

CSI REPORT (AY 2019-20)

The odd semester kick-started with the Praxis events and was followed by a Java workshop. A brief description of each of the activities conducted is included below:

CODE KNIGHTS

Code Knights was the pre-Praxis event organized by CSI-VESIT. It was an online coding event conducted from 7 p.m. of 21st September to 7 a.m. of 22nd September, 2019. The place and timing of the event was flexible for every person. Coding could be started at any time within the slotted window. The event was hosted on Hackerrank. It was spread along a total of twelve hours. Contestants were given six problem statements with certain test cases being allotted to each question. The contestant who scored maximum points in the least time won the event.

No of participants : 150

The winners of Code Knights are as mentioned below :

Code Knights(FE and SE) :

1st place : Divesh Hariani (D7A)

2nd Place : Muskaan Sharma (D7A)

3rd Place : Vishwesh Jagtap (D7A)

Code Knights Legends(TE, BE and MCA) :

1st place : Sahil Talreja (D12A)

2nd Place : Krish Venkatteshwaran (D12A)

3rd Place : Pratik Rane (D12A)

SHERLOCK AND WATSON

The second event that CSI-VESIT organised was Sherlock and Watson. It was an event that could also be known as the battle of wits. The teams consisted of two players. This event was organised on the 27th of September from 9 a.m. to 11 p.m. This event not only tested the coding skills of the participants but also the mental connection and coordination with their team partner. Each participant was given two separate problem statements which they had to execute in any programming language. Both the partners were seated in two different computer labs. The twist was that after a stipulated amount of time, the players were required to switch their places, without telling each other their respective problems collecting hints left by their respective partners, they had to complete the remaining code of their partners. The teams completing both the problems in the least possible time were declared the winners of the competition.

No of participants : 30

The winners are as follows:

Juniors(FE and SE) :

1st Place : Sneha Karthik and Sahana Shetty (D2C)

2nd Place : Chetan Urkude and Nishikant Patil (D7B)

Seniors(TE, BE and MCA) :

1st Place : Nikhil Joshi and Srivatsan Iyengar(D12A)

2nd Place : Pratik Rane and Krish Venkateshwaran(D12A)



Participants working on their given problem statements while being supervised constantly by our council.

AMAZING RACE

A crowd favourite, a mega event of PRAXIS' 19 in collaboration with CSI-VESIT, 'THE AMAZING RACE' kicked off on 27th September at 10:30 near the Vivekanand Statue.

After last years' success, one of the most awaited events this year, it was divided into two slots:

- 1) Juniors consisting of First Year and MCA
- 2) Seniors consisting of Second, Third and Final year students

The teams were required to cross each hurdle which put their logical and technical skills to test. It consisted of 8 tasks. After completing each task, they were given the clue to the next location, scattered across the campus. Each task was different and unique in its own way which together gave you an adrenaline rush. The rounds were as follows:

- 1) Powers of Two: Two members of each team entered a room and had to play the game of '2048' on their mobile phones. The team was given the next clue when both the members reached a score of 512.
- 2) Brainiac: This was a puzzle round where contestants' logical and mathematical skills were tested. The clue to the next location was in the final answer of the task.
- 3) Code Unscramble: The name says it all. The contests were given jumbled codes which had to be solved and set in order to form a logical program.
- 4) Found the Flaws: The team was given codes with errors in them. They had to identify the number of flaws in them accurately, as the number of mistakes was the answer to the next location.
- 5) Cipher-tension: One member had to encrypt using Caesar cipher while the other member had to decrypt it. The decrypted task was to be performed by the whole team only then was the next clue given to them.
- 6) Quiz Masters: The business knowledge of the contestants was checked here. Every 3 questions answered correctly ensured one item required in the next task. This way after they had answered nine questions correctly they sprinted towards the final task.
- 7) Bob the Builder: With the objects collected in the previous round, they had to build a tower. The tower was judged on its stability and height. Only the team with a sturdy tower made the cut.

The first five teams that completed this task were given a crossword puzzle which contained the clue to the finish line and the first three teams to cross it were declared as the ultimate winners.

The winners of the amazing race are as follows:

Juniors(FE and MCA) :

- 1st Place :** Bhavika Chattani and team(D4A)
2nd Place : Mayur Jaisinghani and team(D2A)
3rd Place : Akhil Chakkungal and team(D2B)

Seniors(SE, TE and BE) :

- 1st Place :** Pratik D Rane and team(D12A)
2nd Place : Srivatsan Iyengar and team(D12A)
3rd Place : Shubham Darekar and team(D15 and D12A)

This event was loved by students. As the corridors of VESIT turned into a racecourse with contestants running in every direction, not only technical skills but also their speed and teamwork were significantly tested.



Contestants playing 2048 game on their mobile phones to qualify for the next round

JAVA WORKSHOP

CSI-VESIT organized a two day Java workshop which was attended by a total of 47 students. The workshop started at 2:45 pm with a hands-on session in labs 307 and 308. Anish C, Aishwarya Sahoo, Sujitkumar Singh, Tina Chandwani and Abhay Tiwari were the resource faculty for the day. The workshop covered the following things:

DAY 1 :

1. Basics(Introduction, variables, operators, conditional statements,loops)
2. String, arrays, vectors
3. OOPM classes, constructors, objects, static, this keyword
4. Inheritance
5. Polymorphism

DAY 2 :

1. Abstract Classes
2. Encapsulation
3. Exception Handling
4. Multi-threading



Students being taught to build robust applications using Java's object-oriented features by our technical team.

All the events garnered a great response and were highly appreciated by everyone.

HIDDEN CIPHER

The first technical event of the semester 'Hidden Cipher' was conducted in two major rounds, the paper elimination round and the final round. The paper elimination was conducted on 20th January in classrooms and the students participated in groups of three. 24 teams cleared the elimination round and catapulted themselves into the final round held on 21st January, 2020. The event started at 3:00 pm in classrooms 312 and 313.

The main event was divided into four parts :

The first round was rebuses where they had to decipher an english phrase from a picture within 30 seconds. This required quick thinking skills and they were awarded points for every question answered correctly.

Only sixteen teams qualified for the second round based on the points scored. In this buzzer round, they had to identify ambigrams and hence it required creativity and sharpness. The least scoring teams were eliminated after this round.

The third round was the most interesting of all, the betting round. Here, the top three teams betted on the bottom three teams' ability to solve the given cipher. This was based purely on luck and the result was unpredictable which completely turned the tables.

The final round involved coding and decoding the Caesar cipher. Wherein one member encoded the message and the second player decoded it, using the only hint they had of the range of shift. After decoding the message they had to go perform the task written in the message. This round tested their mental and physical agility. Out of six teams that qualified in this round two emerged victorious.

The winners are :

First Place:

Srivatsan Iyengar [D12A]

Sahil Talreja[D12A]

Shravan Bhat[D12A]

Second Place:

Varad Kshemkalyani [D12A]

Amay Chugh [D12A]

Pratheek Menon [D12A]



Participants paying attention to the riddle being given to them for solving together



Our council explaining the rules of the round to all teams

PYTHON WORKSHOP

The Python workshop was conducted by CSI on the 23rd and 24th of January 2020 in labs 307 and 308 at 2:45pm. It has a plethora of uses including GUI based applications, data science, frontend and backend development of websites or even iot! It is a multi-paradigm programming language, developed as more concise, straightforward and easy to understand.

The workshop covered the following topics:

- Introduction to Python and its syntax.
- Python data types, operators, loops and functions.
- File handling and data structures in Python
- Closures, decorators and Object-Oriented Programming.
- Introduction to various applications including Machine Learning and Data Science.

This workshop was a great success as it covered both basic and advanced python with detail.



Students having a hands- on experience in python coding and thoroughly being guided by our technical team.

GITHUB WORKSHOP

The GitHub Workshop was the first one day workshop held by CSI-VESIT for the academic year 2019-20. The workshop was held on the 31st of January,2020 in labs 301 and 302. It received a tremendous response from all the students.

GitHub is a web-based platform, which is used for hosting code repositories along with distributed version control. It's an extremely convenient tool for all the developers due to its capability of making version control easier and smoother. Additionally, it also helps in code practices and showcasing your recent work. It's important to get a hang of GitHub because if the version control of a particular project is good then it automatically reduces the workload on the programmers and web developers. Another advantage of GitHub is its importance in the technical interview round. A first impression of the interviewee is formed by looking at his GitHub profile which in turn helps a lot in deciding the outcome of the interview.

The students attended the workshop in large numbers. The workshop was conducted by the technical team of CSI-VESIT. The students who attended the workshop got to learn a lot about GitHub and how useful it is in the software industry.

All the students who attended the workshop gained information about:

- Creating public and private repositories
- How to pull and push requests
- Managing commits

- Access control
- Getting to know about GUIs which are essential for GitHub which includes Git Kraken and GitHub desktop.

The workshop was a huge success. The students were equally intrigued and inspired by the heights to which technology has reached and also how GitHub is essential for every aspiring software developer and programmer.



Our technical team helping some of the members to get acquainted with the GitHub environment

LAN GAMING

This mega event was conducted in two phases. Phase one was conducted on the 3rd and 4th of February, 2020. Games like Dota 2, Need for Speed, Counter Strike: Global Offensive and PubG. PubG attracting a large crowd was conducted in two rounds. The qualifiers were conducted on the first day in rooms 514 and 515. The second round was conducted on 4th february where the teams played three different games and the points were awarded based on number of kills and rankings. CSGO was conducted in lab 510, and consisted of 3 rounds. The first qualifier round was conducted on both the days and the second and third round was conducted from 5th to 8th of February, in which the players could play from the comforts of their own home.

NFS and Dota 2 were both conducted in lab 513. The players that qualified on 3rd and 4th played the final round on 5th, online.NFS was divided into 3 rounds and all three rounds were conducted in college.

The second phase was from 6th to 8th February in rooms 513 and 514. FIFA'20 was organized on the latest gaming console PlayStation4. The classrooms were brought to life as everyone cheered at each pass, dribble, shot and goal. The semi-finalists from 6th & 7th battled it out on 8th of February, as the best of the best competed for the final title.

The victors of this thrilling gaming extravaganza are:

NFS:

- 1) Jay Jhaveri(D7B)
- 2) Chetas Shinde(D12A)

CSGO:

- 1) Jatin Acharya and team(D15)
- 2) Karan Bulani and team(D17C)

Dota2:

- 1) Atharva Godse(D6A)
- 2) Anshul Chaudhary(D15)

PubG:

- 1) Prem Chhabria and team(D7B)
- 2) Chetas Shinde and team(D12A)

FIFA:

- 1) Jugal Kahlon(D16A)
- 2) Anurag Bhosale(D12A)



Participants totally engrossed in the arena game during LAN gaming event



Some of the participants playing CS-GO while constantly being monitored by council

ODE TO CODE

Keen to inspire young coders, CSI-VESIT in collaboration with ISTE-VESIT recently organised a first-of-its-kind Prototype designing competition, ODE TO CODE. It was a rigorous one day coding event. A total of 20 teams enrolled for this each having 3 members. The problem statement (College Election Management System) was released on 23rd February,2020. Immediately after this, participants began developing ideal websites with their preferred technology stack. The most interesting part about the event was that there were milestones to be completed. It consisted of UI modelling, ER diagrams, database management and video uploading. The codes had to be submitted by 8am the next day. Only 7 teams made it to the presentation round.

The presentation round was held on 24th February,2020 at 12:30pm in the smart classroom on the 5th floor. The projects were scrutinized by Mrs. Mannat Doulatani and Mrs. Pooja Shetty.

The winners are as follows:

SE:

- 1)Ninad Parab
- 2)Pooja Koshti and team

TE:

- 1)Devansh Ahuja and team

Ode to code garnered a positive response overall and was a great success.

BOOTSTRAP WORKSHOP

Bootstrap Workshop was conducted by CSI-VESIT on the 25th of February, 2020 in the smart classroom B52. The workshop focussed on the students getting an insight into the world of web development and software project development.

Bootstrap is a free front-end framework for faster and easier web development. It includes HTML and CSS based design templates for typography, forms, buttons, tables, navigation, modals, image carousels and many other, as well as optional JavaScript plugins. Bootstrap also gives you the ability to easily create responsive designs.

The workshop was conducted by Sachin Mishra, Saurav Telge and Sherali Shaikh from the junior technical team of CSI-VESIT. The attendees of the workshop were taught how Bootstrap helps reduce the workload on the developers as they don't have to write HTML and CSS codes from scratch. The advantages of Bootstrap are its ease of use and responsive features. It also has a mobile approach and is browser compatible.

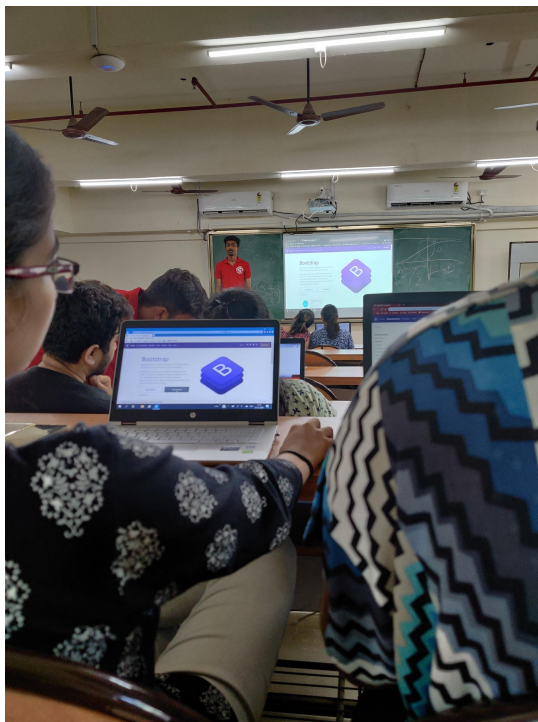
The CSS and HTML components and helpers which were used during the workshop are:

- Navbar & Dropdowns
- Jumbotron
- Tables
- Alerts and Progress Bars
- Buttons and Links
- Icons
- Grid System
- Thumbnails
- Pagination
- List Groups
- Responsive Utilities

Students were also taught the different ways to install Bootstrap by manually downloading the source files using CSS or JS, Bower, NPM or CDN. The workshop received a huge turnout from second year, third year and MCA students and the feedback received was also positive.



Our members following the instructions given by the council for coding in Bootstrap



A council member presenting one of the many concepts of Bootstrap for Web Development

Django Workshop

CSI-VESIT organized a Django workshop which was co-sponsored by Jovian.ml. It was held on 27th February 2020, 2:45 pm onwards.

Presented By : Sujitkumar Singh & Tina Chandwani

No. of attendees : 36

Objective:

To give a hands on experience to the students about the usage of Django

To make students know what is being used in Industry

About The Workshop:

The workshop on Django Framework organised by CSI-VESIT was held on 27th February 2020. During this workshop we had an hands-on-session on the framework of Python Django for building some interactive websites.

WORKSHOP FLOW:

It was just 1day Hands-On Session on the Python Framework with all the basic modules being discussed and even practiced on the computers.

Topics Covered:

- Basic installation
- Project setup
- Virtual env
- Migrations
- Views and url setups

- Database Model
- Admin page
- Static and media

Outcome:

Students were given hands-on session on Django using Python environment

Students got a idea about how to create web pages and connect them to database using the Django framework.

To inspire the attendees, the sponsor Jovian.ml provided some goodies.

