



TECH CHRONICLE

V.E.S POLYTECHNIC
COMPUTER ENGINEERING
DEPARTMENT

DECEMBER 2021

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Mr. Sanjay Wankhade
(I/C) HOD

HOD's Desk



The Department was established in the year 2010 and since its inception. The Department has evolved from offering Diploma in Computer Engineering Course with vision "To be center of excellence in the field of Computer Engineering by providing value based quality technical education"

The Department works with the objective of addressing critical challenges faced by the Industry, society and the academia and also makes the student ready to grow in their academic pursuits with the skill.

The infrastructure and lab facilities are upgraded from time to time and provide a good practical and innovative learning environment for the students. The Department faculties work with excellent team spirit in different technical teams like Web Development team, Networking and computer security team and Application development team.

To motivate the students, the Department organizes regular Guest Lectures, training in state of art software & hardware, arranges workshops with CSI, technical events, seminars & industrial visits.

We welcome you to the Computer Engineering Department as a Diploma student and we hope to be part of your success.



Vision & Mission

- ✓ To be centre of excellence in the field of computer engineering by providing value based quality technical education.
- ✓ To impart and inculcate both theoretical as well as practical knowledge in students.
- ✓ To develop competent professionals who are proficient in analysis, design and implementation of broadly-defined computer problems.
- ✓ To create confident youth with a sense of duty, discipline and responsibility.

Program Educational Objectives

- ✓ Provide socially responsible, environment friendly solutions to Computer engineering related broad-based problems adapting professional ethics.
- ✓ Adapt state-of-the-art Computer engineering broad-based technologies to work in multi disciplinary work environments.
- ✓ Solve broad-based problems individually and as a team member communicating effectively in the world of work.

Program Outcomes

- ✓ Basic knowledge: Apply knowledge of basic mathematics, sciences and basic engineering to solve the broad-based Mechanical engineering problems.
- ✓ Discipline knowledge: Apply Mechanical engineering knowledge to solve broad-based mechanical engineering related problems.
- ✓ Experiments and practice: Plan to perform experiments and practices to use the results to solve broad-based Mechanical engineering problems.
- ✓ Engineering tools: Apply relevant Mechanical technologies and tools with an understanding of the limitations.
- ✓ The engineer and society: Assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to practice in field of Mechanical engineering.
- ✓ Environment and sustainability: Apply Mechanical engineering solutions also for sustainable development practices in societal and environmental contexts.
- ✓ Ethics: Apply ethical principles for commitment to professional ethics, responsibilities and norms of the practice also in the field of Mechanical engineering.
- ✓ Individual and team work: Function effectively as a leader and team member in diverse/multidisciplinary teams.
- ✓ Communication: Communicate effectively in oral and written form.
- ✓ Life-long learning: Engage in independent and life-long learning activities in the context of technological changes also in the Mechanical engineering and allied industry.

Program Specific Outcomes

- ✓ Modern Software Usage: Use latest Mechanical engineering related softwares for simple design, drafting, manufacturing, maintenance and documentation of mechanical engineering components and processes.
- ✓ Equipment and Instruments: Maintain equipment and instruments related to Mechanical Engineering.
- ✓ Mechanical Engineering Processes: Manage Mechanical engineering processes by selecting and scheduling relevant equipment, substrates, quality control techniques, and operational parameters.

Editor's Pick



The essential purpose of TECH CHRONICLE is to inform, engage, inspire and entertain a diverse readership - including alumni, faculty, staff, students, parents by presenting an intimate, timely and honest portrait of the Computer program. The TECH CHRONICLE endeavors to reflect the values and the quality of the Computer Program and in turn institution itself. The contents are selected by maintaining the respect and interest of its readers, and aspires ultimately to inform the external's the happenings at our end.

The students newsletter team tries to maintain the high standard of content which can engage and strengthen its readers' association. In this context, the editorial standards are set forth to give readers and contributors a clear idea of what they can and should expect from newsletter.

The editorial team will always welcome suggestions concerning content, we will make every effort to represent, over the course of time, the great diversity of interest, opinion and background inherent in the newsletter readership. The work displayed in TECH CHRONICLE are those of the bylined contributors of Computer Program students or of the editorial staff.

Wish you a happy reading with TECH CHRONICLE!



Mrs. Vidya Lunge

**CO Program,
Newsletter Incharge**

I Asked God....

When I Asked God for Strength
He Gave Me Difficult Situations to Face

When I Asked God for Brain & Brown
He Gave Me Puzzles in Life to Solve

When I asked God for Happiness
He Showed Me Some Unhappy People

When I asked God For Wealth
He Showed Me How to Work Hard

When I Asked God for Favours
He Showed Me Opportunities to Work Hard

When I Asked God for Peace
He Showed Me How to Help Others

God Gave Me Nothing I Wanted
He Gave Me Everything I Needed



Swami Vivekananda

Staff Activities

Apart from the student's development, the department also focuses on faculty development so that the teachers can adapt themselves with the technological changes. Hence, the department encourages the staff to participated in the training programs, conferences and workshops.

Activities Attended:

- ✦ Mrs. Meena Talele attended a 5 days workshop from 18th Oct. 2021 to 22nd Oct. 2021 based on "Recent Trends In Smart Computing" at Vishwakarma Institute Information Technology, Pune.
- ✦ Mrs. Deepa Gupte attended a 1 day webinar on 28 Aug. 2021 based on "AI as an enabler for Teachers in implementing NEP 2020" at Bhartiya Shikshan Mandal, NITI Aayog, COEP and PICT, Pune & RIT, Sangli ACM Student Chapter in collaboration with ACM Pune Professional Chapter.

Activities Conducted:

- ✦ Mrs. Vidya Lunge conducted a webinar on "One Ripple can start a wave" under ED Cell on 22nd Nov. 2021
- ✦ Mrs. Meena Talele conducted a guest lecture on "HANDS ON GITHUB" under CSI Chapter of V.E.S. Polytechnic on 17th Dec. 2021



Student Activities

✦ **Vaccination Drive:** Vaccination drive for urban poor people organized by Jeet Doshi and RHA Chembur Team. The volunteers for the event were Jeet Doshi, Srushti Shete and Rachit Mody.



✦ **VESLARC Webinar:** A "Self Esteem & Use of Technology" Webinar was organized for Second Year Students by VESLARC on 8th Sept. 2021.

✦ **Poster Making Competition:** This event was organized on the occasion of Gandhi Jayanti, the topic being "Swacch Bharat Abhiyan" by Mrs. Neha Mulchandani. The winners of this competition were:

- **1st: Siddhesh Bobade & Mrunmayee Dalvi**
- **2nd: Amit Manna**
- **3rd: Diksha Jogdand & Sahil Maskar**

✦ **Code Mania 2.0:** This was an event organized to flaunt logical thinking and coding skills among the students by the CSI Chapter of Marathwada Mitra Mandal's College of Engineering on 20th & 21st Sept. 2021.

Vrushtee Jasani and **Harshit Raheja** had secured the **3rd Rank** in this event.

✦ **NSS Vaccination Drive:** A Vaccination Drive was organized for the students and staff members of VES Polytechnic in the college campus on 27th Oct. 2021. The student organizers were Jeet Doshi & Yash Korla of 3rd year.



✦ **Entrepreneurship Webinar:** A talk show with entrepreneur Ms. Megna Phatak and Mr. Ram Sharma was organized by the VESP Entrepreneurship Development (ED) Cell on 22nd Nov. 2021 .

✦ **Bug Hunting Competition:** This was a competition to solve bugs and errors from the code. It was organized by CSI Member Harshit Raheja.

The winners of the Competition were:

- **1st: Vrushtee Jasani**
- **2nd: Vedanshi Shethia**
- **3rd: Amit Manna**

Shreshthta Awards

Former Indian President APJ Abdul Kalam's birthday which is also known as World Student's Day is celebrated on 15th of October every year by V. E. S Institute. On this occasion, a felicitation program was organized on 16th October 2021 for students from various VES colleges by VESLARC.

One of the two major award categories is VES Shreshthta Awards, which are given to felicitate students who have displayed grit, willingness to be a change in the society, leadership and values, while also working towards academic and extra-curricular excellence. It was a proud moment for V. E. S. Polytechnic since three of their students **Jeet Doshi**, **Nikhil Vaishya** and **Pranav Jaguja** were felicitated with VES Shreshthta Award. One of our faculty member **Mr. Santosh Mulye** was featured in **Gyaan Vistaar** for his unique and outstanding technique of teaching the students.



Vaccination Drive

As per the guidelines of Maharashtra State Government, National Service Scheme Unit of V.E.S. Polytechnic, Mumbai, in active collaboration with V.E.S. Institute of Technology, Mumbai organized a COVID-19 vaccination camp on 27th October, 2021 Wednesday.

The nation has been fighting against the COVID-19 for almost one and a half year now. Halfway through the year, vaccination is underway across the world, albeit at a much slower pace for the mostly poorer nations. Everywhere health experts are considering the lifting of certain rules, such as that on wearing masks. Considering the importance of vaccination and in order to spread awareness of the same. The NSS Unit of our college collaborated with V. E. S. Institute of Technology, Mumbai to organize a free vaccination camp for all the eligible staff and students of our college. The drive started at 10:30 AM on 27th October, Wednesday by the staff members and student volunteers making sure all the arrangements were made as planned to ensure smooth running of the process. The drive lasted up to 4 PM where 36 members from eligible staff and students got themselves vaccinated. Out of which, 35 people undertook Covishield vaccine and one person took Covaxin vaccination. The staff members present at the drive spot were NSS Staff Coordinator Mr. Mahadeo Narlawar along with Mr. Mangesh Bidkar and Mr. Nikhil Shevale. Additionally, NSS Student Coordinator Jeet Doshi and student volunteer Yash Korla were also present at the service.

Considering the importance of vaccination, NSS Unit of V.E.S. Polytechnic would like to serve as much as they can for the nation in all possible ways.

Art Corner



Bhavesh Lakhwani



Mrunmayee Dalvi



Akashi Sarvade



Esha Daiya



Chahat Nathwani



Sneha Dewani



TECH CORNER

VOCALGRAMMER

DESCRIPTION:

A PYTHON PROGRAM WHICH LETS YOU CODE HTML WEBPAGES WITH YOUR VOICE. I HAVE USE SOME OF THE POWERFUL PYTHON LIBRARIES PYTTSX3, SPEECH_RECOGNITION, OS, TIME, PLATFORM TO CREATE THIS PROGRAM BINDING ALL OF THESE FUNCTIONS AND SOME LOGIC RESULTS IN CREATION OF A SIMPLE PROGRAM YOU CAN CREATE SIMPLE HTML WEBPAGES, USING VOCALGRAMMER THIS PROGRAM CURRENTLY SUPPORTS HTML IT IS AN OPEN SOURCE PROJECT COMPATIBLE WITH ALL OPERATING SYSTEMS WHICH ARE ABLE TO RUN PYTHON. FOR MORE INFORMATION AND SOURCE CODE, YOU CAN CHECK THE GITHUB REPOSITORY.

- Harshit Raheja (CO3I-A)



```

***
**/**
**/||**
**||/**
**/**
***
| VOCALGRAMMER <HTML EDITION>
| Frost & Quantum AI
|
-----
Listening...
Recognizing...

You Said: "add heading"
Say your heading size:
Listening...
Recognizing...

You Said: "1"
Say your heading content:
Listening...

```

```

CREDITS:
QuantumByteStudios
Frost

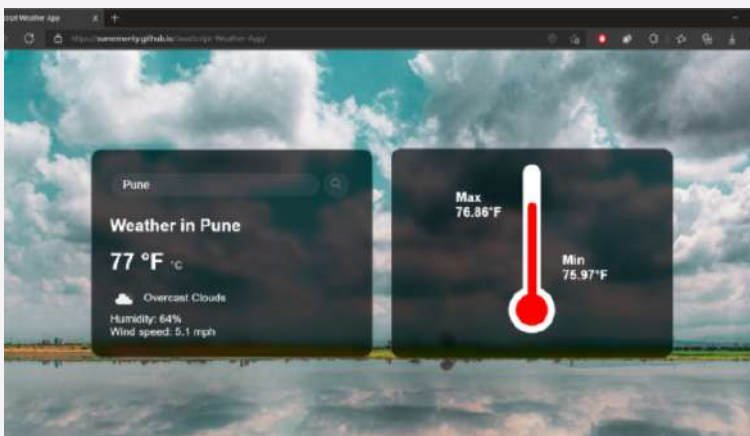
Github{
  QuantumByteStudios: https://github.com/QuantumByteStudios
  Frost: https://github.com/Frost2k5
}

Website{
  QuantumByteStudios: http://quantumbyteofficial.tech/
  Frost: https://www.frost2k5.games/
}

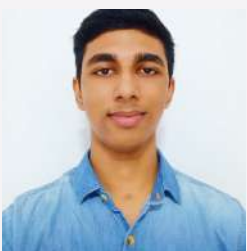
VOCALGRAMMER ended successfully

```

Weather App



- Sumesh Mohanty & Kush Agarwal (CO3I-A)



DESCRIPTION :

WHAT IS JAVASCRIPT-WEATHER-APP?

THERE ARE MANY WEATHER APPS AVAILABLE OUT THERE TODAY. SOME MAY PROVIDE NECESSARY FACILITIES , SOME MAY NOT. THE MAIN PURPOSE OF DEVELOPING 'JAVASCRIPT-WEATHER-APP' WAS TO FETCH THE DATA IN THE NEED OF TAKING INFORMATION ABOUT WEATHER WORLDWIDE AS PER THE USER NEEDS. ANOTHER PURPOSE FOR DEVELOPING THIS WAS TO PRODUCE A MODEL WHICH PROVIDES ALL THE NECESSARY FEATURES SUCH AS 'TEMPERATURE', 'WIND', 'HUMIDITY', 'TEMPERATURE CONVERSION[C-F]', 'DAILY LOW AND HIGH TEMPERATURE VALUES'. ALSO IT GIVES YOU THE FLEXIBILITY FOR AUTOCOMPLETION OF WHAT YOU ARE TYPING WHICH MEANS YOU DON'T HAVE TO TYPE LONG NAMES FOR SOME CITIES, IT WILL DO IT FOR YOU. THIS IS A WEBSITE WHICH REQUESTS WEATHER PROVIDERS FOR THE CITY YOU SEARCH AND BRINGS YOU CURATED RESULTS.

Ink Stained Pages

Unedited Feelings.....

LET ME RAISE A TOAST
TO THE TIME I WILL MISS THE MOST...
MY WHOOOLLEE LIFE!

MY PARENTS TALK ABOUT IT
I TOO REMEMBER A BIT
WHEN I WAS TOO KIND
THIS WORLD WAS NEW BUT I DIDN'T MIND

TOYS WERE FUN
THE DREAM OF MINE TO SHINE LIKE A SUN
WORRY WAS LESS SMILES MORE!

THIS IS HOW IT WAS
WHEN I WAS ABOUT FOUR
THIS FEEL HAS MY WHOLE HEART
I NEED TO BE STRONG AS THIS IS JUST THE START

TO MY BAD AND TO MY GOOD
HOW I WISH I COULD REVERT BACK TO MY CHILDHOOD!



~ Niyati Vichare (CO3I-A)



We grew up



FROM GETTING EXCITED TO TRY NEW THINGS
TO FEELING COMPLETELY UNINTERESTED IN EVERYTHING
WE GREW UP.
FROM THAT SMALL HOPE OF MAKING NEW FRIENDS
TO THAT BIG SIGH OF BEING ALONE
WE GREW UP.
FROM UNFRIENDING "HAPPINESS" OUR VERY OLD FRIEND
TO MAKING STRONG BONDS WITH STRESS, ANXIETY AND ANGER
WE GREW UP.
FROM DEPENDING ON OTHERS FOR EVERYTHING
TO DEALING WITH STUFF ALL BY OURSELVES
WE GREW UP.
FROM CRYING OUT LOUD FOR THAT LITTLE KNEE SCRATCH
TO HIDING THE HEAVY PAIN INSIDE OUR HEART
WE GREW UP.
FROM NOT BEING BOTHERED ABOUT APPEARANCE
TO TRYING TO LOOK THE BEST FROM THE REST
WE GREW UP.
FROM BEING A HAPPY, BUBBLY CHILD
TO BEING A BEAUTIFULLY MESSED UP TEENAGER
WE GREW UP.

~ Tanya Hinduja (CO5I-B)



COVID-19 and its effect on Indian Society

COVID-19 which is said to have emerged from Wuhan(China) has caused a serious impact on almost every country on earth. It has caused a havoc worldwide and health crisis all over the world. While some try to adapt to working online, homeschooling their children, some others have no choice but to step out, be exposed to the virus and its threat while keeping the society functioning. Due to its rampant spread, countries were forced to restrict international travelling, implement strict lockdown all over due to which the tourism also had a major setback in the country. Amidst the nationwide lockdown, the Indian society has gone through social, economical, political and psychological difficulties which has created devastating impact on the lives of the people. From the perspective of economy, both, the rural as well as urban areas have been impacted adversely. The migrant workers especially have been affected the most. They depend on daily wages and since the pandemic has led to the closure of most of the businesses, these people are left with nothing to spend during such an emergency. The pandemic has also exposed and worsened the existing fragility and inequalities in the Indian economy. Various surveys have shown that the unemployment rates had a steep rise, in the range of 7.9% to 12% since April 2020. Millions of people have been rendered jobless and several small scale businesses had to take the exit door . India's GDP shrank 7.3% in 2020-21. This was the worst performance of Indian economy in any year since independence. All this downfall and financial instability has led to unaccountable losses for millions of people.

With any pandemic which impacts the society at large, comes the problem of psychological trauma. The lockdown has proved that "man is a social being" because 4 months of continuous shut down has impacted people mentally and psychologically. There have been many people who have been the victims of mental related problems. Hours of online schooling, conferences and office work and prolonged exposure to laptops, mobile screens without any productive work has been the reason for further health related problems. The COVID-19 pandemic has also made the lives of young people and children miserable. School closures due to lockdown have brought significant disruptions to education all over the country. A rough report states that 45 countries in Europe and Central Asia closed 80% of their schools which affected 185 million students. The abruptness of the situation forced both, the students as well as teachers to adapt to online learning and technology without any preparations for this sudden transition. However, despite these setbacks and major limitations created due to this pandemic, the country has found out ways to live up with this. The doctors, scientists and health care departments have worked tirelessly and day and nights to come up with vaccine for this virus. The government too has run the vaccination drive pretty well, urging maximum people to get vaccinated and protect themselves and their families. Till now, almost 99% of above 18 people have been vaccinated successfully. The social workers too have given their contributions and worked well owing to which the situation has been brought under control significantly. If we want to get rid of all this, the people will have to stay united, follow all the guidelines, abide by the rules for the best functioning of the society.



~ **BY PARTH GANDHI**
(C031-A)

ACADEMIC RANKERS FOR EVEN SEMESTER 2020-21

COMPUTER ENGINEERING / DIVISION A

SECOND SEMESTER – CO2I S20-21		
RANK	NAME	PERCENTAGE
1	AGARWAL KUSH AJAYKUMAR	94.75
2	VRUSHTEE RAJESH JASANI	93.38
3	PANCHAL DHRUV SURESH	91

FOURTH SEMESTER – CO4I S20-21		
RANK	NAME	PERCENTAGE
1	KORLA YASH AJAY	95.07
2	DOSHI JEET HEMAL	94.53
3	GANGWANI MOHIT MUKESH	94

SIXTH SEMESTER – CO6I S20-21		
RANK	NAME	PERCENTAGE
1	ARCHITA DINESH SEHGAL	98.35
2	SHAH KENIL DILIP	95.88
3	JAMBURA AMAAN MOIZ	95.76



COMPUTER ENGINEERING / DIVISION B

SECOND SEMESTER – CO2I S20-21		
RANK	NAME	PERCENTAGE
1	SMIT JAYESH RAMBHIA	95
2	DEWANI SNEHA SUNDERDAS	93.625
3	NATHWANI CHAHAT MULCHAND	93.125

FOURTH SEMESTER – CO4I S20-21		
RANK	NAME	PERCENTAGE
1	CHUGEJA PIYUSH KAMLESH	96
2	MODY RACHIT MITESH	95.2
3	VIRDI MANRAJ SINGH SURINDERSINGH	95.07

SIXTH SEMESTER – CO6I S20-21		
RANK	NAME	PERCENTAGE
1	BARANWAL AMARESH DEVIPRASAD	96.71
2	SHAH MANAN SANJAY	95.88
3	THAKUR YUVRAJ BIPIN	95.65

ALUMINI SPEAKS

WHEN I TOOK ADMISSION, MY MIND WAS QUESTIONING TO ME THAT HOW WILL BE TEACHING, PROFESSORS, MATERIALS, LABS, ETC. BUT, WHEN I STARTED MY DAY IN COLLEGE I WAS SURPRISED TO HEAR THE "QUALITY TEACHING" BY WELL EXPERIENCED AND EDUCATED PROFESSORS. THE LABS WITH ITS APPROPRIATE MATERIALS WAS SUBJECTIVELY PERFECT. ALL OVER MY EXPERIENCE OF PASSING DIPLOMA WAS SYSTEMATICALLY VERY GOOD.

- Divyal Chheda (CO 2020-21)



EDITORIAL TEAM

STUDENT TEAM MEMBERS



JEET DOSHI
EDITOR IN CHIEF



NIKHIL VAISHYA
ART DIRECTOR



SMIT RAMBHIA
DESIGNER



SUNIL MAKHIYA
DESIGNER



CHAHAT NATHWANI
COPY EDITOR



MRUNMAYEE DALVI
PROOF READER

