JANSONS

INSTITUTE OF TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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TECHNOPHILE 10

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	Velayudham A	Professor
2	Usha S	Assoc.Professor
3	Praveena A	Assoc.Professor
4	Pavithra M	Assoc.Professor
5	Kiruba Priyadharshini V	Asst.Professor
6	Jansirani S	Asst.Professor
7	Ashwini R	Asst.Professor
8	Savitha R	Asst.Professor
9	Srihari Shankar S M	Asst.Professor
10	Prasathkumar V	Asst.Professor
11	Vishnupriya A V	Asst.Professor
12	Maragatham N	Asst.Professor
13	Esther Priya R	Asst.Professor
14	Padmavathy S	Asst.Professor
15	Karpagavalli P	Asst.Professor

Student Achievement's:

NPTEL

- 58 students of II CSE (Batch 2023-2027) have successfully completed the THREE Credit SWAYAM ONLINE Course on Extended Reality Technology from July 2024 to December 2024, certified by NITTTR, Chennai " (II CSE_Extended Reality SWAYAM COURSE_CERTIFICATES_Count 58)
- 69 students of III CSE (Batch 2022-2026) have successfully completed the THREE Credit SWAYAM ONLINE Course on Extended Reality Technology from July 2024 to December 2024, certified by NITTTR, Chennai " (III CSE_Extended Reality SWAYAM COURSE_CERTIFICATES_Count 69)

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

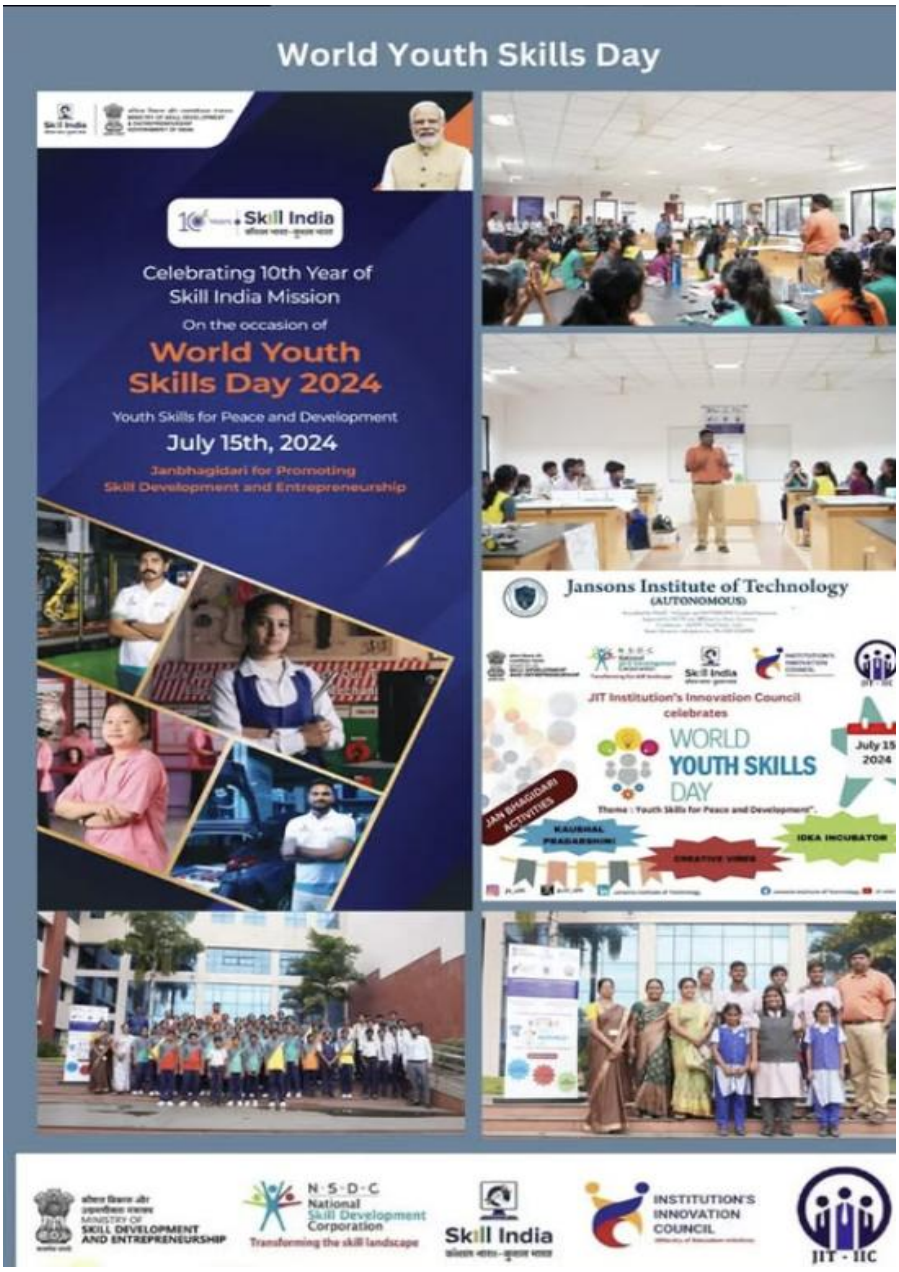
Vision:

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 Institution's Innovation Council celebrated "World Youth Skills Day 2024" along with the Ministry of Skill Development and Entrepreneurship together with National Skill Development Corporation on July 15, 2024, by organizing Jan Bhagidari Activities for school students.

Department Events:

Department of CSE, in association with NDLI Club organizes Tech Insights on “Exploring AWS Cloud and DevOps” on 09th November 2024.

CSI Student Branch in association with Department of CSE organizes Workshop on "Future Trends and Innovations in Redefining Cloud Computing Paradigms (To Prepare for Cloud Practitioner Certification)" on 19th October 2024.

Debugging is twice as hard as writing the code in the first place. Therefore, if you write the code as cleverly as possible, you are, by definition, not smart enough to debug it.

Brian Kernighan