

(Computer Engineering)





#### ADITYA SILVER OAK INSTITUTE OF TECHNOLOGY

(Computer Engineering)



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# BYTES

A DEPARTMENTAL NEWSLETTER



Dr. Pina Bhatt PRINCIPAL



DR. IRVIN SINGH DUA HOD



-: EDITORIAL TEAM :-

DESIGNER TEJAS KATESHIYA

ASHWINI PATIL

CHIEF EDITOR PROF. NAMITA PATEL PROF. MANISH SINGH



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## ADITYA SILVER OAK INSTITUTE OF TECHNOLOGY (Computer Engineering)



By Prof. Neha Thakkar

By Prof Vidushi Patel

POSTER PRESENTATION







(Computer Engineering)



### POSTER PRESENTATION

ACTIVITY NAME: POSTER PRESENTATION.

DATE: 30/8/2018

VENUE: D-511

Objective: To learn about HOW UML DIAGRAMS.

SUBJECT: OBJECT ORIENTED Programming using Java (2150704)

TARGET AUDIENCE: 5TH SEM **CE** STUDENTS

No. of students present: 45





Time: 8:50 AM to 9:40 AM

OUTCOME OF ACTIVITY: 1. Helpful in increasing STUDENTS ABILITY IN UML **D**IAGRAMS

FACILITATOR:

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PROF VIDUSHI PATEL



#### ADITYA SILVER OAK INSTITUTE OF TECHNOLOGY

(Computer Engineering)

## VISION & 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.

### **M**ISSION

- 1. To produce technically competent and ethically SOUND COMPUTER ENGINEERING PROFESSIONALS BY IMP -ARTING QUALITY EDUCATION, TRAINING, HANDS ON EX -PERIENCE AND VALUE BASED EDUCATION.
- 2. To inculcate ethical attitude, sense of responsibi -LITY TOWARDS SOCIETY AND LEADERSHIP ABILITY REQUI -RED FOR A RESPONSIBLE PROFESSIONAL COMPUTER ENGI -NEER.
- 3. To pursue creative research, adapt to rapidly ch -ANGING TECHNOLOGIES AND PROMOTE SELF-LEARNING APPROACH IN COMPUTER ENGINEERING AND ACROSS DIS -CIPLINES TO SERVE THE DYNAMIC NEEDS OF INDUSTRY, GOVERNMENT AND SOCIETY.

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#### PROGRAM EDUCATIONAL OBJECTIVES (PEO):

PEO1: To provide the fundamentals of science, mathe -matics, electronics and computer science and engineering and skills necessary for a success -ful IT professional.

PEO2: To provide scope to learn, apply skills, techni--ques and competency to use modern engineeri--ng tools to solve computational problems.

PEO3: To enable young graduates to adapt to the ch--allenges of evolving career opportunities in their chosen fields of career including higher studies, research avenues, entrepreneurial act -ivities etc.

PEO4: To inculcate life-long learning aptitude, lead
-ership qualities and teamwork ability with se
-nse of ethics for a successful professional ca
-reer in their chosen field.



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## BIG DAYS ACTIVITY

ACTIVITY NAME: KAHOOT QUIZ ON "ASSEMBLER AND MACRO PROCESSORS"

DATE: 12/9/2018

VENUE: D-405

Objective: To learn about Assem -bler and Macros relationships and their statements, types and syntax.

Subject: System Programming
Target Audience: 5th semester
CE students



No. of students present: 43
Time: 8:50 AM to 9:40 AM
OUTCOME OF ACTIVITY:

1.Getting information about Assembler code.
2. Learn how assemblers works with macros.

3. Learn types of Assembler.

4. Quiz based activity learning is beneficial in remembering the terms and concepts easily.



PROF NEHA THAKKAR





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ACTIVITY NAME: POSTER PRESENTATION.

DATE: 30/8/2018

VENUE: D-505

OBJECTIVE: TO LEARN ABOUT HOW UML DIAGRAMS.

Subject: Object Oriented Programming using Java (2150704)

TARGET AUDIENCE: 5TH SEM CE STUDENTS

No. of students present: 40





Time: 1:00 PM to 2:00 PM

OUTCOME OF ACTIVITY:

1. Helpful in increasing students ability in UML Diagrams

FACILITATOR:
PROF VIDUSHI PATEL



#### ADITYA SILVER OAK INSTITUTE OF TECHNOLOGY

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## PEO's & PO's

#### PROGRAM OUTCOMES (POs):

- 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 rese -arch literature, and analyse complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences and engineering sciences.
- 3. Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified ne -eds with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- 4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and inter-pretation of data, and synthesis of the informati-on to provide valid conclusions.

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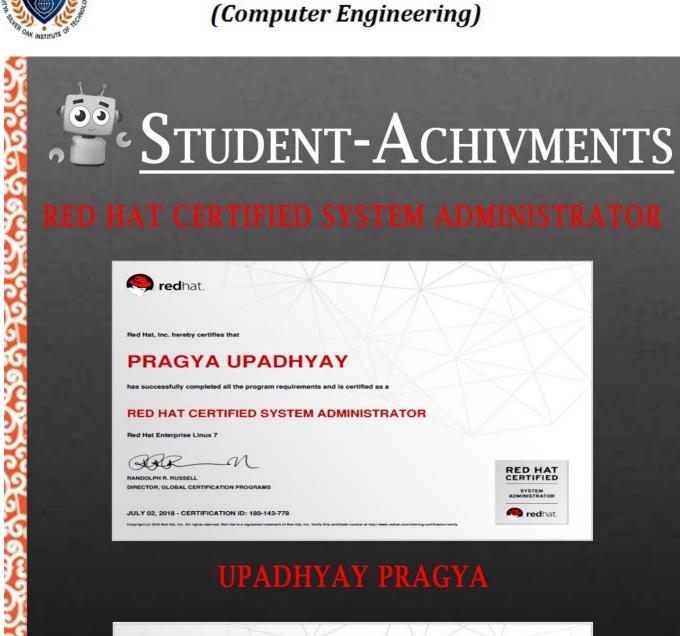
#### PROGRAM OUTCOMES (POs):

- 5. Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and model -ling to complex engineering activities with an und -erstanding of the limitations.
- 6. The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the profess -ional engineering practice.
- 7. Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonst -rate the knowledge of, and need for sustainable development.
- 8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

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#### ADITYA SILVER OAK INSTITUTE OF TECHNOLOGY





KAVYA K DESAI

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#### RED HAT CERTIFIED SYSTEM ADMINISTRATOR



#### MIT BAKHDA



**ABHISHEK CHAUHAN** 

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## PEO's & PO's

#### PROGRAM OUTCOMES (POs):

- 09. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- 10. Communication: Communicate effectively on comp--lex engineering activities with the engineering co--mmunity and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective present -ations, and give and receive clear instructions.
- 11. Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team to manage projects and in multidisciplinary envir -onments.
- 12. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broade -st context of technological change.

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REPORT ON 1 DAY WORKSHOP DATE: 28/07/2018

Expert Name: Dr.Mahesh

GOYANI, ASSISTANT PROFESSOR

,GEC, MODASA

TARGETED AUDIENCE: 5TH CE

No. of students present: 30

Time: 11:00 am to 4:00 pm





VENUE: Newton Hall

OBJECTIVE OF WORKSHOP:

- 1. To learn the difference between Uninformed Search and Informed Search
- 2. How to utilize informed earch algorithms to implement different games
  3. What is exact approach
- TO LEARN AND IMPLEMENT GAMES
- **4.H**ow computer deals with players of game

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