



Pimpri Chinchwad Education Trust's (PCET) & Nutan Maharashtra Vidya Prasarak Mandal's (NMVPM)

NUTAN MAHARASHTRA INSTITUTE OF ENGINEERING & TECHNOLOGY

TALEGAON, TAL-MAVAL, DIST-PUNE 411057



2020



TECHZINE

Born to solve problems



Associated with
Department Of Computer Engineering

Vision

“Imbibing quality Technical Education and Overall Development by Endowing Students with Societal and Ethical Skills in Computer Engineers”

Mission

1. To impart engineering knowledge and skills by adopting effective teaching learning processes.
2. To develop professional, entrepreneurial & research competencies encompassing continuous intellectual growth.
3. To produce educated students to exhibit societal and ethical responsibilities in the working environment.





Dr. Lalit Kumar Wadhwa

Principal

I congratulate the department of Computer Engineering, NMIET for bringing out first issue of departmental magazine, TECHZINE2K20. I am sure that the magazine will provide a platform to the students and the faculty members to expand their technical knowledge and sharpen their hidden literary talent and will also strengthen the all-round development of the students. I am hopeful that this small piece of literary work shall not only develop the taste for reading among students but also develop a sense of belonging to the institution as well. My congratulations to the editorial board who took the responsibility for the energetic task most effectively. I extend best wishes for the success of this endeavor.



Prof. Aparna Pande

HOD Computer

The University curriculum is an essence of the conventional and the radical study, beyond horizon to develop multi facet engineering graduate "Techzine" Magazine plays an important role. The prime objective is to nurture Engineering students to be educating and updating with rapidly growing technologies so that Computer Engineering graduated will be employable and competent nationally and internationally. Each one of the students is having hidden hobbies, skills and Art. To add new feathers in the student's crown, NMIET-Computer Engineering department provides right platform in form of Techzine Magazine. Techzine Magazine prominently focuses on the latest trends and advancement in the multi-disciplinary technology through education and research. It contents Technical Blogs, Articles, projects. Technical Competitions such as Smart India Hackathon (SIH). Magazine consists of various sections so that every student gets equal opportunity to explore with the world. Extension with Techzine Magazine has different sections but not limited such as Artwork section consists Photography, Sketch, and Creativity. Literature section covers Poems and Quotes. Section Group Discussion on dynamic topics empowers leadership skill which is the essential part in the corporate world. Technical event and Industrial visit improves employability globally. Guru Shikha the Great Indian culture inculcates Socio-Ethical values. Placement, industry Experts views and University Topper student's thoughts and discussion motivates the budding graduates. Through this exercise the objective is to meet with the departmental and institutions vision and mission.



EDITORIAL COMMITTEE



Mrs. Sonali Patil
Asst. Professor

Being the Editor, I feel privileged in presenting our department magazine "TECHZINE2K20". It is designed to showcase the talents of our faculty members and students. With a sense of pride and satisfaction I would like to say that with the active support of the Management, Director, Principal, HOD, Faculty members and Students, the department magazine has come alive. I extend my thanks to the colleagues of my department for being a part of the editorial board. With all the efforts and contributions put in by the Faculty members and Students; I truly hope that the pages that follow will make some interesting reading.

Arya Singh (Final Year)



We always wanted to put together all the exceptional talent in our department together at a place. Well with "TECHZINE2K20" we tried to make it happen. The TechZine2k20team believes to "Strive for progress, not perfection" because perfection might have an end line progress doesn't.



Shantanu Patil (Third Year)

It has been great experience. It is always that see more and see through. 'TECHZINE2K20' is best portraital art on sciense.



Neha Shende (Third Year)

Working on this magazine provided me a chance to discover an editor, a writer and a team player within myself. I look forward for more such ventures!



Aniket Jadav (Third Year)

It was completely a new experience for me to work for this magazine. Basically the exposure I got during this period portrayed many perspective of mine to the person within me.



Akansha Kshatriya (Second Year)

"TechZine2k20" presents the achievements of students and contributions of teachers. Our endeavour is to update on the latest trends of technologies coming up and flashing some light on the innovative minds of the youth today. We hope all the readers will enjoy this issue as much as we enjoyed creating it.



Manoj Devare (Second Year)

"TECHZINE2K20", The departmental magazine gives us lot of information about many interesting topics. The experience of working with the team of TECHZINE2K20 was really valuable and memorable.



Nayan Varma (Second Year)

It was immense pleasure to be a part of this magazine. It was totally a new experience which has indeed been a value addition task for me as a student. I look forward for more such opportunities!



Shreya Jagam (Second Year)

As the magazine start with nice quote "BE THE BEST VERSION OF YOU" I hope this magazine will not only give the information about our department but also help you to be best version of you

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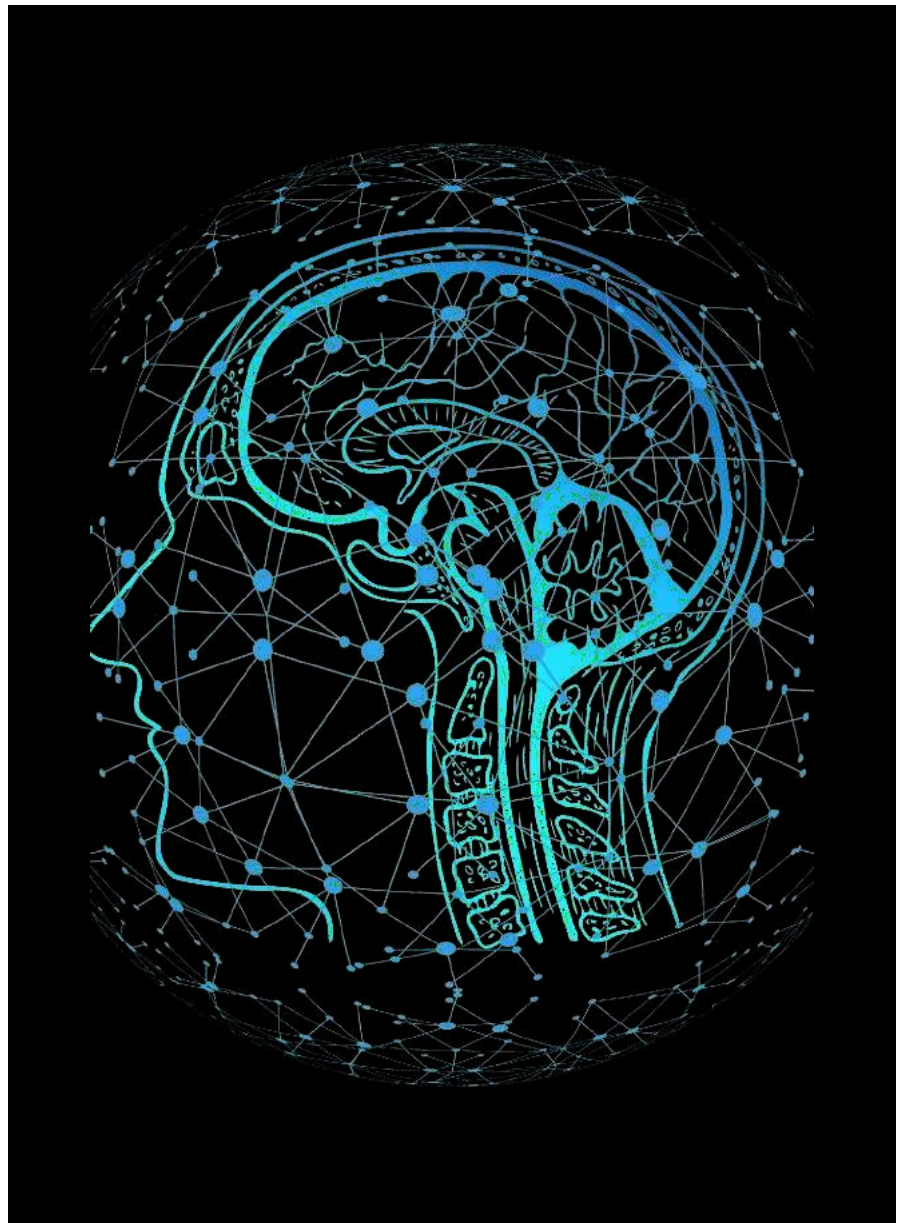


Technology

AN INTRODUCTION TO THE CONCEPT OF MACHINE LEARNING

By
Niranjan Bhosale
(Third Year)

Machine learning is a subfield of artificial intelligence (AI). Machine learning is the subfield of computer science that gives “computers the ability to learn without being explicitly programmed.” The machine learning algorithms are inspired by the human learning process, which iteratively learn from data and allow computers to find hidden insights. These models help us in a variety of tasks, such as object recognition, summarization, and recommendation system and so on. Machine Learning Methods The two major machine learning methods are the supervised learning which trains the computer based on the example input and output data that is labelled, whereas the unsupervised learning which tries to find a certain structure/ pattern out of data which is not labelled.



1) Supervised Learning:-

In this, we have sample input and the corresponding output which we expect our machine to predict. It is further classified into two segments called as linear regression and logistic regression. The linear regression means predictions which are done on numerical values; for ex predicting house price depending upon certain factors such as size of plot, number of rooms or floors. The logistic regression means classification of a data into certain categories or groups for ex determining whether the tumour of the patient is malignant or benign depending upon its cell size, uniformity of cell shape, etc.

2) Unsupervised Learning:-

In this, the data is unlabelled i.e. raw data is provided as an input to the machine. Unsupervised learning algorithms allow you to perform more complex processing tasks compared to supervised learning. For ex the algorithm has to train itself based on the cluster of data and depending upon that it has to determine correctly the next input given to it. Machine Learning example in day-to-day life:- The most common example of machine learning application in our day-to-day life is recommender system which recommends us various items depending upon our interest. Various companies like Netflix, Google, and Amazon etc. suggest us their various products depending upon various factors. The main advantages of using recommendation systems are that users get a broader exposure to many products it might interest them in. There are two key types of recommendation systems:

- 1) Content-Based Filtering
- 2) Collaborative Filtering

Content-Based Filtering:-

A Content-based recommendation system tries to recommend items to users based on their profile. The user's profile revolves around that user's preferences and tastes. It is shaped based on user ratings, including the number of times that user has clicked on unique items or perhaps even liked those items. The recommendation process on the similarity between those items. Similarity of an item means in which category it belongs. For example, we can categorize music upon its genres like pop, rock, metal, etc

Suppose a user has viewed three original movies of different genres like action, sci-fi and adventure recommender system has to recommend the user certain movies to the user. This can be achieved by taking into consideration the ratings given to a movie by the user or number of times he/ she has watched it. Depending upon this recommender system recommends the user next move in which he/ she might be interested in.

Collaborative Filtering:-

We base collaborative filtering on the fact that relationships exist between products and people's interests. Many recommendation systems use collaborative filtering to find these relationships and to give an accurate recommendation of a product that the user might like or be interested in. Collaborative filtering has basically two approaches: user-based and item-based.

The user-based filtering is based upon the user's neighbourhood that is people who share similar interests. In this approach, the user gets a recommendation of various items depending upon the persons who also share a similar taste. Whereas in the item-based approach the similar items build the neighbourhood (but they are not content based like content-based filtering). For ex, if two users are showing interest in some movies and positively rated them, we consider them as neighbours. And suppose if there is another user who have watched some movies of the previous users and also have positively rated them, then he/ she is more likely to get recommendation based upon the previous user's preferences. Now these three have built a neighbourhood and the same process if followed for any other user who shows an interest in movies preferred by these three users. Here the movies are not classified into any specific types/ genres.



SOME TIPS TO SECURE YOURSELF ONLINE

BY
PRANJALI GURAV
(THIRD YEAR)

Everyone loves to be secured with some of the ways. Same is for the security experts. Lets see how these experts keep themselves safe while being online.

1. 1. Install Updates periodically

In case you want to avoid hacking for the system, experts consults to install the updates at frequent intervals to keep the system up-to-date. We know that it takes much time to install the updates but simultaneously its cost effective in case of hack of the system. The software industry often releases the updates so that the bugs for the previous one are been resolved to avoid hackers that can retrieve the information, also we are introduced to wonderful features too which is an advantage for us.

2. Connection to the Secure Networks

Everyone is aware of Man-in-Middle-Attacks. But ever thought how these attacks are happened? This is happened due to Public Wifi networks present outside. According to recommendation of Cyber Security Experts Public Wifi Networks are in danger and always warned to avoid such networks. In case we are connected to the public network the data sent or received through the router through computer or mobiles can be received by the third-party which is harmful. So it is recommended to switch and use the secured networks.

3. Managing of Passwords

Everyone knows how to keep the passwords I.e strong, average etc. We have passwords for everything maybe the social sites or the Banking apps such as Google Pay, Paytm, PhonePe etc. But does anyone knows how to manage this passwords? Here are some of the tips which may help you out. Try to avoid keeping same passwords for every social sites and banking apps. The reason behind this is that, In case if the hacker comes to know about any of the one password from any of your social media platform, then retrieving the bank details will be an easy task for him as the passwords would be same. So it is recommended to keep different passwords for every sites.

4. Think Before You Click

Ever received spams on your Gmail Account? Be Aware! Think twice before visiting such messages or the links given in those mails. This leads to Phishing which is the trending topic currently which includes a link in the mail and that clicking will take you to a certain website but a malware would be downloaded on your system without your knowledge. It can bring up to a virus in your system which may hack your system too. Similarly we have seen the Whatsapp forwards. Some links like (Dare questions, Tell me about Yourself, and many more) this type of links may harm your mobile by taking the details from your mobile, maybe your bank details or any type of important data. So think before you click on any types of links you have come across.

5. Turn on two-factor Authentication

To be safe from the Hackers, 2-Factor Authentication has become a necessity in today's world. It is recommended that one must have a 2-factor authentication on his/her system. We know that Whatsapp provides us 2-factor authentication so that the chats may be for the end-to-end encryption.

But many of them are unaware about the authentication of Facebook and Instagram. Yes! Facebook and Instagram too have the 2-factor authentication and these social sites are the most important to be secured as it holds most of our personal data. There are many online services too that are offering their own two-factor authentications to keep their customers secure. So it is recommended that turn on your two-factor authentication which will prevent you from getting hacked by your passwords from the attackers.

FACT CHECK: INTERESTING 6 FACTS ABOUT GOOGLE

By
Arya Singh
(Final Year)

Google is the number one search engine. Well, it not only helps you to access what you wish to find or would like to know, but is a good escape when your parents come to check upon you. We know it guys, we know it. How you hide your content searched when someone's peeping into your screen by changing tabs or searching random things on Google, we know it all. However, here are 7 facts about Google that are rarely known. (Well, we Googled it too!)

FACT 1

When you perform a Google search, the machine checks the Google index to determine the relevant search results to be displayed to you. The search engine considers 200 factors before displaying the best results for your query. Google has its own algorithm called GoogleBot to generate search results.

FACT 2

Google owns a cluster of domains such as Google.com, Gogle.com and Googlr.com which directs to Google.com, which indeed is understandable. However, it also owns 466453.com, which is inspired by the telephone keypad. If you inspect closely, you will notice the numbers match up to letter like: 4- GHI, 6- MNO, 6- MNO, 4- GHI, 5- JKL, 3- DEF, thus decoding 466453 to be GOOGLE.

FACT 3

When Google was founded in September 1998, it handled Ten Thousand (10,000) search queries per day. Currently, there are more than Two Million (2,000,000) search queries per second. The search engine finds a Trillion unique URL's on the web. Searches many Billion sites a day and processes numerous searches every day.

FACT 4

Google takes on the best projects that changes the world for Millions. In 2012, Google introduced the Cherokee language in Gmail. This is the first Native American Tribal language added to the list. Also, Cherokee was added to its recently launched virtual keyboards in Gmail.

FACT 5

On 30 August, 1998 the concept of Google Doodle was introduced when company co-founders Larry page and Sergey Brin added a simple stick figure drawing in place of second "o" in Google. This doodle was made to notify Google users that the founders were "Out of Office" at the Burning Man Festival. So, the first Google Doodle was made in Nevada desert.

FACT 6

Well, Google is the only company with a clear goal to reduce the amount of time people spend on its site. Google Engineers are encouraged to spend about 20 percent of their work time on projects that interest them using a policy often called as Innovation Time Off.

HOW HAVE TECH COMPANIES HELPED IN THE FIGHT AGAINST COVID-19?

With COVID-19 spreading all across the globe, the world has come to a halt. People are locked up inside their homes with no place safe enough to go. In such harsh times, working together to help curb the spread of the virus by all possible means is the only way forward. Considering this, many tech giants have come forward to help fight the pandemic by providing their technical resources for diagnosis of the virus, providing authentic information to people, creation of the vaccine, etc. Let's have a look at some tech giants contributing their share in this fight against COVID-19.

GOOGLE

The most popular tech company is standing to its name and doing its best. Some people and organisations tend to cause panic by spreading wrong information. In order to curb such spread of misinformation, YouTube, Google search and many other Google products have provided updated Covid-19 information. Along with this, Google is helping scientists find a vaccine by a its AlphaFold system which is a neural network. It predicts the protein structure of any given compound, thus helping the researchers decipher the structure of the virus..



MICROSOFT

Microsoft, along with the U.S. Center for Disease Control(CDC) has created the chatbot named COVID-19 Self Checker that helps people check whether their symptoms match those of Covid-19. One can access this chatbot on their website. To develop this chatbot, Microsoft made the use of its Azure public cloud pairing it with AI. To reduce the spread of misinformation, Microsoft has created a real-time interactive map that shows the regions affected by COVID-19. This can be viewed on their Bing dashboard. Apart from these helps, Microsoft has also become the first company during this pandemic to start work from home for its employees.



IBM

Similar to Google and Microsoft, IBM has trained its assistant Watson in order to clear people's doubts regarding Covid-19. IBM has used the data provided by the U.S. Center for Disease Control (CDC) to guide its Watson assistant which is a conversational Artificial Intelligence platform. IBM, the White House Office of Science and Technology Policy and the U.S. Department of Energy have come together to form the COVID-19 High-Performance Computing Consortium. This consortium is helping the scientists in their research by providing some of the world's most powerful and advanced computers.



Apple has teamed up with Google to enable Contact Tracing. This will help people identify whether they ever crossed paths with someone who has tested positive for Corona. To serve this purpose, third party apps have been developed that are to be downloaded from either of the Android or iOS app stores. These apps enable contact tracing with the help of Bluetooth to notify people if they ever come in contact with someone having the Corona virus. Apple's Siri has been updated so as to answer any Covid-19 related questions. Siri also helps check if someone has symptoms of Covid-19 by answering yes or no.

APPLE

AMAZON

Amazon's Artificial Intelligence assistant Alexa has been updated to answer any questions about Covid-19 that people may have. Alexa uses data provided by the U.S. Center for Disease Control (CDC), Indian Council for Medical Research (ICMR), etc. Amazon has extended a hand to the scientist community by speeding up their research and diagnosis of Covid-19 by launching Diagnostic Development Initiative.



By
Neha Shende
(Third Year)

Programming Language DICTIONARY

- A** Arithmetic language developed by Grace Hopper in 1951.
- B** Bell labs is a programming language developed at Bell labs circa 1969.
- C** General purpose computer programming language developed by Dennis Ritchie in 1969.
- D** Object-oriented multi-paradigm system programming language.
- E** Object-oriented programming language for secure distributed computing, developed by Mark S Miller, Dan Bornsen, in 1997.
- F** Module-oriented, compiled and numeric computer programming developed for scientific programming and scientific computation.
- G** Numerical Control (NC) programming language. It is used mainly in computer-aided manufacturing for controlling automated machine tools.
- H** Hack is a programming language for the Hip Hop Virtual Machine (HHVM), created by Facebook as a dialect of PHP.
- I** Interactive Data Language (IDL), is a programming language used for data analysis. It is popular in particular areas of science, such as astronomy, atmospheric and medical imaging.
- J** Java is a general-purpose computer programming language that is concurrent, class-based, object-oriented, platformed independent language.
- K** K-Is a proprietary array processing language developed by Arthur Whitney and commercialized by Kx Systems.

- L** Larry McAvoy, with extensive help from Jeffrey Hobbs, Oscar Bonilla.
- M** MATLAB (matrix laboratory) is a multi-paradigm numerical computing environment and 4th generation programming language.
- N** Net Logo is an agent-based programming language designed for logo programming. Programming language Dictionary 3
- O** Oak is a programming language created by James Gosling in 1991 Sun Microsystems set-top box project.
- P** Perl (Practical Extraction and Reporting Language) is a family of high-level, general purpose. interpreted, dynamic programming language.
- Q** Proprietary array processing language developed by Arthur Whitney and commercialized by Kx systems
- R** Programming language and software environment for statistical computing and graphics.
- S** Is a statistical programming language developed primarily by John Chambers Rick Becker and Allan Wilks of Bell laboratories.
- T** Programming language is a dialect of the Scheme programming language developed in the early 1980s by Jonathan A. Rees, Kent M. Pitman, and Norman
- U** Ubercode is a high level programming language developed by Ubercode Software and in 2005 for Microsoft Windows.
- V** VHDL (VHSIC Hardware Description Language) is a hardware description language used in electronic design automation to describe digital and mixed-signals systems.
- W** WATFIV developed at the University of Waterloo is an implementation of the FORTRAN programming language
- X** XBL (XML Binding Language) is an XML-based mark-up language used to declare the behavior and look of XUL-widgets and XML elements.
- Y** Yahoo Query Language (YQL) is an SQL like query language created by Yahoo as part of their Developer Network. YQL is designed to retrieve and manipulate data from single Web interface
- Z** Z notation is a formal specification language used for describing and modelling computing systems.

Projects

Student Behavior Identification Using FER

The idea for this project struck our brain while we were giving the feedback at the end of 6th semester. Like many colleges, our college also gathered our response of students through an online portal, once at the end of every semester. This method was bias and thus not fair enough.

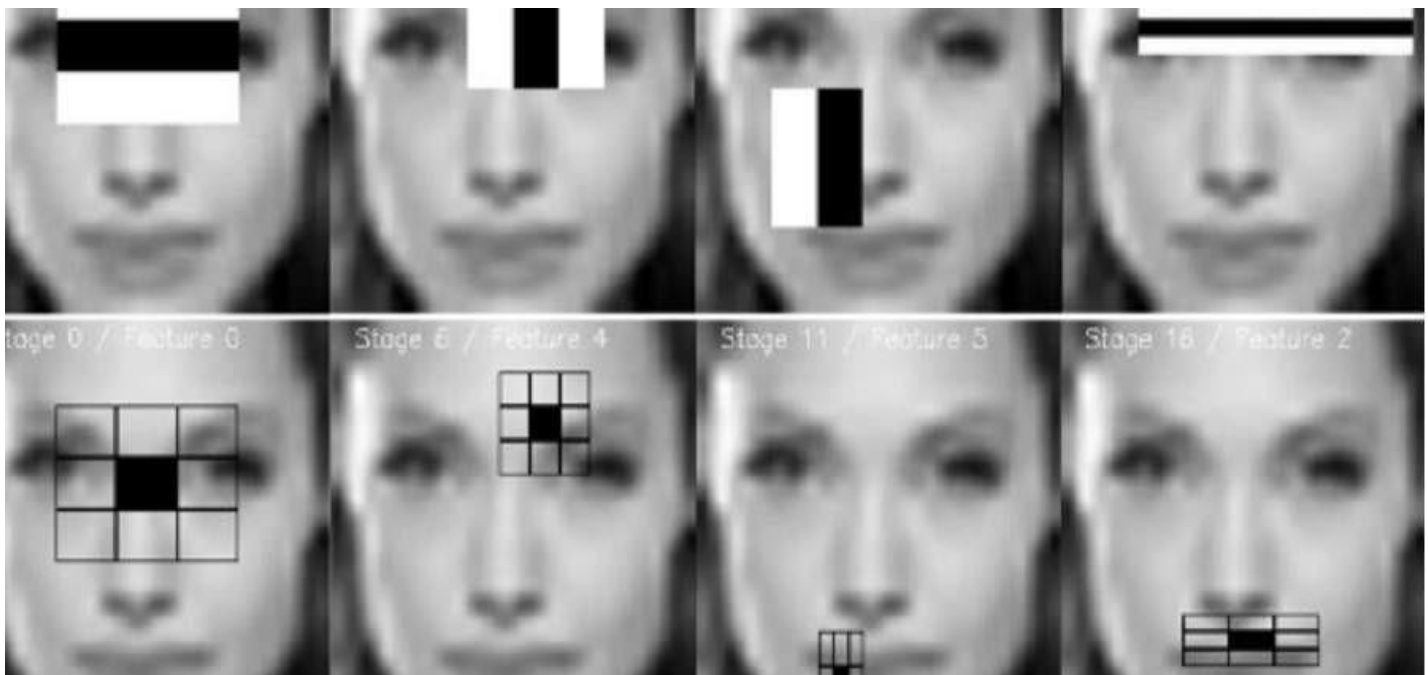
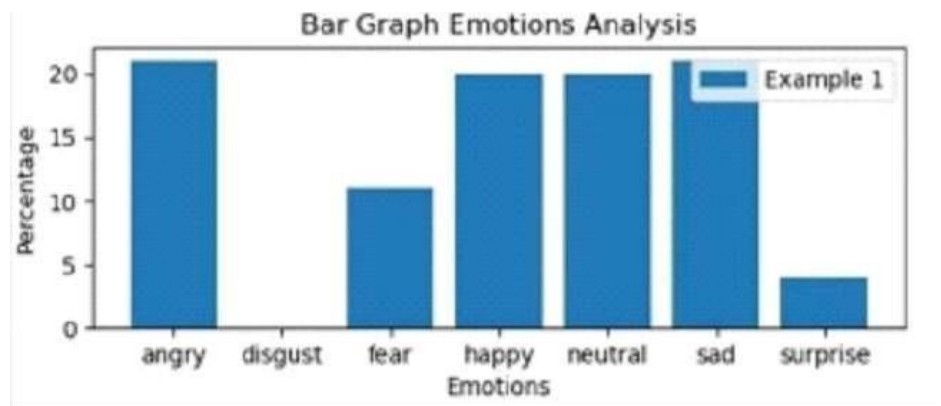
We started working on this idea to collect data and inputs from staff as well as students on how this can be improved. Most of the response was that it must be in a way that is anonymous to students and even staff, so no alterations can be made.

This is how our project “Student Behavior Identification Using FER” came into existence. The system takes real time feedback from students by scanning their faces at regular intervals during a lecture. This face scanning is done by the CCTV cameras situated in classrooms. The data is collected and analyzed.



The system divides the collected video into frames which are then analyzed to capture the expression of the student. Based on these expressions, the system generates a graph which portrays the run time feedback of students during the lecture.

The final graph obtained can be used to monitor the response of students on various teaching methods. Also, new techniques can be analyzed and the best method can be implemented for better results.



FROM FINAL YEAR

Arya Singh
Shubham Shah
Hamza Usmani

Innovative online tools for Comprehensive financial inclusion of women

Develop web application to provide guidance and tutorials for the women their native language, which will consists of courses related banking finance a be a assistance to women who are trying invest their savings. this app will not only give the knowledge about the financial investment but also take tests to examine the same.

We also intend to give various information about different banks around the continuous update on current stock market status

A virtual smart assistant (named maitri will assist them through anyone difficulties while handling the applications

FROM THIRD YEAR

Rutuja Aragade

Rutuja Dhere



This App Lets you find nearby Financial Touch Points such as ATM and Banks

The coronavirus outbreak worldwide has led to a situation wherein social distancing and self-isolation have become a necessity, and this has led people to the confines of their homes and work remotely. It is therefore no surprise that Jan Dhan Darshak—a platform that allows users to get recommendations on nearby financial touch points from Department of Financial Services-Government of India through locations plotted on map and let's find shortest ways to reach these places—has seen a most used map feature. Though an old version of the app was launched previously, we are working on updating the app to provide better recommendations and more.

"In my role as the team leader of Trignar, I have worked on frontend development of mobile app. I wanted to build relationships that could benefit me in the future, as well as learn features"

FROM THIRD YEAR

Pramod Kolte
Tanashree Kumbhar
Swapnil Ghardale
Prachi Phadtare
Monika Hande
Aditya Gavhane

Free Online Udemy Courses

Free Online Udemy Courses is an android app which provides paid Udemy courses for FREE. It basically shows up the courses that are free for a limited period of time. In the period of lockdown when everyone is opting for online courses, but some can't afford the over-priced courses so keeping this in mind, this app provides the big-budget and over-priced courses for free. Everyday new courses are added to the app which the user can easily enroll into. This app is totally free and there is no limitation on the number of courses that a user can register for.

By

Nayan Verma SE



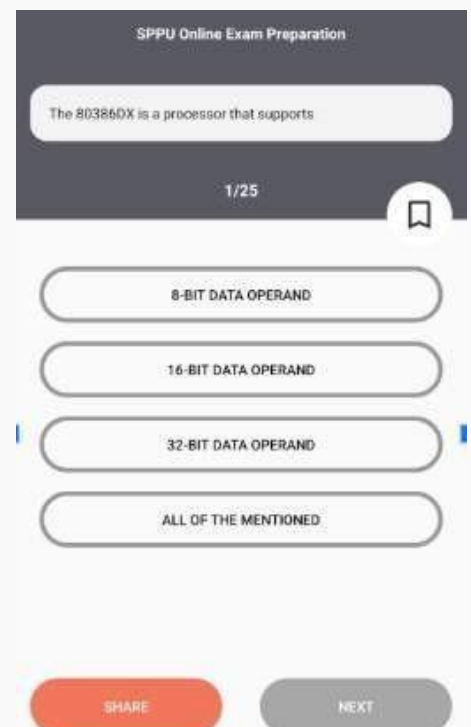
SPPU Online Exam App

SPPU Online Exam is an android app that is developed for the second-year engineering students.

- It mainly focuses on providing a digital platform for students where they can get an idea about the questions and also test their knowledge.
- The student can download the app from Google Play Store and can easily access the content. It provides MCQs for all the subjects of Computer and IT branch students.
- The MCQs are categorized into units. Each unit has 50 distinct questions which almost covers all the topics from that respective unit.

By

Nayan Verma SE



A collection of blue and white balloons with colorful confetti, set against a dark background. The balloons are scattered across the frame, with some in the foreground and others in the background. The word "Events" is written in a white, italicized serif font across the center of the image.

Events



Group Discussion

The most important thing for an Engineering Student is getting placed in good reputed company with descent package .But the requirement of corporate sector is changing drastically since few years, Recruiters nowadays are not looking for candidates who have excellent command over technical knowledge rather they are looking for the candidates who are good in Communication,aware about the social issues going around the world along with descent technical knowledge and G.D is the round where all above qualities of a candidate is tested Basically G.D give exposure to a candidate where individuals wide range perspective can be clearly understood (i.e his/her thinking Process)



In order to sustain in Competition and get use to the process that are actually carried out during recruitment process Group Discussions for S.E & T.E student of Computer Department were arranged by *Aniket Jadhav & Jayjeet Patil* (T.E Students) under guidance of *Prof.Gurpreet Bhatti* on 24 OCTOBER 2019. Such events have and are helping students which can be clearly seen in the Recruitment process where the student of Computer Department have come out with flying colours.



Campus Credentials

The first step that a candidate face during recruitment process is APTITUDE where most of the students fail to make their name into the list .In order to make student use to the process CAMPUS CREDENTIAL was arranged by TNP cell in coordination with Prof.Rushikesh Pande(T.P.O) and Prof.Gurpreet Bhatti in 2 slots,One from 06/01/2020 to 10/01/2020 and other slot from 19/02/2020 to 24/02/2020 where almost 55 students of Computer Department enrolled for it.



Campus Credentials session basically emphasis more on creating a foundation/base for students which are basically required to survive the initial stage of recruitment process. The session covered topics ranging from Quants, G.D to H.R interview which helped student to know the exact requirement of corporate sector far earlier which definitely will help the students in practical situation .





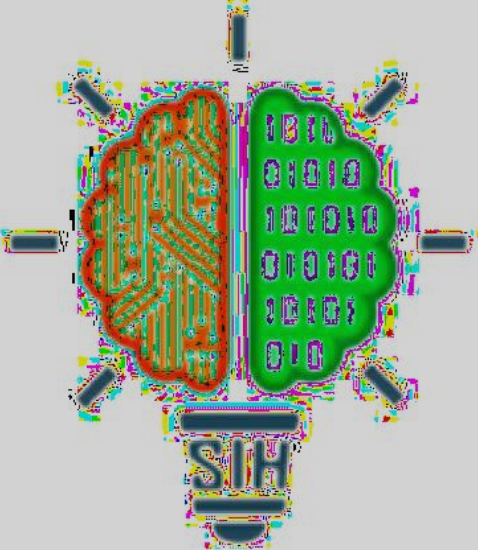
Android Programming Workshop

Android-Linux based operating system has become more popular over the past few years. The benefits of Android Operating System is more when it comes to usage of apps. In recent times, Android based devices has received greater response. Keeping in mind the increasing demand of the O.S a 3-Day Workshop by WISDOM SPROUTS was arranged and it was Co-ordinated by Prof.Supriya Yadav, Prof.Vikas Nandgaonkar, Prof. Anuradha Lamgunde.



The objective of this workshop was to understand the Android platform architecture, design, develop, debug, and deploy Android applications, use Android SDK's simulator to test and debug applications, construct user interfaces with built-in views and layouts.





SMART INDIA HACKATHON 2020

Smart India Hackathon is a nationwide initiative to provide students with a platform to solve some of the pressing problems we face in our daily lives, and thus inculcate a culture of product innovation and a mindset of problem-solving.



Basically it is an initiative by current government to engage engineering college students to solve problems stated by ministries on the smart India website. Students are required to submit idea and prototype. If selected, ministries will allow students to develop the product further by providing them all financial aid required. In order to provide platform and exposure to students all the dept of NMIET participated in this competition. The first round of SIH was held on 5 FEBRUARY 2020 in college premises itself where approximately 15 teams participated each team consisting of 7 members each. Out of 15 teams at end of the day 5 teams were selected at college level and further were recommended to SIH higher authority on behalf of College. Further after analysis and comparing the ideas of students nationally total 4 teams from Computer Department were shortlisted by SIH authority for the final Mega Event of SIH where they will compete against rest of the team shortlisted All Over India. Best wishes to all the 4 teams and we are quite sure our departmental teams will come out with flying colors in this National Event.



Industrial Visit

Theoretical Knowledge of a student helps him/her to survive or withstand in Graduation phase but Theoretical Knowledge helps the student to withstand in real life and the experiences, learning gained from Practical Knowledge is invincible. In order to make student understand how a organization works or how actually your theoretical knowledge is implemented Practically in Corporate sector an Industrial visit to WISDOM SPROUT was Planned for T.E Computer students on 14/09/2019 by Prof. Supriya Yadav, Prof. Vikas Nandgaonkar, Prof. Anuradha Lamgunde.



WISDOM
SPROUTS



Faculty Development Program on Data Science

FDP-Faculty Development Program for all the Staff of NUTAN MAHARASHTRA INSTITUTE OF ENGINEERING AND TECHNOLOGY was organized from 10 June 2019 to 15 June 2019 by Computer Department and it was Co-ordinated by Prof.Supriya Yadav, Prof.Deepali Patil, Prof.Sonali Patil respectively.Approximatley 50 Teaching staff attaineded the session. Basically the Faculty Development Programme is a launchpad for building a successful and satisfying carrer for educators and researchers in management and allied areas

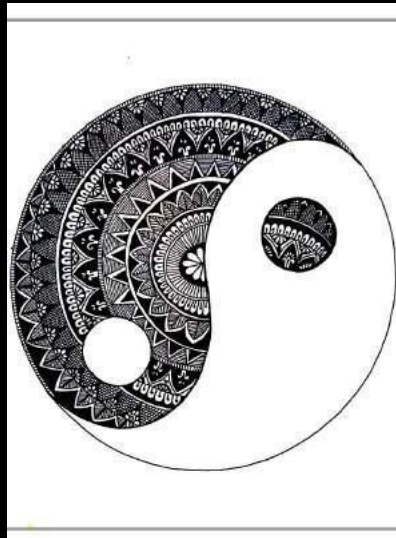
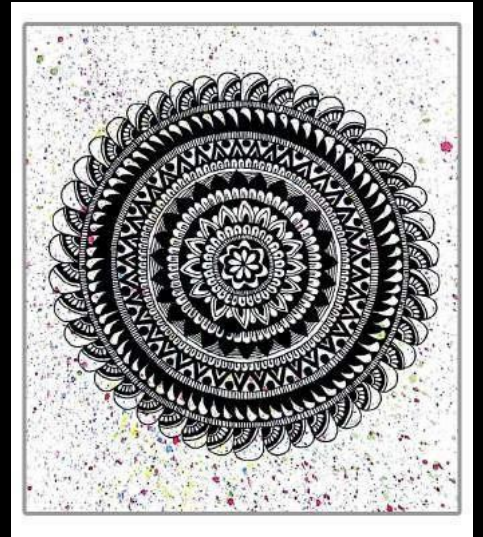
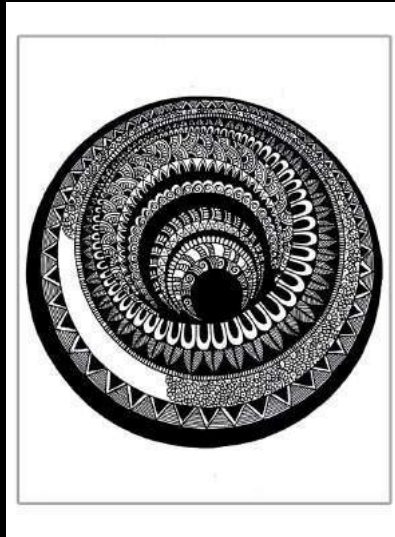
Data science is an inter-disciplinary field that uses scientific methods, processes, algorithms and systems to extract knowledge and insights from many structural and unstructured data. Data science is related to data mining, deep learning and big data. Data science is a "concept to unify statistics, data analysis, machine learning, domain knowledge and their related methods" in order to "understand and analyze actual phenomena" with data.



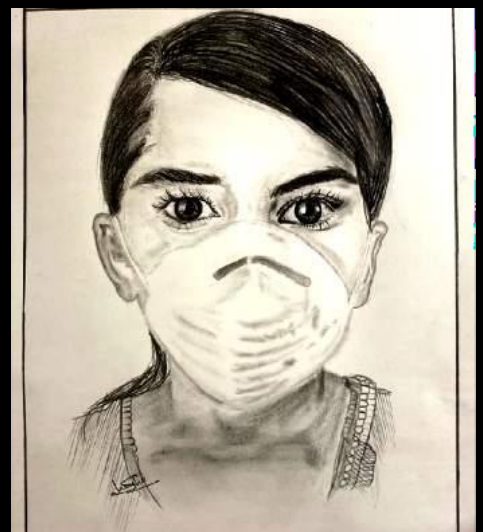


ART

Tanashree
Kumbhar



Shrushti
Gawade



Snehal Desai



Minal Thoakar



Manoj Devare



Shantanu Patil



By
Vaishnavi Patil



By
Atharva Sonone



By
Abhishek Dalvi





By
Pranjali Gurav



A photograph of a graduation ceremony. Graduates in black gowns and caps are seen from a low angle, looking upwards. Many have their arms raised, and several black graduation caps are flying through the air. The scene is filled with colorful confetti. The text "Graduation Ceremony" is overlaid in white, centered on the image.

Graduation Ceremony

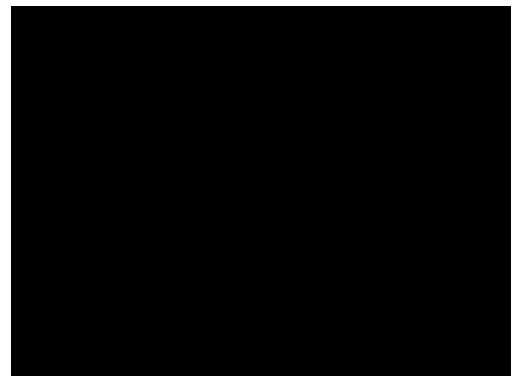
Convocation is an exciting moment to mark the achievements of our graduates. Convocation ceremony was organized in a grand way on 06thFeb, 2020 at our college campus. The function was inaugurated by our Principal Dr Lalitkumar Wadhwa, Hon. Shri Sanjay Bhegade, Dr. Girish Desai, by lighting the lamp and invoking the blessings of the almighty. Rucha Murugkar was the hosts for the ceremony and she welcomed the graduates and congratulated them on their success.

“When you wish upon a star,
Makes no difference who you are,
Anything your heart desires,
Will come to you!”



The Principal, Dr. Lalitkumar Wadhwa welcomed everyone and gave a bird’s eye view of the achievements of the students and the laurels that they had brought to our Institution. He also stressed students to equip themselves with adequate skills and knowledge to face the challenges and to excel in their career.

Prof Vijay Navale sir shared with the students the golden Mantras of success.



As the graduates are entering into the new phase of life, he shared his Mantras which included “Dream Big and Achieve what you desire for”, “Always have the positive attitude in life”.

The graduates were enlightened by his golden words that he shared with them. Dr. Pratapsinh Kakasaheb Desai (President- ISTE)



enlightened the graduates with a few words of wisdom and wished them the very best for their future.

No convocation ceremony would be complete without felicitating the students who put in days of hard work and dedication towards their degree.



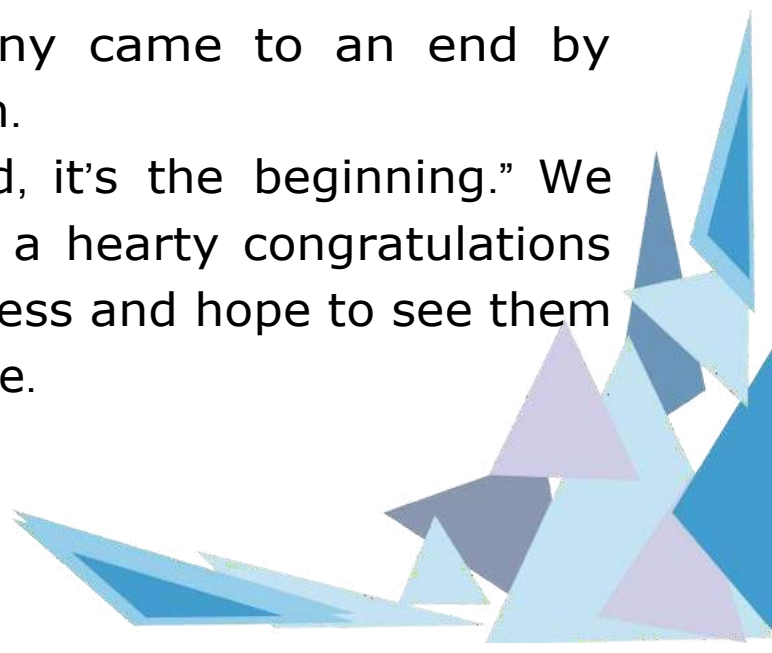
Hon. Shri. Krishnarao Bhegade (President NMVPM) handed the students their degree and congratulated each of them.



One could feel the sense of pride in the eyes of every professor in the college. After all it was their efforts that shaped these students into the young adults that they are today.

The Convocation Ceremony came to an end by singing the National Anthem.

“Graduation is not the end, it’s the beginning.” We wish our all the graduates a hearty congratulations for their well-deserved success and hope to see them prospering in every field of life.



Literature



Other Side

Truth and Falsehood are the concepts at which human is very naive about. People tell lies when they want to protect themselves. We need to realize that honesty holds the key to all the answers human is seeking for. It is very easy to know the difference between facts and fiction, but it is very hard to understand where to use them.

I am not a sophisticated human who knows what truth, falsehood is and where to use them. I have a place where I go to seek the answers; I call it the "Other Side". Everyone has that other side where they go and think about the things that they hesitate to talk about in the real world. Sometimes I think that I am on a quest to find out the truth about myself or life or what our purpose in this world is or why we even exist (I know one thing, I am not here to work 9 to 5).

All the facts are different but all the fiction is exactly the same. While discovering the other side you talk so much about truth that you get to know you are learning from it. Lying will not get you anywhere, but you will get surrounded by it. Truth can cut you free from the cage of falsehood you were stuck in forever. If you want to trade the typical life for something crazy and fun, try the potion of truth.

The other side, if you are not able to discover it on your own then don't worry just think about the first time you ever lied and the first time you spoke the truth, what made you feel free?

Mrs. Sonali Patil
(Asst. Professor)



Placements and Toppers



MURUGKAR RUCHA RAMESH
PERSISTENT - 4.5 IPA



SINGH ARYA VINODKUMAR
YARDI SYSTEMS - 4.5 IPA



USMANI HUMZA SHAUKAT
YARDI SYSTEMS - 4.5 IPA



SHRUSHTI GAWADE
AMAZON - 4.5 IPA



VIKAS MADANPRASAD GUPTA
TCS - 3.96 IPA



PADWAL HARSHADA SANTOSH
CAPGEMINI - 3.8 IPA



JOSHI ATHARVA PRAKASH
CAPGEMINI - 3.8 IPA



KHOPADE PRATIKSHA MAHINDRA
CAPGEMINI - 3.8 IPA



JADHAV PRAJAKTA DILIP
CAPgemini - 3.8 IPA



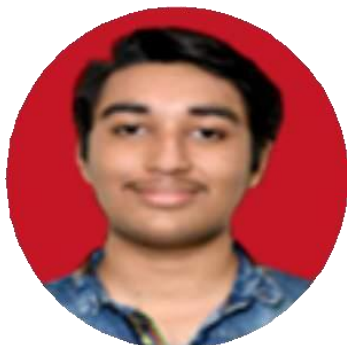
AMBEKAR MAYURI JAYRAM
CAPgemini - 3.8 IPA



KHEDEKAR ABHISHEK ROHIDAS
CAPgemini - 3.8 IPA



GOBI LAXMI VANBHADRA
CAPgemini - 3.8 IPA



SHUBHAM SHAH SUSHIL
CAPgemini - 3.8 IPA



MANE RUPALI YUVRAJ
CAPgemini - 3.8 IPA



SHERIGAR LAVANYA SHAM
bitwise - 3.8 IPA



BHALERAO VISHAL SIDDHART
TUdIP Technologies - 3.5 IPA



JADHAV SURAJ NANASAHEB
TUDIP Technologies - 3.5 IPA



KALE KIRAN SURESHRAO
ATOS syntel - 3.4 IPA



PIMPARIKAR DHANASHREE VINOD
birlasoft - 3.25 IPA



DERE APURVA ARVIND
birlasoft - 3.25 IPA



MANE SNEHA SANTOSH
birlasoft - 3.25 IPA



MARATHE KAJOL VILAS
infostretch - 3.25 IPA



SAWKAR RUCHA DEEPAK
Tech MAHINDRA - 3.25 IPA



POOJARI DEEKSHA CHANDRA
zensar - 3.2 IPA



AHER AMRUTA SURESH
zensar - 3.2 IPA



NEHERE SWAPNIL NAVNATH
fiserV- 2.93 IPA



NACHANEKAR ANIKET RAVIKANT
ubisoft - 2.67 IPA



DHANOKAR SMITA SUDHIR
hexAWARE Technologies - 2 IPA



KALOKHE HARSHADA BALU
global STEP - 1.2 IPA



TAMBOLI NEHA ASIF
global STEP - 1.2 IPA



JADHAV PRATHAMESH SANJAY
global STEP - 1.2 IPA

BE 2019-20



Shubham Shah
[9.27]



Sumaiya Kazi
[9.14]



Humza Usmani
[9.09]

TE 2019-20



Rutuja Argade
[9.60]

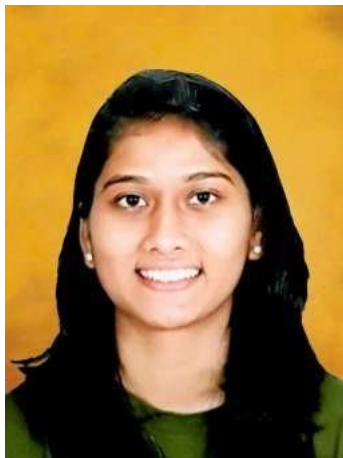


Tanashree Kumbhar
[9.08]



Piyush Pachpande
[8.78]

SE 2019-20



Gargi Shetye
[9.04]



Priya Ghare
[8.96]



Prasad Bandgar
[8.88]

TECHZINE



DEPARTMENT OF COMPUTER ENGINEERING