DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TechTransmit

A DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING's MAGAZINE

NARSIMHA REDDY ENGINEERING COLLEGE

your roots to success...

INSIDE THIS

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Vision of the Department

To produce technically competent professionals with quality education in cutting edge technologies with professional ethics.

Mission of the Department

M1: To impart quality technical education in design and implementation of IT applications through innovative teaching - learning practices

M2: To inculcate Professional behavior, with strong ethical values, and research capabilities.

M3: To educate students to be an effective problem solver with social sensitivity for the betterment of the society and humanity as a whole.

Programme Educational Objectives(PEOs)

1. PEO-I: Demonstrate proficiency in fundamental concepts and advanced technologies of computer science to succeed in their careers and/or obtain a higher degree.

2. PEO-II: Analyze complex computing problems in multidisciplinary area and creatively solve them.

3. PEO-III: Recognize ethical dilemmas in work environment and apply professional code of ethics.

NARSIMHA REDDY ENGINEERING COLLEGE MAISAMAGUDA KOMPALLY SECUNDERABAD

ARTICLES

DATA VISUALIZATION
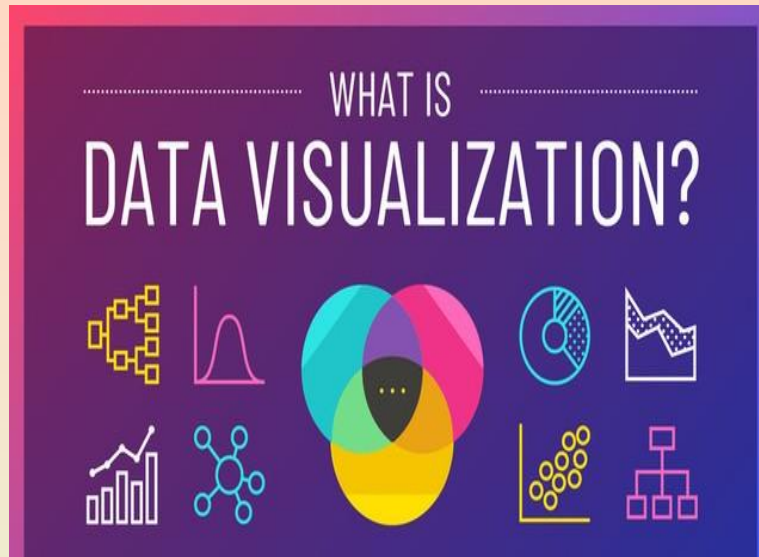
Every day a huge amount of data is generated. This data can even vary in nature and structure. A business, for example, can have data on sales revenue, marketing performance, customer interactions, inventory levels, production metrics, staffing levels, costs, etc. But with so much data to sift through, it can be difficult for people to see the story it tells.

Data visualization helps you turn all that granular data into easily understood, visually compelling—and useful—business information. Data visualization is the graphical representation of information and data.


S.SHARMA

18X01A0548

E- GOVERNANCE

It is not an alien fact that covid-19 took over the world like a storm, even faster than the denims or K-Pop! There was no country, society or community which was left untouched by the pandemic and which did not evolve to fit into a digital structure. Our governments were no exception. To overcome the obstacle of not being able to step out of our houses, the screens became our window to interact and carry out our lives as normally as possible. The government offices, structures and processes also took a similar stance and many portals, websites and apps were launched to carry out tasks from Aadhar verification to vaccination. Some countries like the USA even conducted their elections through online forums and contactless polls. Such a way of going on with government official activities through digital means is e-governance. In formal and descriptive terms, E- Governance is defined as a way to provide and facilitate government services, communication and information through Information and Communication Technology (ICT).

C.MONIKA

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TECHNOLOGY: BOON OR BANE
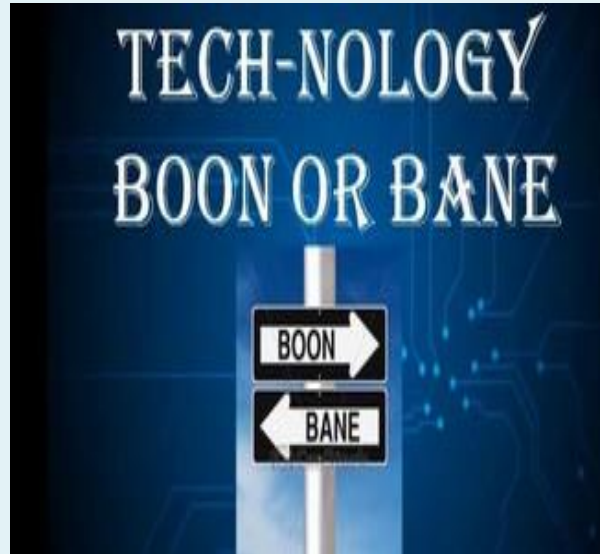
Technology is said to be one of the greatest inventions of mankind. It has made our lives easier by leaps and bounds. You need to pay money to someone, use online transactions; you want to learn from educator's miles away from you, use distance learning programs: you want ice cream but don't want to visit a store, use online shopping applications and much more. Technology advances every second, take a simple example of Whatsapp, you can delete messages for both sender and viewer, can use on multiple devices at a time and the group limit exceeds every now and then. Technology undergoes evolution continuously to equip it with new features and for making it more users friendly.

A.SRAVAN KUMAR

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FUTURE USER INTERFACE

When we talk about user interface (UI) in computing, we're referring to how a computer program or system represents itself to its user, usually via graphics, text and sound. We're all familiar with the typical Windows and Apple operating system where we interact with icons on our desktop with our mouse cursors. Prior to that, we had the old-school text-based command-line prompt.

The shift from text to graphics was a major leap initiated by founder of Apple, Steve Jobs, with his hallmark Macintosh operating system in 1984. In recent years, we've also witnessed innovated UI that involved the use of touch (e.g. Smartphone's), voice (e.g. Siri) and even gestures (e.g. Microsoft Kinect). They're, however, pretty much in their primary stages of development.

Nevertheless, they give us a clue as to how the next revolution of UI may be. Curious? Here are 8 keyfeatures of what next-generation UI may going to be like:

1. *Gesture Interfaces*

In gesture recognition, the input comes in the form of hand or any other bodily motion to perform computing tasks, which to date are still input via device, touch screen or voice. The addition of the z- axis to our existing two-dimensional UI will undoubtedly improve the human-computer interaction experience. Just imagine how many more functions can be mapped to our body movements.

2. *Brain-Computer Interface*

Our brain generates all kinds of electrical signals with our thoughts, so much so that each specific thought has its own brainwave pattern.

P.JAAHNAVI

18X01A05G0