds. 1st round the PC's monitor was turned off and the participants were expected to type code for the given question. After shortlisting, in round 2, they were given a source code in a simple text editor to debug. Participants were also provided with theory questions to answer and score bonus points. 7 Students of the Computer Science department participated.



A gaming event as a throwback on 'Lost' an esports event in 2010. It consisted of 2 rounds with different popular games. Namely,

- 1) Ghost recon advanced warfighter 2 in the first round.
- 2) Need for Speed Most Wanted 2005 in the second round.

2 teams of 4 players participated in total.



A photography competition that was based on the theme "Perspective".

It was a 2 day event where the participants had to bundle up their knowledge and creativity and submit a single entry. The picture was judged by the members of the club based on originality, creativity, adherence to the theme, composition, clarity and quality of the image. It had a total of 7 participants.

TECHFEST 2.0



Techfest is an annual event organized by the Department of Computer Science at Parvatibai Chowgule College. Students and faculty members from the department are split into 10 teams and battle for the top spot. The first edition of Techfest was held in 2021 in an online mode due to Covid restrictions.

This event was initiated by faculty coordinators, Ms. Dikshita Aroskar and Ms. Ashwetha Fondekar. The student organisers were Rahul Morajker, Gavin Pereira, Sai Naik, Vaibhav Kalal, Shania Gracias, Karina Fernandes, Shivani Sawant. The event was held on the 22nd -23rd April, 2022. There were a total of 12 events organised by the student coordinators; Ice breaker, Meme battle, Decrypt it, Animation story telling, Geeks Hub, Shutters Hub, Website Designing, code 2 duo, Debate, Rebox it, product marketing, Mr & Ms. Techfest.



The function then proceeded to the light lighting ceremony, where the entire panel were called to light the lamp.



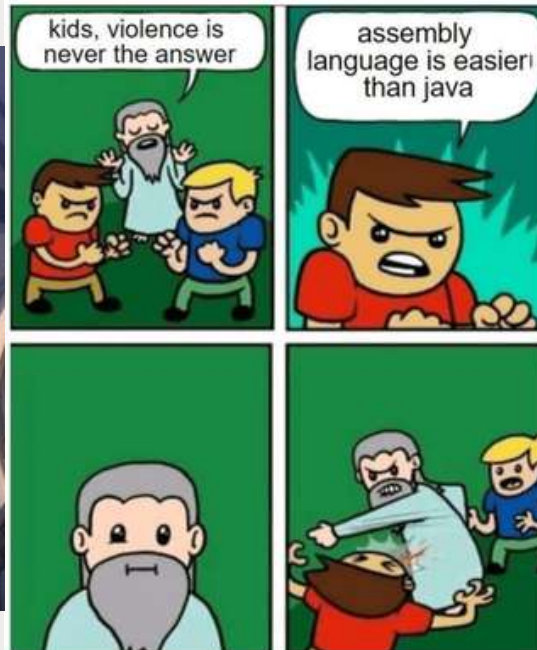
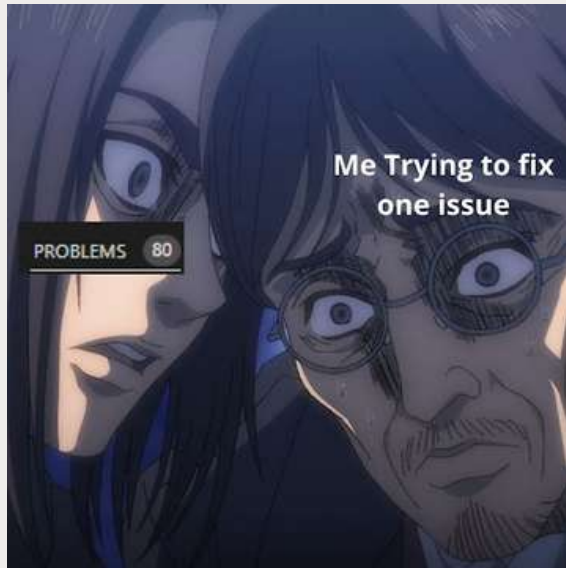
Then, we had our chief guest, Mr. Ankur Kankonkar to say a few words. Mr Ankur is an alumni of our college, who pursued his BSc & MSc from our department. He is the Co-founder and CEO of Kapslock company. Mr. Ankur along with his 2 friends had started Kapslock on 15th August 2019. They aim to provide quality software services at affordable prices.

Followed by the speech from the associate professor of our department, Mr. Kumeresh V.C. The session then ended with a vote of thanks by the student representative, Mr. Saiprasad Naik.



We then, had the introduction videos displayed on the projector and invited the assigned judges to judge the videos. And informed the participants of Shutters Up (photography) We then, had the introduction videos displayed on the projector and invited the assigned judges to judge the videos. And informed the participants of Shutters Up (photography) to start capturing pictures from the event. Followed by displaying the memes from the meme battle competition.

HERE ARE SOME OF THE MEMES THAT WERE PRESENTED BY THE TEAMS



Techfest

Techfest 2.0



The Code You Think about writing



The Code You Actually Write



Studying Computer Science for 3 years in College/University





GAMEING



CODING



DEBATE



WINNERS



RUNNER'S UP

Community Outreach Programme

Scratch Programming



As a part of Community Outreach Programme the Department of Computer Science in association with FIREBITS club had organised The Scratch programming workshop on the 12th and 13th of May, 2022. Mrs. Ashweta Anand Fondekar was the faculty co-ordinator for the same. The workshop was conducted for FY's and the children of our college's community assistance. The first day was dedicated to fundamental programming, followed by an advanced session the following day. The major goal of this programme was to teach students about animation and inspire them to make games and interactive art projects while having a good time. Students would be able to understand programming much better if they used scratch since it is visual.

The second day event began with the fundamentals of scratch programming. Dresden Fernandes, the master trainer, took the lead with an introductory session in which he discussed the benefits and importance of scratch and presented a brief activity in which he explained each block that would be utilised in the programming code. Following that, we moved on to the 'Animating a Character' workshop, where master trainer Maheera Shaikh demonstrated a project using keys to walk and leap a character and introduced the students to several graphic effects.

The day's final session was led by Master trainer Rizma Pereira, who demonstrated a session based on the narrative of 'The Tortoise and the Hare,' which featured changing backdrops, moving the sprite/character, changing the costumes, and additional graphic effects.

Raheed Muzawar, the master trainer, began the practise by presenting the first game of the day. The shark in the game was shown eating little fishes. The player would receive points for eating the most fish in the 30 second time limit, but eating crabs would result in a -2. Because many of the ideas were introduced on Day 1, the Students did an excellent job of creating the game.

Master trainer Savio D'Costa led the second gaming session, demonstrating his game, titled 'Don't Whack Rizma,' which was similar to the whacking the mole premise. Players would lose lives if they hit the sprite Rizma, but would gain points if they hit the other sprites.

Master trainer Vignesh Valvaikar delivered the final session of the day, speaking to students about Video Sensing. He exhibited a project in which video sensing was used to pop balloons.

The programme was concluded by Maheera Shaikh by giving a vote of gratitude at the end of the programme: It was a great enjoyable and interactive workshop, the students learned something new about technology and applications.



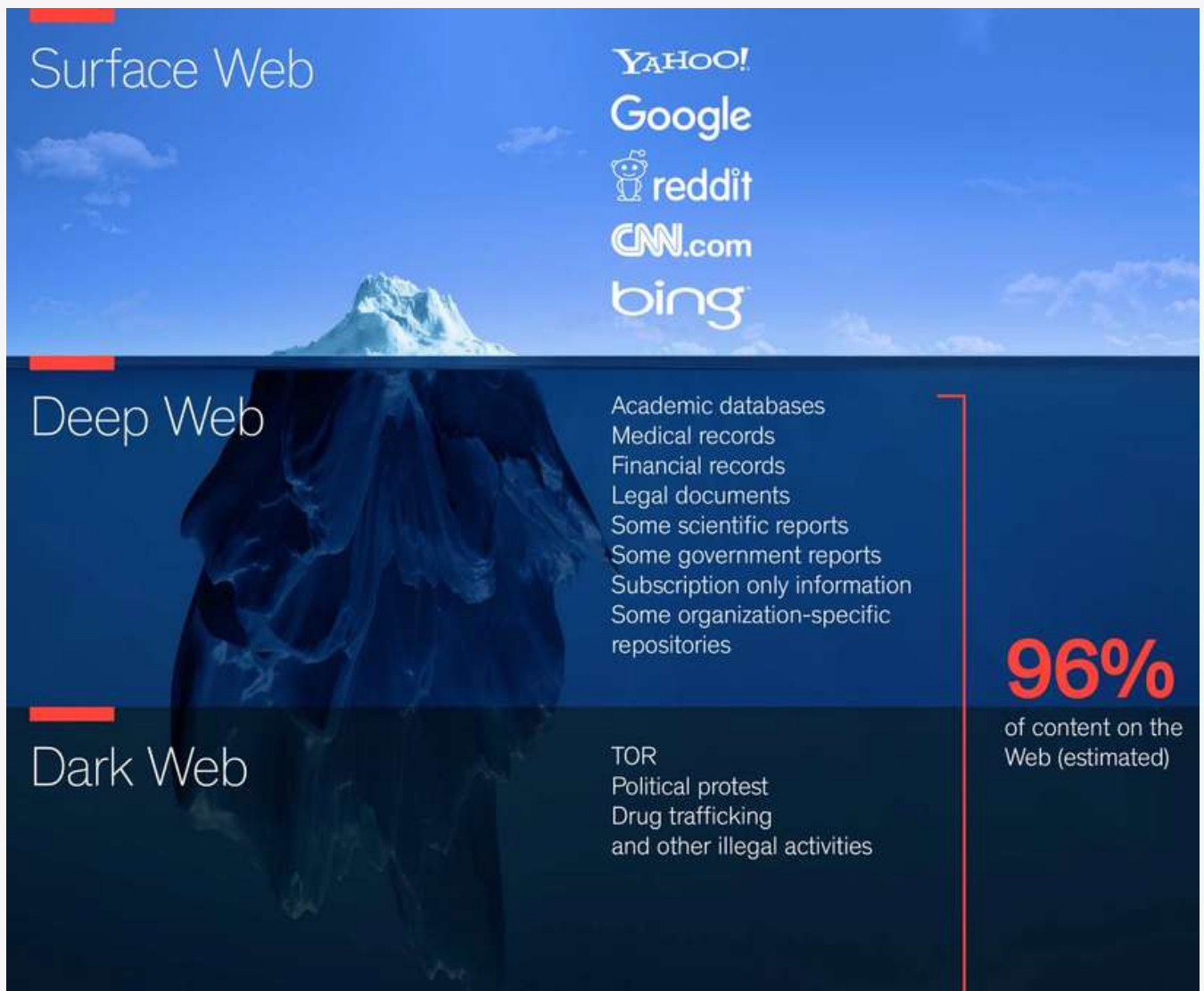
Visit to Matruchaya ashram



As a part of Community outreach programme the Faculty from Department of Computer Science visited the Matruchaya-Balika kalyan ashram at Gogol Margao .Currently there are about 21 girls from age group between 6-19 years. The Faculty interacted with the staff from the ashram and enquired about their requirements. Subsequently as per the requirements some grocery items and cookware's were given to them. Financial assistance was also given to them for school uniforms.



Dark Web



<https://medium.com/@smartrac/the-deep-web-the-dark-web-and-simple-things-2e601ec980ac>

Dark web is also called the ‘wild west’ of the internet because operating in the shallows are extremists , criminals and trolls. So, where did the dark web come from? In the late 1990s, two Research organizations in the US Department of Defence drove efforts to develop an anonymized and encrypted network that is the ‘Dark web’ that will protect the sensitive communications of US spies. This secret network would not be known or accessible to ordinary internet surfers.

Continue..



This means they aren't accessible through traditional search engines, such as Google. Specific browsers, such as Tor Browser, are required to reach the dark web. The Tor dark web or onion land uses the traffic anonymization technique of Onion Routing. "The Onion Router", given the many layers of encryption that guard passing information. Tor lives on the fringe of the internet and serves as the underlying technology of the dark web is a collection of hidden sites inaccessible via regular browser. The dark web pulls up sites using information that isn't indexed online, such as bank accounts, email accounts and databases.

Dark web is an internet shallow world where the good and the bad co-exist. On the good side, the dark web provides anonymous, highly secure communication channels to shield classified government activity and protect reform agents such as human rights activists and journalists opposed by oppressive foreign regimes.

On the bad side, the dark web has emerged as an important hub of criminal commerce, a fully functional marketplace where hidden customer can buy from hidden sellers with relative confidence, often with customer ratings available, just as on the public-facing web. The criminal side of the dark web relies on anonymizing technology and crypto currency to hide its trade in an assortment of contraband such as opioids and other drugs,



bomb parts, weapons small and large, child pornography, social security numbers, body parts-even criminal acts for hire. The dark web's anonymity not only encourages illegal activities, it keeps many law enforcement agencies, even while their jurisdictions are impacted by online transactional crimes. The world is required to tighten the screws on nefarious activity. The dark web is still very much a work in progress, and its full costs and benefits are not yet known.



Students Corner

How Successful Is The Computer Education?

A Computer Education is a learning experience, that plays a major role in not just business, but also to the people of the world, that takes the opportunity to handle education as their successful milestone.

In today's era, the computer education has unlocked the hidden key, to enhance our research skills to help us in enhancing the technology, that created a better educational environment, where computer has become the main aim in every educational and as well as non educational places, that made our business more easier with new technologies.



As we all know that in the present generation, a computer education has made the right choice in the growth of internet, where communication plays a vital role in interacting and communicating on other side of the globe through email messaging, voice calls, video conferencing and other social networking sites. Even online shopping has made our life easier by making their services available for 24/7 online, which removed their burden from offline businesses by making them a place to be known globally and to make better profit with their online business, also internet



together with computer education has made online banking transactions easier, where there is no need to physically present in the bank, because the online banking system can easily credit or debit and deposit or withdraw cash online. Computer education has also made possible rapid growth, specially to distance education, where most of the universities provide their lectures online, in which the computer plays the important role in shaping the student's experience through e-learning.

Continue...

From the education point of view to keeping the computer secure has been the important factor for the system users for securing the system from security threats, where enough knowledge has been circulated through the computer education. This is how, the computer education has brought the emerging effect in the



various field of Information Technology, that helped every individual to build and explore their own career perspectives in a very knowledgeable skilled successful way.



~~ By Sanika Crisnarao Nagvenkar (PGDCA 2021-22)

"The point is that tools are always going to be used for certain things we don't find personally pleasing. And it's ultimately the wisdom of people, not the tools themselves, that is going to determine whether or not these things are used in positive, productive ways." **Steve Jobs**



Alumni Achievement



Its a proud moment to share with you all that our ex student Mr. Praveen Aditya, from the batch of B.Sc Computer Science 2017-2019 who was pursuing his higher studies in Cyber Forensics and Information Security in University of Madras, has received a Gold medal from the Honourable CM Mr. MK Stalin and Governor R.N Ravi of Tamil Nadu.

Faculty Corner

Faculty Achievement



Mrs. Ashweta Anand Fondekar was invited by the Directorate of Higher Education as a Mentor for Paper-I for the NET/SET Mentoring Programme from 17th May 2022 to 1st June 2022.

The extensive mentoring sessions were provided to the aspirants to guide them to crack the NET/SET exam at the following two centres:

- 1) Multipurpose Hall, Directorate of Arts and Culture, Panaji Goa - North Goa aspirants
- 2) Government College, Borda Margao Goa - South Goa aspirants



Dr.(Ms).Sameena Falleiro, HOD & Associate Professor, Department of Computer Science delivered a Session as a Resource Person on "MOOC" for Faculty & Students of Swami Vivekanand Vidyaprasarak Mandal's College of Commerce, Bori, Ponda,Goa.

Faculty Participation



Reframing (Repeat). Free webinar. Kindly register to get the link..

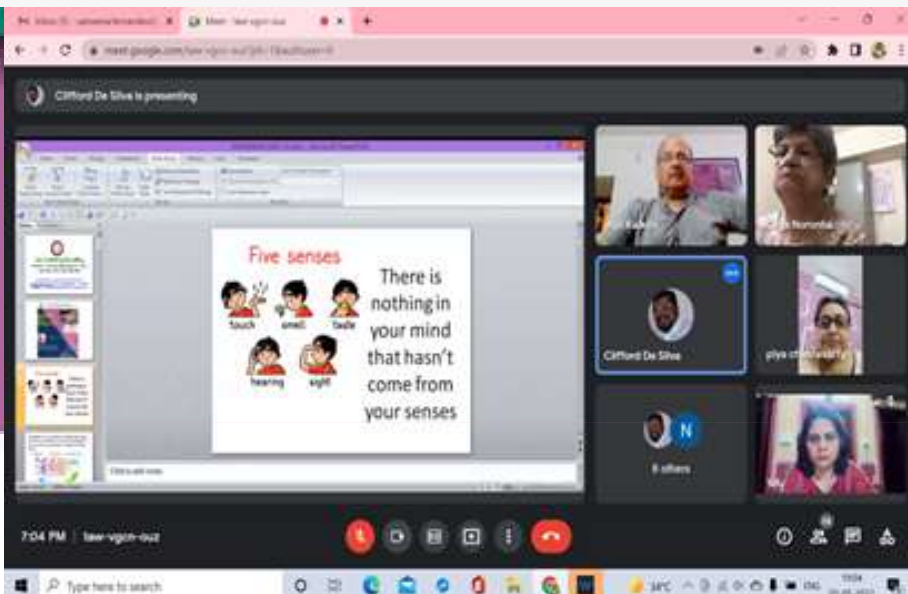
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To register, click on MESSAGE below and type ATTENDING

Content Reframing NLP is giving another meaning to a statement by recovering more content, which changes the focus. (Also ca... [Read more](#)

MESSAGE BUSINESS

ADD TO CART



Dr.(Ms).Sameena Falleiro, HOD & Associate Professor, Department of Computer Science attended an Online Interactive Session on Reframing on 1st May, 2022 organised by Mr.Clifford D'Silva from Goa Institute of Counselling.



EDITORIAL TEAM

Ms. Sanas Shaikh, Assistant Professor, Department of Computer Science.

Dr.(Ms). Sameena Fernandes e Falleiro, HOD and Associate Professor, Department of Computer Science.

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