

Following activities were conducted by CSI during the academic year 2018-19:

❖ Code knights

"As the darkness of the night crept in, the knight shone through the gloom"

The pre-Praxis event organized by CSI-VESIT was 'Code Knights'. It was an online coding event conducted from 7 p.m. of 22nd September to 7 a.m. of 23rd September 2018. Although it was a twelve-hour event, the timing and venue for each contestant were flexible. They were allowed to start coding at any time in the twelve-hour window and were allowed to code from their homes.

The event was hosted on Hackerrank. A total of six problem statements were given to the contestants with a total time limit of twelve hours. Each problem statement had specific test cases. Depending on the number of test cases solved, the contestants were awarded points. The contestants were allowed to use any programming language of their choice. The contestant who scored maximum points in the least time won the event.

The winners of Code Knights are:

Code Knights:

1st place: Anuraag Punjabi (D7C)

2nd Place: M.K. Venkateshwaran (D7A)

Code Knights Legends:

1st place: Nidhi Berde (D12B)

2nd Place: Vinita Bathija (D12C)

This event received a splendid response and was a grand success!

❖ Sherlock and Watson

"You know my methods, Watson." — Sherlock.

The second event lined up in the Praxis 2018, conducted by CSI-VESIT was 'Sherlock and Watson'. It was conducted on 27th September 2018 from 1 p.m. to 1:30 p.m. As the name suggests, the event was for a compatible and dynamic duo like Sherlock and Watson. Unlike the usual coding events in VESIT, 'Sherlock and Watson' had a twist added to it because not only did it test an individual's coding skills and logical reasoning but also the coordination with their respective partners. The two players in a team were given two separate problem statements for which they had to execute the code in any programming language of their choice. Both the partners were seated in two different computer labs. The twist was that after a stipulated time, the players were required to switch their places, without telling each other their respective problem statements. By collecting the hints left by their respective partners, they had to complete the remaining code of their partners.

1st place: M.K. Venkateshwaran and Srivatsan I. (D7A)

2nd place: Saurav U.(D7B) and Sameer U.(D7C)

❖ The Amazing Race

One of the most awaited mega-event of Praxis 2018 in collaboration with CSI-VESIT, 'The Amazing Race' kicked off on the 27th of September at 1:30 pm in front of the Vivekanand Statue.

It was a highly hyped event that was divided into two slots: one for First-Year students and the other one for the remaining students. Each team was made up of four members. The teams were required to solve puzzles and problems based on their technical skills and logical reasoning. The race consisted of seven tasks situated at different locations in the college premises. Each task was unique in its own way. After completing each task, the participants were given a clue to the next room and an envelope containing instructions for their next task. The seven tasks are as follows:

1. Powers of Two: Two members of each team assembled in a room and played the popular number game '2048' in their mobiles. Each member had to reach a sum of 512.
2. Code Unscramble: The teams had to rearrange jumbled strips of code to form an entire logical program. to the next location was hidden in the strips itself.
3. Found the Flaws?: Each team was given a set of three codes. They had to write down the number of errors (syntactical or logical) in each code, which was the clue to the next location.
4. Mystify to the End: Each team was made to solve six Brainwave puzzles with the clue to the next location in the sixth puzzle which couldn't be solved without solving the first five puzzles.
5. Cipher-tension: One person from a team had to encrypt the sentence of a given task using a Caesar cipher and another person from the same team had to decrypt it. In the end, that task was supposed to be performed by the entire team together.
6. QuizMasters: Each team had to answer business-related questions in slots of three. On getting three questions correct, they received an item that was required in the next task. After successfully completing nine questions and collecting three items the teams sprinted towards the last event.
7. Bob the Builder: Each team had to use the items given in the previous task which included paper, scissors tape to make a tower of predefined height. The tower was judged on its stability and strength and only the teams who had a stable tower made the final cut. Finally, the top five teams had to find their victory line location in a crossword puzzle which was the Vivekanand statue and cross the victory line to emerge as the ultimate winners.

The winners of The Amazing Race are as follows:

Juniors:

1st place: Salonee Velonde and team

2nd place: Akshay Khanna and team

3rd place: Roshnee Mattani and team

Seniors:

1st place: Vignesh Verma and team

2nd place: Sivanta Beera and team

3rd place: Deepak Tejwani and team

This event received a great reception from the college students. The entire college had become a racetrack as the participants sprinted in all directions. The corridors resonated with cries of people shouting in elation as well as dejection. Not only did this event test their logical and technical skills but also their teamwork and sprinting skills.

❖ **GitHub Workshop**

The GitHub Workshop was the first workshop held by CSI-VESIT for the academic year 2018-19. The workshop was held on the 11th and 12th of October 2018 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 that is, 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.



Github workshop in progress

❖ Bootstrap Workshop

Bootstrap Workshop was conducted by CSI-VESIT on the 29th of January 2019 in rooms 505 and 513. 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 Anish Chabbria and Sujitkumar Singh 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.



Bootstrap workshop in progress

❖ PHP Workshop

The PHP Workshop was conducted by CSI-VESIT on 25th January 2019 in labs 307 and 308. It

was held after 2:45 p.m. for only Second Year students.

The PHP Workshop has always been on the to-do list of CSI-VESIT's calendar year because a

developer will always be a developer at heart and PHP nurtures the web-developer side of an

engineer. Hypertext Preprocessor (PHP) has always been one of the most important

programming languages in the arena of web development. It is basically a server-side scripting

language that is designed to make dynamic pages and applications. Also, PHP as a web-

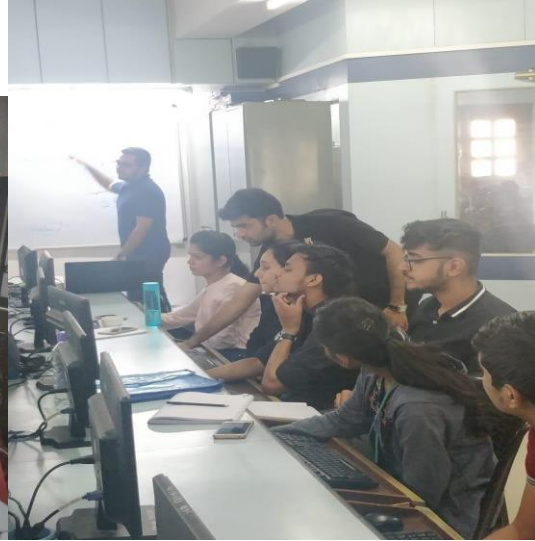
development option is a very secure, fast and reliable option and has widespread applications

almost everywhere.

The workshop was conducted by the technical team of the CSI-VESIT, and it covered the following topics:

- Introduction to PHP and its syntax.
- PHP variables, data types, operators, loops and functions.
- MySQL database – how to create and connect tables, insert, delete and update data.
- MySQLi functions.
- PHP form handling, validation, and completion.
- PHP sessions.

The workshop was a humongous success, as it successfully



PHP workshop in progress

❖ IRC Workshop

The IRC workshop was conducted for the first time by CSI-VESIT to kick-start the year of 2019. The workshop was held on the 18th of January in lab 510. The workshop attracted students from all the departments.

Internet Relay Chat – often abbreviated as IRC, leverages many of the key features of the Internet and provides a means by which one can type a message in real time to one or more Internet users. Almost instantaneously, the messages appear on the monitors of all the other users who are monitoring the transmission. IRC also allows the participants to contribute to discussions on an equal basis, and its environment also allows files to be exchanged. The biggest advantage of IRC is that it is somewhat decentralized in contrast to Facebook, AIM, etc. Anyone can set up their own server, and use it however they like. IRC has several real life applications including Zomato and m-Indicator.

The workshop was conducted by the technical team of CSI-VESIT. The students who attended the workshop were introduced to the environment of IRC using applications like HexChat and MIRC. The students who attended the workshop got to learn the following things from it:

- A brief introduction to the history of IRC.
- Connection to a server followed by a channel for different purposes (downloading files, chatting on a server, etc.)
- Designing their own simple chat-bot on their PCs.

The IRC workshop was a huge success. The students who attended it were fascinated to see how chat-bots work in real-time. They also understood how IRC has led way to other technologies in the field of communication.



IRC workshop in progress



❖ Hidden Cipher

CSI-VESIT had its first fun event of the semester on 22nd and 23rd of January, 2019. The event hidden Cipher was broadly divided into two rounds. First was the paper eliminations and second, was the final round for all the qualified participants. The paper eliminations

were held in the breaks as teams of three solved certain simple and equally tricky logic based questions. After the first round, a total of 23 teams qualified for the final round.

The final round was held on 23rd January 2019 in rooms 312 and 313. The main event was carried out in the form of four rounds. The first round was "Rebates" in which each participant was given 50 points for the right answer. The game was based on quick thinking and deciphering English phrases from pictures within 30 seconds. 7 teams were eliminated from this round.

The second round consisted of identifying ambigrams. It was based on finding words hidden within pictures. This was a buzzer round and required sharpness and creativity. Four teams were eliminated after this round.

The third round was the most interesting round of them all. The 'betting' round included the top 3 teams gambling a minimum of 50 points on the bottom three teams based on whether they will or will not solve a given type of Cipher and vice-a-versa. This round was particularly intense as it was based on pure luck and tables turned as the losing teams gained points and the winning teams collapsed.

The fourth round involved intense encoding and decoding using Caesar Cipher. One of the three members had to encode the given message and the second had to decode it. The only hint they had was the range of the Caesar shift. After performing this sub-task the final task involved all three of them solving a Caesar Cipher which decoded to give a message which instructed them to perform a particular task at a particular location in the college. The event in totality tested their mental as well as physical quickness.

The winners of Hidden Cipher are:

1st place:

Anushree Bane (D12A)

Tanya Mohanani (D12A)

Vishakha Vidhani (D12A)

2nd place:

Smruti Kshirsagar (D12A)

Austin Coutinho (D12A)

Chinmay Sankhe (D12A)

3rd place:

Sanket Gokhale (D12B)

Grishma Gurbani (D12B)

Akash Hasamnis (D12B)

CSI-VESIT congratulates all the winners and wishes them the best luck in their future endeavors.



Winners of Hidden Cipher

round



Participants engrossed during the buzzer

❖ LAN GAMING

CSI VESIT offers a plethora of events fun and technical alike, as it helps a student to blow off some steam and concentrate better on academics. One such exciting is Lan Gaming, it is one of the most awaited events in the even semester. It is a gaming journey like never before with old classics like Need For Speed to all-time favorites like Counter-Strike: Global Offensive to the latest gaming sensations PUBG and Mini-Militia.

It was held on the 12th and 13th of February on the 5th floor at 2.45 pm. It attracted all the gaming enthusiasts in the college under one roof. Counter-Strike is an all-time favorite among all the students received an overwhelming response, followed by PUBG which has taken the world by storm. It was a new experience for students to play PUBG, Mini Militia, CS: GO and NFS in the same rooms and labs where they used to study and perform practicals. On the second day of Lan Gaming, there was another addition to the gaming experience. CSI-VESIT had organized a FIFA'19 tournament on the latest gaming console sensation PS4. The classroom turned into Camp Nou as everyone cheered, clapped and cursed at every pass, shoot, dribble and goal during the course of the match. As the second day came to an end, the event ended on a note of satisfaction of giving a chance for every gamer to show off his skills in front of the entire college.

The victors of this spectacular gaming journey are

PUBG:

1st place: Rohit and team(D7C)

2nd place: Tushar and team(D11A)

NFS

1st place: Kaustubh Thanekar(D20)

2nd place: Monil Shiv(D17C)

CS GO:

1st place: Reuben and team(D7)

2nd place Atharva and team (D14B)

FIFA

1st place: Mohit Tembe(D14B)

2nd place: Rishil Kirtikar(D12B)

MINI MILITIA:

1st place: Vinit and team

2nd place: Kunal and team



Participants engrossed while playing



Winners of a few of the games

❖ Laravel Workshop

CSI-VESIT's workshop on Laravel was held on 7th March. It was conducted by the technical team of CSI-VESIT in lab 308, 2:45 pm onwards. Laravel is one of the best PHP frameworks. It was made to strengthen security and speed up database migration without data loss.

The main topics that were covered in this workshop were:

- Basics of Laravel
- MVC structure
- Dynamic Database Connections
- Sessions and how to use them
- Email Connector
- Email Spam Generator(Mini Project)

Some of the features of Laravel are a modular packaging system with a dedicated dependency manager, different ways for accessing relational databases, utilities that aid in application deployment and maintenance, and its orientation toward syntactic sugar.

The attendees of the workshop were taught about Featured packages provided by Laravel.

Ready-to-use bundles provided by Laravel through Composer and Packagist include the following:

- *Cashier*, introduced in Laravel 4.2, provides an interface for managing subscription billing services provided by Stripe, such as handling coupons and generating invoices.
- *SSH*, introduced in Laravel 4.1, allows programmatic execution of CLI commands on remote servers using the Secure Shell (SSH) as an encrypted network protocol.
- *Scheduler*, introduced in Laravel 5.0, is an addition to the Artisan command-line utility that allows programmatic scheduling of periodically executed tasks. Internally, Scheduler relies on the cron daemon to run a single Artisan job that, in turn, executes the configured tasks.
- *Flysystem*, introduced in Laravel 5.0, is a file system abstraction layer that allows local file systems and cloud-based storage services provided by Amazon S3 and Rackspace Cloud to be used transparently and in the same way.
- *Socialite*, introduced in Laravel 5.0 as an optional package, provides simplified mechanisms for authentication with different OAuth providers, including Facebook, Twitter, Google, GitHub and Bitbucket

The source code of Laravel is hosted on GitHub and licensed under the terms of MIT License.



❖ Technical Paper Presentation

CSI-VESIT had its technical event called the Technical Paper Presentation on 22nd February 2019. A perfect platform was raised for the students to present their vision, authentic ideas and technical knowledge with this event. The topics allotted for the presentation were:

1. 5G Wireless Network.
2. Wireless Charging.
3. Quantum Computing.
4. Augmented Reality.
5. WHT Foldable Smartphones.
6. Intelligent Classrooms.
7. Android 9.0
8. PUBG Server Management.

There were two rounds in the event. In the first round, the students were asked to submit their ideas in the form of a technical paper, while in the second round, they were asked to present their paper through their words and thoughts. The second round was judged by Ashutosh Matai and Pramod Choudhary from the technical team of CSI-VESIT.

The event was open to members and as well as non-members, and received a great response!



❖ Cityscape: SE Co-ord Event

The SE Co-ord event for the academic year 2018-19 was Cityscape, it was purely managed and supervised by the second year council of CSI-VESIT and was exclusively for the second year members of CSI-VESIT.

The main theme of the event was loosely based on the knowledge of cities as well as coding. The first round was a quiz round, where the participants were tested on their knowledge of cities. After the first round, there was a round of mini-games. The round of mini-games was followed by a round of coding questions. The final round was between the top 5 teams which escaped eliminations. It included making a perfect city in a grid.

Overall the event was a huge success and well appreciated by all the attendees. The victors of this event are:

1st place:

1. Sumit Tripathi
2. Shravan Bhatt
3. Krish Venkateshvaran

2nd place:

1. Archana Bhatia
2. Mohini Bhave
3. Ria Dharmani

3rd place

1. Kunal Bhor
2. Suraksha Lund
3. Tejas Kothawade





❖ Machine Learning

The Machine Learning Workshop was conducted as a CSI-IEEE collaboration on 22nd March and 23rd March 2018 in labs 307 and 308. It was held after 2:45 p.m. The workshop was conducted by Sanket Paratkar and Devendra Chaudhri.

The objective of the workshop was to make the students realize that data is the lifeblood of all businesses. Data-driven decisions increasingly make the difference between keeping up with the competition or falling further behind. Machine learning has a vast array of applications from our day-to-day life. The workshop was started with the basics of ML and applications.

With an objective of motivating the ML enthusiasts, the workshop covered the following topics:

- Introduction to Machine Learning, its types.
- Datasets, introduction to prediction models, classification models, clustering models.
- Regression learning (covered with the classic housing price prediction problem) with gradient descent optimization, coding, training, and testing was done on Kaggle kernels from attendees
- ML without coding using azure's machine learning studio.
- Choice of the proper algorithm, filtering columns in datasets and their impact on accuracy, diabetes prediction, and movie suggestion problems.
- Neural networks and Backpropagation.

The workshop was a humongous success, as a large number of students from second-year students attended it. The students were also told about the various applications of ML which makes it such an important field.

❖ CYNOSURE'19

The annual symposium of CSI-VESIT, CYNOSURE was held on the 1st of April 2019. As its name, the event was also the center of attraction of everyone's eyes.

The theme for this year's annual symposium was Retro tech. It was a tribute to the technology of the 70s and 80s and a casual look back at the times of Gameboys and Floppy Disks. The auditorium was decorated suitably with models of PSP, telephone booths and all such retro tech gadgets. Before the Symposium started the attending members were given exciting goodies as a token of them being a part of this family for a year. Later as the auditorium filled up, the event commenced after Staff in-charge of CSI-VESIT Mrs. Mona Deshmukh lit the lamp marking an auspicious start to the event. The entire event was hosted by the Senior and Junior Public Relations Officer Team of CSI-VESIT. They highlighted why retro tech is still important for us in this world of advanced technology.

Then the show moved on to the main highlights of the event. The magazine and website release of CSI-VESIT. CSI-VESIT's magazine, Redux included articles based on recent developments in technology and business. The magazine was released by the editorial team of CSI-VESIT.

The next was the release of the website. The website for this year was new and fresh. It had a dynamic design and was operable on mobile as well as the desktop. It also had the ability to register for all the upcoming events of CSI-VESIT. This release was done by the tech team.

The next highlight was the release of CSI-VESIT's own app. The tech team once again left no stone unturned in making an app that was easy to use as well as designed in a sophisticated way.

The next part of the event was the most awaited segment, the prize distribution ceremony. Winners of each and every event in the academic year 2018-19 right from the Praxis'18 to Cricomania were given a prize, certificate and felicitated by the staff in-charge, Mrs. Mona Deshmukh. As the prize distribution ceremony came to an end, it was the time for the speeches, the Auditorium was filled with a sense of amusement as the managing secretary, operations secretary, treasurer and Co-Chairperson shared some light moments from their journey in the third year council. This was followed up by the Chairperson and the entire BE council signing off from their respective posts, as they said their heartfelt goodbyes and shared their experiences throughout the time they had worked with CSI-VESIT. Later the guests moved for having some delicacies in the Amphitheater.

The turnout was more than 200 people and overall the event was a huge success. We the CSI-VESIT council thank the staff in-charges, the members of the council and our dear fellow members who helped us make this event and this academic year of CSI-VESIT a huge success.



Magazine release



App release



Prize distribution