

# Thank You

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a polite expression of one's gratitude

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# BITS & BYTES

A DEPARTMENTAL NEWSLETTER

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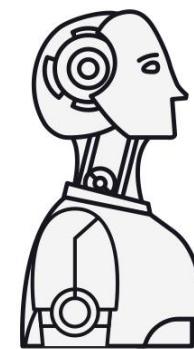
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# INDUX

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## Vision and Mission



### Vision

To create competent professionals in the field of Computer Engineering and promote Research with a motive to serve as a valuable resource for the IT Industry and society.



### Mission



1. To produce technically competent and ethically sound Computer Engineer professionals by imparting quality education, training, hands-on experience and value base education.
2. To inculcate ethical attitude, sense of responsibility towards society and leadership ability required for a responsible professional computer engineer.
3. To pursue creative research, adapt to rapidly changing technologies and promote self-learning approach in Computer Engineering and across disciplines to serve the dynamic needs of industry, government and society.



# Program Educational Objective

## PEO-1

To provide the fundamental of Science, Mathematics, Electronics, and Computer science and Engineering, and Skills for a successful IT Professional.

## PEO-2

To provide scope to learn, apply skills, techniques, and competency to use modern engineering tools to solve computational problems.

## PEO-3

To enable young graduates to adapt to the challenges of evolving career opportunities in their chosen field of career including higher studies, research avenues, entrepreneurial activities etc.

## PEO-4

To inculcate life-long learning aptitude, leadership qualities, and teamwork ability with a sense of ethics for a successful professional career in their chosen field.

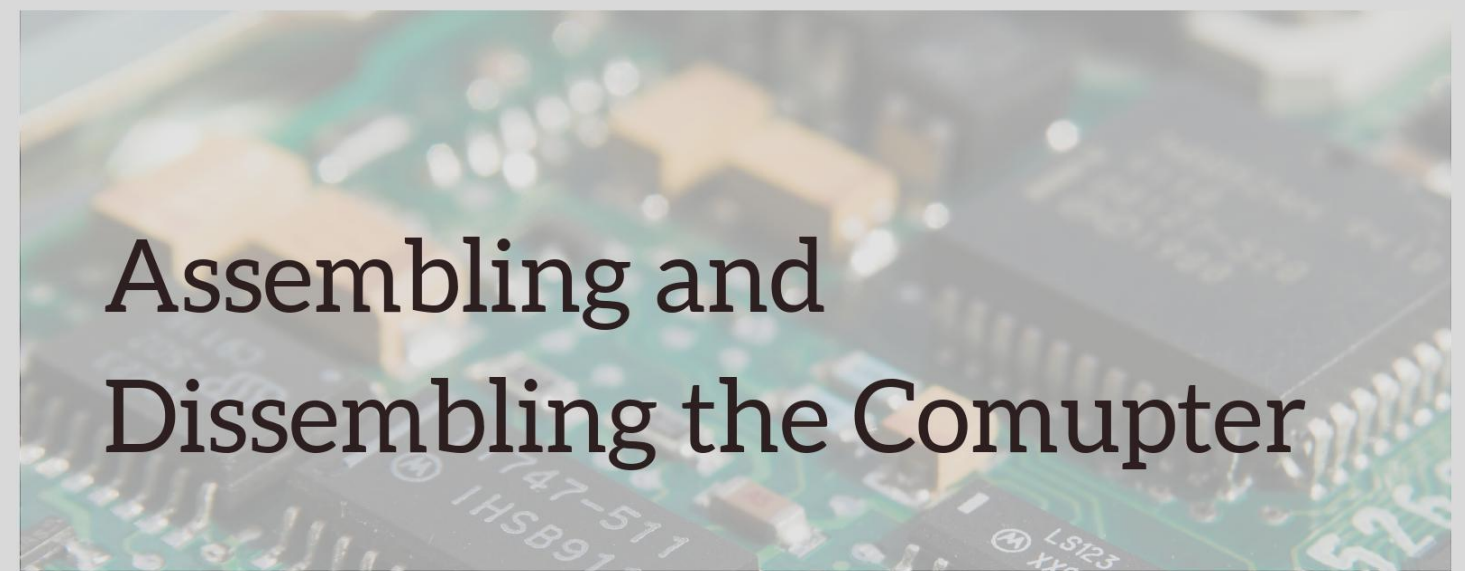
# Program Outcomes

- 1.Engineering knowledge: Apply the knowledge of Mathematics, Science, Engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- 2.Problem Analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using the first principle of Mathematics, Natural Science, and Engineering Science.
- 3.Design/Development of solutions: Design solutions for complex engineering problems and design systems components of processes that meet the specified needs with appropriate consideration for public health and safety, and the cultural, societal, and environmental considerations.
- 4.Conduct investigation of complex problems: Use research-based knowledge and research methods including design of experiments, analysis, and interpretation of data, and synthesis of the information to provide valid conclusions.





Big day's activities are the fun activity that serves the purpose of learning too. It appeals directly to the topic in a light & joyful manner. Various activities like quizzes, discussions, etc. are carried out to serve the learning purpose. One such interactive activity session was held on 06/01/2020 by **Prof. Murti Patel** to make students more familiar with the basics of different agile process models. A Kahoot quiz was conducted in which 30 students of Computer Engineering Sem 6th participated. This session turned much fruitful as students enhanced their knowledge on this topic. The event was organized between 12:05 PM to 1:00 PM at D-510. Such learning-with-fun activities surely impact uniquely in the student's mind and make studies easier.



For all the technological students, it is perhaps the most aspired notion to assemble a computer on their own. Assembling and disassembling the computer system can be considered as the foremost step in hardware studies. To serve this purpose, an interactive session to assemble and disassemble a computer system was organized for the Computer Engineering students by the White Oak Club. The activity was carried out by **Prof. A.R.Kazi** on 29/01/2020 between 12:05 PM TO 1:00 PM at Lab-6 (4th floor, ASOIT), in which 20 students participated to gain knowledge of various hardware parts of computer system and their working. In addition to this, they learned how to assemble and disassemble the computer system completely.





# Kahoot Quiz - .Net Technology

The .NET Framework is a software framework developed by Microsoft that runs primarily on Microsoft Windows. It includes a large class library called Framework Class Library and provides language interoperability across several programming languages. In order to evaluate the basic knowledge of students of Computer Engineering regarding .NET technology, a Kahoot quiz was conducted by **Prof A.R.Kazi** on 04/02/2020 between 12:05 PM to 1:50 PM at Lab-6 (4th floor, ASOIT). In this session, 20 students participated to enhance their .NET fundamentals.



# Expert session - Advance computer Networking and Cyber security

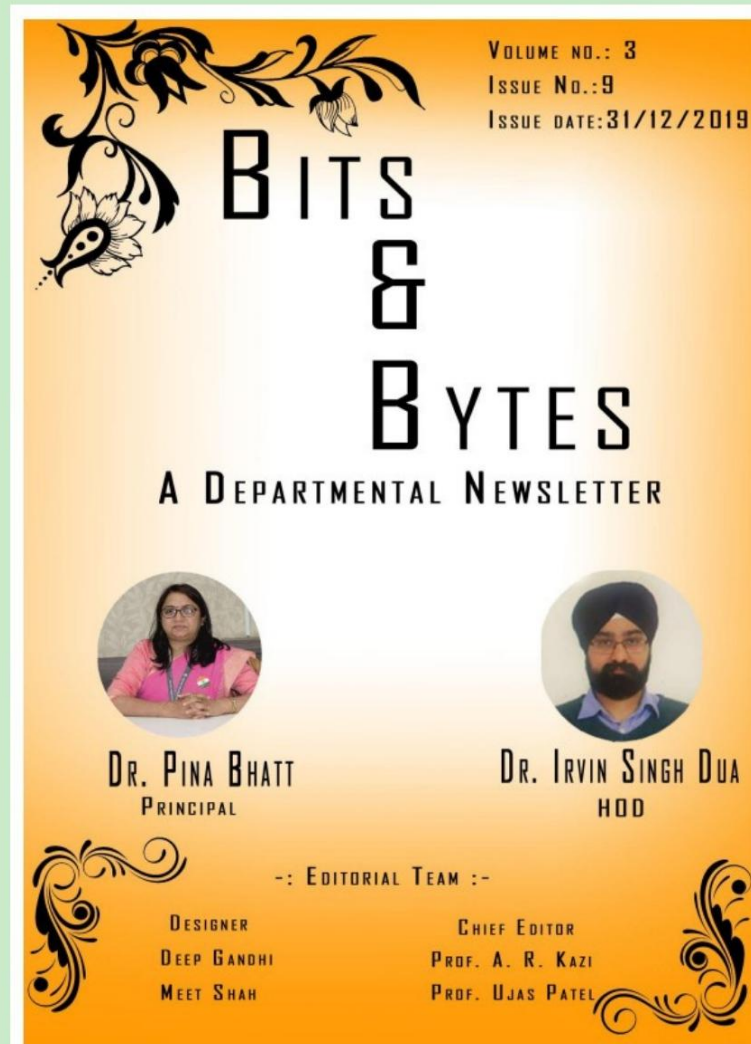
Cyber security is the major concern of today's world. Amidst the dawns and dusks of technological trends, cyber security is such a diverse field which is the guardian of cyberspace. To provide basic as well as advanced level knowledge of Networking (Cisco level) live Labs (Routing and Switching), Cisco Firewall Training, Network Security, Cyber Security, Wireless Networking, IoT Technologies, and Microsoft Server Technologies;



An awareness session was conducted by **Mr. Harish Luhar** (Director, SpyderWave Technologies) at Newton Hall (4th floor, ASOIT). The event was held on 18/02/2020 between 10:00 AM to 12:00 PM, where students of 4th semester and 6th-semester Computer Engineering were present. SpyderWave technologies' latest training module was provided to all 90 students regarding the topic. All of the class coordinators well managed and organized the entire session.



Also, check out our last newsletter.



**ADITYA SILVER OAK  
INSTITUTE OF TECHNOLOGY**  
(Approved by A.I.C.T.E.)



I learned that computer science is not just about syntax and coding. We can make a difference in people's lives by developing applications...

- KYLE RECTOR

