



COMPUTER SOCIETY OF INDIA

VESIT STUDENT ACTIVITY CENTRE

VIVEKANAND EDUCATION SOCIETY'S INSTITUTE OF TECHNOLOGY, COLLECTOR'S COLONY, CHEMBUR, MUMBAI-71, INDIA.

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**To:** The Staff In-charge, CSI VESIT.

**Subject:** Events and activities conducted by CSI VESIT during the Odd Semester in the academic year 2016-17.

This is a report on the activities of CSI VESIT for the academic year 2016-17. The report gives the details of all the events conducted by the society during the mentioned period.

## 1. HIDDEN CIPHER

Paper eliminations: 29/08/2016 (Monday)

Final event: 30/08/2016 (Tuesday)

HIDDEN CIPHER was our first event of this year. This event was especially for the Second year students. The event included ciphers, anagrams and the students were taught various cryptographic algorithms which they used to qualify the rounds and reach the final round.

Eliminations was held on 9<sup>th</sup> September 2016 in Second Break and announcements for the same were done in all the classes a day before. Total number of teams took part in Eliminations were 98 teams that is  $98 \times 3 = 294$  students took interest to play Hidden Cipher. Out of 98 teams only 16 teams made it to the finals.

There were 4 rounds in which the students were given different cipher and anagrams and they had to deduct the answer. In the final round, all the 3 members of a team were given a particular message to encode by using a particular shifts and the other member has to decode that guessing the number of shifts used which then provided the team with a task that had to be performed.

The eagerness and enthusiasm of the SEs made sure the event was a huge success.

## 2. WORDPRESS WORKSHOP

Date: 29<sup>th</sup> August (Monday)

Venue: Lab 509(B)

Number of students present: 50

Workshop conducted by:

1. Tanmay Rauth (Sr. Web Editor)
2. Pavan Chhatpar (Sr. Technical Officer)
3. Sumeet Shahani (Sr. Technical Officer)
4. Neeraj Harjani (Sr. Web Editor)
5. Juhi Bhagtani (Sr. Technical Officer)
6. Siddhesh Hindelekar (Sr. Technical Officer)

This was CSI VESITs first workshop of this semester. The aim of this workshop was to introduce Wordpress to the attendees and to teach them to build their own social networking website in 2 hours.

### Topics Taught:

1. What is Wordpress?
2. What is the difference between [wordpress.com](http://wordpress.com) and [wordpress.org](http://wordpress.org)?
3. Advantages of Wordpress
4. Hosting on Byethost.com
5. Creating a subdomain and installation of Wordpress
6. Adding new Pages to Website.
7. What are permalinks?
8. What is plugins and use of plugins?
9. Installing plugins such as-contact form 7,log in with Ajax.
10. Adding Images to Website.
11. Editing the contents of Website
12. Embedding Videos to Website
13. Creating a profile page
14. Sending Messages to other users
15. Accepting and sending requests.
16. Developing a timeline.

### **3. CODE BREAKER**

Paper eliminations: 31/08/2016 (Wednesday)

Final event: 01/09/2016 (Thursday)

This is an exclusive T.E. event and is based on similar lines as The Hidden Cipher. The participants were tested on their logical and analytical thinking ability. Paper based eliminations were conducted on 31<sup>st</sup> August. After the eliminations there were 8 finalists that were selected. The final was held on 1<sup>st</sup> September. The questions involved math and logic, ciphers, cryptic codes, brain-bats etc.

The event was enjoyed and appreciated by the members.

### **4. JAVA FX WORKSHOP**

Date: 7th October 15 (Wednesday)

Venue: Lab 509(B)

Workshop Conducted by:

1. Kaushal Mhalgi (Jr. Technical Officer)
2. Vedant Mistry (Jr. Technical Officer)
3. Arvind Narayanan (Jr. Web Editor)
4. Akshaya Patil (Jr. Technical Officer)
5. Binoy Saha (Jr. Web Editor)

Total number of students attending the workshop: 50

This workshop was conducted by the Junior technical team exclusively for the SEs. It received a positive feedback from the students attending the workshop.

#### **Topics Taught:**

1. What is JavaFX?
2. Why to use JavaFX?
3. Advantages of JavaFX

4. Basic concepts to program in JavaFX like Stage, Scene etc
5. What are Layouts?
6. Border Layout and Grid Layout
- 7 .Basics of xml
8. What is Scene Builder
9. How to integrate an fxml file from scene builder with our Java Application
10. What is controller class and how to make it?
11. How to handle events like Button clicks (ActionEvent)
12. How to create and use multiple scenes in a single java application
13. How to improve the GUI by using and applying CSS to various GUI

## **5. BUSINESS QUIZ**

Date: Paper eliminations: 26/08/2016 (Monday)  
Final event: 14/09/2016 (Tuesday)

Business quiz was a one day mega event for the second as well as the third year students. This event mainly included questions and games about business, CEOs, Tie-ups, Start-ups, Technology companies etc.

There were 3 rounds and 25 teams (3 members each) in total which started at 3pm and ended at 5:30pm. The first round included mini games like guessing the , companies' taglines, logo quiz. The next round was a rapid fire round in which one team gets one minute to answer 10 moderately difficult business questions. This round was essential to pick the business-minded and updated teams out of the pack. 6 teams were qualified for the finals. The final round was revamped to a strategic bidding session for players whereby they were expected to bid for their raw products, create their product and then sell(reverse-bid) their products in various countries which bought their products at different rates. This round was loved by everyone because it was similar to real market biddings and that they had to keep track of their opponents as well. 3 teams were declared as winners after this round based on their points.

There was a very good feedback given by the participants and many students who did not make it to the finals wanted to play as the final session received an overwhelming feedback for its planned and structured execution.

## **6. PYTHON WORKSHOP**

Date: 29/09/2016  
Venue: Room 515

This IIT-Bombay Certified workshop was conducted this year for members to brush up their python skills and to introduce to those who were interested in learning python. This

workshop was specifically aimed towards being a crash course for SE and TE members. This workshop received an overwhelming response with more than 85 entrants.

## **7.VIRTUAL STOCK MARKET (Online Event)**

This event was much different as compared to the other CSI events. This event was held in the time duration of 8pm to 11pm where the members got an opportunity to play from home using an interface which was exactly similar to the real world stock trading. This event was more focused on building the entrepreneurship skills of our members. It was conducted on 1<sup>st</sup> and 2<sup>nd</sup> of October, 2016. The custom website was specially designed in-house by the Technical and Web Editor team of CSI VESIT. Participation was open for all SE, TE and BE members. The event received tremendous participation and was a huge success.

## **8. CASH IN**

Paper eliminations: 05/09/2016 (Monday)

Final event: 06/09/2016 (Tuesday)

'CASH-IN' was a fun based mega event conducted for all SE, TE and BE members. It involved various games incorporated with technical questions. Correct answers helped the teams score points in their games. The event was a grand success and saw a huge participation from members of both the years. Paper based eliminations were conducted for teams of 3 members each on 5<sup>th</sup> of September, 2016. Based on these, 36 teams were chosen for the finals on 6<sup>th</sup> of September, 2016.

There were more than 100 teams that had participated for the eliminations of the event.

The members appreciated the concept, execution and management of the event. The feedback was highly positive and encouraging.

## **9. ARTICLE WRITING**

CSI VESIT was proud to present its very own Article Writing Competition this year with the theme - 'Quantum Computing'.

If someone had a flair for writing and were passionate about this amazing invention, here was a chance to compose an article about any Quantum Technology. The best entries will be featured in the CSI VESIT Magazine.

Also witnessing the American Presidential Elections this year, we introduced an abstract topic writing for the members – ‘Hillary vs Trump’.

We received a total of 20 articles.

## **10. PHP, MYSQL WORKSHOP**

Date: 31<sup>st</sup> January 2017

CSI-VESIT, in collaboration with IIT-Bombay conducted a workshop php and MySQL. It elaborated creation of databases on server, manipulation of data on a third party servers and inter server abilities. Exclusively for the SEs, the workshop was conducted on 31<sup>th</sup> January by the Technical and the Web Editor team of CSI-VESIT.

## **11. CRICOMANIA**

Date: 3-4<sup>th</sup> & 7-8<sup>th</sup> February 2017

Firstly the paper eliminations in a team of four were held on day 1 out of which 2-3 teams from each class were selected for the next round.

Round 1 was held on day 2 which consisted of a cricket flash game and each team was allowed to watch a video from which they had to answer certain questions related to that video. Points were allotted to the cricket flash game as well as the questions.

A base amount was allotted to all the selected teams based on their scores in Round 1.

Finals were held on day 3 in which 16 teams were shortlisted from the second year for the exclusive SE finals. Also, 16 teams from third and fourth year were shortlisted for finals on day 4.

Same format was followed for both the finals.

### **FINALS:**

In the first round auctions were held in which teams had a chance to buy from two sections that is:

1. Batsman-Pool A
2. Bowlers-Pool A

Second round was sponsorship round. In this round each team had a chance to collect virtual money from 5 mini games and 1 face off challenge.

In the Third round players again went under the hammer and this time also two sections were presented to the teams:

1. Bowlers-Pool B
2. Wicketkeepers

Now at the end of this round each team should have had atleast 2 bowlers and 1 wicketkeeper. There were only 12 wicketkeepers. The teams which failed to satisfy the above criteria were eliminated.

Fourth round was again sponsorship round in which the teams were again made to play mini games and the face off challenge. This was their final chance to collect the money. Round five was the last round in which three sections of players were auctioned for the final time.

## **12.IDIOT BOX**

Date: 14-15<sup>th</sup>& February 2017

One of the most popular and most awaited event of CSI-VESIT, the Idiot Box is based on all things on television. Since 2015, the event was conducted for all the members of CSI-VESIT. Receiving the best response for paper eliminations amongst all the events as of now, 48 teams qualified for the Day 2 of the event which had several set ups of mini games. 16 teams proceeded to the final round on Day 3 which was held on 5<sup>th</sup> January 2016. Idiot Box truly lived up to its reputation of being a mega event in every possible manner, on the basis of participation, content and feedback given by the members.

## **13. LINUX WORKSHOP**

Date: 18<sup>th</sup> February 2017

CSI-VESIT, in collaboration with IIT-Bombay conducted a workshop on Linux.

