SETHU INSTITUTE OF TECHNOLOGY

DEPARTMENT OF INFORMATION TECHNOLOGY

Live up to the hype

"Good quality education has the power to change the life of a person, a community and the future of the planet."

INFOLITE
2023

0109-1997

"Life isn't about being perfect, it's about accomplishing your dreams."

–Jeon Jungkook

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"Never give up on a Dream that you've been chasing almost your whole Life."

-Park Jimin

Mr.S.Mohamed Jaleel,*B.Sc., B.L.,*
Founder & Chairman

The founder and Chairman, Mr. S. Mohamed Jaleel, B.Sc., B.L., strongly believes that providing quality technical education is a noble service to the society. He has great ambition to provide excellent academic ambience and higher education in south Tamil Nadu. He has been serving the needy ever since his school days. He was an illustrious student at St. Joseph's College, Trichy. He came out with flying colors and joined law and was awarded a Degree of Bachelor of Law by Madras Law College. With a vision to impart technical knowledge to the economically, socially and industrially backward people, the Founder & Chairman established Sethu Insititute of Technology at Pulloor village near Kariapatti in Virudhunagar District in the year 1995. He has been successful in his pursuit of offering quality education to rural poor. Thousands of rural students are being benefited by his philanthropic attitude. His outstanding service to the humanity has crowned him with many awards like Communal Harmony Award by Victoria Edward Hall, Madurai.

He is the President of self-financing Engineering College Management Association of Anna University - Tirunelveli. He was a member of the Vice-Chancellor search committee of Madurai Kamaraj University in the year 2001. He was also nominated as Syndicate Member of the Anna University - Tirunelveli in the year 2008. His service to the rural people is a constant endeavour that makes him a living legend. It is the courage and conviction of our Chairman that has taken Sethu Institute of Technology to soaring heights within a span of twenty eight years.

He is a trust member of Sethu Educational Trust and also the Chief Executive Officer. He is a personality with heterogeneous abilities that map into performances. He did his Master's in Business Administration. He is a former syndicate member of Tamilnadu Open University. He is the Chairman of the Tamilnadu Women's Football Committee and also the former President of the Tamilnadu Football Association. He devotes himself ardently to promote excellence in Administration, Industry Institute Interaction, Accreditation, Faculty Appraisal, Placement and Sports activities in the college. He is the inventor of about 30 inventions. Sethu Institute of Technology is crowned with his outstanding contribution in Intellectual Property Rights. His desire, commitment and accomplishments brighten up the lives of SITians.

Mr.S.M.Seeni Mohaideen,*B.com.,M.B.A.,*
Chief Executive Officer

Mr.S.M.Seeni Mohamed Aliar Maraikkayar,*B.E.,M.B.A.(UK)*
Joint Chief Executive Officer

He is the trust member of Sethu Educational Trust and also the Joint Chief Executive Officer. He did his Bachelor's in Engineering at Sethu Institute of Technology and his Master's in Business Administration at Coventry University, London, UK. He has been inducted into the management team to take the institution into new dimension. He is armed with an infallible spirit of fortitude awakening in raising a gamut of educational exploits to the highest peak of excellence. He possesses excellent problem solving skills and astute leadership qualities. He envisages world-class education to students who would in turn create an indelible impact on the society.

The joint chief executive officer has obtained a grant of Rs. 50 Lakhs for his R&D projects.

She is the trust member of Sethu Educational Trust and also the Director-Administration. She is an efficient administrator and she meticulously lans for the growth and development of the institution. Ms.S.M.NiloferFathima did her twofold MBA in Madurai Kamaraj University and Anna University.

She has perfect blend of Professional Excellence and Intellectual Accomplishments. As the Director of Administration, she empowers the college to promote excellence in engineering, technical and professional education.

Ms.S.M.Nilofer Fathima,*B.E.,M.B.A, (Ph.D)*
Director-Administration

Dr.S.M.Nazia Fathima,*B.Tech,M.E.,Ph.D.,*
Director R&D

She is the trust member of Sethu Educational Trust and also the Director-R&D. She is a prominent Scholar with comprehensive proficiency in research and development activities.

As the Director of R&D, she is an indomitable personality with a vision to fortify the institution through her novel ideas in the expanse of research. She is a technical prodigy and her expertise pilots the institution in the path of glory.

The Director - R&D obtained an award of Rs.11 lakhs under the DST – Lockheed Martin – Tata Trusts IIGP 2.0 University challenge 2019.
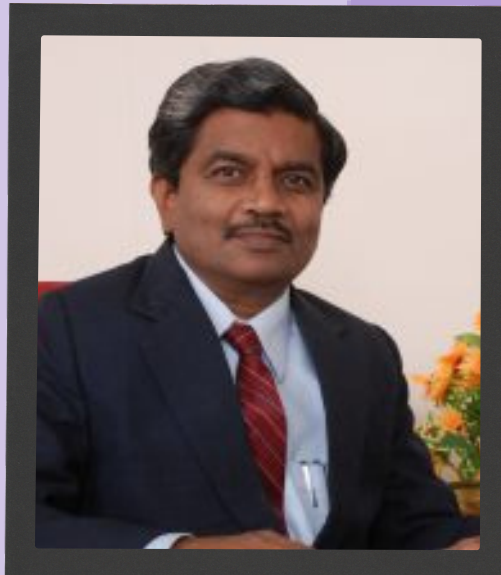
Dr. A. Senthil Kumar,*B.E.,M.E., Ph.D.,*
Principal

Dr.A.Senthil Kumar, B.E., M.E., Ph.D., is an able administrator and a committed teacher with more than twenty-five years of teaching and research experience. He is also an Academic Council member of the Anna University of Technology, Tirunelveli.

He is a true inspiration to everyone. His unwavering dedication to our students and staff is evident in everything he does. With years of experience as an educator, he has a deep understanding of what it takes to create a positive learning environment. He leads by example and encourages his team to strive for excellence in all areas. Under his guidance, Sethu Institute Of Technology has flourished, with increased student achievement and a strong sense of community. What sets him apart is his commitment to creating a safe and inclusive college culture. He works tirelessly to ensure that all students feel valued and supported, regardless of their background or abilities. His kindness and compassion are felt by everyone who walks through the doors of Sethu Institute of Technology.

We are truly fortunate to have such an incredible leader at the helm of our college. He is a shining example of what can be achieved when someone has a true passion for education and a deep love for their students. We are proud to call him our principal, and we know that he will continue to inspire us all for years to come.

She is the Professor and Dean (CSE and IT) of Sethu Institute of Technology. She is well experienced and dedicated teacher service for more than 16 years in academics and research. She has published papers in more than 15 International Journals in peer-reviewed Journals. She has attended more than 20 conferences. She is a recognized supervisor at Anna University and has produced three doctorates. She is awarded "Lilavati Award" in the year 2022 by AICTE, New Delhi for the service rendered by her in the field of Literacy and Life skills.

She is approachable and supportive, creating an open-door policy for students and faculty to discuss their concerns and ideas. She is also an excellent listener, taking into account the feedback and suggestions of others to make informed decisions that benefit everyone.

Dr.S.Siva Ranjani,*M.E.,Ph.D*
PROFESSOR & DEAN

Dr. M. Poomani@punitha,*B.Tech,M.E.,Ph.D.,*
HOD -IT

Dr. M. Poomani@punitha, B.Tech., M.E.,Ph.D., is the HOD of Information Technology. She is a Vibrant person with more than 15 years of Teaching Experience. She has published papers in more than 5 Domestic & International Journals.

She is working towards connecting young minds to strive towards Success and Achievements. She is known for her Wonderful Administration and High Achievements.

She is always looking for new opportunities to improve the department's performance, whether it's by introducing new programs or courses, creating new research initiatives, or improving the quality of teaching and learning. She is also a strategic thinker who has a clear vision for the future of the department.

About Our Department

The Department of Information Technology was established in the year 1999 and received the "Best Department Award" in 2003. The Department is equipped with a global presence and advanced technology. The department offers a 4-years of Bachelor of Technology program in Information Technology with the inclusion of a well-designed curriculum and Industry offered courses that develop the IT Professionals. The department is endowed with highly efficient faculties and state of the art laboratories. The faculties and students actively participate in the consultancy work with the collaboration of various organization. The department received fund for the modernization of laboratory from AICTE.

At Sethu Institute of Technology, the Information Technology department is committed to providing students with a well-rounded education that goes beyond technical skills. Students are encouraged to develop their critical thinking, problem-solving, and communication skills, all of which are essential for success in today's global economy.

One of the hallmarks of the Information Technology department at Sethu Institute of Technology is its focus on hands-on learning. Students have access to a wide range of cutting-edge tools and technologies, including computer labs equipped with the latest software and hardware, and they are encouraged to participate in research projects and internships that provide real-world experience.

INFORMATION TECHNOLOGY

SETHU INSTITUTE OF TECHNOLOGY

COLLEGE VISION

To promote excellence in technical education and scientific research for the benefit of the society.

COLLEGE MISSION

- To provide quality technical education to fulfill the aspiration of the student and to meet the needs of the Industry
- To provide a holistic learning ambience
- To impart skills leading to employability and entrepreneurship
- To establish effective linkage with Industries
- To promote Research and Development activities
- To offer services for the development of society through Education and Technology

DEPARTMENT VISION

To promote excellence in producing competent IT Professionals to serve the society through technology and research

DEPARTMENT MISSION

- Producing competent professionals in information and communication technologies
- Educating the students with the state of the art computing environment and pedagogical innovations
- Encouraging entrepreneurship and imparting skills for employability
- Establishing collaboration with IT and allied industries
- Promoting research in information and communication technology to improve the quality of human life
- Offering beneficial service to society by imparting knowledge and providing IT solutions

PROGRAM OUTCOMES

1. Apply the knowledge of mathematics, basic science, computer, and communication Fundamentals to solve complex problems in Information Technology.**[Engineering Knowledge]**

2. Identify, formulate, review research literature, and analyze complex problems reaching concrete conclusions using principles of mathematics, Engineering sciences, and Information Technology. **[Problem Analysis]**

3. Design solutions for complex information and communication engineering problems and design system components or processes that meet realistic constraints for public health, safety, cultural, societal, and environmental considerations.**[Design/ Development of Solutions]**

6.Apply reasoning informed by contextual knowledge to assess societal, health, safety, legal and cultural issues and consequent responsibilities relevant to professional engineering practice . **[The Engineer and Society]**

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

8. Apply ethical principles and commit to professional ethics and responsibilities through the norms of professional engineering practice.**[Ethics]**

4.Conduct investigations of complex Information technology related problems using research based knowledge and research methods including design of experiments, analysis and interpretation of data to provide valid conclusions through synthesis of information.**[Conduct investigations of complex problems]**

5.Create, select and apply appropriate techniques, resources and modern IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations. **[Modern Tool Usage]**

9. Function effectively as an individual and as a member or leader in diverse teams and in multidisciplinary settings. **[Individual and Team Work]**

10. Communicate effectively with the engineering community and the society at large by being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.**[Communication]**

11. Demonstrate knowledge and understanding of engineering and management principles and apply these to one's own work, as a member or leader in a team, to manage projects in multi-disciplinary environment. **[Project Management and Finance]**

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

PROGRAMME EDUCATIONAL OBJECTIVES

PEO-I

Exhibit proficiency in analyzing, designing, and developing IT-based solutions to cater to the needs of the Industry. **[Technical Competence]**

PEO-II

Provide professional expertise to the industry and society with effective communication and ethics.**[Professionalism]**

PEO-III

Engage in lifelong learning for professional development and research. **[Life-Long Learning]**

PROGRAMME SPECIFIC OUTCOMES

PSO-I

Design software solutions using programming skills and computing technologies.

PSO-II

Design and implement data communication systems using various IT components.

INFRASTRUCTURE

LABORATORY

- Programming Language Lab

- Software Development Lab

- Software Freedom Lab

- Project Lab

SEMINAR HALL

It is a highly modernized Air Conditioned Classroom with a minimum of 100 seating capacity. The Seminar Hall is equipped with high-level interactive Projectors, and audio and visual systems which provide collaborative learning among the students. Events such as Symposium, Technical events, Seminars, Conferences, and various kinds of programs are conducted through this seminar hall.

SMART CLASSROOM

It is a modernized Air Conditioned Classroom with a minimum of 60 seating capacity. The Smart classroom is equipped with high-level interactive Projectors, and audio and visual systems which provide quality education to students by helping them in better concept formation, concept elaboration, improvement in reading skills, and academic achievement. Events such as Innovation Contest, Toastmasters Meeting, and Department level Programs are regularly conducted through this classroom.

Article

NEW · NEW · NEW · NEW · NEW · NEW · NEW · NEW

**–S.Nithya Sri,
3rd Year –IT**

MEDICAL ROBOT

A medical robot is a robot used in medical science. They include surgical robots. These are in utmost telemanipulators, which use the surgeon's activators on one side to control the "effector" on the other side.

TYPES OF MEDICAL ROBOTS:

- Surgical robots / robot-assisted surgery
- Robotics for radiotherapy
- Rehabilitation robots
- Laboratory robots
- Robotic prosthetics
- Hospital robots
- Social robots

Robots today have a variety of uses in healthcare, all designed to help humans to go beyond what we can naturally and safely do ourselves. The applications of these types of robots continue to develop rapidly in surgery and other areas of medicine. Robots in operating rooms and clinics are already becoming the norm and are just one of many ways healthcare continues to push the boundaries of technology.

USE OF MEDICAL ROBOTS IN THE FUTURE:

The level of autonomy of robots in healthcare typically increases with the 'distance to the patient'. For example, a surgical robot, which is very close to the patient, has no autonomy and is told exactly how to behave by the surgeon. Sanitation robots, on the other hand, which are quite removed from working with patients directly, have more ability to decide how to conduct themselves based on their environment.
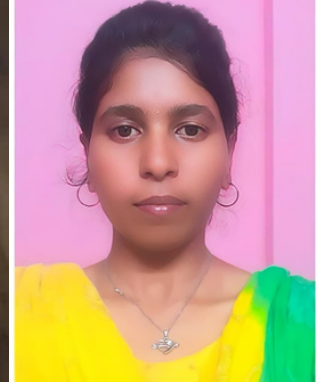
–K.Akila,
3rd Year IT

VISION API

Vision API offers important pre-trained machine knowledge models through REST and RPC APIs. Assign labels to images and snappily classify them into millions of predefined orders. Descry objects and faces, read published and handwritten handbooks and make precious metadata into your image canon.

Google Vision is a cloud OCR service that automatically detects and extracts handbooks and data from scanned documents and PDF lines. Google Vision API also lets you apply OCR in your RPA workflows. UiPath and other bots offer connectors that let you include Vision OCR in your RPA process. Google Vision is not a "ready-to-use" product. It requires programming skills, experience with Google Cloud services, and a decent amount of rendering to apply it to your systems, especially

once you add user interfaces for scanning and data validation.

Simple Software inventors have the necessary skills and experience to integrate Google Vision into your custom operations. Contact us or click the Request a quote button to get a proposal for your custom operation development design. Derive perceptivity from your images in the cloud or at the edge with AutoML Vision or use pre-trained Vision API models to descry emotion, understand textbooks, and more. Vision API offers important pre-trained machine literacy models through REST and RPC APIs that descry objects and faces, read published and handwritten textbooks, and make precious metadata into your image catalog. Use machine learning to understand your images with industry-leading prediction accuracy.

TECHNICAL

CLOUD COMPUTING

*–N.Sakthi Priya
3rd Year IT*

Form of Internet based computing, whereby shared resources, software and information are provided to computers and other devices Cloud computing is the on-demand availability of computer system resources, especially data storage (cloud storage) and computing power, without direct active management by the user. Large clouds often have functions distributed over multiple locations, each of which is a data center

COMMON USES:

- Infrastructure-as-a-Service and Platform-as-a-Service.
- Hybrid Cloud.
- Analytics.
- Storage.
- Back-Up and Recovery.

WHY IT IS SO IMPORTANT?

- Easy Access & Increased Security.
- Data Recovery. Recovering data from damaged physical waiters and hard drives can be fairly problematic.
- No maintenance. When running a traditional server setup, companies must worry about the maintenance of the entire system.

TECHNICAL

METAVERSE

-M.Aishwarya,
3rd Year IT

The Metaverse is basically a post-reality cosmos that merges physical reality and digital virtual worlds in a multiuser environment that is continuous and enduring. The Metaverse is based on the integration of augmented reality (AR) and virtual reality (VR) technology, allowing for multimodal interactions with digital products, virtual settings, and people. As a result, the Metaverse is a networked web of immersive and sociable multiuser permanent platforms. Furthermore, cryptocurrencies and non-fungible tokens (NFTs) are conceivable as a result of blockchain technology, which enables the ownership of virtual objects and real estate in metaverses such as Decentraland.

Meta and Microsoft are only two of the businesses working on technologies for interacting with virtual environments more realistic.

DIGITAL AVATAR

One of the fundamental ideas of the metaverse is the creation of digital representations of oneself for the purpose of uniquely transmitting one's emotions and thoughts. Avatars are a special way to express oneself since, in addition to being perfect replicas of your physical appearance, they may also be brand-new creations or recreations of your favourite pop culture icons.

When users may modify their avatars, gamification is sparked, creating a more dynamic and participatory experience. Consider the 4.66 billion people who use the internet worldwide. The lowest requirements needed to experience the Metaverse are commonly unknown to those who are new to it.

"People succeed when other say Negative things."

-Kim Seokjin

BLUE EYE TECHNOLOGY

–K.Shobika,
3rd Year IT

Consider a society in which people communicate using computers. A technology known as "blue eyes" is when our feelings are used to gather information. Blue alludes to Bluetooth. It is the capability to gather data about you and communicate with it through specialized methods like facial recognition, speech recognition, etc. Even if you can click a mouse and understand your feelings. It confirms your identification, touches your gifts, and begins communicating with you. The ability to perceive, evaluate, and integrate audio-visuals and sensor data is necessary for human recognition.Looking after working operators' physiology.

The condition is that the most task of Blue Eye System Software. Real- time buffering of the incoming data, physiological data analysis and alarm triggering is being performed by the software to show the instance reaction on Operator condition. Several functional modules System core consists of The Blue Eyes software which facilitates the flow of transfer between other system modules (eg. transfers data from the Connection Manager to data analyser's, processed data from the data analyser's to GUI controls, other data analyser's, and data. The Visualization module provides an interface for the supervisors.
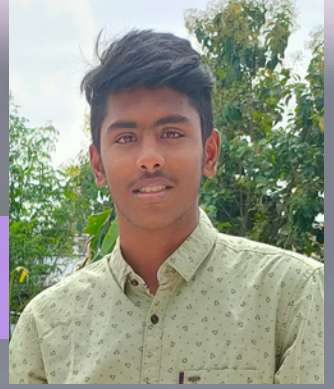
ROLE OF iPHONE

-B.Kishore Kumar, 3rd Year iT

This Article is describing the major change in technology because of the invention of a product which is the major reason for the evaluation of technology. Let's discuss in detail about that. The First iPhone has released in January 2007 by Steve Jobs as a combination of the iPod, a revolutionary mobile phone, and a breakthrough Internet communicator. The First iPhone, which did not go on trade until June, started at $499 for a 4 GB model, and $599 for the 8GB version (with a two-year contract). It offered a 3.5-inch screen, and a 2-megapixel camera and won plaudits for the then-new multitouch features.

On June 9, 2008, A year after the original iPhone went on sale, Apple rolled out its successor, the iPhone 3G. The new model could connect to faster 3G-based networks including built-in GPS offered more storage, and was cheaper. Selling for $199 for the 8 GB model, and $299 for the 16 GB version, The iPhone 3G was available on July 11 and and offered something called location services. "Location services is going to be a really big deal on the iPhone," said CEO Steve Jobs. "It's going to explode." The redesigned iPhone 4 arrived on June 7,

2010, in tandem with the lately-renamed iOS 4, and marked the appearance of FaceTime video chat.

Prices remained unchanged $199 for a 16 GB model and $299 for the 32 GB version. It went on trade on June 24, and heralded the appearance of the first high-resolution "Retina" screen. "Once you use a Retina display, you can't go back". The iPhone 7 and 7 Plus look much like the 2015 models with three major exceptions Apple eliminated the audio jack, changed the home button into a haptic-based virtual button, and added a dual-camera setup in the 7S. The loss of the audiometry jack, a somewhat controversial move, means users will have

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> "NO MATTER WHO YOU ARE, WHERE YOU'RE FROM, YOUR SKIN COLOR, GENDER IDENTITY: SPEAK YOURSELF."
>
> - KIM NAMJOON

E-WASTE

–M.ABISHEK,
Final Year IT

WHAT EXACTLY IS E-WASTE ?

Electronic garbage, sometimes known as e-waste, refers to outdated electrical or electronic equipment. E-waste includes used electronics that are intended for recycling through material recovery, refurbishment, reuse, resale, or disposal. Electronic equipment used by consumers and businesses that are nearing or past its usable life (Defective and obsolete electronic equipment) is referred to as **"e-waste."**

WHAT IT GENERATES ?

E waste contains numerous toxic chemicals including metals such as lead, cadmium, mercury, and nickel, and organic compounds such as flame retardants, chloro-fluorocarbons, polycyclic aromatic hydrocarbons (PAHs), polybrominated diphenyl ethers (PBDEs), and polychlorinated dibenzo-p-dioxins and furans. E-waste is hazardous because the components used to make devices such as laptops, cell phones, and televisions, contain metals and chemicals known to harm human health.
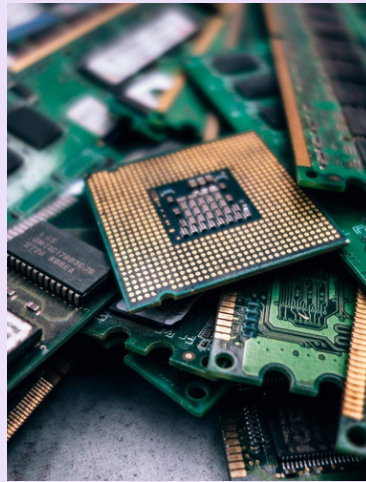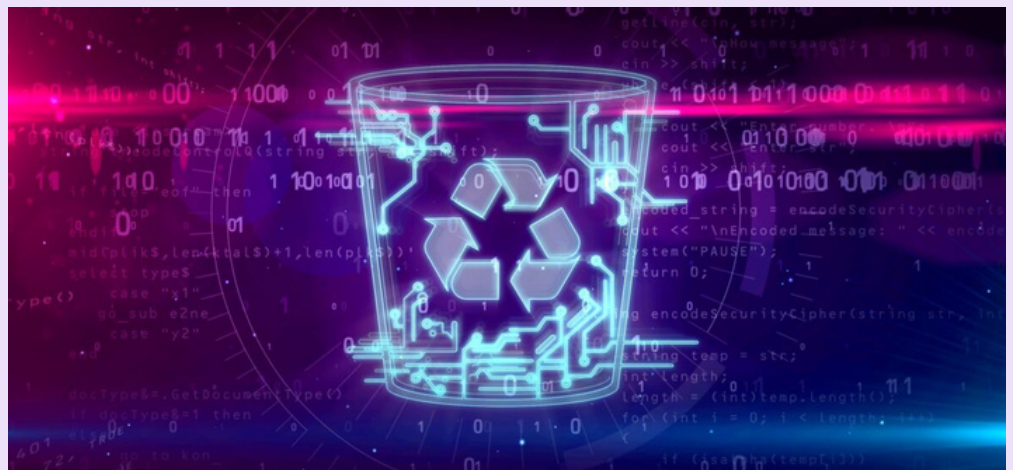
HOW IT AFFECTS HEALTH ?

Mercury, lead, cadmium, polybrominated flame retardants, barium, and lithium are just a few of the toxic materials found in electronic waste that are hazardous to human health. Humans exposed to these chemicals can suffer harm to their brain, heart, liver, kidney, and skeletal systems.

REDUSE, REUSE & RECYCLE

The only answer to this problem is **R**educe , **R**euse and **R**ecycle. Everyone needs to be aware of the problem of reducing e-waste and commit to do something about it, and it all starts with realizing , why we don't want our old gadgets to keep pouring into local landfills. For that, The following can be done

- Give away or donate your e-waste.
- Refurbishment and resale can be done.

- Using cloud storage or servers reduces the number of physical storage systems and servers.
- Buying an environmentally friendly product that could limit the amount of pollution.
- Electronic components can be dismantled and valuables from the waste are reused.
- Being a responsible buyer, ensuring an electronic product that won't crack easily or suffer damage soon after you get it.
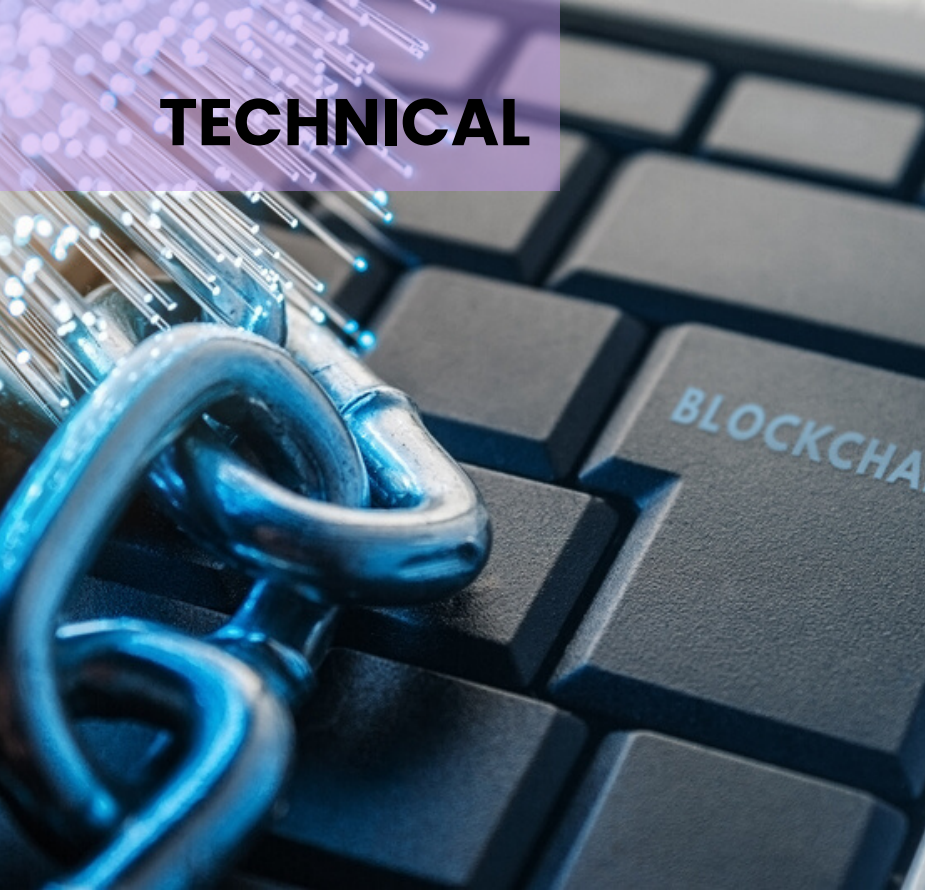
-M.Maha Lakshmi,
3rd Year IT

A blockchain is the foundation for immutable ledgers, or records of transactions that cannot be altered, deleted, or destroyed. This is why blockchains are also known as distributed ledger technology (DLT). Blockchain is a peer-to-peer decentralized distributed ledger technology that makes the records of any digital asset transparent and unchangeable and works without involving any third-party intermediary.

It is an emerging and revolutionary technology that is attracting a lot of public attention due to its capability to reduce risks and fraud in a scalable manner.

BLOCKCHAIN
TECHNOLOGY

How Does a Blockchain Work?

The goal of blockchain is to allow digital information to be recorded and distributed, but not edited. In this way, a blockchain is a foundation for immutable ledgers, or records of transactions that cannot be altered, deleted, or destroyed. This is why blockchains are also known as distributed ledger technology (DLT).

The value of blockchain technology in the future?

Furthermore, According to Price water house Coopers(PwC), the second-largest professional services network in the world, blockchain technology has the potential to generate an annual business value of more than $3 trillion by 2030.

5G
## INTERNET TECHNOLOGY

–Vittal kumar
3rd Year IT

5G is the fifth generation of mobile networks, designed to provide faster data speeds, lower latency, and more reliable connections than previous generations of cellular technology. The main benefits of 5G include improved online gaming experiences, better support for virtual and augmented reality applications, and the ability to support more devices with high bandwidth requirements, such as autonomous vehicles and smart cities. 5G networks operate in higher frequency bands than previous generations, which allows for more data to be transmitted over a shorter distance. This allows for higher speeds and lower latency but also requires a denser network of antennas and infrastructure to ensure reliable coverage. 5G is also designed to be more efficient than previous generations, using advanced technologies such as network slicing and massive MIMO to make better use of available spectrum and improve overall network performance.

In addition, 5G is being developed to work in conjunction with other technologies, such as Wi-Fi 6 and edge computing, to provide a more seamless and integrated experience for users. However, there are also concerns around 5G, including the potential impact on public health from the higher frequency radiation used by the technology, as well as security risks posed by the increased amount of sensitive data transmitted over 5G networks. Overall, 5G is poised to be a major disruption to the world of technology and communications, offering a range of benefits while also posing new challenges. It remains to be seen how these challenges will be addressed and what the full impact of 5G will be on society. Faster data speeds: 5G will allow for faster download and upload speeds compared to 4G, leading to improved user experience and increased productivity. Improved connectivity: 5G will offer better coverage, reduce network congestion, and provide more reliable connections.
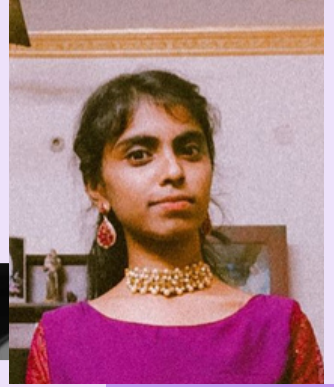
–J.Janet Reni,
3rd Year IT
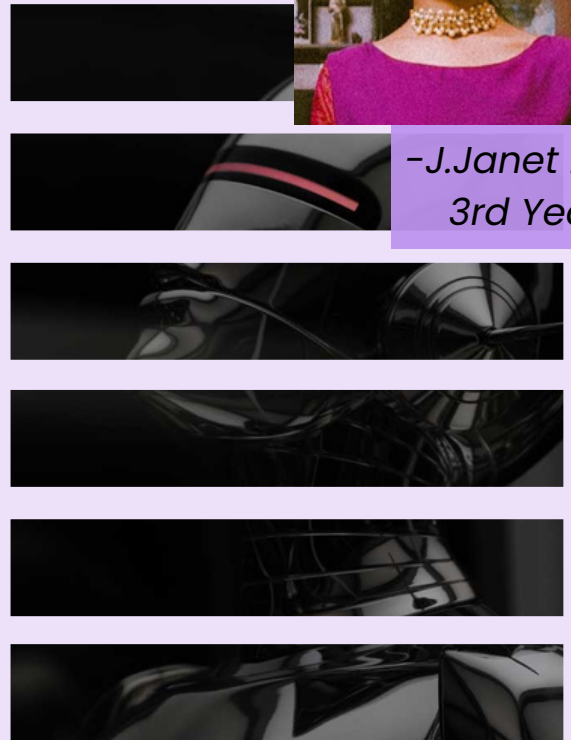
Artificial Intelligence

Artificial intelligence is the simulation of human intelligence processes by machines, especially computer systems. Specific applications of AI include expert systems, natural language processing, speech recognition, and machine vision.

Artificial intelligence (AI) makes it possible for machines to learn from experience, adjust to new inputs and perform human-like tasks. Most AI examples that you hear about today – from chess-playing computers to self-driving cars – rely heavily on deep learning and natural language processing.

How AI is used in daily life?

Voice assistants, image recognition for face unlock in cell phones, and ML-based financial fraud detection is an examples of AI software currently being used in everyday life. Typically, just downloading AI software from an online store and having no other devices is required. Apple's Siri, Google Now, Amazon's Alexa, and Microsoft's Crotona are one of the main examples of AI in everyday life. These digital assistants help users perform various tasks, from checking their schedules and searching for something on the web to sending commands to another app.

What is the benefit of artificial intelligence?

- Automation.
- Productivity.
- Decision Making.
- Solving Complex Problems.
- Economy.
- Managing Repetitive Tasks.
- Personalization.
- Global Defense.

AI drives down the time taken to perform a task. It enables multi-tasking and eases the workload for existing resources. AI enables the execution of hitherto complex tasks without significant cost outlays. AI operates 24x7 without interruption or breaks and has no downtime.

–V.Vinothini, 3rd Year IT

IMPACTS OF TECHNOLOGY

With tens of billions of internet-connected devices around the world, technology surrounds us like never before. There are many positive aspects to technology – not least, helping us stay connected to others, which has been a lifeline throughout the pandemic – but alongside the benefits, there are also potential health consequences that should be considered.

NEGATIVE IMPACTS

Overuse or dependence on technology may have adverse psychological effects, including:

- Isolation
- Depression and anxiety

Technology use may increase the risk of physical issues as well, including:

- Eyestrain
- Poor posture
- Sleep problems

POSITIVE IMPACTS

Digital devices or apps can help improve our diets, track our fitness activities, and act as a reminder to get up and move or take medication. There is a wealth of well-sourced and credible medical information online, which allows people to research their health conditions (although it's important to note that misinformation also exists, and looking up information about health symptoms online can sometimes be a double-edged sword, causing needless worry). In addition, technology helps medical providers ensure better patient care, improve relationships with patients, and deliver medical results direct to patients' phones. Examples include:

- Online medical records that give patients access to test results and allow them to fill prescriptions.
- Apps that track chronic illnesses and communicate essential information to doctors.
- Virtual medical appointments through video and phone consultations especially during and post-Covid.

-N.Mohamed Sabeek,
3rd Year IT

Since we can now change effects in the digital world in a way that impacts the physical world, this idea goes beyond simply creating immersive online experiences. As an illustration, think about the employment of digital twins.

The Formula 1 racing teams build digital twins of the race cars and test them in computer simulations and virtual wind tunnels. They can then 3D print the parts for the actual car after digitally modifying them till they are optimized.

We see a comparable ability to change or program materials from the actual world in nanotechnology.

The best example of the editable world is the genetic manipulation of living organisms like plants, animals, or people to change the genetic information necessary for their growth and survival. With the aid of cutting-edge methods like the CRISPR Cas9 gene editing method and projects like the Human Genome Project, we can now successfully generate digital representations of complete DNA strands.

With this technology in 2023, it is possible to create endless possibilities, as any characteristic of an inherited living organism can theoretically be changed. It is feasible to create pest- and disease-resistant crops, immunize kids against illnesses their parents are predisposed to, and create treatments specifically suited to each patient's genetic profile.

DIGITALLY EDITABLE WORLD
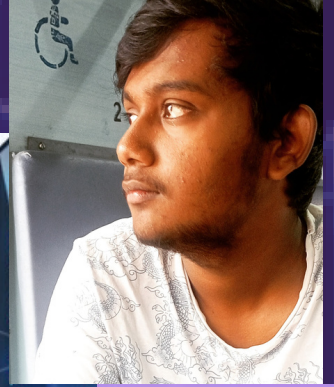
*—S.Raghav,
2nd Year IT*

IS CLOUD SYSTEMS THE FUTURE?

In the modern world, a normal system with the most basic configurations costs around 50,000 rupees, also the lifespan of a system is only 3-4 years, for a short period that much amount is a huge investment. The remedy for this expensive trait is cloud systems, cloud systems are virtual devices that are created using hypervisors and are emulated online.

Some might say that cloud systems are expensive, the recent statistics tell that the average cost of using a cloud system with the top most configuration for a month is around 300 rupees , which is far more cheap comparing physical systems.

Now a question might rise even cloud systems require a system to emulate it which is gonna cost the same 50,000 rupees, the answer to this common question is that cloud systems require a device but the system's configuration does not matter cause the whole cloud system is acting based on a server located in a special zone which was given during the creation of the virtual device.

Security of virtual devices are high, even if a virtual machine fails you can retrieve your data easily without any problem in a short time.

ROBOTICS

–K.Sivasabitha,
2nd Year IT

Robotics is a rapidly evolving field that has revolutionized industries ranging from manufacturing to healthcare. It involves the design, construction, and operation of robots, which are machines that can carry out tasks automatically or with minimal human intervention. With advances in artificial intelligence and machine learning, robots are becoming increasingly sophisticated and capable of performing tasks that were previously thought to be the exclusive domain of humans.

One of the main applications of robotics is in manufacturing, where robots have been used for decades to carry out tasks such as welding, painting, and assembly. In recent years, the use of robots in manufacturing has increased significantly, with robots being used to perform tasks that require high precision and consistency. For example, robots are used to assemble complex components such as airplane engines and to carry out quality control inspections.

Another area where robotics is making significant strides is healthcare. Robots are being used to assist surgeons in performing complex procedures, such as minimally invasive surgery, which involves making smaller incisions than traditional surgery. This can result in less pain and scarring for the patient, as well as a faster recovery time. Robots are also being used to assist with physical therapy and rehabilitation, helping patients to regain strength and mobility after an injury or illness.

NON-TECHNICAL

Article

NAMSAN
SEOUL
TOWER

SEOUL TOWER

-R.Aasifa Banu,
3rd Year IT

- N Seoul Tower is a communication and observation tower, located on the Namsan Mountain in Seoul, South Korea.

- N Seoul Tower is commonly known as Namsan Tower or Seoul Tower. Upon its merger with CJ Corporation, the name of the Tower was changed to N Seoul(the official name of CJ Tower) in 2005 where N stands for Nature, Namsan, or New.

- Namsan Tower was built in the year 1969 as the first radio wave tower in South Korea, providing broadcasting for radio and Tv in Seoul. It was its opening to the public in 1980 when the tower became a landmark in Seoul.

- Elevated at the height of 236 meters (774 ft), the tower forms the second highest point in Seoul and it is ranked in one of the top 500 attractions of the world.

- The Tower offers the latest LED technology making it an enchanted destination for visitors. It does light shows like "Reeds Of Light" and "Shower Of Light." It continuously changes its colors and pattern according to the seasons.

- On the World Earth Day, in order to promote awareness for energy conservation, the lights in towers are shut down for a day bringing darkness in Namsan Range.

EVOLUTION OF MONEY

**–B.SUDHARSAN,
3rd year IT**

Long years ago, humans were forest dwellers and homeless, then they settled at a place and began farming and started to grow cattle. The concept of money was not introduced then, if they need something, they would exchange that with another thing. They would buy rice in exchange for chicken or milk in exchange for the chicken according to their needs, this method is called the 'barter system' but there is a problem with this system. You don't have the thing which I need, but I have a thing which you need, so I wouldn't exchange my thing with you. To solve this problem, They decided to make something as common and exchange it for anything which has more demand and it became a common thing. They started exchanging for goods like pepper, salt, and oysters based on their demand and finally, it ended with gold. It was the period of kings, and the world has been well-civilized and developed. They began to use gold, silver, and copper coins as a common thing but there is again a problem.

In 1990 the NGO created a group called "**cypherpunk**". The government has the centralized power to control the money. They decided to decentralize it and give the power to people, they also decide that there should be no middlemen like a bank when money is transferred between two people. So they decided to create money based on the internet. They created many things like E-cash, Hash cash, E-gold, and B-money but none of these can run without the help of the government or the bank. Many years went, In 2009 a man called Satoshi Nakamoto from cypherpunk, releases a white paper on the internet, which is like a guide or blueprint. He said that he had invented a currency which can work without the help of the banks and government. He shared the creation and usage guide for that currency. The world's first cryptocurrency, "**BITCOIN**" was created on that day. we get to know that money has transformed from one form to another whenever a problem arises.

Manifesting

Manifesting is all about wishing for something or the desire to happen. Desiring something which we cannot afford. Manifesting and Desiring are two different things we manifest something we desire. But as per stories and scriptures, Lucifer has become bad because, "The Angel desired for himself the honor and glory that belong to God alone". In my ideology desiring something starts from here and people also say this is the beginning of Sin in the Universe.

**-J.Janet Reni,
3rd year IT**

Nubra Valley

Nubra, also called Dumra, is a historical region of Ladakh, India. It is currently administered as a subdivision and a tehsil in the Leh district. Its inhabited areas form, a tri-armed valley cut by the Nubra and Shyok rivers. Its Tibetan name Dumra means "Valley of Flowers". Demands have been raised and BJP has hinted at the creation of Nubra as a new district. Diskit, the headquarters of Nubra, is 120 km north of Leh, the capital of Ladakh.

**-P.Hari Hara Sudhan,
3rd year IT**

Facts about DUBAI

-T.Shiva Shankaran,
3rd year IT

1. THE BURJ AL ARAB HOTEL USES ENOUGH GOLD TO COVER THE MONA LISA PAINTING 46,265 TIMES.

2. CONSTRUCTING DUBAI'S PALM ISLANDS REQUIRED 94 MILLION CUBIC METERS OF SAND. THE EMPIRE STATE BUILDING IS ONLY 37 MILLION CUBIC METERS.

3. DUBAI'S POLICE FORCE USES SUPERCARS TO IMPRESS TOURISTS AND SHOW HOW "CLASSY" THE CITY IS.

Palm Jumeirah
DUBAI

4. APART FROM AN OFTEN VERY ATTRACTIVE SALARY YOU ALSO WON'T HAVE TO PAY ANY INCOME TAXES WHEN YOU MAKE YOUR MONEY IN DUBAI.
THIS ATTRACTS A LOT OF PEOPLE WHO COME TO DUBAI WITH THE IDEA OF SAVING A GOOD AMOUNT OF MONEY IN A SHORT AMOUNT OF TIME.

5. THE MIRACLE GARDEN IS THE LARGEST FLOWER GARDEN IN THE WORLD. DO YOU LIKE FLOWERS? THEN A VISIT TO THE MIRACLE GARDENS IS A MUST.
THE MIRACLE GARDEN IS HUGE, COVERING AN AREA OF 72,000 SQUARE METERS (780,000 SQ FT) AND FEATURING MORE THAN 50 MILLION FLOWERS AND 250 MILLION PLANTS.

Miracle Garden
DUBAI

FEAR OF MISSING OUT (FOMO)

By Dr.M.Poomani @ Punitha
Professor and Head/IT

HERE ARE SOME TIPS TO GET RID OF FOMO

➲ Admit you have a problem

Admitting and accepting that you have anxiety can feel like your secret has been unleashed to the universe and the burden is off your shoulders.

➲ Take a break from social media.
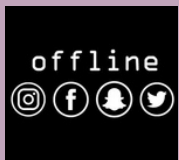
Don't feel guilty about turning off your phone and enjoying your own company. If you have the ability to do this, then other people are likely envious of your confidence and security in the life that you are choosing to live.

➲ Change your focus.

Rather than focusing on what you lack, try noticing what you have. Changing your focus is a skill you can use to improve your results in any situation. Lately, I've found myself helping more people change their focus.

Fear Of Missing Out (FOMO) as being a "social anxiety" characterized by a continuous need to be connected with the activities of one's friends or other people.

Social media has accelerated the FOMO phenomenon in several ways. It provides a situation in which you are comparing your regular life to the highlights of others' lives. Therefore, your sense of "normal" becomes skewed and you seem to be doing worse than your peers. You might see detailed photos showing that your friends enjoyed fun times without you, which is something that people may not have been so readily aware of in past generations.

Studies show that 51% of teenagers experience anxiety when they are not sure where their friends are or what their friends are doing. People who experience this phenomenon are likely to be active on social media, where they are constantly being exposed to pictures and statuses of acquaintances who are actively doing something and having some type of experience.

FOMO acts as a mechanism that triggers higher social networking usage. Girls experiencing depression tend to use social networking sites at a greater rate. Boys, on the other hand, found that anxiety was a trigger for greater social media use. This shows that increased use of social media can lead to higher stress rates caused by FOMO.

Social media creates a platform for bragging it is where things, events, and even happiness itself seems to be in competition at times. People are comparing their best, picture-perfect experiences, which may lead you to wonder what you are lacking.

➲ Change a letter. Go from FOMO to FOMOF

Find **O**ther **M**ethod **O**f **F**uns Change your scenery to accommodate your new lifestyle and find things that do not give you stress.

➲ Know your priorities.

Always take an extra minute to focus on what you know is important to you.

➲ Enjoy the journey.

Remember that you can do a lot of things in your lifetime, but you certainly cannot do everything.

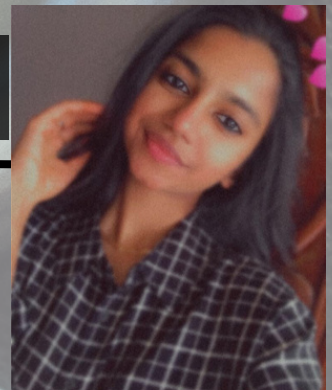## Don't Let FOMO Hold You Back!

photography
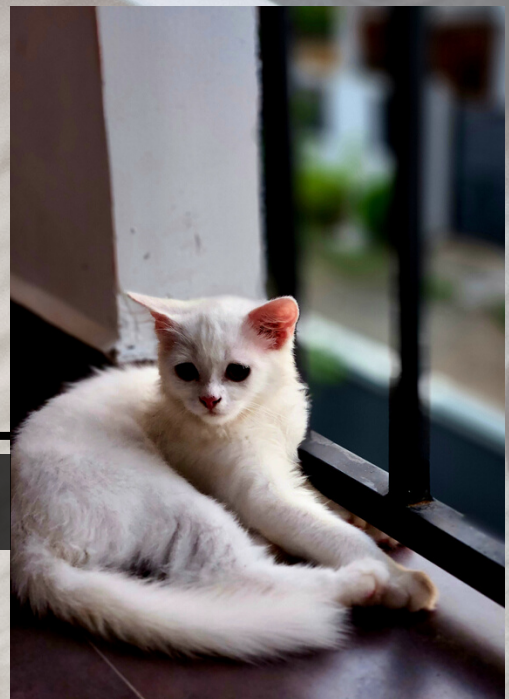
Aasifa Banu.R

3rd Year IT

Lubna Thamim Shah

3rd Year IT

Madhumitha.R

3rd Year IT

Subash.N

3rd Year IT

Sunya.K

3rd Year IT

Karpaga Sneha.M.V

3rd Year IT

Mohamed Aseem.A

3rd Year IT

Manoj Kumar.G

3rd Year IT

Mohammed Rizwan.S

3rd Year IT

DineshKumar.R

2ND Year IT

Mohamed Khalith.J

3rd Year IT

Santhosh Kumar.S.A

3rd Year IT

Art Gallery
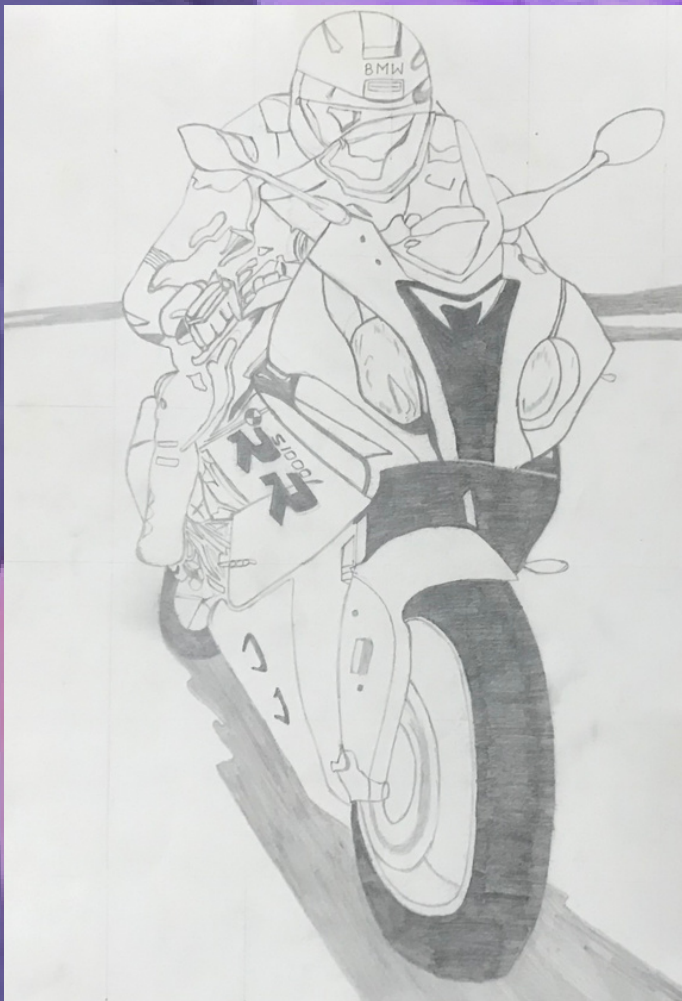
DineshKumar.R

-2nd year IT

Madhumitha.R

-3rd year IT

Mohamed Irfan.R

-2nd year IT

Lubna Thamim Shah

-3rd year IT

Manonagarajan.S
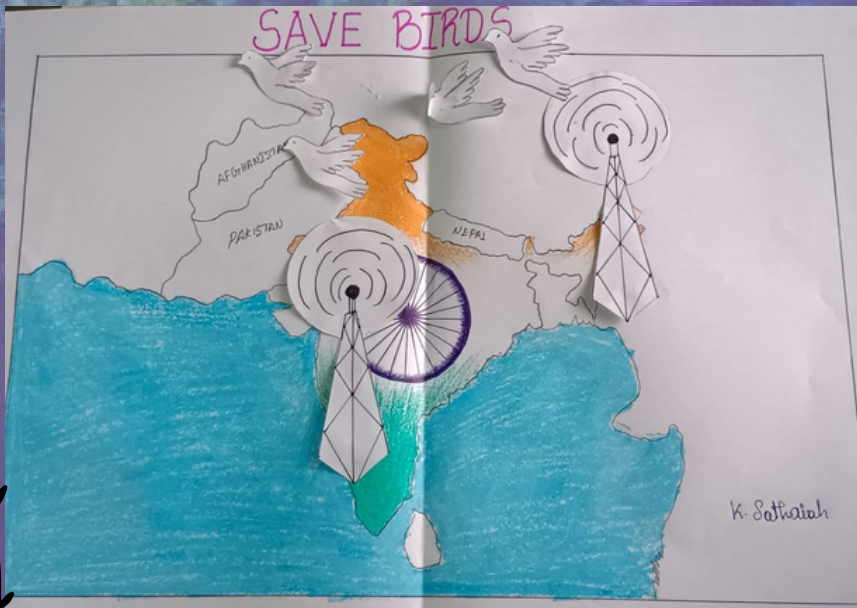
-3rd year IT

Santhosh.S

-3rd year IT

Subiksha.T.S

-Final year IT

Sathaya. K

-2nd year IT

SAVE BIRDS

K. Sathaiah

"ART is a Lie.
that makes us realize
The Truth."
-Pablo Picasso

கவிதை

நிலம்... நீர் .. நெருப்பு... காற்று.. ஆகாயம்...

விளை நிலம் எல்லாம்
விலை நிலமாய் மாறுது!!!
வானில் வடியும் நீரும்
வரவேற்க முகவரி இன்றி வாடுது!!!
இயற்கை இலவசமாய் தந்த காற்றும்
இன்று முகமுடி அணிந்து கொண்டது!!!
விடியும் பொழுதில் விழித்திட
நம் கண்கள் உயிர்காற்றினை
விலை பேசுது!!!
ஒளி தந்த ஆதவன் கதிரும்
வெப்பமயமாதலால்
உயிரை உருகிட செய்தது!!!
எங்கும் கிடைத்த பஞ்ச பூதமும் இன்று
எங்கும் கிடையா பஞ்சம் வசம் தஞ்சம் புகுந்தது!!!
எப்போது தணியும் இந்த தாகம்
கண்ணீர் கரை சேருது நம் வாழ்க்கை

-முனைவர். வே. அகிலாண்டேஸ்வரி
இணைப் பேராசிரியர்
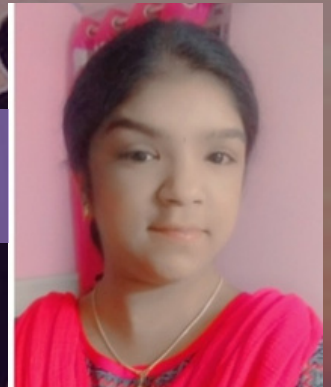தகவல் தொழில்நுட்பத்துறை

தோள் கொடுக்கும் தோழமைமே

வானுக்கு பூமி நட்பு...
பூமிக்கு இயற்கை நட்பு...
கோவிலுக்கு பக்தி நட்பு...
குழந்தைக்கு அன்பு நட்பு...

தாய்க்கு தாய்மை நட்பு...
தந்தைக்கு அறிவு நட்பு...
தேசத்திற்கு மனிதன் நட்பு...
மனிதனுக்கு நயம் நட்பு...

மனதிற்கு மௌனம் நட்பு...
மரணத்திற்கு பயம் நட்பு...
இமைக்கு விழி நட்பு...
உனக்கு நான் நட்பு...

-கா.ஹரிஷ்மா ஸ்ரீ
3rd Year IT

நான்மாடக்கூடலும் நானும்

உற்றும் உறவுவாம் ஊரே ஒன்றாகி
கட்டும் உடையினில் ரௌத்திரமும் தெரியுமாம்
வெண்ணிலவும் விரும்புபமாம் மக்களின் பாசத்திற்கு
மக்களை வளர்த்தெடுத்த மாறாத செந்தமிழே!

திட்டும் திண்ணையுமா தீராத தெருவினிலே
எட்டும் எல்லைகளின் எகரமாய் மலைகலாம்
மண்ணும் மல்லியுமாம் மணமாறாத வீதியிலே
என்றும் இனித்திடுமாம் வைகைகரை நீருண்டோ

கல்லும் கலையுமாம் களஞ்சியமே செங்குத்தாய்
பண்ணும் பாட்டுமாம் கேளாத செவி உண்டோ
மின்னும் சூரியனை மிரட்டும் தாமரையே
திட்டமும் திமிருமாம் ஆட்சி செய்த அரசியாம்

-கா.ஜெயகுருதேவ்,
2nd year IT

நான் யார்?

பெரியார் வாழ்ந்த மண்ணிலே
பிள்ளையார் வணங்கும்
நான் யார்?

ஊமைகள் வாழும் மண்ணிலே
உடைமைகள் இழக்கும்
நான் யார்?

சிற்றெறும்பென எண்ணி
சிறுவண்டுகள்
சிறம் தூக்கும் போது
சிங்கமென எழுந்த
சிங்கார மெரினா!

கையூட்டுக்குக் கூனிகுறுகி
பல் காட்டும்
விலங்கிடையே,
உன்(மெரினா)இல் வாழும்
நான் யார்?

கட்டுத்தறியில் கவிப்பாடிய
காலம் அல்ல!
இது கணினிவழிக்
கவிப்பயிலும் காலம்!
எனினும், தூசிலும் மாசுகண்ட
நான் யார்?

தட்டிக்கேட்டால் துப்பாக்கிச்சூடு
மானங்கெட்ட
நான் யார்?

தாய் காக்கத்
தவிக்கும்
நான் யார்?

தளிர்ந்த நான்
துளிரும்போது தெரியும்
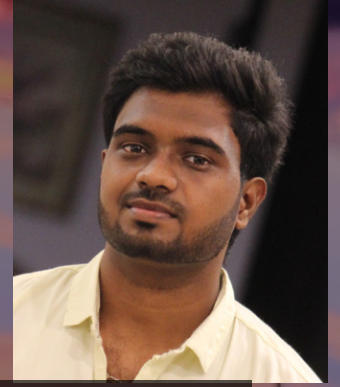நான் யார்?

-சுதர்ஸன்,
Final year IT

ஓட்டு

ஓட்டு அது எங்க உரிம
அதப் போட்டா நாம் பெறுவோ வலிம
இத செஞ்சா கெடைக்கும் உரிம
அது இல்லைன்னா நாம இழப்போ குடிம

உன்ன ஆள்பவன தீர்மானி
இல்லைன்னா நீந்தாண்டா ஏமாளி
உண்மையா நேர்மையா வாக்களி
விட்டா ஆகிருவ கோமாளி

மக்கள் சக்தி மாபெரும் யுத்தி
சேர்ந்து ஆவோமே சக்தி
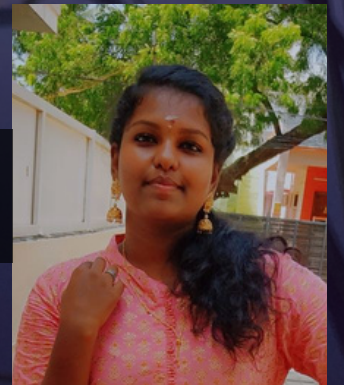இந்த புத்தி இருந்தா வெற்றி
இல்ல நீ தான் தத்தி

-மு. முஹமது ஷஃபி,
3rd year IT

நினைவுகளுடன் நான்

நினைவுகளை என்னில் நிரப்பிவிட்டு
நீ எனை நீங்கிவிட்டாய் சுகமான
சுமைதாங்கியாய் நான்...

-ம.வே.கற்பக சினேகா,
3rd year IT

சுற்றுச்சூழல் மேம்பாடு

இயற்கையின் முகவரி,
இன்று
நூறு கோடியில் அடக்கம்
சுற்றுப்புறச் சூழல்,
இது ஒளிச் சுடரில் கருகிய
பாகம்
பசுமை,
இந்தச் சொல்லின்
அழுகுரல் அறிவாள் தந்த
காயம்
சுற்றுப்புறச் சூழலின்
சுவாசம்,
விட்டுப் போகாமலிருக்க
குப்பைத் தொட்டிக்கு
ஏனிந்த GOOD BYE...
சுற்றியுள்ள வைரஸ்
நம்மில் சொக்கட்டான்
ஆடுகிறதே
வான் ஓசோனுக்கு,
ஏழை வீட்டுக் கூரை
இது கார்பன் தந்த
முத்தங்கள்

மண்ணில் சந்தித்த பல
சீர்கேடு,
கண்ணில் பட்ட
தெருக்களிலும் கழிவு
ஓடையிலும்
சுற்றுலா தளத்திற்கு
வரும் பறவையாய்
சுற்றிவரும் கொசுக்கள்
உயிர் கொல்லும் தீயாய்
உருவெடுத்த பாலிதீன்
இத்தனை அவலங்களும்,
இனியும்
தொடராமலிருக்க
சுற்றுப்புறச் சூழலை
பாதுகாப்போம்
கார்பன் தவிர்த்த
எரிப்பொருள்,
விரைவாய் வந்து காற்று
தூய்மையாக மாற
காத்திருப்போம்

-ந.சுபஸ்ரீ,
3rd year IT

POETRY

A hardworking person is pleasing to all
*B*e friendly always
*C*heerfulness is a duty that we owe others
*D*etermination is the key to success
*E*very actions have equal and opposite reactions
*F*orget about your failures
*G*ive to the world the best you have
*H*ardwork is the magical method to pass the exam
*I*f you don't know how to smile, you should not open a shop
*J*ust pray for a moment in Silence
*K*eep smiling face
*L*augh and the world laughs with you
*M*oney is not everything
*N*ature is the gift of God to us
*O*bey to elders
*P*rayer is the voice of faith
*Q*uestion yourself
*R*ejoice and men will seek you, grieve and they turn and go
*S*elf-confidence in the first requirement for success
*T*hink big and your deeds will grow)
*U*nited we stand
*V*ictory belongs to the brave
*W*orld is wonder of the beauty
X-mas comes at the end of the year
*Y*our conscience is your own judge
*Z*ero in the first to all

-N.Subhasree,
2nd year IT

Journey...

The Greatest journey of your life is the Journey into your Heart. It is going back to who you were at the beginning of your time on this Planet, before the mind and the world of thought got in the way. You were born "in" your heart, which is your real Home. But you grew up in your mind.

-N.Sakthi Priya, 3rd year IT

वो आने वाली हैं

वो आने वाली हैं
सुबह-सुबह खबर सुनी
वो आने वाली है
खबर सुन बेचैन हो गया
सुबह सुबह रैन हो गया
दिल यह अब जोर से धड़के
जैसे आग का शोला भड़के
जब से उसकी खबर सुनी
दिल ये पागल हो गया
दिमाग ये घायल हो गया
अब पलके नही झपकती मेरी
खबर मिलने में क्यों हो गई देरी
कुछ खाने को मन नहीं करता
देखे बिना उसे जी नही भारता
रात दिन तड़पता हूँ मैं
जैसे आग में भड़कता हूँ मैं
ख्वाबो ख्यालो में उसका ख्याल

दिन भर मै हो जाता बेहाल
रात में जब-जब सोता है मै
यादो मे उसकी रोता हूँ मैं
याद सताये उसकी बात सताये
रात दिन मुझको लड़पाये
पूछो जरा मेरे इस दिल से
जानो जरा मेरे इस दिल को
इसमें कितना दर्द भरा है
इसमें कितनी चाहत भरी है
पूछो जरा कौन हैं वो
कौन है तो आने वाली
वो है मेरी परीक्षा जो आने वाली है।
रात दिन तड़पाती है वो
हर पल मुझको पड़वाती है वो
इतना मुझको सताती है वो
अपना इन्तजार कराती है वो
क्योंकि वो है मेरी परीक्षा जो आने वाली है।

-Akshat Sachdeva,
2nd year IT
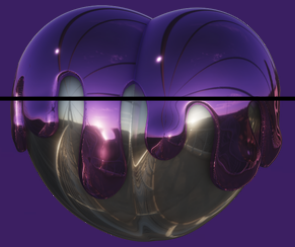
WALL PAINTING

We believe that everyone, no matter their circumstances, deserves to live in a beautiful and colorful environment. Increasing access to paint in underserved communities could improve the local economic power for millions of vulnerable families and uplift the spirit of the people. Our IT students have volunteered themselves in this beautiful journey. Whether you're a partner, donor, funder, or volunteer - we can do even more together.

VOLUNTEERS

M.V.Karpaga Sneha	P.Hemajeyasri	M.Jeyasuruthi
M.Sabari Varsan	Na.Subasree	K.Vijaya Raghavan
R.Jayahariharan	R.Dinesh Kumar	M.Sri Santh
R.Mohamed Irfan	K.Jeyagurudev	X.Robert William
S.Yuvarajan	U.Mohammed	G.Akshat Sachdeva
K.Yamuna	Ibrahim Sheriff	

Anganwadi, S.Kallupatti

LIGHTS OF IT

Faculty Members of Information Technology

Final Year Students Of B.Tech IT
2019-2023

LIGHTS OF IT

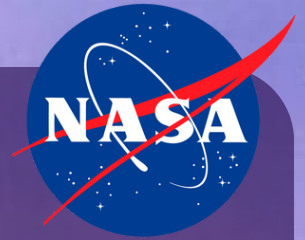*Third Year Students Of B.Tech IT*
2020-2024

Second Year Students Of B.Tech IT
2021-2025

DID YOU KNOW?

Over 6,000 new computer viruses are created and released every month.

The Firefox Logo isn't a Fox, It's actually a Red Panda.

The Internet speed at NASA is 91 GB per second.

Alexa is always listening to your conversation.

Peugeot has been making cars for more than one century. (126 years old).

King's Field is the world's first PlayStation game.

Elon Musk has recently taken over Twitter for a whopping 44 billion dollars.

The world's most luxurious car, Bugatti La Voiture Noire, costs a whopping $18.7 million.

Google receives more than 99,000 searches every second.

"LIFE IS TOUGH, AND THINGS DON'T ALWAYS WORK OUT WELL, BUT WE SHOULD BE BRAVE AND GO ON WITH OUR LIVES."

MIN YOONGI

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