



**Bharati Vidyapeeth's Jawaharlal Nehru
Institute of Technology (Poly.), Pune-43.
Department of Computer Technology**

CompNews

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FOUNDER

Hon. Dr. PATANGRAOJI KADAM

Mission: “*Social Transformation through Dynamic Education*”

This News Letter is published to give information about events that are taking place in Computer Technology Department. This is for internal circulation only.

Vision of the Department:

To empower the students with effective technical and professional skills in Computer Technology along with industrial knowledge to fulfill the changing needs of the society

Mission of the Department:

M1: By establishing professional and entrepreneurial qualities in response to the latest trends in the technology

M2: By contributing to the societal enhancement through technical education and ethical responsibilities related to computer engineering

M3: By developing the skills of analysis, design, implementation and testing concerned with Computer software and hardware

From HOD's Desk:

Dear students,

We believe in continuous updating of skill & Knowledge to attain the excellence. The Student guided by the Staff won the 1st Rank in State & National level Technical Paper Presentation. We provide best platform to budding engineers to acquire technical knowledge, soft & motor skills which are most demanded in industry. Basic aim of the department is to provide technical along with leadership skills that enables them to grow in their profession.

The faculty invited as an expert judge for National level Technical Paper Presentation Competition.

I wish all the best to all students of final year students for their bright carrier.

Prof. A.P.Shinde
Head of Department

Students Achievement

1) Abstract of Award Winning Paper

VIRTUAL REALITY

Abstract:

"Virtual" has had the meaning of "being something in essence or effect, though not actually or in fact" since the mid-1400. The term "virtual" has been used in the computer sense of "not physically existing but made to appear by software" since 1959. In 1938, the French avant-garde playwright Antonin Artaud described the illusionary nature of characters and objects in the theatre as "la realitevirtuelle" in a collection of essays "Le Theatre et Son Double".

The term "virtual reality" was first used in a science fiction context in The Judas Mandala, a 1982 novel by Damien Broderick. The Virtual Reality Modelling Language (VRML), first introduced in 1994, was intended for the development of "virtual worlds" without dependency on headsets. The consortium subsequently developed X3D from the VRML framework as an archival, open-source standard for web-based distribution of VR content.

Definition:

Virtual reality (VR) is an interactive computer-generated experience taking place within a simulated environment. It incorporates mainly auditory and visual feedback, but may also allow other types of sensory feedback like haptic. This immersive environment can be similar to the real world or it can be fantastical. Augmented reality systems may also be considered a form of VR that layers virtual information over a live camera feed into a headset or through a smart phone or tablet device giving the user the ability to view three-dimensional images.

Applications:

BLOCKCHAIN TECHNOLOGY

Abstract:

A blockchain is a public ledger to which everyone has access but without a central authority having control. It is an enabling technology for individuals and companies to collaborate with trust and transparency. One of the best know applications of blockchains are the cryptographic currencies such as Bitcoin and others, but many other applications are possible. Blockchain technology is considered to be the driving force of the next fundamental revolution in information technology. Many implementations of blockchain technology are widely available today, each having its particular strength for a specific application domain. The tutorial provides the participants with insights and practical experience on Blockchain technology and applications in practice, as well as theory based exploration of possible business cases. Blockchain, the foundation of Bitcoin, has received extensive attentions recently. Blockchain serves as an immutable ledger which allows transactions take place in a decentralized manner. Blockchain-based applications are springing up, covering numerous fields including financial services, reputation system and Internet of Things (IOT), and so on. However, there are still many challenges of blockchain technology such as scalability and security problems waiting to be overcome. This paper presents a comprehensive overview on blockchain technology. We provide an overview of blockchain architecture firstly and compare some typical consensus algorithms used in different

It has been used and studied in primary education, military, astronaut training, flight simulators, miner training, driver training and bridge inspection. Immersive VR engineering systems enable engineers to see virtual prototypes prior to the availability of any physical prototypes. Supplementing training with virtual training environments has been claimed to offer avenues of realism in military and healthcare training while minimizing cost. It also has been claimed to reduce military training costs by minimizing the amounts of ammunition expended during training periods. VR can simulate real workspaces for workplace occupational safety and health purposes, educational purposes, and training purposes. It can be used to provide learners with a virtual environment where they can develop their skills without the real-world consequences of failing. In social sciences and psychology, virtual reality offers a cost-effective tool to study and replicate interactions in a controlled environment.

In robotics virtual reality has been used to control robots in tele-presence and tele-robotic systems. It has been used in robotics development. For example, in experiments that investigate how robots—through virtual articulations—can be applied as an intuitive human user interface. Another example is the use of robots that are remotely controlled in dangerous environments such as space. Here, virtual reality not only offers insights into the manipulation and locomotion of robotic technology but also shows opportunities for inspection.

Guide: Prof. A.P.Shinde

AishwaryaMokashi
VaishnaviPardeshi
(TYCM)

blockchains. Furthermore, technical challenges and recent advances are briefly listed. We also lay out possible future trends for blockchain.

Guide: Prof. A.P.Shinde.

Durva Tarale
Sonali Panda
(SY CM)

Glimpses of events under the Computer Technology Department



Students of TYCM won first Prize



“Mahwari- Boon or Bane” seminar



Students of SYCM won first Prize



Blood Donation Camp