the Essence

X
EXTREME

A Presentation of Extreme Club
Department of Computer Science & Engineering
Galgotias College of Engineering & Technology

CONTENTS

FROM THE DESK

GCET offers one of the best computer science programs in India. As the Head of the Department, I feel privileged to be leading a talented group of dedicated staff, inspiring teachers, and renowned researchers. Our researchers make fundamental contributions to knowledge across theoretical and applied areas of computer science. Our Department maintains strong ties with industry, research organizations, and the community at large.

Prof. Dr. Bhawna Mallick (H.O.D)
President E-xtreme

Computer Science and Engineering department has stood above the rest in its approach to education and in its pedagogies. The ways we teach and the ways our students learn are unique and creative. It has made its mark in academic, sports and cultural fields. Overall development of the individual is the goal of education and we all have to ensure that there is no stone left unturned to equip the students of today for the challenges of life.

Mr. Lucknesh Kumar
Vice President E-xtreme

As I understand this magazine is intended to bring out the hidden talents in the students and the teachers and also to inculcate leadership skills among them. The outside world will come to know about the achievments of the students and the faculty through this medium. Keeping this in mind, I expect the contributions to this magazine to be very high standard and quality. It is advisable that dont leap on the back of a shaky horse, otherwise you will be walking into a minefield. Hence,first tap into your conscience and do a little bit of soul searching, you will definetly find the answer.

Mr. Aatif Jamshed
Faculty Co-ordinator E-xtreme

EXTREME

GALGOTIAS COLLEGE OF ENGINEERING & TECHNOLOGY

Vision:

To be a leading educational institution recognized for excellence in engineering education & research producing globally competent and socially responsible technocrats.

Mission:

- To provide state-of- the-art infrastructural facilities that support achieving academic excellence.

- To provide a work environment that is conducive for professional growth of faculty &; staff.

- To collaborate with industry for achieving excellence in research, consultancy and entrepreneurship development.

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Vision:

To be center of excellence in providing contemporary education and research in the field of computer science and engineering.

Mission:

- To prepare students for successful careers and lifelong learning in computer science and engineering with strong professional ethics and behaviour.

- To ensure effective teaching and learning process and quality research.

- To encourage innovations, product design and new technologies.

EXTREME

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

PROGRAM EDUCATION OBJECTIVES(PEO)

PEO1
THE STUDENTS WILL HAVE PREEMINENT TECHNICAL COMPETENCE AND ESSENTIAL SKILLS TO EXCEL IN COMPUTER SCIENCE AND ENGINEERING.

PEO2
THE STUDENTS WILL HAVE PROBLEM SOLVING SKILLS AND IMPULSE FOR RESEARCH TO GIVE CONTEMPORARY SOLUTION WITH AN INSTINCT FOR LIFELONG LEARNING.

PEO3
THE STUDENTS WILL HAVE GOOD COMMUNICATION AND INTER-PERSONAL SKILLS TO EFFECTIVELY WORK IN MULTIDISCIPLINARY AND DIVERSE PROFESSIONAL ENVIRONMENT.

PEO4
THE STUDENTS WILL POSSESS LEADERSHIP QUALITIES AND TEAM SPIRIT TO EFFICIENTLY WORK WITH ASSOCIATES IN THEIR PROFESSIONAL CAREER.

PEO5
THE STUDENTS WILL UNDERSTAND THEIR RESPONSIBILITIES WITH RESPECT TO SOCIETAL AND ETHICAL NEEDS.

PROGRAM SPECIFIC OUTCOMES (PSOs)

PSO1
APPLY THEORETICAL COMPUTER SCIENCE IN THE DESIGN OF COMPUTER-BASED SYSTEMS IN A WAY THAT DEMONSTRATES COMPREHENSION OF THE TRADE-OFFS INVOLVED IN DESIGN CHOICES.

PSO2
APPLY DESIGN AND DEVELOPMENT PRINCIPLES IN THE CONSTRUCTION OF SOFTWARE SYSTEMS OF VARYING COMPLEXITY.

EXTREME

PROFESSIONAL SOCIETIES

The department provides the opportunity to be a part of Professional societies. One being the **Code Chef-A Global Programming Community**. Code Chef is a global programming community which conduct mainly 3 types of programming contests:long, short and lunch time. Participants rank is being calculated on world platform as well as on Indian platform, depending on the number of successful completion of the events in long, short and lunch time category. Students have made a name for themselves by submitting their entries all through the year.

Students Name	Rank
Siffi Singh	Long:35967/27784 Short:28754/24265 LTime: 7974/6456
Aditi Jain	Long: 1334/944 Short: 1735/1156 LTime: 3154/2380
Kartik Manas Srivastava	Long: 32680/24941 Short: NA LTime: NA
Prashant Kumar	Long: 6368/4958 Short: 7359/5478 LTime: 1015/726
Abhinav Singh	Long: 2237 / 1662 Short: 18347 / 14704 LTime: 1846/1378
Rohan Joshi	Long: 58089/46212 Short: 14444/11329 LTime: NA
Kushagra	Long: 17337/13465 Short: 16657/13251 LTime: 4613/3582
Harshita Mishra	Long: 14865/11505 Short: 18786/15124 LTime: 20577/18107

Students Name	Rank
Ankit Kumar	Long: NA Short: 20399 / 16579 LTime: NA
Kirti Mittal	Long: 71764/58430 Short: 21295/17373 LTime: 15668/13483
Ayush Kumar	Long: 12076/9342 Short: 21392 / 17463 LTime: 8035/6506
Abhishek Singh	Long: 66894/53957 Short: 27555/23143 LTime: 1606 / 1190
Trishal Patel	Long: 58044/46170 Short: 28353/23886 LTime: 13211/11194
Shivam Singh	Long: 72454/59068 Short: NA LTime(all): 17053/14753
Robin Gupta	Long: 19665/15256 Short: NA LTime(all): NA
Nishant	Long: 1472/1058 Short: 1757/1175 LTime(all): 3372/2550

INDUSTRIAL INTERACTIONS

Based on the inputs by students, the department & training and placement cell of the institute identify industries. A proper communication is carried out to the concerned industries and students can work in their field of interest.
Some of the activities taken up on-campus as well as off-campus, conducted by the industries are as follows

Infosys:

o Infosys Campus Connect Programme which has been conducted continuously since 2009 in GCET was once again renewed on 21 st December gave students the exposure to industries.

o Spark 2016 one event which was aimed at development of skills was conducted on 1 st Feb 2016

Cognizant:

o Cognizant conducted the Evolve Session on 24 th August 2015 for the enhanced learning.

o Various skill development programme such as CIO Challenge where a Student Team was nominated for the Cognizant Internship Program (on 15 th Nov 2015), Online Certified Student Program CCSP (on 5 th August 2015)

Cap Gemini has conducted Accreditation Program regularly every year since 2009

Wipro has been a trusted academic partner since 2009 students are benefitted by the enhance learning program.

An Internship program was organised in collaboration with ABP News Network, with the focus on exposure to SEO, SEM, Digital Marketing of Web, and Mobile App Service. It was an initiative taken up for the skill development (on 17 th December 2015)

INDUSTRIAL VISIT

Industrial Visit to BSNL campus was organised on 31 st October 2015, with the objective of exposing the students to Government organization functioning, enhancement knowledge, know working role of a person in industry. The Institute is constantly making endeavours to provide customized as well as tailor made quality training to the outside agencies in the field of Mobile Communication, Optical Fibre Communication, Computer Networking and IP Addressing, Broadband, WIFI, WiMAX etc

It was a Wonderful experience for all students as well for staff. Every student was very cooperative to each-other as well to the faculties. Students were acquainted of communication technologies in BSNL RTTC.

WORKSHOPS AND SEMINARS:

Workshops and Seminars on new hot-topics are regularly conducted to keep up with the everchanging technology and to meet with the demands of the new developing industries. With guest lecturers and engaging topics, workshops and seminars receive tremendous footfall.

This year a PHP workshop on 21 Feb 2015 was conducted by CMC India Pvt Ltd which saw a good 74% of attendance. Another such workshop on the topic of Expectations of IT Industries from Fresher was organised on 17 April 2015 with the guest being Mr. Rajit Sikka And Mr. Gaurav Saxena from TCS.

Seminars on the topics of "Data Analytics" organised on 14 Feb 2015 conducted by Ankit Ray a Business Manager, "Web Development" organized on 15 April 2015 was conducted by Mr.Sanjiv who is a Technical Head at Ducat Noida

The year was marked with Expert Talk on "Nature driven heuristics for hardware and software codesign" on 20 March 2015 delivered by DR S. Chakraverty, Prof at NSIT New Delhi. And Lectures on "Writing quality research paper" on 19 March 2015 delivered by the reputed M A Warsi, Prof AMU, ALIGARH and "Adhoc Network" on 20 March 2015 by Dr R S Rao, Professor at AIACTR, New Delhi

Industrial Training on CMAP Testing on 28 May 2015 by Mohnesh Bakshi from the Indian Testing Board. One more such on "Network Management" Santu Pukrait from Netcamp Sol. Pvt Ltd.

CULTURAL

FACE AND FINGER PRINTING

THE EVENT FACE AND FINGER PRINTING CONSISTED OF AN INTERESTING EVENT OF PAINTING THE FACE OF YOUR PARTNER WITH DESIRED COLORS AND PATTERNS. THE TEAM WITH THE BEST VIVID PATTERN AND COLORS WAS DECLARED AS WINNER. THE OTHER PART OF THE EVENT WAS FINGER PRINTING WHICH BASICALLY COMPRISED OF NAIL ART . THE PARTICIPANTS DREW SEVERAL PATTERNS EXHIBITING VARIOUS EMOTIONS AND CAUSES.

DRAW 50-50

THE DRAW 50-50 EVENT SAW A HUGE FOOTFALL. THE PARTICIPANTS TOOK PART IN PAIRS WHERE ONE WAS SUPPOSED TO DRAW HALF OF THE ART AND THE OTHER HAD TO DRAW THE OTHER HALF. THE RESULT OF THE EVENT WAS A TREAT TO EYES. WINNERS : PRIYANKA & DIKSHA

FUSION DANCE

FUSION DANCE , A MIX STYLE DANCE COMPETITION WAS ORGANISED ,PORTRAYING VARIOUS STRONG EMOTIONS AND MOVES. THE DANCERS THRILLED THE ENVIRONMENT WITH THEIR IMMENSELY STRONG PERFORMANCES AND FILLED THE ARENA WITH UTMOST ZEAL .

MAKEUP

A VERY INTERESTING EVENT NAMED MAKEUP WAS ORGANISED IN THE DURATION OF DAKSH. THE PARTICIPANTS TOOK PART IN PAIRS WHERE ONE PARTNER HAD TO DO COMPLETE MAKEUP OF HIS PARTNER. THE PARTICIPANTS WERE JUDGED ON THE BASIS OF PERFECTION AND NEATNESS OF THEIR MAKEUP TALENTS.

X FACTOR

X FACTOR, A SINGING COMPETITION WAS ORGANISED WHIVH SAW THE PARTICIPATION OF VARIOUS TALENTS WITH DIFFERENT FORMS OF SINGING. A NUMBER OF BANDS AND SOLO SINGING PERFORMANCES WERE WITNESSED. THE MUSICAL AND MELODIOUS SONGS TOUCHED EVERYONES HEART. WINNER : PRANU DHYANI, SHUBHAM

RANGOLI

IT WAS A RANGOLI MAKING COMPETITION WHEREIN THE PARTICIPANT HAD TO CREATE A RANGOLI ART HIGHLIGHTING THE ISSUES OF SOCIETY. VARIOUS RANGOLIS DEPICTING FEMALE FOETICIDE AWARENESS, CHILD LABOUR ETC. BECAME THE CENTER OF ATTRACTION OF THE EVENT. WINNER : SAKSHI & GURUPYARI

TATTOO MAKING

TATTOO MAKING EVENT COMPRISED OF PAIR PARTICIPATION WHERE ONE PARTIPANT HAD TO DRAW A TATTOO ON HIS PARTNER'S HAND. TATTOO MAKING BECOMING ONE OF THE FAMOUS FORMS OF ART SAW A HUGE PARTICIPATION OF STUDENTS.

MEHNDI

A MEHNDI MAKING COMPETITION WAS ORGANISED IN WHICH PARTICIPANTS HAD TO DRAW MEHNDI ON THE PALMS OF OTHER PEOPLE. THE EVENT WAS JUDGED BY THE FACULTY MEMBERS OF CS/IT DEPARTMENT. WINNERS : PRIYANKA & DIKSHA.

E - EVENTS - DAKSH '16

LITERARY

ADHURI KAHANI

Adhuri kahani, organised by the literary group was a creative event. The participants were asked to make up stories out of the random chits they picked. Surprisingly, the participants came up with amazing stories with dramatic feels. Winner-Siddhartha

AD MAD

Ad Mad was an event wherein the contestants had to advertise a given product to the people around the college. The participants were judged with the ratings provided by the people and their marketing skills. The event focussed upon enhancing the marketing and promotional skills of the participants.
Winner-   Ayush Karanwal

DRAW YOUR DREAMS

A very creative event called Draw Your Dreams was organised where the participants were asked to draw their wildest dreams on paper. The event was judged on the basis of creativity, thinking skills and imagination.
Winner-   Divya Kushwah

POSTMAN PAT

Postman Pat saw participations in huge number. The event consisted of a very innovative idea of delivering ananomous letters to concerned persons without revealing the identity of the sender. Hundreds of hand written letters were seen circulating in the college making the event successful.

WHO SAID THIS

It was a questionaire event where participants were told quotes from various artists, poets and writers and were asked their names. It basically was a rapid fire which eventually saw participation in huge numbers by the students and faculties. Winner-   Siddharth

E - EVENTS - DAKSH '16

PHOTOGRAPHY

CLICK UP

"IF YOU HAVE GOT THE THIRD EYE TO CAPTURE UP THEN THIS IS YOUR CHANCE , COME AND CLICK.".

THE PHOTOGRAPHY EVENT WAS ORGANISED TO GET STUDENTS INVOLVED IN PHOTOGRAPHY OTHER THAN THE DAILY ACTIVITIES.THE STUDENTS WERE MESMERISED TO HAVE THESE KIND OF EVENTS OF GETTING THE BEST CLICK INSIDE THE CAMPUS INCLUDING CLASS, GROUNDS, FRIENDS AT CANTEEN WITH THEIR IPHONE AND DSLR.

CAPTURING MOMENTS

CAPTURING MOMENTS IS AN EVENT ORGANISED IN WHICH STUDENTS HAVE TO MAKE VEDIO OF 2-3 MINS INSIDE THE CAMPUS BASED ON CERTAIN CRITERIA LIKE SHOTS TAKEN , MUSIC USED , TIME LIMIT ,THEME ETC. THE BEST CAPTURER WILL GET THE PRIZE. SO THE INTERESTED STUDENTS HAVE SHOWCASED THEIR INNOVATIVE IDEAS.

SPORTS

BAHUBAL

THE EVENT NAMED BAHUBAL WAS ORGANISED IN WHICH STUDENTS CAN SHOWCASE THEIR PHYSICAL POWER IN VARIOUS ACTIVITIES LIKE TUG OF WAR , ARM WRESTLING , PISH UPS .TUG OF WAR WAS A KNOCK OUT EVENT WITH 5 MEMBERS IN A TEAM. THE TEAM WHO CROSSED THE CENTER LINE WOULD LOSE THE MATCH. ARM WRESTLING IS ALSO A KNOCK OUT EVENT. IT WAS A GAME OF POWER. PUSH UPS WAS A EVENT IN WHICH THE PARTICPANT WHO PERFORMED THE HIGHEST NUMBER OF PUSH UPS WON THE GAME.WINNER- AMAL SINGH PARIHAR,ARPITA AWASTHI.

CATCH THE QUEEN

CARROM IS THE MOST FAMOUS INDOOR GAME. IT WAS AN EVENT IN WHICH TEAM OF 1 OR 2 PLAYER IS ALLOWED.THE TEAM CAN BE OF MALE MALE, FEMALE MALE , FEMALE FEMALE. THE STUDENTS HAD TO JUST HUNT FOR THE QUEEN. THE TEAM WHO GOT THE PINK COLOURED QUEEN WOULD HAVE THE GAME ON THEIR SIDE.WINNER - SACHIN (CSE)

THROW THE BALL

IT WAS AN EVENT "THROW THE BALL ". THE BEST THROWER WHOSE BALL REACHES THE BAKSET WINS THE MATCH. THE PARTICIPANTS WOULD GET THE 5 ATTEMPTS TO BASKET THE BALL. TOP 10 PLAYERS WOULD GO TO THE NEXT ROUND. WINNER- BALIR SINGH (ME)

CHESS

CHESS WAS A KNOCK OUT GAME IN WHICH 2 PLAYERS WOULD BE MANIPULATING AND ANALYSING EACH OTHERS MOVES.IT WAS A GAME OF MIND AND CNCENTRATION.THE GAME WANTED THE HIGHEST LEVEL OF PATIENCE TO WON THE GAME. WINNER -TUSHAR (IT)

DIGITAL KALA

DIGITAL KALA WAS AN EVENT FOCUSING ON THE CREATIVITY SKILLS OF THE PARTICIPANTS. IT WAS A DIGITAL POSTER MAKING COMPETITION. IN THIS EVENT THE PARTICIPANTS WOULD BE GIVEN A TASK TO MAKE A POSTER ON THAT TOPIC. THIS COMPETITION HAD PROVEN TO BE AN OPPORTUNITY FOR THE PARTICIPANTS TO SHOW THEIR DESIGNING SKILLS, DIGITAL CREATIVITY AS WELL AS SHOW OFF THEIR SKILLS ON VARIOUS PHOTO EDITING SOFTWARE SUCH AS PAINT, ADOBE PHOTOSHOP AND ADOBE ILLUSTRATOR. THIS EVENT WILL BE HELD ONLINE. SINGLE PARTICIPATION WAS REQUIRED. THE CANDIDATES HAD SEND THEIR POSTER ON THE FACEBOOK PAGE OR THE ID OF THE COORDINATOR.

MOVIE MAKING

THIS EVENT WOULD FOCUS ON THE CREATIVITY OF THE PARTICIPANTS IN THE ART OF MOVIE MAKING.THE CANDIDATES WOULD BE REQUIRED TO MAKE A MOVIE ON A SPECIFIED TOPIC.THE CANDIDATES HAD USED STANDARD VIDEO M AKING/EDITING SOFTWARE LIKE WINDOWS MOVIE MAKER/ ADOBE AFTER EFFECTS. THE SINGLE PARTICIPATION WAS REQUIRED. THE CANDIDATES HAD TO MAKE N AMAZING MOVIE WITHIN A TIME LIMIT OF 3 HOURS.

CODE HUMMER

THE BEST FEATURE OF THE EVENT WAS ITS MULTILINGUITY. HERE THE USERS HAD SELECTED ONE FROM ANY OF THE FOUR PROGRAMMING LANGUAGES AVAILABLE(C,C++,JAVA,PYTHON).THE ENTIRE CODING QUEST WAS DIVIDED INTO 3 ROUNDS, THE FIRST AND THE LAST INCLUDED PURE PROGRAMMING BUT THE 2ND INCLUDED MCQs RELATED TO THE WORLD OF PROGRAMMING LANGUAGES AND SYNTAX ERRORS.THE FIRST ROUND HAD TEN PROGRAMMING QUESTIONS, EACH HAVING DIFFERENT DIFFICULTY LEVELS AND THEREFORE DIFFERENT POINTS. IN A TIME DURATION OF ABOUT 60 MINS THE PARTICIPANTS HAD TO WRITE MAXIMUM NUMBER THE CODES. THE CODES WERE JUDGED ONLY IF PASSES THE TEST CASES THAT WERE PROVIDED. THE SECOND ROUND CONSISTED OF ABOUT 20 MCQs (DIFFERENT SET OF PAPERS FOR EACH PROGRAMMING LANGUAGE).MAXIMUM NUMBER OF Q UESTIONS HAD TO BE SOLVED WITHIN A TIME DURATION OF ABOUT 30 MINS. THE THIRD ROUND CONSISTED OF 5 QUESTIONS, WITH A DIFFICULTY LEVEL EQUAL TO PRO(EG. HASHING, SHORTEST PATH ALGO, ETC).A TIME DURATION OF 60 MINS WAS PROVIDED. WINNER : PRABHAV GARG

FIFA14

FIFA 14 , WAS PLAYED AT THE EVENT, ON LAPTOP AND CONSOLE(OR KEYBOARD). PLAYERS WOULD GO THROUGH THE RANGE OF EMOTION EVERY FOOTBALL FAN IN A STADIUM GOES THROUGH, ONLY THIS TIME,THEY'RE IN CONTROL OF THEIR BELOVED TEAMS' FORTUNES. THE EVENT PROMISES TO BE A TEST OF SKILL, GRIT, CALMNESS AND SO MUCH MORE.WINNER - ABINAV PANDAY (IT)

CRYPTOX

AN EVENT CONSISTING OF 2 ROUNDS WITH 10 LEVEL EACH, WHERE EACH PARTICIPANTS WAS GIVEN A PASSWORD PROTECTED .RAR FILE AND HINTS TO FIND THE PASSWORD TO THAT .RAR FILE.DECYPHERING THE PASSWORD TO A .RAR FILE TOOK THEM TO THE NEXT LEVEL. WINNER-   ROHAN GARG & ABHINAV

SPOT THE BUG

AS THE NAME SUGGESTS THE PARTICIPANTS HAD TO REMOVE ERRORS FROM A CODE.PARTICIPANTS COULD CHOOSE THE LANGUAGE BEST SUITABLE TO THEM FROM C,C++,JAVA. EVENT CONSISTED OF 10 LEVELS IN EACH LEVEL A CODE WAS GIVEN TO THEM WITH THE DESIRED OUTPUT. WINNER-   ROHAN GARG

GALLERY
PHOTO HIGHLIGHTS

PLACEMENT DETAILS – 2016

COGNIZANT

ABHIJEET MISHRA
ABHINAV MITTAL
ABHINAV SINHA
ABHISHEK CHAKRABORTY
ADHBHUTI HAJELA
AKANKSHA VERMA
Aniket Rai
ANKITA GUPTA
ARUSHI KANSAL
Avinash Chandra
Ayush Kumar Shrivastava
DUSHYANT SINGH
GARIMA CHAUDHARY
GAURAV SINGHAL
HIMANI
HIMANSHU RAI
HIMANSHU SAVITA
KRITI RAJ
KUMAR SHIVAM
PANKHURI AGARWAL
PRADYUMN KUMAR TIWARI
PRASHANT JEET SINGH
RADHIKA AGARWAL
RAHUL KUMAR
RAVI KUMAR YADAV
RAVINDRA NATH RAWAT
Ritu Singh
SACHIN YADAV
SAKSHI CHAUDHARY
SANTOSH KASAUDHAN
SAPAN VIJ
SHANTANU RAJ
SHIVAM AGARWAL
SHIVAM SAXENA
Shreya Tiwari

SHUBHAM SINGH
SHUBHAM VARSHNEY
SUPRIYA GUPTA
TAUSEEF AHAMED
TRISHAL PATEL
UTKARSH PRAKASH
VARUN KUMAR UPADHYAY
VIDUSHI PRADHAN
VISHAL SINGH
VISHVENDRA INDOLIA
Khushboo Sharma
ABID HUSAIN
PRAGATI MISHRA
Jatin Pasricha
NISHA CHAUBE
Astha Sharma
PRERNA SHARMA
Akanksha Pandey
Harshita Badlani

WIPRO TECH

Arjun Aggarwal
BHARAT SINGH BHADAURIA
PIYUSH PRATAP SINGH
RAHUL YADAV
RAJAT PARASHAR
RAJENDRA KUMAR GANGWAR
YESHWENDRA SHUKLA
ADITI JAIN

TECH MAHINDRA

AYUSH SINGHAL
NITISH JAISWAL
PRASHANT KUMAR
Prasoon Raghav
RAJAT GUPTA
Charu Bhatt

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