

ATTITUDE

Department of Information Technology, Easwar Engineering College, Edition VJJ

(AUG - SEP) 2020

ADVISORY COMMITTEE

DR N.ANANTHJ HEAD OF THE DEPARTMENT
MR V.BALAJJ STAFF COORDINATOR

EDITORS

ROHITH M, III YEAR, IT-B
SRJRAM R, III-YEAR, IT-B
PRASSHANTH R.K, III YEAR, IT-B

A SUMMARY OF WHAT IS INSIDE

Articles on the topics

Impact of Covid-19 on Education Sector

VISION

To impart Quality Education towards the holistic development of students and be a strategic partner in the Industrial Advancement arena and emerge as a 'Center of Excellence for Higher Studies' in the specialization of Information Technology

MISSION

M1: To offer doctoral programmes in the field of Information Technology to enhance research activities.

M2: To awaken the young minds and lay solid Engineering foundation among the graduates through the design of experiments, analysis and interpretation of data.

M3: To produce graduates with ethical principles and commit to professional ethics to cater to the norms of engineering practice.

M4: To create graduates to work individually and as a member of a team to function effectively in multidisciplinary areas for solving complex engineering problems.

M5: To use modern Information Technology tools and appropriate teaching techniques for predicting and modeling the real world problems.

M6: To provide contextual knowledge among graduates to assess societal, health, safety, legal and cultural issues through innovative professional engineering practice.

M7: To prepare and build the ability to recognise the need for independent and life long learning in the context of technological changes in the field of Information Technology.

PROGRAM EDUCATIONAL OBJECTIVES

PEO1 Graduates will be proficient in utilizing the fundamental knowledge of basic sciences, mathematics and Information Technology for the applications relevant to various streams of Engineering and Technology.

PEO2 Graduates will possess core competencies necessary for applying knowledge of computers and telecommunications equipment to store, retrieve, transmit, manipulate and analyze data in the context of business enterprise.

PEO3 Graduates will be capable of thinking logically, pursue lifelong learning and will have the capacity to understand technical issues related to computing systems and to design optimal solutions.

PEO4 Graduates will be able to develop hardware and software systems by understanding the importance of social, business and environmental needs in the human context.

PEO5 Graduates will gain employment in organizations and establish themselves as professionals by applying their technical skills to solve real world problems and meet the diversified needs of industry, academia and research.

TOPPERS

Class & Sec	Register Number	Name of the Student	CGPA
II YEAR B	310618205077	SAMYUKTHA S JOSHI	9.30
II YEAR B	310618205096	SREENIDHI.M.N	8.81
III YEAR B	310617205107	SUSHMITHA K	8.78
IV YEAR/A	310616205046	KAMALAKANNAN.R	8.70
IV YEAR/A	310616205009	AKHILA BALASUBRAMANIAN	8.50
IV YEAR/B	310616205061	MADHUMITHA.C	8.50

PLACEMENTS



IT-PLACEMENT SUMMARY-2020 BATCH

COMPANY	NO. OF OFFERS
ACCENTURE	16
ATOS SYNTEL	1
BYJUS	3
CODINGMART	2
ELAIT IT TECHNOLOGY	1
ETHNUS	1
FACILIO	1
FULL CREATIVE	4
HEXAWARE TECHNOLOGIES	3
IBM TECHNOLOGIES	1
LTI (LARSEN & TOUBRO INFOTECH)	8
MOCDOC	5
MPHASIS	3
NEW GEN TECHNOLOGIES	1

IT-PLACEMENT SUMMARY-2020 BATCH

COMPANY	NO. OF OFFERS
PICK YOUR TRAIL	2
SUTHERLAND	14
TATA ELXSI	1
TCS(NINJA)	17
TECH MAHENDRA	3
TVS CREDIT	2
ZOHO	4
ZOHO BOOK	1
ZOHO SALES	1
TOTAL	92
Total No. of Students Placed	75
Total No. of Offers	95
Total No of Single offers	75
Total No of Dual offers	20

IT-INTERNSHIP SUMMARY
2020-2021

COMPANY	NO. OF STUDENTS
KANISH CONSTRUCTION	01
XTRACUT SOLUTIONS	02
TMHM, HYDERABAD	01
SHINE PROJECTS	02
TRELL EXPERIENCE PVT. LMT	01
FIND MIND ANALYTICS	01
AADOX TECHNOLOGIES	01
GRAHAA SPACE TECHNOLOGIES	01
VALEO INDIA PRIVATE LIMITED.	01
TOTAL	11
Total No. of Students Placed	11

EVENTS



Topic

: **Robotic Process Automation**

Date & Time

: 25/09/2020, 11.00 AM

Online Platform

: Google meet - <https://meet.google.com/fgh-yszz-qwd>

Guest Speaker

: Kanagavalli Parthasarathy, Automation Lead, IBM

No. of Students participated : 100 (II IT A&B)

Mrs.B.Chandra welcomed the gathering, Dr.N.Ananthi/HOD welcomed the guest speaker and participants for the first guest lecture on "**Robotic Process Automation**". Mr.Monish, II yr IT A student gave a brief introduction about the guest speakers and handed over the session to the speaker.



Topic

: **Developing and Deploying Javascript Applications**

Date & Time

: **08/08/2020, 11.00 AM**

Online Platform

: Google meet - <https://meet.google.com/fqh-yszz-qwd>

Guest Speaker

: **Mr. Prasanna Vijayan, Senior Software Engineer, Freshworks Venkata Krishnan, Research Engineer Photobook Ai -Singapore**

No.of Students participated : 100 (III IT A&B)

Mrs.B.Chandra welcomed the gathering , Dr.N.Ananthi/HOD welcomed the guest speakers and participants for the first guest lecture on "**Developing and Deploying Javascript Applications**". Mr.Monish , III yr IT A student gave a brief introduction about the guest speakers and handed over the session to the speakers.



Art Gallery



ARTICLES



Impact of Covid-19 on Education Sector

The transition of COVID-19 from an epidemic to pandemic indeed turned everything upside down! Right from health, economy, lifestyle, and everything else took a deep plunge. And Education was no exception.

Schools, Colleges, and universities closed. Everything and everyone got stuck in the middle of nowhere. Like every coin has two sides, even this pandemic had a silver lining to the Education sector. Though the whole system stumbled, some schools and colleges quickly transitioned to online classes. Many companies sold their courses for less price and some even for free. All the institutions fully stepped into the digital era. The silver lining I see in this is, the people who enrolled for the courses, no matter whether they did it out of boredom or interest, will have learned something knowledgeable at the end of the day. I hope that even after the pandemic ends, this transition shouldn't revert. This education methodology of encouraging students to self-learn through courses, assignments, and competitions will help in bringing out the creativity inside students to do innovative projects of their own, right from their school days. Though it may not apply to people of all streams in colleges, it will be of a great deal to students in the IT stream. Students can easily cope up with the fast-growing trend rather than spending their time on the conventional curriculum. Educational institutions should adapt to this digital era to keep up with the trend instead of relying on old methods.

Students should be able to follow their passion with the help of the education sector, giving them the proper resources, even at the times of natural disasters and pandemic in the future.

**- Monish B
IT - A (III-Yr)**