



NARAYANA ENGINEERING COLLEGE::GUDUR

Dhurjati Nagar, Gudur, Tirupati Dist., AP - 524101
An Autonomous College under JNTUA, Approved by AICTE, New Delhi



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

NEWSLETTER 2024-25

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Vision of the institute

To be one among the premier institutions of the country for professional education in producing technocrats with competent skills, Innovative ideas and Ethics to serve the nation.

Mission of the institute

To provide an environment most conducive to learning with state-of-the-Art infrastructure, well equipped laboratories and research facilities to impart high quality technical education.

To emphasize on innovative ideas and creative thinking and prepare them to meet the growing challenges of the industry.

To inculcate the leadership qualities, multi-disciplinary approach, Ethics and lifelong learning in graduates to serve the diverse societal needs of our nation.

Vision of the Department

To produce globally competent software professionals in the field of Computer Science and Engineering to meet the needs of industry and society along with research and consultancy, lifelong learning, leadership qualities and ethics.

Mission of the Department

To deliver quality technical education by practicing innovative teaching learning processes making student's self-sufficient individuals.

To inculcate innovative thinking and problem solving skills in learners through training programs and collaborative interaction with industry.

To develop professional behavior with strong ethical values, leadership qualities and lifelong learning by providing value based education.

PEOS

PEO-1 : To Attain higher positions in career by exhibiting expertise in solving real world problems.

PEO-2 : To Fill technical gaps and take leadership roles and achieve substantive results for the development of the organization.

PEO-3 : To Adapt to rapidly changing technologies through Lifelong learning.



(PROGRAM SPECIFIC OUTCOMES) PSOs

PSO 1: Software Product Development: Apply the principles and practices of software Engineering for developing quality software applications.

PSO 2: Employment: Get employed in industries through their knowledge attained in Basic and advanced programming languages, specialized software packages or become an entrepreneur.

(PROGRAM OUTCOMES) POs

1. Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

2. Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

3. Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

5. Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

6. The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

7. Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

9. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multi disciplinary settings.

10. Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

11. Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multi disciplinary environments.

12. Life-Long Learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Data Science and Analytical Tools

The Inaugural ceremony of A One Week Faculty Development Programme (FDP) was conducted from 13th Dec, 2024 to 19th Feb, 2024. In this regard, the program began with a prayer song at 10:00AM followed by welcome address by Dr. P.Venkateswara Rao, Head of the Department Computer Science and Engineering (CSE).

The introduction to the speaker was given by Mr. Muthyalu Pindi, Assistant Professor, Computer Science and Engineering. The dignitaries on the stage were Mr. Pavuluri Gargheya Mani Sampath and Mr. Yallamraju Ujwal Kumar Technical Trainers from CODETANTRA, highlighted the significance of Coding practices on online platforms and its importance in the IT sector and academics for the sake of the students and their career development.

The guest of Honour and the Resource person Mr. Pavuluri Gargheya Mani Sampath, Technical Trainer at CODETANTRA Tech Pvt. Lmt, Hyderabad explained about CODETANTRA online platform, and the agenda for the 5 days FDP. The Inaugural session was successfully concluded.



On Day 1, the resource person Mr. P Gargheya Mani Sampath explain about Codetantra platform and features of that platform and then shown options available for students, staff and HOD in Codetantra logins. Mr. Y Ujwal Kumar created logins for all the staff who are participated in the session. The last session covers Introduction to Python and problem solving in python. The speaker has given a brief introduction about the techniques used for various problem solving. He has considered few examples and made the participants understand how they can be implemented in python software. Later he developed few algorithms and compared them with the other platforms.

On Day 2 Session 1 speaker explain about different programming languages for solving coding problems in online platform and how to use CODETANTRA platform. Session 2 continues with problem solving using python followed in Python online platform. Session 3, was started with the python programming basics were also introduced and the hands-on session was carried further for different algorithms to analyze data. For each of the content trainer solved one case study followed by second problem to be solved by the participants. All participants completely engaged with Python Hangover.

On Day 3, Session 1 and Session 2 started with hands on practice of coding problems in C and Python languages. Session 3 covered how to create tests for students while preparations for placements purpose, conducting competitions and also for internal assignments, after completing tests or assignments, how to download the results and then analysis of those tests or assignments.

On Day 4 Mr. Y Ujwal Kumar starts the Session with Introduction to Courses in CODETANTRA platform, in that how to complete the theory part of the course then followed by practical part of that course. How to see the results like how much each student completed the courses, practices by the students and finding suspicious activities done by students? In the afternoon session, speaker explains about how to apply course completion certificate and results and analysis then coding practices.

On Day 5, session started with placements related coding problems and coding problems taken from various campus placements of different IT companies. Afternoon session started with queries and feedback collection from faculty. The FDP was concluded by the valedictory function conducted on Day 5 afternoon 3.30. Certificates were distributed to all the participants on completion followed by the traditional distribution of snacks and high tea.

Professional Development Programme

Data Science and Analytical Tools

The Department of Computer Science & Engineering conducted a Workshop 3D Animation on 25-09-2024. The main objective of 3D Animation is the process of creating moving images in a three-dimensional digital environment. Unlike 2D animation, which works within two dimensions (height and width), 3D animation adds depth, creating more life like and realistic visuals. It is used across various industries, including entertainment, video games, advertising, medical visualizations, architecture, and education. This report explores the core aspects of 3D animation, including its history, techniques, software tools, applications, and the future of the industry.

The Future of 3D Animation

The future of 3D animation looks promising, with emerging technologies set to expand the boundaries of creativity and realism. Some key trends include:

- * AI and Machine Learning
- * Virtual Reality (VR) and Augmented Reality (AR)
- * Real-Time Rendering
- * Cloud-Based Animation
- * Motion Capture Advances

The Workshop was attended by good number of Participants and the Resource Person Mr. P. Muthyalu, Asst. Professor had addressed the gathering and delivered the details of fundamentals and future of 3D Animation in current scenarios.



Career Guidance on Forensic Computer Analysis

Narayana Engineering College Autonomous (Gudur), Department of Computer Science and Engineering, organized a seminar on Career Guidance on Forensic Computer Analysis in association with Indian servers Pvt. Ltd. on 15 July 2024.

The seminar was conducted by Kranthikiran Dugirala. Head of Sales Marketing New Edge Overseas Education Vijayawada. The resource persons were introduced by Dr. P. Venkateswara Rao, Head of the Department (HOD) who also addressed the students on the significance of the program.

During the seminar Kranthikiran Dugirala discussed the Forensic Computer Analysis program in detail, providing valuable insights and guidance on career planning and opportunities.

Although the GRE Analytical Writing measure contains two discrete analytical writing tasks a single combined score is reported because it is more reliable than a score for either task alone. The reported score ranges from 0 to 6, in half-point increments.

**AI TOOLS & PROMPT ENGINEERING**

The Value Added Course on AI Tools & Prompt Engineering was successfully conducted from 24-10-2024 to 26-10-2024, by the Department of Computer Science and Engineering (CSE) in collaboration with IndStack IT Consulting Private Limited. Led by Mr. Raja Sekhar Pigilam from IndStack, Osmania University, Hyderabad, the course aimed to equip B. Tech II Year I Sem (CSE & CSM) Section students with essential skills in artificial intelligence and effective prompt engineering techniques. The sessions included a mix of theoretical concepts and practical applications, allowing students to engage with various AI tools and learn how to formulate effective prompts for maximizing their utility. Participants actively participated in hands-on activities, discussions, and Q&A sessions, fostering an interactive learning environment. Feedback from the students indicated a high level of satisfaction with the course content and delivery, emphasizing its relevance to their academic and professional aspirations.



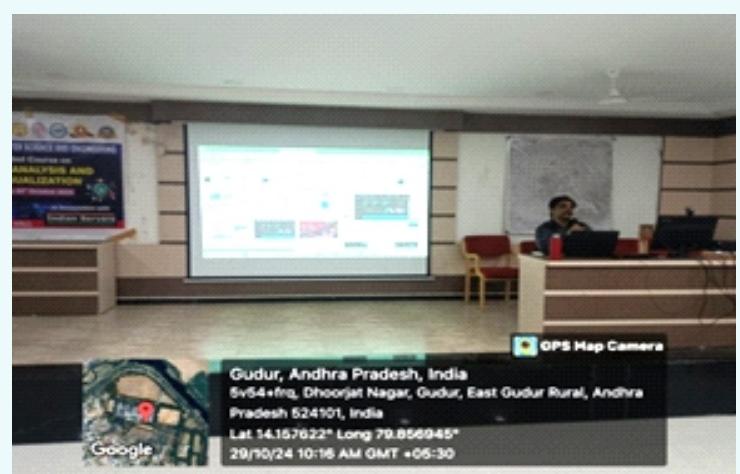
Conclusion: Overall, the course provided a valuable opportunity for students to enhance their knowledge and skills in AI preparing them for future challenges in this rapidly advancing field.

MALWARE ANALYSIS AND DATA VISUALIZATION

The Value Added Course on Malware Analysis and Data Visualization was successfully conducted from 28-10-2024 to 29-10-2024 at the CSE Seminar Hall, organized by the Department of Computer Science and Engineering in collaboration with Indian Servers. The course aimed to B. Tech II Year I Semester(A, B & C) students (210 Participants)with essential skills in understanding malware threats and the techniques for visualizing data effectively, both of which are crucial in today's rapidly evolving digital landscape.

Led by Mr. D. Sai Satish, the Founder and CEO of Indian Servers, the course provided a comprehensive overview of malware analysis techniques. Mr. Sai Satish shared his extensive expertise and experience in cyber security, offering students valuable insights into real-world applications. The interactive sessions included discussions on various types of malware, their behavior, and strategies for detection and mitigation. Students engaged in hands-on activities, allowing them to apply theoretical knowledge in practical scenarios, which significantly enhanced their understanding of the subject matter.

In addition to malware analysis, the course also emphasized data visualization, teaching students how to present complex data in an accessible and meaningful way. Techniques for utilizing various visualization tools and software were introduced, enabling students to create informative visual representations of data related to cyber security. This skill is increasingly important as organizations seek to communicate findings clearly and effectively to stakeholders.



Conclusion: Overall, the course received positive feedback from participants, who appreciated the practical approach and the opportunity to learn from an industry expert. Students left the course with enhanced knowledge and skills, which will undoubtedly benefit their academic and professional endeavors in the field of computer science and cyber security. The department looks forward to organizing similar courses in the future to continue providing valuable learning experiences for students.

AWS CLOUD COMPUTING

The Department of Computer Science and Engineering (CSE) in association with APSSDC, conducted a Value Added Course on IT Skills Training in AWS Cloud Computing. The program was designed to provide students with critical cloud computing skills relevant to the IT industry. Mr. Ch. Gopiraju, an expert in AWS technologies, led the course sessions.



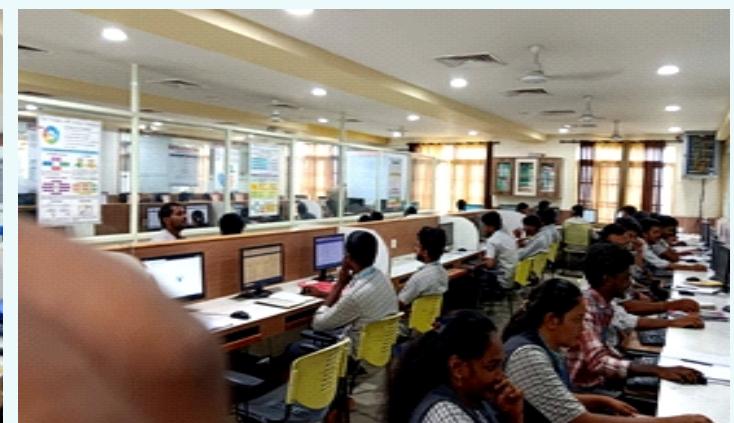
DATA SCIENCE USING PYTHON

The Department of Computer Science and Engineering (CSE), in collaboration with Brain O Vision, organized a Value Added Course on Data Science Using Python from 7th to 9th October 2024. The course was designed to enhance the data science skills of III Year CSE students, specifically those in sections A and C (138 Students). It was conducted by Mr. Dasari Obulaiah, Software Developer, who brought extensive experience and expertise to the training sessions.

The main objective of this course was to introduce students to the core concepts of data science and the practical applications of Python in data analysis and visualization. The training focused on equipping students with skills that are directly applicable in real-world scenarios, making them better prepared for industry challenges and interviews.

The course covered a wide array of data science topics, starting with an introduction to Python programming tailored for data manipulation and analysis. Students were introduced to essential libraries, including Pandas, NumPy, and Matplotlib, which are commonly used for data analysis and visualization. Additionally, the curriculum included sessions on data preprocessing techniques, data visualization, and an introduction to machine learning, providing students with a foundational understanding of these concepts.

The course was highly beneficial to the participating students, as it not only increased their proficiency in data science tools and techniques but also boosted their confidence in applying these skills to real-world problems. Each participant received a certificate of completion from Brain O Vision, which serves as a valuable addition to their academic and professional credentials.



GUEST LECTURE ON ARTIFICIAL INTELLIGENCE

Guest lecture on Artificial Intelligence was organized by the department of CSE, on 12 September 2024. The Resource person M.Bharathi, Software Engineer, HCL Company Bangalore. explained various concepts of Artificial Intelligence related aspects right from the fundamentals for II year I Semester B.Tech CSE students.

The session was started at 10:00 am by welcoming of Resource Person M.Bharathi, Software Engineer, HCL Company Bangalore. Principal Dr. V.Ravi Prasad, The head of the Department of CSE Dr.P.Venkateswara Rao & faculty members of CSE also took part in the Guest lecture actively. M.Bharathi, Software Engineer, HCL Company Bangalore, was the Speaker for the Guest Lecture program. Total 135 students from CSE branch attend for this program. Guest lecture of the event has started by initiating the Resource person to the students later the session is carried out by discussing the principles.

**GUEST LECTURE ON DEEP LEARNING**

Guest lecture on Deep Learning was organized by the department of CSE on 23 August 2024. The Resource person D.Srinivas Rao Professor, LVRC. explained various concepts of Deep Learning related aspects right from the fundamentals for IV year I Semester B.Tech CSE students.

The session was started at 10:00 am by welcoming of Resource Person D.Srinivas Rao Professor LVRC. Principal, Dr. V.Ravi Prasad, The head of the Department of CSE Dr.P.Venkateswara Rao & faculty members of CSE also took part in the Guest lecture actively.

D.Srinivas Rao Professor LVRC was the Speaker for the Guest Lecture program. Total 136 students from CSE branch attend for this program. Guest lecture of the event has started by initiating the Resource person to the students later the session is carried out by discussing the principles of Deep Learning.



GUEST LECTURE ON OBJECT ORIENTED PROGRAMMING THROUGH JAVA

Guest lecture on Object Oriented Programming through Java was organized by the department of CSE, on 18 October 2024. The Resource person P.Sobhan babu, Software Engineer L&T. explained various concepts of Object Oriented Programming through Java related aspects right from the fundamentals for IV year I Semester B.Tech CSE students.

The session was started at 10:00 am by welcoming of Resource Person P.Sobhan babu, Software Engineer L&T. Principal, Dr. V.Ravi Prasad, The head of the Department of CSE Dr.P.Venkateswara Rao & faculty members of CSE also took part in the Guest lecture actively. P.Sobhan babu, Software Engineer L&T, was the Speaker for the Guest Lecture program. Total 135 students from CSE branch attend for this program. Guest lecture of the event has started by initiating the Resource person to the students later the session is carried out by discussing the principles of Oriented Programming through Java.

Object-Oriented Programming (OOP) has been the dominant paradigm in software development for decades, and Java, as one of the most widely used OOP languages, continues to evolve. As we look toward the future, several trends are shaping the way OOP and Java are being used, particularly in the context of modern software development.



Seminars

SEMINAR ON DEEP LEARNING

The Department of Computer Science and Engineering of Narayana College of Engineering, Gudur has conducted a SEMINAR ON DEEP LEARNING on 28 August 2024, 9.30 AM at Seminar Hall for IV B.Tech Students. The Resource Persons is K.Ganesh Kumar, Resource person has been introduced by the HOD Dr. P. Venkateswara Rao. HOD had addressed the students on significance of this program. Total No. of participants 126.

The Resource person addressed the students and explained the following:

Deep Learning is a subfield of Machine Learning that involves algorithms inspired by the structure and function of the human brain, called artificial neural networks. It has become a cornerstone of modern Artificial Intelligence (AI), powering innovations across industries. In the fast-evolving era of artificial intelligence, Deep Learning stands as a cornerstone technology, revolutionizing how machines understand, learn, and interact with complex data. At its essence, Deep Learning AI mimics the intricate neural networks of the human brain, enabling computers to autonomously discover patterns and make decisions from vast amounts of unstructured data. This transformative field has propelled breakthroughs across various domains, from computer vision and natural language processing to healthcare diagnostics and autonomous driving.

SEMINAR ON DRONE TECHNOLOGIES

The Department of Computer Science and Engineering of Narayana College of Engineering, Gudur has conducted a Seminar On Drone Technologies on 23 August 2024 9.30 AM at Seminar Hall for III B.Tech Students in association with Indian Server. The Resource Persons is E.Suresh Reddy, L&T Company, Resource person has been introduced by the HOD Dr. P. Venkateswara Rao. HOD had addressed the students on significance of this program. Total No. of Participants 125.

The Resource person addressed the students and explained the following:

Drones have a vital role in our future society as they can be employed for various uses apart from surveillance and VIP security such as monitoring climate change, carrying out search operations in natural disasters, delivering goods, photography, filming, geographic mapping, traffic management, bomb detection (digital smelling technology), bomb disposal, law and order, crowd monitoring, etc. As of today, Drones remain under-exploited in these various fields and are mostly in their infancy stage in terms of technology.

However, this barrier will soon be broken as a result of rapid advancement in technology as well as increasing accessibility to electronic components. Moreover, Drone technology has caused a shift in the task execution process from the traditional way of management to a more efficient, effective, and futuristic way of management. Over the past few years, various private agencies, as well as governmental organizations, have managed to use Drones for activities ranging from not only easy tasks such as quick deliveries during an emergency, but also difficult operations like scanning unreachable military bases. Drones are extremely useful in places which are either inaccessible due to local circumstances or when it is difficult to perform a task in a timely and efficient manner.



Workshops

WORKSHOP ON ARTIFICIAL INTELLIGENCE

The Department of Computer Science and Engineering of Narayana College of Engineering, Gudur has conducted a workshop on “Artificial Intelligence” on 13 September 2024, 9.30 AM at Seminar Hall for II B.Tech Students in association with VSS Technologies. The Resource Persons is P.Mahesh CTS, Software Testing, Chennai, Resource person has been introduced by the HOD Dr. P. Venkateswara Rao. HOD had addressed the students on significance of this program.

The Resource person addressed the students and explained the following:

The overall response was overwhelmingly positive, with participants expressing high satisfaction with the workshop content, delivery, and practical exercises. The majority of participants found the hands on session particularly valuable, as it provided them with the necessary skills to apply AI techniques to their ongoing research. The workshop on Propel Your Research Using the Power of AI successfully achieved its objectives of introducing participants to AI in research, the workshop received positive feedback, indicating its effectiveness in meeting the expectations of the attendees.



WORKSHOP ON ROBOTICS

The Department of Computer Science and Engineering of Narayana College of Engineering, Gudur has conducted a workshop on Robotics on 20 September 2024, 9.30 AM at Seminar Hall for II B.Tech Students in association with Lotus Technologies. The Resource Person is K.Surya, CTS, Hyderabad, Resource person has been introduced by the HOD Dr. P. Venkateswara Rao. HOD had addressed the students on significance of this program. Total No.of Students 145.

The session mainly focused on introducing Robotics and AI to the students. Sri. K.Surya, CTS said Robotics is an interdisciplinary branch of computer science and engineering. Robotics involves design construction operation, and use of robots. The goal of robotics is to design machines that can help and assist humans. He also discussed the role played by AI in future. He also discussed various application of Robotics and AI and elaborated the pros and cons of using Robotics Technology in day to day life.



WORKSHOP ON 3D ANIMATION

A Brief Description of the Event:

The Department of Computer Science & Engineering conducted a Workshop 3D Animation on 25-09-2024. The main objective of 3D Animation is the process of creating moving images in a three-dimensional digital environment. Unlike 2D animation, which works within two dimensions (height and width), 3D animation adds depth, creating more life like and realistic visuals. It is used across various industries, including entertainment, video games, advertising, medical visualizations, architecture, and education. This report explores the core aspects of 3D animation, including its history, techniques, software tools, applications, and the future of the industry.

The Future of 3D Animation

The future of 3D animation looks promising, with emerging technologies set to expand the boundaries of creativity and realism. Some key trends include:

- * AI and Machine Learning
- * Virtual Reality (VR) and Augmented Reality (AR)
- * Real-Time Rendering
- * Cloud-Based Animation
- * Motion Capture Advances

The Workshop was attended by good number of Participants and the Resource Person Mr. P. Muthyalu, Asst. Professor had addressed the gathering and delivered the details of fundamentals and future of 3D Animation in current scenarios.



INDUSTRIAL VISIT TO FINARI SERVICES

The Department of Computer Science and Engineering of Narayana College of Engineering, Gudur has organized an Industrial visit to FINARI SERVICES on 05th OCT 2024. Industrial visit has its own importance in the career of a student who is pursuing a professional degree. It is considered a part of the college curriculum and the objective of an industrial visit is to provide students an insight into the internal workings of companies.

The primary objective of the industrial visit was to familiarize students with the day-to-day operations, business processes, and industry standards. The visit aimed to bridge the gap between theoretical knowledge acquired in the classroom and its real-world application in an organizational setting. It has been recognized for its unwavering dedication to quality, innovation, and ethical business practices.

With a focus on cutting-edge technology and a customer-centric approach, it has successfully positioned itself as a leader in the market. The company's dedication to staying abreast of industry trends and delivering superior products/services has contributed significantly to its success and positive standing in the business community.

The industrial visit to FINARI SERVICES CHENNAI to be an enriching experience for all participating students. It effectively bridged the gap between theoretical knowledge and practical application, providing a deeper understanding of industry operations.

Students learnt about the industry environment and its production process flow in the IT industries also got great experience and wonderful interaction with their employees.

**INDUSTRIAL VISIT TO SOMASILA DAM**

The Department of Computer Science and Engineering of Narayana College of Engineering, Gudur has organized an Industrial visit to Somasila Dam on 27th Aug 2024. Industrial visit has its own importance in the career of a student who is pursuing a professional degree. It is considered a part of the college curriculum and the objective of an industrial visit is to provide students an insight into the internal workings of companies.



BRAIN BATTLE QUIZ

A Brain Battle Quiz is a competitive quiz format that challenges participants' knowledge, quick thinking, and problem-solving skills. Typically, it's a high-energy event or game that can involve individuals or teams who compete against each other to answer questions correctly within a limited time frame. Brain Battle Quizzes are popular in schools, corporate settings, online platforms, and social gatherings, combining the thrill of competition with the stimulation of learning. Key features of a Brain Battle Quiz include:

- 1. Wide Range of Topics:** Questions often cover diverse topics like general knowledge, science, history, literature, pop culture, math, and logic puzzles, making it suitable for a broad audience.
- 2. Competitive Format:** Participants or teams compete directly against one another, adding an element of rivalry. Often, points are awarded for correct answers, and the team or individual with the highest score at the end wins.
- 3. Timed Rounds and Pressure:** Questions are usually timed, adding pressure and excitement. Participants need to think quickly and accurately under time constraints, making it both a mental and strategic challenge.
- 4. Multiple Rounds or Levels:** Brain Battle Quizzes can be structured in multiple rounds, with questions increasing in difficulty. Rounds can include different formats, like multiple-choice, true/false, picture rounds, or lightning rounds for added variety.
- 5. Rapid-Fire Questions:** Many Brain Battle Quizzes include "rapid-fire" rounds where participants must answer as many questions as possible within a short time limit, testing both knowledge and speed.



DEBATE

A debate is a structured discussion in which participants present opposing arguments on a specific topic or issue. Debates are designed to explore different perspectives, sharpen critical thinking, and encourage respectful discourse. They are used in educational, political, and social contexts to examine complex issues from multiple angles. Here are some key aspects of a debate:

- 1. Structure and Format:** Debates usually follow a formal structure, with designated speakers, timed segments, and predetermined speaking orders. Formats vary but often include opening statements, rebuttals, cross-examinations, and closing arguments.
- 2. Clear Resolution or Topic:** Each debate centers around a clear resolution (a statement or question) that both sides argue either for (pro) or against (con). This resolution sets the scope and focus of the debate.
- 3. Roles:** Participants typically take on specific roles, such as affirmative or negative, and may represent individual perspectives or teams. A moderator may also be present to enforce rules and keep the debate on track.
- 4. Arguments and Evidence:** Debates require well-reasoned arguments supported by evidence, examples, and research. Participants use logic, facts, and persuasive techniques to strengthen their positions.
- 5. Critical Thinking and Rebuttals:** Effective debaters not only present their own case but also actively listen to and critically analyze opposing arguments. Rebuttals are essential, allowing each side to respond to and counter the points made by the opposition.

GROUP DISCUSSION

A group discussion is a structured conversation among a small group of people aimed at exchanging ideas, opinions, and insights on a particular topic. Group discussions are commonly used in educational, professional, and social settings to promote collaborative learning, problem-solving, and decision-making. The main goal is for participants to explore a topic from different perspectives, often leading to a more comprehensive understanding or a well-rounded solution. Here are the key aspects of a group discussion:

1. Purpose: Group discussions serve various purposes, such as assessing knowledge, brainstorming ideas, encouraging critical thinking, making decisions, or practicing effective communication skills.

2. Topic: The topic is usually set in advance and can cover a range of subjects, from current events to theoretical concepts, business issues, case studies, or social issues. Topics are often open-ended, encouraging a range of views.

3. Participants: A group discussion typically involves a small group, usually between 5 and 12 people, allowing everyone the opportunity to contribute. Participants may take on specific roles, such as a moderator, timekeeper, or note-taker, to ensure a smooth and focused discussion.

Role of the Moderator: The moderator facilitates the discussion, introducing the topic, setting ground rules, keeping the conversation balanced, and encouraging participation. Moderators also help maintain decorum, ensuring all voices are heard without interruptions.



TECH TALK

Tech Talk refers to discussions or presentations centered around technology-related topics, typically aimed at sharing knowledge, exploring trends, or solving technical challenges. Tech Talks are popular in tech communities, companies, and educational settings, offering a platform for professionals to exchange ideas, showcase innovations, or dive into specialized topics. They can take many forms, including presentations, panel discussions, or Q&A sessions, and may cover a broad range of themes like software development, data science, cybersecurity, and more. Key aspects of Tech Talks include:

1. Knowledge Sharing: Tech Talks provide an opportunity for experts to share insights, techniques, and experiences, often helping others learn new skills or understand complex concepts.

2. Showcasing Innovations: Speakers may present recent innovations, case studies, or projects to illustrate how a specific technology or approach was applied effectively.

3. Exploring Trends and Best Practices: Tech Talks often highlight current technology trends, industry standards, or best practices, allowing participants to stay updated with the latest developments.

4. Problem-Solving and Brainstorming: Interactive Tech Talks may focus on solving specific technical problems or brainstorming ideas collaboratively, especially valuable in areas like troubleshooting or research and development.

5. Learning and Skill Development: Many Tech Talks aim to educate and develop skills, with sessions sometimes including hands-on demonstrations, coding challenges, or workshops.



WOMEN'S EQUALITY IN THE WORKPLACE

The Department of Computer Science and Engineering Women Forum wing of Narayana College of Engineering, Gudur has conducted a Elocution for the topic of Women's Equality In The Workplace on 24th August, 2024. Women's equality in the workplace refers to the concept of ensuring that women have the same rights, opportunities, and treatment as men in their professional environments. It encompasses various aspects such as equal pay, equal representation, access to leadership roles, non-discriminatory hiring practices, and the elimination of workplace harassment.

Key Areas of Focus for Women's Equality in the Workplace:

1 Equal Pay for Equal Work: One of the central issues in workplace equality is ensuring that women and men are paid the same for performing the same tasks.

2 Work-Life Balance and Parental Leave: Policies that support work-life balance, including parental leave, flexible working hours, and the ability to work from home, are vital for gender equality.

**SHE LEADS:INSPIRING CHANGE**

The Department of Computer Science and Engineering Women Forum wing of Narayana College of Engineering, Gudur has conducted a Elocution for the topic of SHE LEADS: INSPIRING CHANGE on 16th OCT, 2024. She Leads: Inspiring Change is a powerful concept or movement that emphasizes the importance of women taking leadership roles to drive change, inspire others, and pave the way for a more inclusive, equitable future.

Key Areas of Focus for She Leads: Inspiring Change:

1 Women in Leadership: Women in leadership positions often face unique challenges, such as biases and limited access to decision-making roles.

2 Inspiring Change Through Advocacy: Women who lead often champion causes such as gender equality, racial justice, and social inclusion. Through their advocacy, they challenge traditional power structures.

3 Empowering Women: Women who take on leadership roles inspire other women to have confidence in their abilities, pursue their goals, and not be limited by societal expectations.



INTRODUCTION TO LINKEDIN**Objective**

The key points for the primary objectives of the session:

1. Enhance professional networking skills.
2. Develop personal branding strategies.

Enhance professional networking skills.

The session aimed to teach participants the importance of building and maintaining a strong professional network, both online and offline, using platforms like LinkedIn to connect with professionals in their field.

1. Leverage platforms like LinkedIn to connect with professionals in their industry.
2. Understand the importance of mutual connections, endorsements, and recommendations.
3. Develop skills for initiating and maintaining meaningful professional relationships, both online and in face-to-face settings.

**Conclusion**

The session offered key strategies for maximizing LinkedIn's potential, covering networking, personal branding, job searching, and content engagement. Participants learned how to enhance their profiles, increase visibility to recruiters, and leverage LinkedIn Learning for skill development. By applying these techniques, attendees can improve their professional presence and take meaningful steps toward career growth on LinkedIn.

INTRODUCTION TO LINKEDIN**Introduction**

The Data Science Club successfully organized a data visualization event named Data Visualization Showdown for the 3rd-year CSE students. The event aimed to enhance the participants' understanding of data visualization concepts and provide hands-on experience with Power BI, a powerful tool for visual analytics.



Objective

The main objective of the event was to equip students with essential skills in data visualization using Power BI. The event was designed to foster a competitive spirit and encourage students to explore and analyze data creatively.

Event Structure

The event was structured as a competitive quiz, focusing on essential data visualization concepts, data interpretation, and Power BI features. Participants had to demonstrate their knowledge and skills by answering multiple-choice questions based on real-world data scenarios.

Prizes and Recognition

To recognize and encourage the participants, we awarded the top three winners with exciting prizes:

- * **1st Place: Geetanjali**
- * **2nd Place: Puneeth Prakash**
- * **3rd Place: Haritha**



The winners received merit certificates and prizes worth 1,000 INR. All participants were awarded participation certificates and were given 2 APP points, while the winners received 3 APP points.

Planning and Execution

The planning for the event involved collaboration among all Data Science Club members. Tasks such as designing the quiz, managing registrations, coordinating event logistics, and setting up evaluation criteria were meticulously handled by the club members. Special appreciation was given by the Head of the Department (HOD) for the club's hard work and successful execution of the event.

Event Highlights

- * **Skill Enhancement:** Participants got an opportunity to enhance their data visualization skills and gain hands-on experience with Power BI.
- * **Learning Opportunity:** The event served as a platform for students to learn and explore new features in Power BI.
- * **Engagement and Participation:** With 111 participants, the event saw enthusiastic involvement from the 3rd-year students.

Conclusion

The Data Visualization Showdown was a significant success for the Data Science Club. It not only provided participants with an opportunity to develop and showcase their skills but also strengthened the club's commitment to promoting data science knowledge and practical skills. Moving forward, the club aims to organize more events to engage and inspire students in the field of data science.

DATA QUEST CHALLENGE

Introduction

The Data Science Club of Narayana Engineering College, Gudur organized a quiz-based event titled "Data Quest Challenge" on 26-09-2024. This event was specifically designed for the 2nd-year students, to challenge and improve their knowledge in Advanced Data Structures and Algorithms (ADSA), Java, and Python.

The purpose of the event was to provide a competitive platform for juniors to test their understanding of key concepts and to enhance their problem-solving skills in a fun and interactive way.



Format:

- * The quiz was structured in single rounds, focusing on theoretical and practical questions in the aforementioned topics.
- * The round included multiple-choice questions, coding challenges, and scenario-based questions.

Objectives

The key objectives of the event were:

- * To encourage 2nd-year students to deepen their knowledge of ADSA, Java, and Python.
- * To provide a hands-on experience with problem-solving techniques in data structures and algorithms.
- * To enhance their coding efficiency in Java and Python through a competitive learning environment.



Winners and Recognition: 1st Prize: A.Vijay Charan, 2nd Prize: Sk.Arshad, 3rd Prize: Muni Sai, 4th Prize: Saran, 5th Prize: Teja.

All participants were awarded certificates, and the winners received special recognition and prizes for their performance.

10-YEAR REUNION ALUMNI MEET REPORT

On November 10, 2024, Narayana Engineering College's Department of Computer Science and Engineering (CSE) hosted a memorable 10-Year Reunion for the 2010-2014 batch alumni. This alumni meet provided an invaluable opportunity for former students and faculty members to reconnect, and celebrate a decade since graduation. Organized with a warm and nostalgic ambiance, the event aimed to strengthen bonds between alumni and the institution while fostering a supportive network for professional and personal growth.

The event began with a welcome address by the department head and principal followed by a brief overview of the college's advancements and achievements over the past ten years. Faculty members, many of whom had taught and mentored the attending alumni, shared heartfelt memories and highlighted the growth of the department. Alumni were then invited to share their own experiences, career journeys, and words of encouragement for current students, creating an inspiring and engaging session for all attendees.

A highlight of the event was the panel discussion on current trends and future directions in the field of computer science, led by accomplished alumni now working in diverse industries. The discussion provided insights into emerging technologies, industry challenges, and the evolving skills required in the job market. Following the formal sessions, alumni enjoyed a campus tour to see new facilities and technological upgrades, showcasing the college's commitment to providing state-of-the-art learning environments. The day concluded with a networking dinner, allowing alumni and faculty to bond informally and discuss potential collaboration opportunities.



Conclusion:

This 10-year reunion was not only a celebration of past accomplishments but also a reaffirmation of Narayana Engineering College's dedication to its alumni and their continued success. The event received positive feedback from attendees, many of whom expressed enthusiasm for ongoing engagement with the college. This reunion marks a successful milestone in fostering a vibrant alumni community and a strong foundation for future alumni meets and collaborations.