



JANSONS
INSTITUTE OF TECHNOLOGY

DEPARTMENT OF
COMPUTER SCIENCE AND
ENGINEERING

VOLUME : 06

ISSUE : 02

JULY 2023

TECHNOPHILE 09



VISION OF THE INSTITUTION

To germinate and develop a unique brand of engineers who will be change agents in the field of technology.



MISSION OF THE INSTITUTION

To impart quality value-based Technical Education. To prepare and strengthen young minds for their future prospects. To inculcate ethical standards and passion towards sustainable development.





DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

ABOUT

The Department of Computer Science and Engineering was established in 2009 with a yearly intake of 90 students. The Department has a comprehensive curriculum on topics related to all aspects of Computer Hardware and Software with an emphasis on practical learning.

The course is affiliated with Anna University, Chennai, having up-to-date courses on embryonic topics to equip our students with the latest developments. The Department provides an outstanding education and research environment complemented by excellence in teaching. The Department has state of the art infrastructure and computing equipment supported by high-speed Ethernet and Internet facilities.


Our faculty members aim to deliver top class education blending their rich research experience with classroom teaching. The Department takes special efforts to reduce the gap between Industry and Institute by inviting prominent persons from industries to interact with students. Computer Science and Engineering is a vital branch for all Engineering and Technology area.

It gives lot of exposure to diversified Engineering areas like telecommunication, satellite image analysis, weather forecasting, software development, Business Process Outsourcing and medical fields in enhancing the human lifestyle. Hence the employment potential is very high for Computer Science Engineers.




VISION OF THE DEPARTMENT

To produce qualified, self-driven professionals in the field of computer science and engineering.



MISSION OF THE DEPARTMENT

To impart quality education towards producing budding professionals in the field of computer science and engineering. To sculpt young minds and empower them in pursuit of meeting their future career demands. To inculcate moral values to become socially responsible, ethical, and competitive professionals towards viable growth.





Program Educational Objectives (PEOs)

- ◆ Graduates will be computing professionals who perform and lead design, development, and project operations in the software and information technology industries.
- ◆ Graduates will pursue higher education, be involved in research, or become entrepreneurs.
- ◆ Graduates will be ethically, socially, and environmentally responsible and contribute to society and the country.

Program Outcomes POs:

Engineering Graduates will be able to:

- A. Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals and an engineering specialization to the solution of complex engineering problems.
- B. Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- C. Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs



with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

- D. Conduct investigations 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.
- E. Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- F. 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 professional engineering practice.
- G. Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.



- H. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- I. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- J. Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
- K. 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 environments.
- L. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.



Program Specific Outcomes (PSOs)

- ◆ Analyse, design, and develop computing solutions by applying foundational concepts of computer science and engineering.
- ◆ Apply software engineering principles and practices for developing quality software for scientific and business applications.
- ◆ Adapt to emerging information and communication technologies to innovate ideas and solutions to existing or novel problems



Faculty Members:

S.NO	FACULTY NAME	DESIGNATION
1	Dr. Velayudham A	Professor
2	Shamila E S	Professor
3	Usha S	Assoc.Professor
4	Praveena A	Asst.Professor
5	Jansirani S	Asst.Professor
6	Krishna Priya M S	Asst.Professor
7	Pavithra M	Asst.Professor
8	Ashwini R	Asst.Professor
9	Savitha R	Asst.Professor
10	Saravanakumar M	Asst.Professor
11	Srihari Shankar S M	Asst.Professor
12	Prasathkumar V	Asst.Professor
13	Vishnupriya A V	Asst.Professor
14	Maragatham N	Asst.Professor

Faculty Achievement's:





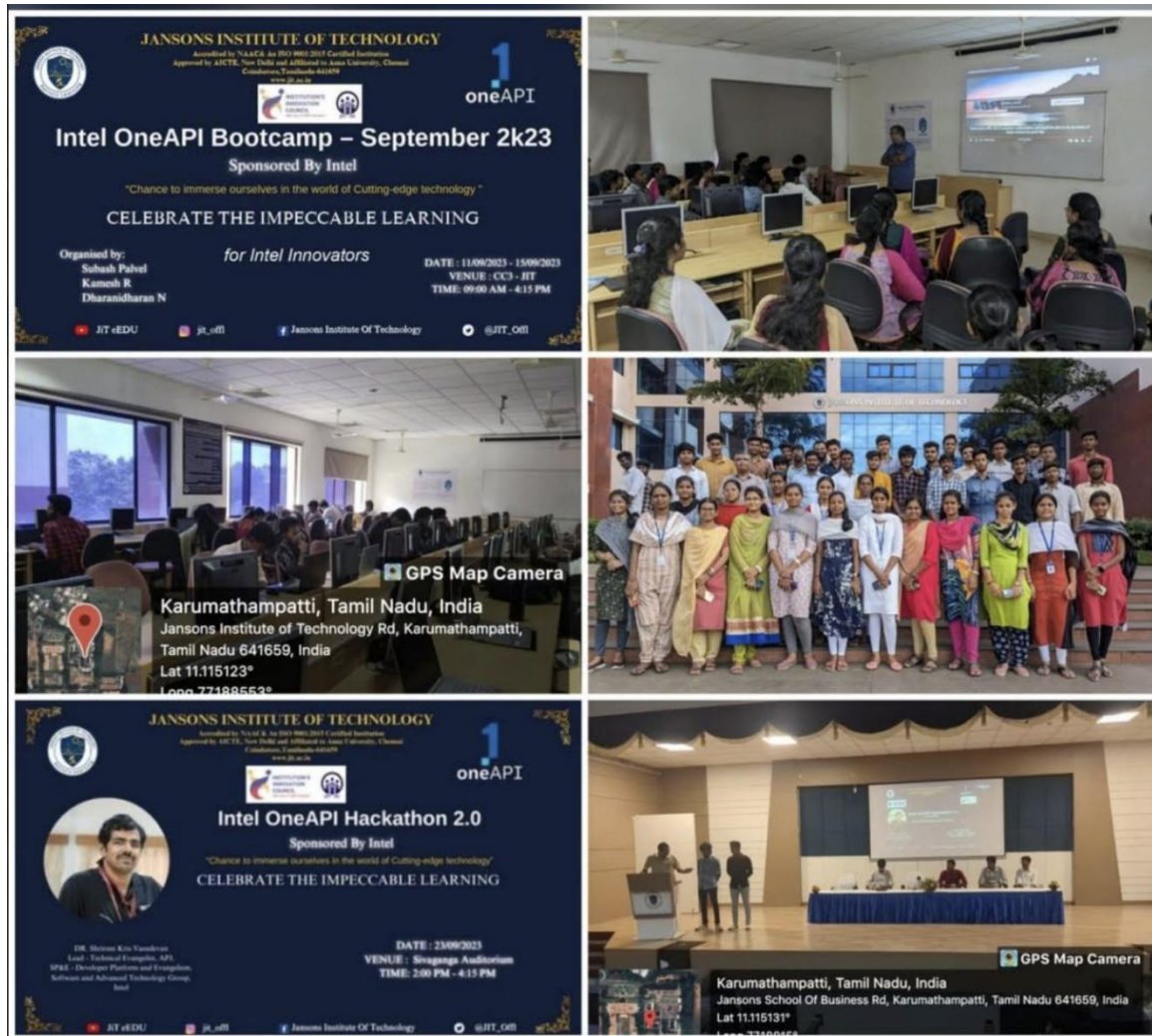
CONGRATULATES
FACULTY MEMBERS & STUDENTS

PROJECTS SANCTIONED UNDER
STUDENT PROJECTS SCHEME 2022-2023
TAMILNADU STATE COUNCIL FOR SCIENCE AND TECHNOLOGY



<p>Gesture interface for sterile browsing using AI tool</p>	<p>A smart and secure oxygen enabled headgear for miners and industrial workers</p>	<p>Design and new product development of grandbot for sustainable assistance to geriatrics</p>
 <p>Ms. R. Ashwini Assistant Professor, CSE</p> <p style="color: red;">Final Year CSE Students</p>	 <p>Mr.S.Karthikeyan Assistant Professor, ECE</p> <p style="color: red;">Final Year ECE Students</p>	 <p>Dr.M.Muthukumaran Professor & Head Mechanical</p>
 <p>V. Sudharsan</p>	 <p>J. Sandeep</p>	 <p>S. Balayogesh</p>
 <p>T. Madhan</p>	 <p>G.P. Narmathi</p>	 <p>S. Swetha</p>
 <p>D. Dhaya Moorthi</p>	 <p>A.K. Hemanathan</p>	<p>Final Year Mechanical Students</p> 

Student Achievement's:



The Intel One API of JIT along with JIT IIC jointly organised " Intel One API Bootcamp- September 2k3" on "CELEBRATE THE IMPECCABLE LEARNING-Chance to immerse ourselves in the world of Cutting-edge technology" for Intel Innovators during 11.9.2023-15.9.2023. The bootcamp was followed by "Intel One API Hackathon 2.0" on 23.9.2023. The best innovations from Intel Innovators were rewarded during the function.



Clubs of CSE:

1) Computer Society of India

Computer Society Of India (CSI) was formed in 1965, since then CSI has been instrumental in guiding the Indian IT industry down the right path. Today, the CSI has 72 chapters all over India, 511 student branches, and more than 100000 members (IT industry leaders, brilliant scientists and dedicated academicians). Jansons Institute of Technology has started CSI – Student Branch in the academic year 2020-2021. By joining this student chapter, students can gain access to CSI knowledge portal through Login-id and password. They can gain technology updates through Conferences, Seminars, Tutorials & workshop at discounted rates. It can act as a forum for activities like Paper Presentations, Quiz, Competitions and Exhibitions. They can have the Ability to connect with Distinguished speakers on different technology areas and dedicated Academicians through Networking.



2)Iterator's Club

The Iterators programming Club is a platform where the students will be able to develop and learn various skills like, Computer coding. The club is focusing on conducting events like program coding, debugging , Hackathon and workshop for the students to improve their coding and analytical, problem solving skills and techniques. This club focuses on establishing a coding background culture to involve the students to build the logical and analytical skills to support computer programming as a plan to fit for the Software development industry needs.

Objective:

Enhance Programming and Application
Development Skill

Outcome:

- Gain in-depth knowledge in coding
- Develop logical thinking and problem solving skills
- Effective and cooperative team work
- Use open source platforms



3)AndriOS club

Android is a mobile operating system (OS) currently developed by Google, based on the Linux kernel and designed primarily for touchscreen mobile devices such as smartphones and tablets. Android's user interface is mainly based on direct manipulation, using touch gestures that loosely correspond to real-world actions, such as swiping, tapping and pinching, to manipulate on-screen objects, along with a virtual keyboard for text input. In addition to touchscreen devices, Google has further developed Android TV for televisions, Android Auto for cars and Android Wear for wrist watches, each with a specialized user interface.

JIT AndriOS club has been initiated for the students who are dynamic and ambitious and who wish to take the field of Android technology to a higher pedestal. The Club AndriOS helps members to Learn & Innovate their own product.

Motto:

Deliver an ideal app that will help community in achieving the targeted objective



Vision:

To look out on the automated fields of daily life and have always tried to automate them by integrating with newer and innovative ideas.

Mission:

To educate the members of AndriOS in developing applications using Android and iOS technology with development tools, and to give them a strong base in Application development.

Club Events:



JIT IIC along with NSS were excited to organise the MIC-driven Activity: Live Telecast of the Inaugural address of Our Honourable Prime Minister Shri Narendra Modi on the launch of "Viksit Bharat @2047" on 11.12.2023. The link was shared with all the students, faculty and non-teaching. The students and faculty members watched the Live Telecast displayed in projectors in the Seminar Halls, classroom and also through various modes in their respective places

Department Events:



Andrios Club, Computer Society of India, Iterators Club in association with JIT IIC & EDC organized "My Story - Motivational Session by Successful Innovator" on 19th September 2023.



Department of CSE, JIT IIC in association with Andrios Club organizes "An Innovative Approach in developing Android Application" on 12th September 2023.



Publications:

1. Pavithra M, et al. (2023), “Breast Cancer Mammography Classification using Convolutional Neural Networks and WOA-MPA Optimization”, Tuijin Jishu/Journal of Propulsion Technology, ISSN: 1001-4055, Vol. 44, No. 4, 2023
2. Praveena A, et al. (2023), “Probabilistic Neural Network Based on a Multiobjective Hybrid Whale-Firefly Optimization for detecting Social Bots under Smart City Threat Environment”, Journal of Environmental Protection and Ecology, ISSN-1311-5065, Vol. 24, No 5, 2023
3. M. Pavithra, ACTIVE SPOC (July – Dec 2023) of NPTEL local chapter, NPTEL, July – Dec 2023



“People think computers will keep them from making mistakes. They're wrong. With computers you make mistakes faster.”

- Adam Osborne