

A.G & S.G Siddhartha Degree College for Arts & Science
(Autonomous), Vuyyuru-521165.

➤ **2018-2019**

Name of the Department: Computer Science

Name of the event: State level Student meet

Topic: “ARVUTI-2K19”

Date Conducted: 20-02-2019

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T. Keerthi	(9954558485)
T. Naga Prasada Rao	(9866 803839)
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K. Srikanth	(9182188521)
P. Devika Rani	(81217191227)
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K. Sowmya Krishna	

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K.S.V.S. Sai Kumar - 86865414.43 P. Srujana - 9032671688

Student Co-ordinators:

S. Gowtham Suresh Krishna	P. Kalyan Guru Datta
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ADUSUMILLI GOPALA KRISHNAIAH & SUGARCANE GROWERS
SIDDHARTHA DEGREE COLLEGE OF ARTS & SCIENCE-VUYYURU
An Autonomous College in the Jurisdiction of Krishna University
Re accredited with 3.05/4.0 at 'A' grade by NAAC
Vuyyuru-521165 Ph. No : 08676-233267


Arvuti 2K19
State Level Event

Date :
20th Feb, 2019

Venue:
Seminar Hall

Organized by :
Department of Computer Science
(UG & PG)




Signature of the HOD
(T. Naga Prasada Rao)

A.G & S.G Siddhartha Degree College for Arts & Science
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➤ **2018-2019**

Name of the event: Guest Lecture

Topic: "Ethical Hacking"

Date Conducted: 09-08-2018

Name and designation of the resource person: Dr G.Pragna, Shivaan
Technologies, Software Training & Development

Report on the guest lecture:

1. Objectives:

The purpose of ethical hacking is to evaluate the security of and identify vulnerabilities in target systems, networks or system infrastructure. The process entails finding and then attempting to exploit vulnerabilities to determine whether unauthorized access or other malicious activities are possible.

2. Notes on lecture:

The term *hacking* first started to appear in the 1960s in connection with activities at the Massachusetts Institute of Technology and referred to applying creative engineering techniques to "hack" machinery and make it operate more efficiently.

Finding vulnerabilities. Ethical hackers help companies determine which of their IT security measures are effective, which need updating and which contain vulnerabilities that can be exploited. Organizations can use the data from these tests to make informed decisions about where and how to improve their security posture to prevent cyber attacks.

Demonstrating methods used by cybercriminals. These demonstrations show executives the hacking techniques that malicious actors could use to attack their systems and wreak havoc on their businesses.

Helping to prepare for a cyber attack. Cyber attacks can cripple or destroy a business -- especially a smaller business -- but most companies are still unprepared for cyber attacks. Ethical hackers understand how threat actors operate, and they know how these bad actors will use new information and techniques to attack systems.


3. Outcome:

Ethical hacking can help in lot of ways like it strengthens computer and network security by performing penetration testing, it enables one to take preventive measures to avoid any security breach situations.



ఎథికల్ హ్యాకింగ్పై అవగాహన
 ఉయ్యూరు, ఆగస్టు 9 : ఏజీ అండ్ ఎఫ్ నజీఎస్ కళాశాల కంప్యూటర్ విభాగం ఆధ్వర్యంలో విద్యార్థులకు 'ఎథికల్ హ్యాకింగ్' అంశంపై గురువారం అవగాహన సదస్సు నిర్వహించారు. కంప్యూటర్లను హ్యాకింగ్ నుంచి ఎలా కాపాడుకోవాలో విజయవాడ శివాన్ టెక్నాలజీకు చెందిన జి.ప్రజ్ఞ, హేమలత తెలియజేశారు. ప్రీస్నిపాల్ డి.బాలకృష్ణ, కంప్యూటర్శాఖాధిపతి సిహెచ్.మోహన్బాబు అధ్యాపకులు పాల్గొన్నారు.




Signature of the HOD
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➤ **2018-2019**

Name of the event: Two-Day Workshop

Topic: "Soft Skills"

Date Conducted: 18-8-2018 to 19-8-2018

Name and Designation of the Resource Person: L.VijayAnand, Member of APSSDC, Madras.

Report on the guest lecture:

1. Objectives:

By the end of the soft skills training program, the students should be able to:

- Develop effective communication skills (spoken and written).
- Develop effective presentation skills.
- Conduct effective business correspondence and prepare business reports which produce results.
- Become self-confident individuals by mastering interpersonal skills, team management skills, and leadership skills.
- Develop all-round personalities with a mature outlook to function effectively in different circumstances.
- Take part effectively in various selection procedures adopted by the recruiters.

2. Notes on lecture:

Business Communication: Communications skills, current English usage, debates, language games, situational dialogues, precis writing, essay writing, presentations.

Presentation Skills: Preparing for effective presentations, presentation for small groups and large groups, marketing and business presentations.

Business Correspondence: Principles of clear writing, often misused words, applications and requests, positive and negative responses to requests, routine messages, memos, report writing, organizing meetings, preparation of agenda and minutes, business etiquette, telephone etiquette, e-mail etiquette.

Benefits from the Training: The ability to communicate clearly and concisely is an advantage to a promising manager. The students will soon realize that fluency and command over speaking and writing gives them an edge while interacting with people at all levels.

Behavioral Skills: An array of skills related to personal growth for efficient functioning constitutes the training. Students are made to realize their strengths and weaknesses so that they are able to grasp the true essence of development. They are made to take part in role plays, games, and puzzles that demonstrate the attributes needed for assertiveness, interpersonal relationships, negotiations, time and goal management, leadership skills, and conflict management.

3. Outcome:

Teamwork – learning to connect and work with others to achieve a set task

Leadership – assessing the requirements of a task, identifying the strengths within the team, utilising the diverse skills of the group to achieve the set objective, awareness of risk/safety

Communication – demonstrating clear briefing and listening skills, not being afraid to ask for help and support when necessary



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➤ **2018-2019**

Name of the event: Guest Lecture

Topic: "Concepts of Multi Media"

Date Conducted: 05-10-2018

Name and designation of the resource person: M. Akshara, IT Solutions, Vijayawada.

Report on the guest lecture:

1. Objectives:

By using multimedia technology, educators can offer new methods of learning that can take place in schools or at home. Granting teachers access to multimedia learning resources, which support constructive concept development, allows them to focus on facilitating learning while working with individual students.

2. Notes on lecture:

Following are the common areas of applications of multimedia.

* **Multimedia in Business-** Multimedia can be used in many applications in a business. The multimedia technology along with communication technology has opened the door for information of global work groups. Thus the work place will become global. The multimedia network should support the following facilities:

Voice Mail

Electronic Mail

* **Multimedia in Marketing and Advertising-** By using multimedia marketing of new products can be greatly enhanced. Multimedia boost communication on an affordable cost opened the way for the marketing and advertising personnel.

* **Multimedia in Entertainment-** By using multimedia marketing of new products can be greatly enhanced.

* **Multimedia in Education-** Many computer games with focus on education are now available. Consider an example of an educational game which plays various rhymes for kids.


* **Communication Technology and Multimedia Services-** The advancement of high computing abilities, communication ways and relevant standards has started the beginning of an era where you will be provided with multimedia facilities at home.

3. Outcomes:

Communicate clearly and concisely, visually, verbally and in writing, using techniques appropriate for the intended audience. Demonstrate knowledge of discipline-specific skills and vocabulary. Construct a body of work that demonstrates visual intelligence, conceptual understanding, collaboration and

technical facility at a professional entry level in media design and production.




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➤ **2018-2019**

Name of the event: Guest Lecture

Topic: Personality Development

Date Conducted: 06.12.2018

Name and designation of the resource person: S.Srinivasa Rao DSDO of Krishna Dt(APSSDC)

Report on the guest lecture:

1. Objectives

Python is a computer programming language often used to build websites and software, automate tasks, and conduct data analysis. Python is a general-purpose language, meaning it can be used to create a variety of different programs and isn't specialized for any specific problems.

2. Notes on lecture:

Data science is an interconnected field that involves the use of statistical and computational methods to extract insightful information and knowledge from data. Python is a popular and versatile programming language

3. Outcome:

Personality development is said to have a positive impact on one's communication skills and the way he/she sees the world. Individuals tend to develop a positive attitude as a result of personality development.



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➤ 2018-2019

Name of the event: Guest Lecture

Topic: "Android Apps"

Date Conducted: 02-02-2019

Name and designation of the resource person: Ch. Ravi, IT Solutions,
Vijayawada.

Report on the guest lecture:

1.Objectives:

Android Application Development course is designed to quickly get you up to speed with writing apps for Android devices. The student will learn the basics of Android platform and get to understand the application lifecycle

2. Notes on lecture:

Android is an open-source operating system, based on the Linux kernel and used in mobile devices like smart phones, tablets, etc. Further, it was developed for smart watches and Android TV. Each of them has a specialized interface. Android has been one of the best-selling OS for smart phones. Android OS was developed by Android Inc. which Google bought in 2005.

Types of Android Applications

1. Native Apps

Native apps are built for particular operating systems, which are mostly Android and IOS. Also, there are more OS for mobile applications: Blackberry and Windows. This is available for download on Google Play Store and for IOS Apple App Store. Native apps are generally built to make the most of all the features and tools of the phones such as contacts, cameras, sensors, etc.

2. Web Apps

Web applications are built only the run on browsers. They are mainly the integrations of **HTML, CSS, and JavaScript**. It runs on Chrome, Firefox, and other browsers. And one of the major differences between the two is that native mobile apps can function both in the offline mode without an active internet connection and the online mode, whereas the web apps require an active internet connection for them to work. Gmail, Canva, and Google Docs are the best examples of web apps.

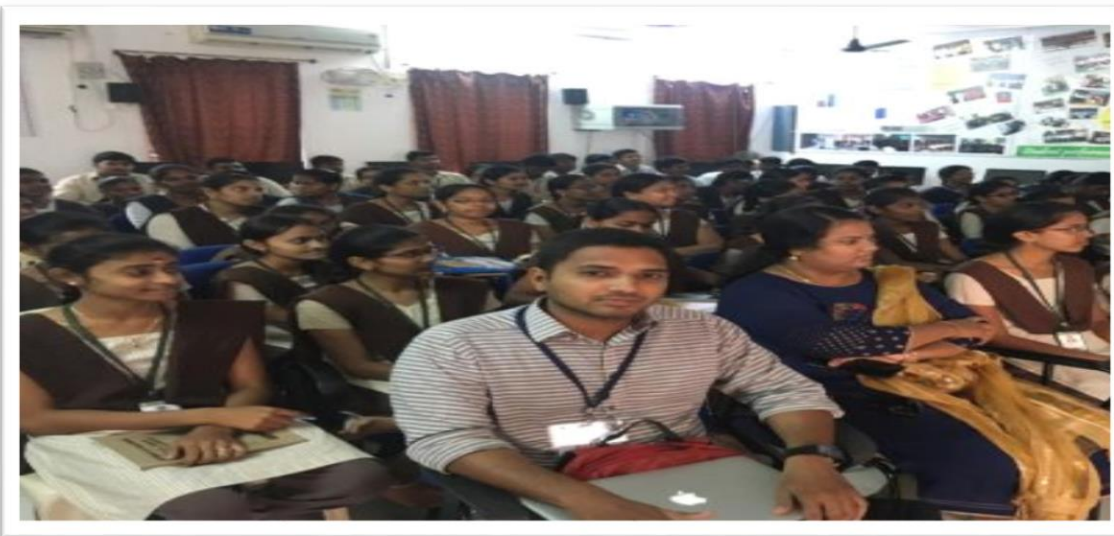
3. Hybrid Apps


Hybrid applications are also called Cross Platform Applications. Because hybrid apps use

a single codebase, they can be deployed across devices. Instagram, Uber, and Crypto change are examples of Hybrid apps. For Hybrid application development, we use **Flutter/Dart, React Native**, etc.

3. Outcome:

The use of Android apps includes convenience, easy communication with customers, and online usage.




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