

JUNE - JULY , 2020 EDITION

ITanium

Department
of
Information
Technology

WHERE TO NEXT?

Virtual Reality is going to
change the view of the world.



IMS ENGINEERING COLLEGE, GHAZIABAD
NAAC ACCREDITED WITH A GRADE

APPROVED BY AICTE, NEW DELHI &
AFFILIATED TO DR. A.P.J. ABDUL KALAM
TECHNICAL UNIVERSITY, LUCKNOW

Executive and Governing Council



Shri Sanjay Agarwal
Chairman



Shri Ramesh Chaudhary
General Secretary



Shri Rakesh Chharia
Treasurer



Smt. Anshu Gupta
Joint Secretary



Shri Naresh Agarwal
Executive Member



Shri Nitin Agarwal
Executive Member



Shri Pramod Agarwal
Executive Member



Shri Sudhir Shukla
Executive Member



Shri Ashok Chaturvedi
Executive Member



Shri Apurve Goel
Executive Member



Shri Rajiv Chaudhary
Executive Member



Smt. Garima Aggarwal
Executive Member



Shri Vidhur Chharia
Executive Member



Dr. Sraban Mukherjee
Director

Editorial Board



Chief Editor
Mrs. Pragya Agarwal



Editor
Mr. Updesh Kumar Jaiswal

Meet The Team



**Nayan
Dhawan**



**Ayush
Gupta**



**Chandan
Kumar**



**Sanjay
Bharti**



**Ishita Roy
Choudhury**



**Devanshi
Srivastava**



**Abhishray
Gangwar**



Vision & Mission

IMS Engineering College

VISION

Our vision is to impart vibrant, innovative and global education and to make IMS the world leader in terms of excellence of education, research and to serve the nation in the 21st century.

MISSION

- To develop IMSEC as a centre of Excellence in Technical and Management education.
- To inculcate in its students the qualities of Leadership, Professionalism, Executive competence and corporate understanding.
- To imbibe and enhance Human Values, Ethics and Morals in our students.
- To transform students into Globally Competitive professionals.

Department of Information Technology

VISION

To impart futuristic technical education and establish a department of excellence by preparing students to apply their knowledge and varied skills as a competent technocrat to contribute towards solving complex societal problems and thus building a peaceful and prosperous nation.

MISSION

- M1:- To impart quality engineering education so that they become perfect IT professional by getting high quality of technical education, research, training, professionalism with strong ethical values.
- M2:- To educate students in such a way that they shape up their minds to ensure their productive careers in industry and academia.
- M3:- To help students to excel in research and innovation that discovers new knowledge which enables new technologies and systems.
- M4:- To prepare students to become an industry ready IT professional by inculcating creativity, team spirit, leadership & ethical competence through industry-academia collaboration, continuous curricular, co-curricular and extra-curricular activities.



Department of Information Technology

PROGRAM OUTCOMES (POs)

ENGINEERING GRADUATES WILL BE ABLE TO:

- 1. Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- 2. 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.
- 3. 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.
- 4. 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.
- 5. 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.
- 6. 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.
- 7. 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.
- 8. Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- 9. Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- 10. 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.
- 11. 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.
- 12. 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 EDUCATIONAL OBJECTIVES [PEO]

PEO1: Graduates of the program will be able to apply fundamental principles of engineering in problem solving and understand the role of computing in multiple disciplines.

PEO2: Graduates will learn to apply the various computational techniques & tools for developing solutions & projects in real world.

PEO3: Graduate will be employed as Information Technology (IT) professionals beyond entry-level positions or be making satisfactory progress in graduate programs.

PEO4: Graduate will be able to demonstrate that they can function, communicate, collaborate and continue to learn effectively, and ethically as a socially responsible information technology professional. They will contribute to the society by their professional capabilities through lifelong learning.

PROGRAM SPECIFIC OUTCOMES [PSO]

By the completion of program the students will have following program specific outcomes:-

PSO1: Foundation of computer system: Ability to understand the principles and working of computer systems & information technology.

PSO2: Foundations of software development: Possess professional skills and knowledge of software design process. Familiarity and practical competence with a broad range of programming language and open source platforms.

PSO3: Foundation of mathematical concepts: Ability to apply mathematical methodologies to solve computation task, model real world problem, using appropriate data structure and suitable algorithm.

PSO4: Applications of computing and research ability: Ability to use knowledge in various domains to identify research gaps and hence to provide solution to new ideas and innovations.

From Director's Desk



At the very outset , let me congratulate the Department of Information Technology for conducting various academic activities like Online Classes, Summer Internship, Industry Experts' Talk , National Conference, Alumni Meet...etc during the COVID-19 pandemic lockdown period . The talented and ever-willing-to-work staff, both teaching and non-teaching , have been showing their care and concern for the Institution and students . I would like to acknowledge their commitment and care.

I hope that you, your loved ones, & your colleagues are safe & well. I can honestly say that I've never experienced an event with such a drastic impact on how we live & work during this COVID-19 pandemic. The virus has prompted all of us to gain a heightened self-awareness.

I would like to assure our students that your future prospects & careers are our immediate priority . As per the directive of our University , the College authorities and faculty members have made plans to start online classes for the new academic session (2020-21) . Registration process has already started. Hope you all will participate with full of zeal and enthusiasm. I can assure you that IMSEC has the infrastructure & processes in place to help you stay connected through this challenging time.

With best wishes

Dr. SRABAN MUKHERJEE

Director

IMS Engineering College

HOD's Message



At the outset I send my greetings to the Editorial Board of our e - Magazine ITanium , for working on it best in all aspects . We want to provide a complete package of educational services to the students of IMSEC .I believe this magazine will provide us the benchmark for continued improvement in overall development of the Department & College .This magazine should be a good source of guidance for the coming batches of students in choosing activities of their choice in their future for building their careers .I appreciate the efforts of the Editorial team who have done an excellent job in compiling the articles and activities.

IT department has made rapid strides in all spheres of education & research . We provide a very informal atmosphere between faculty and students . IT department has always been known for creating an ambience where scholarship flourishes . Faculty members of our department are not only engaged in cutting edge technology research but are also very passionate about teaching.

I feel obliged to welcome you all in the new academic session 2020-21 & to further respond to any of your query or clarity.

Wishing you all the best

Dr. S.N. Rajan

HOD (IT)



Student Achievement & Awards:

- Student participation & paper presentation in various National & International Conferences.
- Students awarded in various National Level Technical Project Competitions
- HACKATHON-2020 Screening
- Active participation in Cultural & CSR activities
- Active participation in Sports: Up to Zonal & State level

Innovation & Entrepreneurship:

- Students Innovative projects
- Demonstration in TECHNOVATION, HACKATHON -(SIH -2020)
- Regular interaction with Alumni Entrepreneur
- Participation in Entrepreneurship Awareness Camp(NIESBUD, Ministry Of Skills Development Government Of India)
- Startup Support(MSME)

IMS Engineering College

(NAAC 'A' Grade Accreditation, Affiliated to Dr A P J Abdula Kalam Technical University, Lucknow & Accredited by AICTE, New Delhi)

INFORMATION TECHNOLOGY DEPARTMENT

Campus:

Established in 2002,
NAAC Accredited with Grade 'A'
Approved by AICTE, New Delhi
Affiliated to Dr. A P J Abdul Kalam Technical University, Lucknow
Ranked 6th by TOI Survey



Department:

Quality focused & Global standard academic system
Highly qualified & well experienced faculty members
Faculty participation in research & Ph.D Programs
Excellent Placement Record
Departmental Club: InfoCorp , Techninjas 2.0
Departmental E-Magazine: ITanium
Alliance with RedHat Academy ,NPTEL, Local Chapter, NASSCOM, Amazon AWS, Adobe Spark, COURSERA

coursera



Laboratories:

- Data Analytic Lab
- Geo-Spatial Lab
- Open Source Lab
- Data Warehouse & Big Data Processing Lab
-



Placement (2018-19):

Major Recruiters: TCS, Wipro, Accenture, Infosys, Genpact etc.
Highest Package: 7.3 Lakhs
Students placed:101 (2018-19)
Companies Visited in Campus: 52



Infosys

Industry MOU:

RedHat Academy
Tevatron Technology
HANTECH
ICT Academy IIT-K Prutor



Address : NH-24, Adhyatmik Nagar, Distt: Ghaziabad. Uttar Pradesh-201009.
Toll Free: 18001028393 E-mail: imsec@imsec.ac.in, www.imsec.ac.in
Landline : (0120)-4940000

Quotable quotes

“Challenges are what make life interesting and overcoming them is what makes life meaningful.”

– Joshua J. Marine

“If you want to live a happy life, tie it to a goal, not to people or things.”

– Albert Einstein

“Every great dream begins with a dreamer. Always remember, you have within you the strength, the patience, and the passion to reach for the stars to change the world.”

– Harriet Tubman

TABLE OF CONTENTS

- **Articles**
- **Alumni Speaks**
- **Lit Drops**
- **Newsworthy**
- **Department News**
- **Student's Opinion**
- **Upcoming Events**
- **Brainstormers**



ARTICLES

Virtual Reality: Some Technical Facts

Since the late 1980s, there has been a rapid take-off in the development of virtual reality (VR) technologies. Virtual reality is an environment which is computer-simulated. This computer simulation could be that of an imaginary world, or a real one. Technically, the virtual reality system uses both software and hardware which allow developers to produce virtual reality systems. The hardware elements receive inputs coming from devices that are manipulated by the user, & send "multi-sensory output" to generate an imagery of a virtual world. Meanwhile, the software element of a virtual reality system does not really create the virtual world. Rather, there is separate software which projects the virtual world through the use of the virtual reality software system. Hence, a virtual reality system is made up of a graphic rendering system, a "database construction and virtual object modeling software", and the input and output tools. In light of these, a virtual environment may be defined as a digital space in which a user's activities are monitored, & "his or her surroundings rendered, or digitally composed & displayed to the senses, in accordance with" those activities. The critical element of the most fascinating virtual reality experiences is the hindering real, sensory impressions; a user's senses are engaged in the virtual world, with the body consigned to a reality engine.



Virtual Reality has taken the world by storm,& is now tagged as the next dominant technological development . In the same way as the Internet , virtual reality was created for a specific purpose- but modern technology has made it more versatile.At first,virtual reality was conceptualized as a new medium of entertainment ; but as time passed, it has found more useful uses from providing online education ,to applications in the medical field and giving hope to people with terminal diseases.

Currently virtual reality is used in(i)businesses,specifically in the presentation of graphs & charts (ii) industries like the automotive industry's manufacturing arm, (iii) military for simulations and training(iv)medical field for treatments of various ailments&disorder,&(v)education, specifically in laboratories,online education&virtual museums.It is foreseen that in the future, virtual reality will further enhance training at medical schools,commercial airlines, the Air Force,& will even be utilized by clothing manufacturers in the form of virtual reality shopping.

People have benefited from virtual reality in more ways than one , attesting to the fact that it has positively impacted society in general.Education has been enhanced by virtual reality,&students have been provided a new dimension of learning that prepares them for their chosen careers more efficiently . Meanwhile , security measures being adopted by the government have been highlighted with modern technology, especially virtual reality.Police and military forces can now be trained for highly- dangerous scenarios, without actually exposing them to great risks. On the other hand, the medical field has furthered its growth due to the advent of virtual reality . Of the advantages of virtual reality,this is one of the most significant because of its potential in assisting scientists discover life-saving technologies&techniques. Lastly, business enterprises also benefit from virtual technology, to enable organizations to compete more in international markets . Virtual reality has a long way to go, and more benefits are anticipated for humankind.

Augmented Reality (AR) vs Virtual Reality(VR)

Augmented reality & virtual reality are often confused –but they’re more like technology cousins than twins. In plain terms AR lets the user experience the real world, which has been digitally augmented or enhanced in some way.VR,on the other hand,remove the user from that real-world world experience , replacing it with a completely simulated one . Because VR requires complete immersion, VR devices shut out the physical world completely.The lens on the smart glasses that deliver AR capabilities , on the other hand , are transparent . Understanding these differences is critical in determining the best use cases for each.

ARTICLE BY :
Dr. S.N. RAJAN
HOD
IT Department

Virtual Reality: Some of the Smart Opportunities for Businesses in 2020

1. Brands Will Use VR to Improve Customer Loyalty

Brands and VR were made for each other. Businesses & brands will engage consumers with story-driven VR experience that educate & entertain. This will create a new kind of relationship between brands & their audience as they start becoming active participants instead of passive bystanders. The hardest thing to do as a brand is to get your audience to actually feel something. Immersive, interactive VR experiences will get people closer to feeling, which gets people closer to caring.

2. There Will Be Changes in Teleconferencing

Trying to connect everyone by phone & talking to laggy, pixelated faces on a flat screen is probably one of the most hated things in modern business. Virtual reality will change that and allow these sorts of meetings to take on a more personal & natural feel. As the technology progresses hopefully it will be able to incorporate expressions, eye contact & other human elements we currently lack. This will make our telecommuting live better & our meetings more productive. When fully formed it might even reduce business travel significantly.

3. Virtual Reality Will Improve E-Commerce for Products That Require Fit

Complemented with augmented reality, VR will have a big impact on online shopping. One industry that's not making as big a breakthrough as others is shopping for things that need to fit well (whether clothes for you or furniture for your place). Being able to "see" those things to determine the fit will remove the handicap for these products & open the floodgates for online shopping that have been lagging. It will be amazing to see how a couch would look in your living room before buying it.



4. There Will Be Changes in the Education Market

From applications for all levels of education, including college & university classes, virtual reality can make learning more enriching & enjoyable as well as address some of the various ways people learn that current curriculums cannot seem to individually address. Companies that can offer educational products that use virtual reality have a real opportunity.

5. VR Will Offer the Opportunity to Have an “Anywhere” Experience

VR use cases for businesses are only limited by our imagination. A huge application I expect in the near future is in e-commerce. Currently, one of the biggest issues with e-commerce, for both the store and the consumer, is ordering something that doesn't match your expectations. VR gives us the opportunity to create the “anywhere” experience so that a user can manipulate a product and get a better understanding of what they're buying. The same can be said of booking hotel rooms, cars, travel and adventure tours. Virtual reality is poised to bring the world to you, just like the internet itself, on a more nuanced level.

6. It Will Offer Improvements in Entertainment Like Movies, Media and Games

Entertainment will be the first industry to get disrupted by VR. Imagine sitting in your living room & watching the Superbowl with VR. VR takes you right in the stadium. It will have a similar impact on movies and gaming. I was at CES recently and I saw that even a one-person VR startup had 10 - minute -long queues simply for trying out the demo. The VR economy will easily surpass the app economy in my view.



7. Virtual Reality Will Definitely Advance Real Estate Sales

Nobody is satisfied purchasing a house based on pictures, and some people would rather not go “house hunting” physically. VR could be a great bridge between those who would like to see the property up-close & those who'd prefer a less involved approach. It will assist agents in increasing turnover by making fewer site visits, and might be a more efficient (and secure) way to conduct business in real estate. While it might currently be reserved for apps on smartphones and tourism, VR has the potential to change how we make investments into property. There's a huge opportunity for a company that will be able to assist realtors in capturing real-time imagery of each property in a manner that is timely and user-friendly.

8. HR Departments Will Become 100 Percent Remote

I think the best aspect of VR is that employees can have more engaging interactions with the HR department, whether it is in the interview process, training, or just a simple meeting. This will be

able to happen from anywhere in the world & still feel as though they are sitting across from you. For example, instead of asking an employee a situational question & getting their reply, we could actually put them in a situation in VR & see how they truly react. This will take HR to a whole new level never before experienced .

9. It Will Impact the Health and Fitness Industry

VR will become a tremendous performance hack for anyone who wants to visualize the future as if it is already here . Athletes and doctors are already using hardware like OculusVR (acquired by Facebook) to visualize all of their goal coming into fruition, including perfect health & performance. People will finally be able to step outside of themselves and hit the winning shot , beat illness , or close the perfect deal.



10. It Will Offer Immersive, On-the-Job Learning Experiences

I'm most excited about the opportunity of virtual reality apps to facilitate learning & relationship building in a business setting . You'll be able to master public speaking by practicing in front of a virtual audience , you'll be able to see how business is conducted in Japan by working virtually from that office for a week, and your avatar can get together regularly, face to face, with your boss across the country. The number of skills you'll be able to acquire and mentors you'll be able to tap will explode when there are no practical or geographic limits.

11. Geographical Location Will Become Irrelevant

Already we live in a virtual age, where with the usage of Skype, Google Hangouts and other forms of digital media it doesn't really matter where you are physically located . However , with the advancement of virtual reality , not only will it not matter where you are geographically , but it will actually appear as if you are in the same place even when you are thousands of miles apart.

ARTICLE BY :

Mr. Shardul Singh Chauhan
Assistant Professor
IT Department

Virtual Reality

Virtual Reality implies encountering things through our PCs that don't generally exist. From that straight forward definition, the thought doesn't sound particularly new. At the point when you tune in to encompassing instrumental or old style music with your eyes shut, and begin dreaming about things, isn't that a case of virtual reality—an encounter of a world that doesn't generally exist? Shouldn't something be said about losing yourself in a book or a film? Clearly that is a sort of augmented reality?

In case we will comprehend why books, films, works of art, and bits of music aren't a similar thing as virtual reality, we have to characterize VR reasonably obviously. For the motivations behind this straightforward, starting article, I will characterize it as: A convincing, intelligent 3D PC made world that you can investigate so you believe you truly are there, both intellectually & genuinely.

Putting it another way, computer generated reality is basically:

- **Convincing:** You truly need to feel like you're in your virtual world (on Mars, or any place) and to continue accepting that, or the deception of computer generated reality will vanish.
- **Intelligent:** As you move around, the VR world needs to move with you. You can watch a 3D film and be shipped up to the Moon or down to the seabed—however it's not intuitive in any sense.
- **PC created:** Why is that significant? Since just amazing machines, with sensible 3D PC designs, are sufficiently quick to make trustworthy, intuitive, elective universes that adjustment progresses progressively as we move around them.
- **Explorable:** A VR world should be huge and nitty gritty enough for you to investigate. Anyway reasonable a work of art is, it shows just a single scene, from one point of view. A book can portray a tremendous and complex "virtual world," however you can just truly investigate it in a straight manner, precisely as the writer depicts it.



• **Vivid:** To be both convincing and intuitive, VR needs to connect with both your body & your brain . Works of art by war craftsmen can give us looks at strife , yet they can never completely pass on the sight, sound , smell,taste,&feel of fight. You can play a pilot test program game on your home PC and be lost in a sensible, intelligent experience for quite a long time (the scene will continually change as your plane flies through it), however dislike utilizing a genuine pilot test program (where you sit in a using pressurized water worked mockup of a genuine cockpit & feel real powers as it tips and inclines), and even less like flying a plane. Now , The key thing to remember about VR is that it really isn't a fad or fantasy waiting in the wings to whistle people off to alternative worlds; it's a hard-edged practical technology that's been routinely used by scientists, doctors, dentists, engineers , architects, archaeologists, & the military for about the last 30 years.

What sorts of things can we do with it?

1.Medication

Aside from its utilization in things like careful preparing and medication plan, computer generat-ed reality additionally makes conceivable telemedicine . A consistent augmentation of this has a specialist in 1 area snared to a computer generated experience control board&a robot in another area (possibly a whole mainland away) using the blade.

2.Scientific visualization

Anything that occurs at the nuclear or sub - atomic scale is successfully imperceptible except if you're set up to sit with your eyes stuck to an electron magnifying instrument . In any case, assume you need to structure new materials or medications and you need to explore different avenues regarding what could be compared to LEGO . That is another undeniable application for computer generated reality .

3.Games and diversion

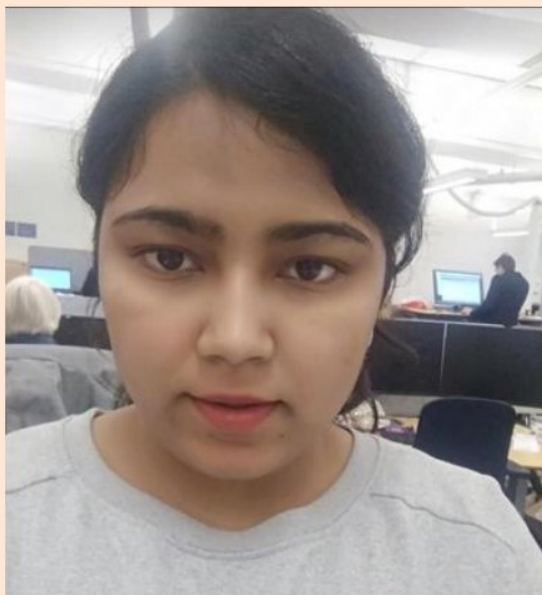
From pilot training programs to race - vehicle games , VR has since a long time ago floated on the edges of the gaming scene-never entirely adequate to reform the experience of gamers, to a great extent because of PCs being excessively moderate, shows lacking full 3D.

ARTICLE BY :
Kajal Khanna
IT 4th Year

ALUMNI SPEAKS

INFORMATION
TECHNOLOGY





**DIVYAA AGNIHOTRI
IT (2008-2012) BATCH
SENIOR ERP DEVELOPER AT
"CGI SVERIGE AB"
GOTHENBURG, SWEDEN**

"College life made our personality all rounder". Before college we use to focus on good marks to get admission on good college but once you get it then your mature journey starts. Yes, IMSEC gave me that opportunity to enhance my personality, independent thinker, smart way to work, self project motivated, good programmer and many more which helped me a lot on my future adventures. When I look back my four years journey with IT department faculties, I always feel thankful for their valuable knowledge transfer to me that helped me to experiment more on the practical things.

So my dear existing IMSEC students, please do self analysis first to know where you are lacking to face challenges of the world after your graduation as far as you know the world right now, work on that, be disciplined on that, IMSEC faculty will surely help you to overcome your shortcomings because after college YOU and only YOU will be the master and you will have your best college memories.

I want to give you my good wishes and good luck for your future.



**PREM VIR SINGH
IT (2009-2013) BATCH
SR. CLOUD DEVELOPER
ENGINEER
NIIT TECHNOLOGIES, GR.
NOIDA**

Whenever I look back at the 4 years which I was spend in my Engineering there are so many good memories those comes in my reminiscence. Today's still when I see the reminiscence of my college life at IMSEC, it puts smile on my face and gives me positive energy. My College life at IMSEC will always be one of the best part of my entire life. Publication of ITanium Magazine is a good initiative taken by IT Department to share our knowledge and connect many people.

In the last not least I would like to say enormous thankful to my Faculties of IT Department, who have given me inestimable Knowledge and Guidance to become whatever I am now.



MAYANK KUMAR GAUR
IT (2010-2014) BATCH
PRODUCT MANAGER
JUNGLEE GAMES
GURUGRAM

I have come a long way from my engineering days and have worked for many companies & Industries. Responsibilities ranging from being a Techie, Analyst, Advisory Consultant and a Product Manager. *To this date the learnings from my engineering professors is GOLD*. I was blessed to be part of the family.

4 years of bachelors in engineering is a big commitment to make. I did it with IMS. Had four most happening and rewarding years of my life there. Frankly IMS has a great campus, wonderful hostel and the VUCA student vibe to it. IMS is loaded with hardworking smart faculties & a great cohort (*Big shout out to my IT dept professors*). This magazine is great way to communicate to current students. My one liner wisdom for you: *"You have every opportunity in IMS, just get on your toes and grab it"*.

I joined IMS with loads of expectations and came out with no regrets, wonderful mentors and friends.



SHRUTI AGARWAL
IT(2011-2015) BATCH
SENIOR BUSINESS ANALYST
WIPRO , GURUGRAM

College life is a time full of experiences and learning many new things. I enjoyed my college life with full of experiences as I was hostler for initial 3 years and then day scholar.

I feel very happy that I was a part of IT department of IMS engineering college as I met wonderful teachers who were always there with you.

It actually becomes a second house, where we meet various unique people, come to some amazing friends, make some mistakes, and finally, we get a degree in ourselves.

I miss hostel canteen , last minute assignment and semester exam .

I am presently working in Wipro as Business Analyst and working in test plans and sql.

So looking back to those 4 years , its feels amazing that subjects like software testing and Sql were explained so well with other subjects.



Lit Drops

POWER OF SOLITUDE

The buzz all around has over shadowed one of the most important part of our lives. SOLITUDE.

A lot people tend to view 'being alone' as 'being anti social'. The number if friends you have accounts for your degree of coolnessand reputation. But, actually being alone allows you to be with your own thoughts. You get to discover who you are.

All day long we talk and laugh with a bunch of people without even a single fruitful discussion. In that case, talk to yourself.

Swami Vivekanand has said well, " If you don't talk to your self everyday, you miss meeting an amazing person."

The feeling of emptiness and being silent even admist the loud cacophonies is a beautiful and gratifying feeling. In a nut shell, there's no better companion than you, yourself dear!"

LET THE WINDOW REMAIN OPEN....

*Let the window remain open,
Allow the eyes to feast on the dawn!
For a change , ask the demons about the paucity of life and let
the angels guide you to your lofty quest to the hole.
Reminisce each breath that you breathe rather making it just
a count.
Grant your eyelids the ecstasy to droop
over the symphony of your heartbeat and not by the exhaustion
by the haunting extraction of mind.
Forbid the soul from the cage of rage, agony and loathe...and
give it the leisure of residing .
Concede the shenanigans of the
vibes, edicting the fragments of perfection.
Permit the action to be reckless, losing the phobia of peril.
Allow the cool breeze to soothe the walls of the prison that
your body is, making the escape from the
unfathomable and suffocating pessimism easier.
Set the threshold beyond the grasp of the assumptions ...
setting the bird free from the dense roots of the anticipation.
Let the window remain open,
Allow the eyes to feast on the dusk!*

Shubhangi Mishra, IT-2, 2nd yr

'A Musical Note'

Let music be your master of melody.

Let music be your key.

**Let music be your teacher of
tuning.**

Let music be you and me.

Let music be your sensei of soothing.

Let music let you see.

Let music be your guru of groove.

Let music make you dream.

Let music be your guide to move.

Let music let you be.

**Let music be your educator of
expression.**

Let music keep your steam.

**Let music be your destroyer of
depression.**

Let music create your scene.

**Let music be your professor of
passion.**

Let music pay your fee.

Let music be your tutor of truth.

Let music plant a seed.

Let music be all of these.

Let music set you free.

A photograph of a person's hands holding a newspaper. The hands are positioned in the lower half of the frame, with the left hand at the bottom and the right hand slightly higher. The newspaper is held open, showing some text and a small image. A bright red horizontal banner is superimposed over the middle of the image, containing the text "NEWS WORTHY" in white, bold, sans-serif capital letters. The background is blurred, showing what appears to be a desk with a green object and some papers.

NEWS WORTHY

CURRENT AFFAIRS

India bans 59 Chinese apps including TikTok, WeChat, Helo

The Government of India has banned 59 Chinese mobile applications, including top social media platforms such as TikTok, WeChat and Helo, to counter the threat posed by these applications to the country's "sovereignty and security".



U.S. Begins Phase 3 Clinical Trial of COVID-19 Vaccine



A Phase 3 clinical trial designed to evaluate if an investigational vaccine can prevent symptomatic coronavirus disease 2019 (COVID-19) in adults has begun. The vaccine, known as mRNA-1273, was co-developed by the Cambridge, Massachusetts-based biotechnology company Moderna, Inc., and the National Institute of Allergy and Infectious Diseases (NIAID), part of the National Institutes of Health.

National Education Policy 2020: Less stress on boards, common college entrance test in sweeping education reforms

In sweeping "toddler to college" reforms, seen as the most ambitious since the introduction of the 10+2+3 system, the government on Wednesday unveiled the new National Education Policy that restructures school education by setting out age 3-6 years as pre-school, de-emphasises "high stakes" boards, introduces a SAT-like university entrance test and offers the option of a four-year bachelor's degree at the undergraduate level.



Unlock 3.0 Guidelines Issued: MHA allows gyms, yoga institutes to open; schools, bars, theatres to remain shut



Under Unlock 3.0, the gyms and yoga institutes have been allowed to open from August 5th. Schools, bars, cinema theatres, metro rail and swimming pool will continue to remain closed.

NEWS & POLITICS

INDIA GETS RAFALE FIGHTER JETS FROM FRANCE, BOOSTING ITS AIR FORCE

Five French-made jet fighters arrived in India on 29 JULY 2020, the first of 36 New Delhi ordered as it moves to upgrade its air force amid a spike in tensions with China. "The Birds have landed safely in Ambala," Indian Defense Minister Rajnath Singh tweeted. "The touchdown of Rafale combat aircrafts in India marks the beginning of a new era in our military history."



NEARLY 1 LAKH CHALLANS ISSUED BY DELHI POLICE BETWEEN JUNE 15 AND JULY 31 FOR NOT WEARING MASKS



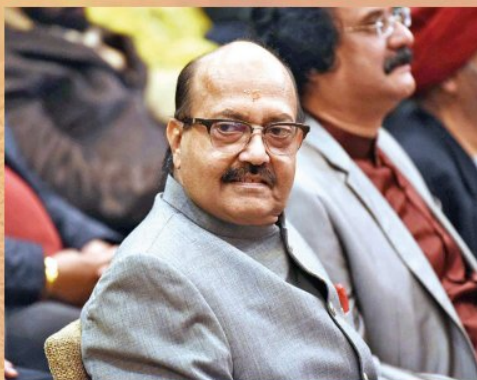
The Delhi Police has issued nearly one lakh challans between June 15 and July 31 for not wearing masks, spitting in public places and violating social distancing norms in the national capital, officials said on Saturday. As many as 97,417 challans were issued in 15 police districts during this period, they said.

J&K, MANIPUR, NAGALAND, UTTARAKHAND JOIN 'ONE NATION-ONE RATION CARD' SCHEME: PASWAN

Jammu and Kashmir, Manipur, Nagaland and Uttarakhand have joined the 'One Nation-One Ration Card' scheme, taking the total number of states and union territories connected under the scheme to 24, Food Minister Ram Vilas Paswan said on Saturday. With this, about 65 crore beneficiaries, comprising 80 per cent of the total beneficiaries, covered under the National Food Security Act (NFSA) can now get their subsidised ration from anywhere in these 24 states and union territories, he said.



RAJYA SABHA MP AND FORMER SP LEADER AMAR SINGH PASSES AWAY IN SINGAPORE



Rajya Sabha member Amar Singh, who once wielded immense influence in power circles as a close aide of Samajwadi Party leader Mulayam Singh Yadav, has died in Singapore where he was undergoing treatment. He was 64. Singh had undergone kidney transplant in 2011 and was not keeping well for a long time.

SCIENCE & TECHNOLOGY

NASA'S NEXT MARS ROVER IS BRAWNIEST AND BRAINIEST ONE YET

With eight successful Mars landings, NASA is upping the ante with its newest rover. The spacecraft Perseverance — set for liftoff this week — is NASA's brawniest and brainiest Martian rover yet. It sports the latest landing tech, plus the most cameras and microphones ever assembled to capture the sights and sounds of Mars.



SAMSUNG SEES 10% INDIA BUSINESS COMING VIA ONLINE STORE BY 2021-END



South Korean tech major Samsung on Wednesday said it expects 10 per cent of India sales to be driven by its online store by the end of next year, as it brings in new programmes on its website to woo various segments of consumers.

GOOGLE TO KEEP MOST OF ITS EMPLOYEES AT HOME UNTIL JULY 2021

The prolonged lockdown of Google's offices could influence other major employers to take similar precautions, given that the technology industry has been at the forefront of the shift to remote work that has been triggered by the spread of the novel coronavirus.



SPORTS

IPL 2020 SET TO START ON SEPTEMBER 19, FINAL ON NOVEMBER 8

The eagerly-awaited Indian Premier League will start on September 19 in the United Arab Emirates (UAE) with the final slated on November 8, IPL Chairman Brijesh Patel told PTI on Friday. While the event's Governing Council will meet next week to chalk out the final details and approve the schedule, it is understood that the BCCI has informally intimated the franchises about the plan.



ACCEPT ICC'S DECISION TO POSTPONE T20 WORLD CUP

Cricket Australia (CA) on Tuesday said it accepts the ICC's decision to postpone this year's T20 World Cup owing to the COVID-19 pandemic, reiterating that there was considerable risk in hosting 16 teams "in the current environment".



COVID-19 TEST WON'T AFFECT CITY-REAL MADRID TIE: UEFA

European soccer's governing body says it is confident Real Madrid's Champions League clash with Manchester City will go ahead as planned next week despite one of the Spanish side's players testing positive for COVID-19.

Real confirmed on Tuesday that forward Mariano Diaz had tested positive, casting doubt on his participation in the Aug. 8 tie at the Etihad Stadium.



OLYMPIC HOCKEY SCHEDULE: INDIA MEN TO OPEN CAMPAIGN AGAINST NZ, WOMEN FACE NETHERLANDS

Desperate to end its four decade medal jinx, the Indian men's hockey team will open its campaign against New Zealand at the Tokyo Olympics on July 24 next year. The women's side will be up against mighty Netherlands in their first match on the same day.

Eight-time champions India have been clubbed along side Australia, Argentina, Spain, New Zealand and hosts Japan in a tough Pool A in the men's competition, while Pool B consists of Belgium, Netherlands, Germany, Great Britain, Canada and South Africa.



DEPARTMENT NEWS



NCRAITC- 2020

IMPORTANT DATE
Paper Submission Deadline
Paper Acceptance Notification
Final Paper Submission
Defense Date
CONTACT ME info@edmgr.com
www.edmgr.com
Send your paper through my email only
info@edmgr.com or info@edmgr.com
Your paper must be in EDS two column format
The Conference will be in Online Mode
2021

DEPARTMENT OF
INFORMATION TECHNOLOGY

ALUMNI VIRTUAL MEET

IMS ENGINEERING COLLEGE

12 JULY 2020 | 11 AM - 12:30 PM

VENUE:- GOOGLE MEET

FOR REGISTRATION:-

<https://bit.ly/38pFa62>

Let's get together to reminisce old times and talk about the future. Let's all meet up at Alumni Virtual Meet.



ALUMNI MEET- 2020

Department of Information Technology organized Alumni Virtual Meet-2020 on 12-07-2020. Around sixty five Alumni were registered for the program. The prominent alumni who shared their thoughts were Divya Agnihotri (CGI, Gothenburg, Sweden), Shubham Rastogi (Infosys, Pune), Sheena Hora (TCS, Chicago, USA), Shubham Srivastava (JP Morgan, Bangalore), Sudha Singh (Infosys, Pune), Mohd Danish Imam (SAP, Bangalore), Piyush Gupta (Axway, France), Vishnu Upadhyay (Coverfox Insurance, Mumbai), Anirban Samajdwar (PwC, Kolkata). All participants were very happy to see this initiative of the Department. Director Dr Sraban Mukherjee addressed the participants. Dr. S. N. Rajan, HOD-IT, welcomed the participating alumni.



ALUMNI VIRTUAL MEET-2020

Department of Information Technology

IMS Engineering College

(12-07-2020)



Alumni Meet-2020



ALUMNI VIRTUAL MEET-2020
Department of Information Technology
IMS Engineering College
(12-07-2020)



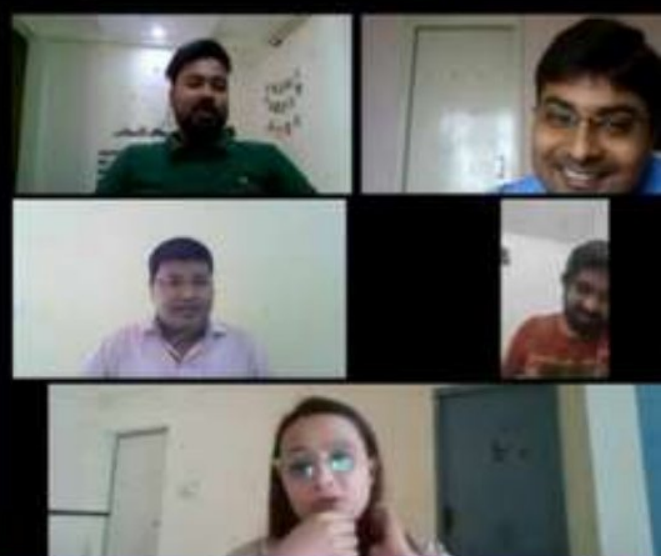
ALUMNI VIRTUAL MEET-2020
Department of Information Technology
IMS Engineering College
(12-07-2020)



ALUMNI VIRTUAL MEET-2020
Department of Information Technology
IMS Engineering College
(12-07-2020)



ALUMNI VIRTUAL MEET-2020
Department of Information Technology
IMS Engineering College
(12-07-2020)



ALUMNI VIRTUAL MEET-2020
Department of Information Technology
IMS Engineering College
(12-07-2020)



ALUMNI VIRTUAL MEET-2020
Department of Information Technology
IMS Engineering College
(12-07-2020)



During the COVID-19 lockdown period, Department of IT organized online six week summer internship program for the students of first year to third year. The program for first year started on 20th June whereas for rest of the years it started on 13th July 2020. Almost all the students of IT and many students of other branches of engineering participated in the program and learned various new technologies. The program detail is as follows:

SUMMER INTERNSHIP

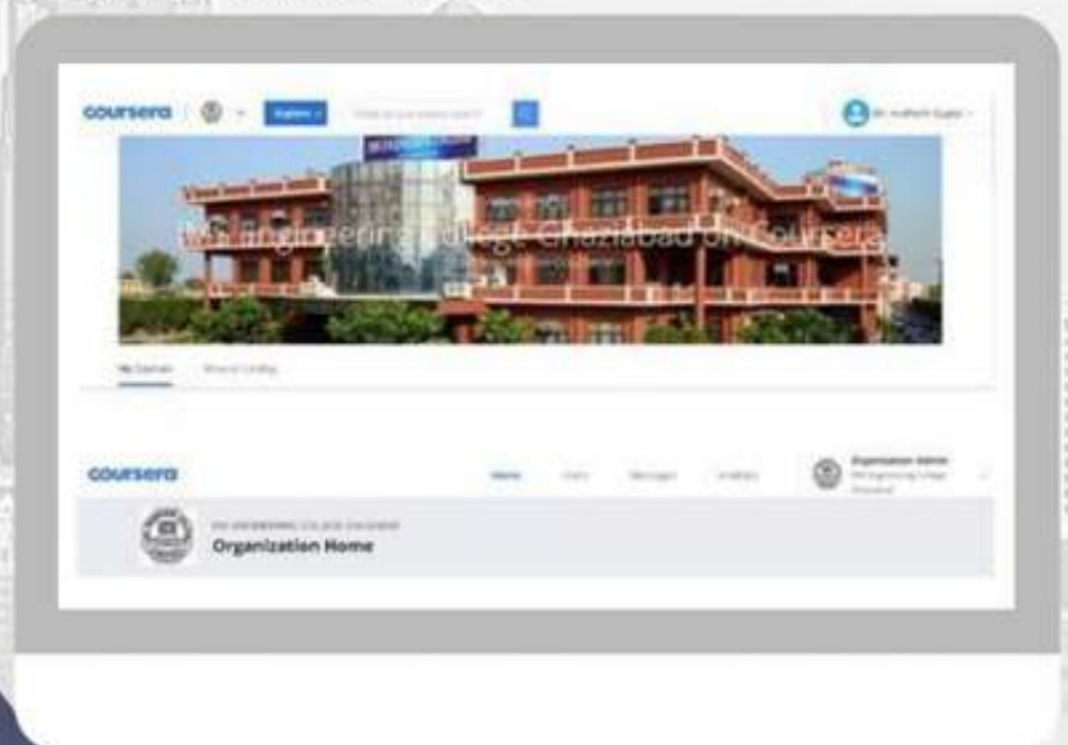
Student Year	Program Detail	Faculty Members Involved	No of Students participated
1st	Python Programming and Applications	Dr Avdhesh Gupta Ms Shalini Mittal Dr Saumi Ghosh Mr Sardul Singh Chauhan	260
2nd	"Essentials of Computational Framework" (Block Chain, Algorithm Design & Complexity, RDBMS, OOPs)	Dr Avdhesh Gupta Mr Ravi Shankar Pal Mr Upendra Mishra Mr Veer Bhadra Pratap Singh Ms Pragya Agarwal	75
3rd	"Advanced Computational Techniques" (Fuzzy Logic, Evolutionary Computing, Informational Retrieval Techniques, Artificial Neural Network)	Dr S N Rajan Mr Sardul Singh Chauhan Mr Deepak Gupta	72

coursera Summary

Department of Information Technology in association with Coursera initiated online courses for all students and faculty members of IMS Engineering College, Ghaziabad during the lockdown period due to COVID - 19 epidemic. Students & Faculty members actively joined and completed various online courses / programs. The statistics till 31st July 2020 is as follows.

TOTAL ENROLMENT : 4642

TOTAL COURSE COMPLETION: 1338



PLACEMENT DETAILS

Roll no	Name	Placed in
1514313045	AYUSHI SRIVASTAV	VINCULUM
1614313002	AAYUSH BANSAL	GINGERWEBS, BYJUS
1614313004	ABHISHEK TYAGI	NUCLEUS SOFTWARE
1614313006	ADITI CHAUDHARY	TCS (CODEVITA), COGNIZANT
1614313007	AMRITANSHU DWIVEDI	TCS (NQT),WIPRO
1614313008	ANMOL RAJPUT	TCS (NQT)
1614313011	ANSHUL SHISHODIA	XCEEDANCE
1614313012	ANUBHA GARG	NIIT
1614313013	ANURAG YADAV	APPLICATEAI
1614313014	ARCHIT SAXENA	COGNIZANT
1614313016	ASHIRWAD VASHISTHA	OPTIMUS,NIIT,INFOSYS
1614313017	ASHISH KUMAR JHA	TO THE NEW
1614313018	ASHISH KUMAR SANDHU	ASNS MEDIA
1614313019	ASHUTOSH DIXIT	VVDN,WIPRO
1614313021	BHAWANA TOMAR	WIPRO
1614313023	DHARMVEER SINGH	TCS (NQT)
1614313024	DINESH UPADHYAY	TCS (NQT)
1614313025	FAREED UZ ZAMAN	SUCCESSIVE SOFTWARE
1614313026	GARIMA SRIVASTAVA	VVDN,INFOSYS
1614313027	GAURANG JINDAL	TOTORBRO PVT LTD
1614313028	HARSHIT GUPTA	TCS (NQT)
1614313029	HARSHITA VIJAY	VINOVE SOFTWARE
1614313030	HARSHITA SRIVASTAVA	TCS (DIFFERENTIAL)
1614313031	HIMANI PANWAR	INFOSYS
1614313032	HIMANSHU TEOTIA	VVDN

Roll no	Name	Placed in
1614313033	KASHISH GARG	OPTIMUS
1614313034	KHUSHI JAIN	VINCULUM
1614313036	LOVNEESH VIJ	TCS (NQT),COGNIZANT
1614313037	MANVENDRA SINGH	SUCCESSIVE SOFTWARE
1614313038	MAYANK GUPTA	TCS (NQT), VINOVE SOFTWARE,NIIT
1614313039	MD IMRAN KHAN	WFX
1614313040	MEGHA BATRA	TCS (CODEVITA)
1614313044	MUKESH KU PRAJAPATI	MOTHERSON SUMI
1614313045	MUKUL BHARDWAJ	QA INFOTECH
1614313047	NANCY KULSHRESTHA	TCS (NQT),OPTIMUS,
1614313050	NIKHIL GARG	AVIS E SOLUTIONS INFOSYS
1614313051	NITESH KUMAR VERMA	TCS (CODEVITA)
1614313052	NITIN KUMAR	XCEEDANCE
1614313053	OMISHA SHARMA	TCS (NQT)
1614313057	POORNIMA RAI	MOBELIZEON,INFOSYS
1614313059	PRANJAL AGARWAL	XCEEDANCE
1614313060	PRASHANT BRAHMBHATT	TO THE NEW
1614313062	RAGHURAJ VERMA	QA INFOTECH
1614313063	RISHI CHATURVEDI	GINGERWEBS
1614313064	RIYA GUPTA	VINOVE SOFTWARE, XCEEDANCE
1614313065	RIYA YADAV	VINOVE SOFTWARE
1614313066	SACHIN GUPTA	QA INFOTECH
1614313067	SAJAL SHARMA	NUCLEUS SOFTWARE, SUCCESSIVE SOFTWARE
1614313071	SAURAV SINGH	COGNIZANT

Roll no	Name	Placed in
1614313074	SHIKHAR CHAUDHARY	Motherson Sumi
1614313075	SHIVA SHARMA	Successive Software, GingerWebs
1614313076	SHIVAM MITTAL	TCS (NQT)
1614313077	SHIVAM SINGH	VINCULUM
1614313078	SHIVAM SHUKLA	TCS (Digital)
1614313079	SHIVANGI SINGH	NIIT
1614313081	SINGH VAIBHAV RAJESH	QA Infotech
1614313082	SUKRITI SAXENA	TCS (Codevita)
1614313083	SURBHI AGARWAL	TCS (Codevita),Wipro, Nagarro
1614313084	SWASTI JAIN	Mirketa S/W, TCS (NQT)
1614313085	SYED MOHD MEHDI	Vinove Software
1614313086	TANMAY PATHAK	TCS (NQT),XCEEDANCE
1614313087	TANVI ATTREYA	Vinove Software
1614313088	UDIT RANA	QA Infotech
1614313091	VINAYAK JAIN	Infosys

STUDENTS OPINION

INFORMATION TECHNOLOGY





Aarushi chaudhary

IT 1

BATCH 2016-20

NEVER GIVE UP

We all are aware of the fact that Corona has hit all of us and because of which a lot of people will going to be affected unfortunately in a negative way. We all know how this pandemic has affected our mental health as well. So, I wanted to share my opinion on this issue. Having failures are not the end of the world, One should always keep this lesson in mind. "It always seems impossible until it's done." - Nelson Mandela.

Since most of us will be going to enter a new phase of our life. It's the right time to have a talk about it. Due to this uncertainly occurred pandemic situation a lot of people are going to be fired or their salary will be deducted or their companies will be shut down. I totally agree that from now onwards competition will get increased for all of us but the deserving person surely will catch his/her dreams, It's just the matter of how passionate one is towards their dreams. Many times struggle happens just to teach us a lesson. We can either learn from that lesson or deny it.

Luck is great, but most of life is hard work. Sometimes the only way out of stress is through it. One should just pull up their socks, work hard, and shine like a star. Face the struggle to overcome challenges in life. So, "Never Ever Give Up" - always remember this lesson in life.



SHRADDHA KATIYAR

IT 2

4TH YEAR

BELIEVE IN YOURSELF

Believe In Yourself: Have faith in your abilities, skills and passions. The Strongest factor for success is self-esteem. Believing you can do it, believing you deserve it and also believing you will get it. A strong belief in yourself can bring you all these benefits and more. You recognize your ability to accomplish goals. You are optimistic about the future as you set goals and achieve them. "Deep down inside ,you know you can do anything".

Face your fears :- When you believe in yourself, you realize that those emotions are there to encourage to take action, not to hold you back. People with self-belief turn fear into action by focusing on their goals as part of their overall purpose in life. Believe in yourself and all that you are. Know that there is something inside you that is greater than any obstacle.

"Don't downgrade your dreams, To Match Your Reality. Upgrade Your Believe, To Match Your vision". Believe in yourself and stand for your dream. Even in any difficult times, you need to maintain the confidence and conviction that you can achieve what you want. To be beautiful means to be yourself. You don't need to be accepted by others. You only need to accept your own amazing self.

"Follow your dreams, believe in yourself and don't give up".



AYUSH SHARMA

IT 1

3RD YEAR

HACKING IS NOT A CRIME IT'S IS A SKILL THAT ARE DEVELOPED BY PRATICE AND CREATIVE MINDS.

Hacking is widely defined as the act of break down into a computer system. Hacking isn't always a crime as 'ethical hacking' occurs when a hacker is legally permitted to exploit security networks. In other words, it's when a hacker has the appropriate authorization. Hacking crosses the criminal line when a hacker accesses someone's computer system without such authority, Hackers are the imaginary evil of the digital era.

HACKERS ARE GENIUSES NOT BECAUSE THEY ARE SMART, BUT BECAUSE THEY CAN CONTROL THE WHOLE WORLD WITH A CLICK OF A BUTTON.

Many a templates and T-shirt bearing the words "Hacking is not a crime" were seen over the past years. This message is true,

Desire to learn something is a good thing. Just like learning to pick locks might make me fearful for the security of my stuff because now I see how easy it is, at the same time I am now aware of these vulnerabilities and can take steps to mitigate or put my defense in depth into place.

Thats all from my side have a good day.



RITIKA SIROHI

IT 2

2ND YEAR

A BLUEPRINT OF NEW EDUCATION POLICY OF INDIA

- ° **STRONG MIND DISCUSS IDEAS**
- ° **AVERAGE MINDS DISCUSS EVENTS**
- ° **WEAK MIND DISCUSS PEOPLE**

SO AS A STUDENT , I WANT TO EXPRESS MY VIEWS OR IDEAS ON NEW EDUCATION POLICIES PASSED DURING ONGOING PANDEMIC AND ECONOMIC CRISIS.

UNDOUBTLY IT AIMS AT MAKING THE EDUCATION SYSTEM HOLISTIC, FLEXIBLE , MULTIDISCIPLINARY AND ALIGNED TO THE NEEDS OF 21ST CENTURY AND

2030 SUSTANABLE DEVELOPMENT GOALS . POLICY IS AMBITIOUS AND FORWARD LOOKING .IT ENSURES UNIVERSAL ACESS TO SCHOOL EDUCATION FROM PRE

SCHOOL TO SECONDARY FOCUSING ON EARLY CHILDHOOD CARE , EDUCATION , FUNDAMENTAL LITERACY AND NUMERACY .IN HIGHER EDUCATION SEGMENT ,

NEP AIMS TO IMPROVE GROSS ENROLMENT RATIO FROM 26.3% (2018) TO 50% BY 2035. IT IS REALLY A NICE FRAMING POLICY MANDATE . THERE IS

NO TIME FRAME GIVEN FOR ITS IMPLEMENTATION. ONLY FRAMING THIS POLICY WILL NOT WORK , GOVERNMENT REGULAR TO TAKE FULL FLADGED STEPS FOR ITS IMPLEMENTAIONS



SATAKSHI MISHRA

IT 1

2ND YEAR

MOTIVATION

"Be ambitious with goals not deadlines".

Anything that has a goal is a process. Andprocesses take time.

One of the biggest mistake one can make it to get frustrated when things wouldn't manifest as quickly as you would like. You will have to work incredibly hard and for results would come. So you would work even harder and results would still trickle in. Instead of putting all your mental energy into finishing a task within a certain time frame, focus on finishing in the time period. Stick with it no matter how long it takes. If you are a type "A" Personality who really wants to know how long you will need to work to achieve your goal, trying talking to expert who already completed the journey.

And instead of setting your sights on personal deadlines, keep yourself motivated by setting smaller goals to serve as landmarks on the journey. If you are starting a new web site, don't focus on becoming independently wealthy as a blogger.

Why not making your first goal is to earn a few. After you make your first earnings, set another goal to earn higher. Keep building up as you learn what it takes to monetize your online business and soon you will be independently wealthy. It just takes a lot of time and patience, but setting small goals along the way will keep you focused so you don't get ahead of yourself and end up frustrated.

Be ambitious. Be awesome.



DEEKSHA SRIVASTAVA

IT 1

2ND YEAR

LEARNING MUST CONTINUE

As the entire world is in a state of lockdown, the wave of turmoil, fear, and anxiety has swept the entire global village. However, teachers, children and their parents are dealing with this situation from a more optimistic and positive lens. We perceived it quickly that schools may have shut abruptly, but not the minds of our children. Hence, learning must continue. The centre of learning was shifted from schools and colleges to their homes. Parents have also taken an initiative of homeschooling and took this opportunity to make household chores more fun and playful by involving kids and teaching them the errands of daily life. Having said that, schools have taken up the responsibility to enable students to acquire knowledge, skills and competency required for decision making, problem-solving and collaboration. Thereby, the transition from classroom teaching to virtual learning has not only been challenging for all the stakeholders but also energizing and inspiring. We are quite fortunate to be living in an era where technology is abundantly available and the wealth of resources for e-learning is plentiful. Technology is an important tool for teachers to impart education seamlessly. Technology to educators, has proven to be an unfathomed window of opportunities. there is so much to learn and do with our time in abundance. Hence, learning must continue.

UPCOMING EVENTS

TRISHUL '20

Trishul'20 is "the tech-carnival" of HNB garhwal university, to be conducted with all types of technical events and competition ranging with 20+ nearby engineering colleges and universities. Mark your presence !

EVENT START DATE - TUE, 01 SEP '20

EVENT START TIME - 11:00 AM

EVENT END DATE - WED, 30 SEP '20

EVENT END TIME - 01:00 PM

CODE GLADIATORS

Code Gladiators is an annual coding competition by TechGig, that draws the best and the brightest coding talent from all over the world. With multiple contests in emerging technologies and the coveted title of Code Gladiators up for grabs, the competition sees enthusiastic participation and has grown from strength to strength with each passing year.

FOLLOWING IS THE URL. OPEN IN YOUR BROWSER AND CONTINUE:

<https://www.techgig.com/codegladiators>



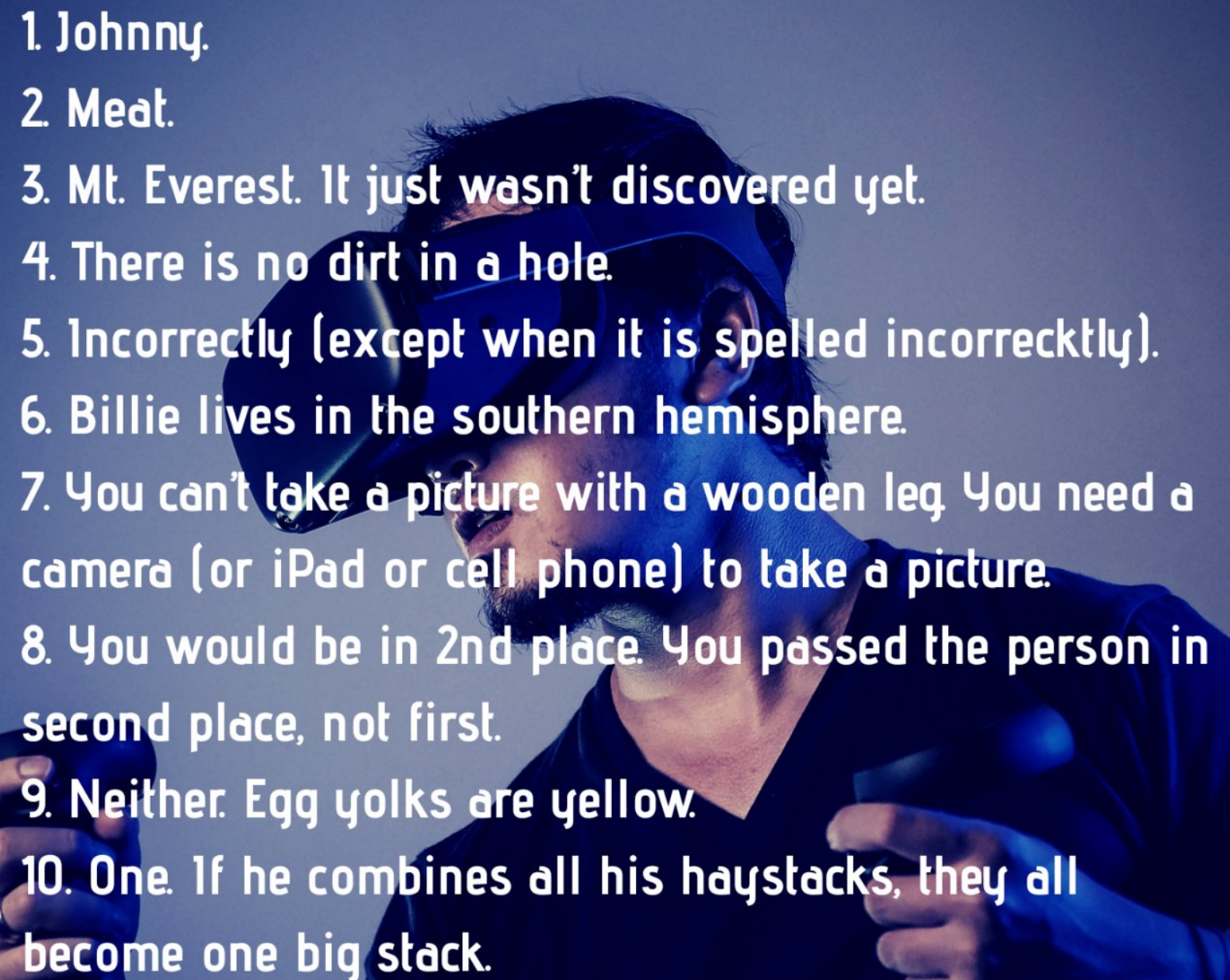
Brain Stormers

QUESTIONS

A man with a beard and long hair is wearing a VR headset and holding two VR controllers. He is looking down at the controllers with a focused expression. The background is a solid blue color.

1. Johnny's mother had three children. The first child was named April. The second child was named May. What was the third child's name?
2. A clerk at a butcher shop stands five feet ten inches tall and wears size 13 sneakers. What does he weigh?
3. Before Mt. Everest was discovered, what was the highest mountain in the world?
4. How much dirt is there in a hole that measures two feet by three feet by four feet?
5. What word in the English language is always spelled incorrectly?
6. Billie was born on December 28th, yet her birthday always falls in the summer. How is this possible?
7. In British Columbia you cannot take a picture of a man with a wooden leg. Why not?
8. If you were running a race and you passed the person in 2nd place, what place would you be in now?
9. Which is correct to say, "The yolk of the egg is white" or "The yolk of the egg are white?"
10. A farmer has five haystacks in one field and four haystacks in another. How many haystacks would he have if he combined them all in one field?

ANSWERS

- 
1. Johnny.
 2. Meat.
 3. Mt. Everest. It just wasn't discovered yet.
 4. There is no dirt in a hole.
 5. Incorrectly (except when it is spelled incorrecktly).
 6. Billie lives in the southern hemisphere.
 7. You can't take a picture with a wooden leg. You need a camera (or iPad or cell phone) to take a picture.
 8. You would be in 2nd place. You passed the person in second place, not first.
 9. Neither. Egg yolks are yellow.
 10. One. If he combines all his haystacks, they all become one big stack.



Thank You

Send your articles at
itanium@imsec.ac.in



IMS Engineering College, Ghaziabad
NAAC Accredited with A grade
Approved by AICTE. New Delhi & Affiliated to Dr.
A.P.J. Abdul Kalam Technical University, Lucknow