

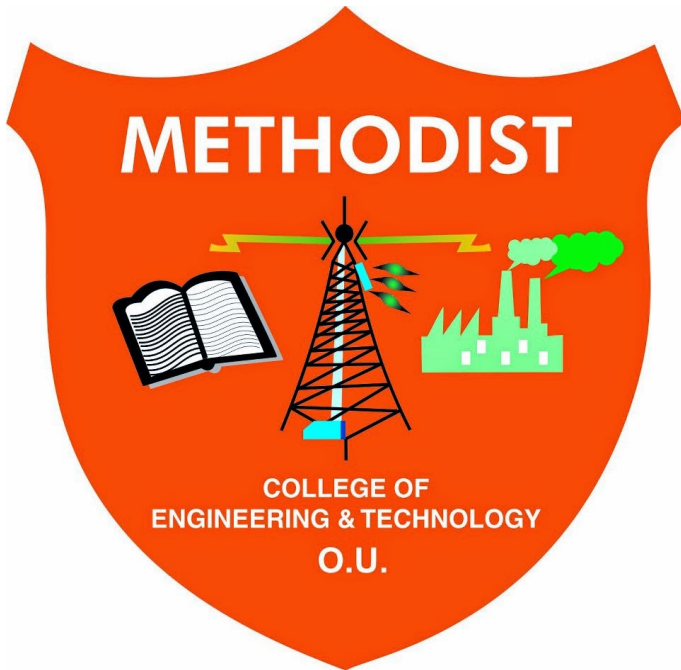
TECH BEVY | 2017-18

ANNUAL COLLEGE MAGAZINE

Department of computer science and engineering



TechBevy



" Tomorrow's technology through today's education "



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About the College

GLIMPSE OF THE **COLLEGE**



Methodist College of Engineering & Technology is a Non-Minority Educational institution, established in the year 2008, over 6.53 acre sprawling campus, situated at Abids, in the heart of the city of pearls, **Hyderabad** (Capital city of Telangana state). The college is well connected by public transport from every corner of the city. MCET is affiliated to Osmania University at the state level and with AICTE in the Central level.

Methodist College of Engineering and Technology strives towards **excellence** by imparting essential technical skills as well as a holistic approach towards grooming the students into responsible, worthy citizens of the future.

Life in Methodist is not just limited to the classroom-teaching, but spins beyond the textbooks to develop character and thus mould total the personality of the students to carve a niche for themselves in the society.

The ultimate goal of the Methodist College of Engineering and Technology is to educate and graduate individuals who possess the technical and social competence and confidence to succeed in professional practice and advanced education, to be lifelong learners, and to exercise responsible citizenship.

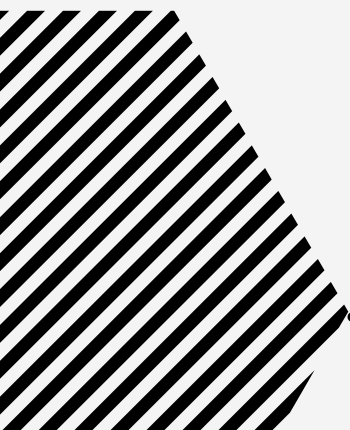
About the Department

GLIMPSE OF THE **DEPARTMENT**



The Dept was established in the year **2008** with an intake of 60 and subsequently enhanced to 120 in 2010. The present student strength is 300+ and faculty strength is 29. The department constitutes a group of energetic, experienced and well qualified faculty from industry and academia. The department houses state-of-the-art laboratories providing hands-on training and thus encouraging them to build major and minor projects. The alumni of the department are well placed in core companies and MNCs. The **department** instils quality education with holistic development. The students are encouraged to train and update their technical skills through various in-house trainings, knowledge transfer workshops, value added courses and project exhibitions. They are motivated to improve their communication & written skills through special trainings, to participate in extra-curricular activities, sports etc. The students are continuously evaluated through internals and quizzes. The slow learners are monitored with much more care and hence are uplifted towards betterment.

The department emphasizes a student – centric and friendly learning environment by systematically balancing academics and activities. The Faculties and students always work in tandem in organizing the various college level activities and technical fests. The relentless efforts of the faculty have helped the department in earning a good name & fame in a short span of time.



Vision & Mission

CSE DEPARTMENT



OUR VISION

To become a leader in providing Computer Science and Engineering education with emphasis on knowledge and innovation.

OUR MISSION

To offer flexible programs of study with collaborations to suit industry needs.

To provide quality education and training through novel pedagogical practices.

To expedite high performance of excellence in teaching, research and innovations.

To impart moral, ethical values and education with social responsibility.

Glimpses of the Year 2017-18

THE **YEAR** AS IT HAPPENED



1. Student Achievements

- The students of **2017** passed out securing 13 distinctions and 38 First classes.
- Out of **60** students 15 are pursuing their Masters Program abroad and 4 are doing their Masters program from local colleges
- 25 students are placed in MNC companies.
- Mr. Irfan Ali of B.E. IV/IV, CSE secured Gold Medal in 100 mts and **200** mts and Bronze Medal at PARA Sports Association of Telangana on 5th March, 2018 at Warangal.
- Ms. Akshaya Reddy and Miss. Pooja Sawanth represented our college at **WE-Hub** India's first state-initiated Innovation hub for Women that was launched by the government of Telangana on 08-03-2018.
- Mr. TejpalSingh, Chandrabhatta Sriram, Abhishek Surya and Dileep Vadlamudi of B.E. IV years are the team members **ACM ICPC (Internation Collegiate Programming Contest)** for India regionals 2017 and cleared two rounds.
- Mr. Mufaddal Khambati, of CSE IV year won **2nd Prize at Hackathon organized by Mozilla** (2017).
- Mr. Murtuza Aktari, Mr. Mufaddal, Mr. Mohit Tiwari of CSE IV years and Mr. Rishikesh and Mr. Sasduddin, of CSE II year are finalists in '**Smart India Hackathon 2017**' is a pan India 36 hour nonstop digital programming competition organized by MHRD - Government of India.

- Mr. Shahbaaz Noor of CSE III year got Bronze medal at State Level and Osmania University. He was runner up in **youth boxing association**.
- The college organized a "**Blood Donation Camp**" on 21st of February 2018.. 15 students from the department of CSE participated in the camp and donated the blood.
- Mr. Abhinav Reddy of CSE III year, is president for a **Rotract club**.
- Mr. Abhinav Reddy of CSE III year is part of managing team of an **NGO Saanthwan**.
- Mr. Mirza Akram Baig works for an NGO by name **Rise All Foundation** and he is teaching to students there.

2. Paper Publications by Faculty

- "**Improving Overall Associative Strength of Taxonomy Learning using TaxoFinder & CGraph**", by Mrs. V. Sailaja, in IJI TECH International Journal of Innovative Technologies, ISSN 2321-8665, Vol.05,Issue.09, September-2017, Pages:1790-1794
- "**Social Media: to deal crisis circumstances**" by Mr. L. Thirupathi and Mr. R. Sandeep in the proceedings of Fourth International Conference on New Frontiers of Engineering, Science, Management and Humanities on 03-09-2017 at IETE, OU Campus Hyderabad, in IJIACS Volume 6 Issue 9, September 2017.
- "**Towards Evaluating Web Spam Threats and Counter measures**" by Mr. L. Thirupathi in the proceedings of the International Conference on Innovative research in Engineering, Science, Management and Humanities (ICIRESMH - 2018), on 18-03-2018 at IEI, Hyderabad.

3. Workshops and Seminars Organised

- The Department conducted a two day workshop on “**Android App Development**” in association with MANAC InfoTech Pvt. Ltd., on 27th and 28th February, 2018.
- The department organized “**Oracle Student Day**” in association with Oracle Academy on 26-02-2018
- The department organized a guest lecture on “**Boarder Gateway Protocol for ISP Connectivity**”, by Mr. Charanjit Marwaha, Director Birmingham City University, for B.E. III/IV, students on 8th February 2018.
- The college organized a two day online workshop “**MOOCs (Massive Open Online Courses) - Aptitude & Reasoning**” in the department in association with TASK (Telangana Academy for Skill and Knowledge) on 15th and 16th February, 2018.
- The college organized a two day “**Soft Skills Workshop**”, in the department, in association with TASK (Telangana Academy for Skill and Knowledge) on 15th and 16th February, 2018.

4. Faculty Excellence

- Mr. T. Praveen Kumar conducted a one day workshop on “**Web Designing**” at St. Peter’s Engineering College, on 19-02-2018.
- Mr. D. Rajashekar, is winner of a **CISCO Press CCNA Cyber Ops in Global** IPD Week Sweepstakes – November 2017, conducted by CISCO Networking Academy.
- Mr. R. Sandeep acted as a coach in **ACM ICPC** (International Collegiate Programming Contest) for India regionals 2017.
- Mr. P. Ramanaiah and Ms. Samatha Sagar achieved “**A**” Grade, at Faculty Development Program on C and Data Structures, organized by TASK (Telangana Academy for Skill and Knowledge) during 21st to 25th August 2017.

- Mr. R. Sandeep successfully completed “**Introduction to IOT course**” of CISCO Networking Academy, on 9th August, 2017
- Mr. L. Thirupathi **qualified** in Telangana State Eligibility Test, TS SET 2017
- Mr. T. Praveen Kumar and Mr. D. Rajashekar registered for Ph. D under JNTUH
- Mrs. G. Saritha and Mr. L. Thirupathi registered for **Ph. D** under GITAM Deemed to be University, Visakhapatnam.
- Mr. T. Praveen Kumar gives Guest Lectures at BITS (**Birla Institute Of Technology and Science**), Hyderabad Campus.
- Mr. D. Rajashekar gives Guest Lectures at **VITS** (Vellore Institute of Technology)
- Mr. L. Thirupathi is a **Technical Programme Committee** member for 21st Saudi Computer Society National Computer Conference.
- Mr. L. Thirupathi has been appointed as College SPOC (Single Point Of Contact), for **SMART India HACKATHON**, 2017 and 2018.

5. Conferences / Workshops attended by Faculty.

- Mr. T. Praveen Kumar registered to attend one week Faculty Development Program on “**Machine Learning**”, being organized at NIT Warangal from 12th to 17th March, 2018.
- Mr. D. Rajashekar participated in a Three day National Level Workshop on Machine Learning and Predictive Analytics using **R Programming**”, Organised by JNTUH, Sultanpur, from 22nd, 23rd and 24th February, 2018 .
- Mrs. Unnati Bhagat and Ms. Afreen Begum Sana attended one week Faculty Development Program on “Big Data Analytics and Deep Learning”, at Muffakham Jah College of Engineering and Technology, from 03rd to 08th January, 2018.

- Dr. B. Jayalakshmi and Ms. Samatha Sagar attended a one week Faculty Development Program on “**Recent Trends in Data Science**”, organized at Vasavi College of Engineering in association with NIT Warangal, from 11th to 16th December, 2017.
- Mr. T. Praveen Kumar participated one week Short - Term training program on “**Data Science Applications and Practices in “R”**”, at Muffakham Jah College of Engineering and Technology, 13th to 18th December, 2017
- Mrs. G. Saritha, attended a two week long AICTE approved Faculty Development Program, on “**Big Data Analytics**”, conducted at Geethanjali College of Engineering and Technology, from 20th November to 02nd December 2017.
- Mr. R. Sandeep, participated in One-Day Workshop I - Telangana organized by Government of Telangana, in association with department of **IT, Electronics and Communication, Government of Telangana** on 10-10-2017, at FCCI (Federation of Chambers of Commerce and Industry).
- Mr. L. Thirupathi participated a five day Faculty Development Workshop on “**R Programming Concepts and Applications**” for Teachers in Higher Educations”, organized by Department of Civil Engineering NIT Warangal, in association with teaching learning center sponsored by MHRD, Govt. of India under PMMMMNMTT Scheme, from 13-09-2017 to 17-09-2017.
- Mr. L. Thirupathi and Mr. R. Sandeep attended the proceedings of Fourth International Conference on “**New Frontiers of Engineering, Science, Management and Humanities**” on 03-09-2017 at IETE, OU Campus Hyderabad.
- Mr. P. Ramanaiah and Ms. Samatha Sagar attended Faculty Development Program on “**C and Data Structures**” and achieved organized by TASK (Telangana Academy for Skill and Knowledge) during 21st to 25th August 2017.
- Mr. R. Sandeep, participated in one-week Workshop on **Internet Of Things**, organized by TECHNEX, IIT VARANASI at B.V. Raju Institute of Technology (BVRIT), Narsapur, Hyderabad, from 17-07-2017 to 23-07-2017.

6. Students attended Conferences/Seminars/ Workshops

- Mr. Abhinav Reddy and Ms. Swarna latha of CSE III year students participated a Three day National Level Workshop on Machine **Learning and Predictive Analytics using R Programming**", Organised by JNTUH, Sultanpur, from 22nd, 23rd and 24th February, 2018 .
- Ms. V. Srividya, CSE III - B, has participated in the State Level Pre finals of ICT Academy Youth Academy 2018 - Telangana, organized by ICT Academy at **Vardhaman** College of Engineering on 20-02-2018.
- All TASK (Telangana Academy for Skill and Knowledge) registered students of 3rd and 4th Year students of the Department participated in a Two Day "**Soft Skills**", workshop organized at MCET on 15th and 16th, February 2018.
- All TASK (**Telangana Academy for Skill and Knowledge**) registered students of 3rd and 4th Year students of the Department participated in a Two Day MOOCs (Massive Open Online Courses), Online Workshop and Assessment on Aptitude and Reasoning in association with TASK, organized at MCET on 23rd and 24th, February 2018.
- **Many of the CSE II, III and IV year students attended various fest that were organized by various Engineering Colleges, Business Schools and other Institutes across the city.**



What makes the Python programming language more popular even after 28 years ..



FACULTY ARTICLE

Python is one of the most widely used programming languages, and it has been around for more than 28 years now. Why it has become so popular in recent years—basically its production based language used for developing enterprise and business applications. It can be used for just about anything, which is why it's considered so versatile.

What Makes Python so special?

Here are some of the reasons why Python has become so popular in recent years:

- **Python** Has a Healthy, Active and Supportive Community
- **Python** Has Some Great Corporate Sponsors
- **Python** Has Big Data
- **Python** Is Reliable and Efficient
- Allow Developers to build Applications in various Domains

For newcomers and beginners, Python is incredibly easy to learn and use. In fact, it's one of the most accessible programming languages available. Part of the reason is the simplified syntax with an emphasis on natural language. But it's also because you can write Python code and execute it much faster. It uses the elegant syntax; hence, the programs are easier to read.

• It is a simple to access language, which makes it easy to achieve the program working. This feature makes Python the ideal programming language for prototype development as well as other ad-hoc programming functions. There is no need to compromise maintainability.

- The large standard library included in this language supports several programming tasks like searching text along with systematic expressions, linking to Web servers, modifying and reading files.
- The interactive mode of Python makes it simple to test code's short snippets. It also comprises the bundles development environment known as IDLE.
- It is also simple to extend the code by appending new modules that are implemented in other compiled languages.
- Allows developers to run the code on almost every platform.
- It is free software in a couple of categories. It does not cost anything to use or download.

Python is easy to add to an application. It can also be redistributable and modifiable without any cost; since, the coding language is copyrighted and it is available under the open source license.

Almost Every Major Company Uses it—

What does Google use for its web search systems and as an application language for its web development framework? Python

What language is used to write YouTube's sharing service? Python

What does the NSA use for cryptography and intelligence analysis? Python

What does iRobot use to develop commercial and military robotic devices? Python

What do JPMorgan Chase and UBS use to forecast financial markets? Python

What does NASA use for scientific programming tasks? Python

Whatever the case, it's a great language for beginners, so it's where a lot of young developers are getting their start. More importantly, experienced developers aren't left by the wayside, as there's plenty to do.

- MR. R. SANDEEP

The Future Of Virtual Reality (VR)

FACULTY ARTICLE



You might think you've experienced VR, and you might have been pretty impressed. Particularly if you're a gamer, there are some great experiences to be had out there (or rather, in there) today. But over the next few years, in VR, as in all fields of technology, we're going to see things that make what is cutting-edge today look like Space Invaders. And although the games will be amazing, the effects of this transformation will be far broader, touching on our work, education, and social lives.

Today's most popular VR applications involve taking total control of a user's senses (sight and hearing, particularly) to create a totally immersive experience that places the user in a fully virtual environment that feels pretty realistic.

Climb up something high and look down, and you're likely to get a sense of vertigo. If you see an object moving quickly towards your head, you'll feel an urge to duck out of the way.

Very soon, VR creators will extend this sensory hijacking to our other faculties - for example, touch and smell - to deepen that sense of immersion. At the same time, the devices we use to visit these virtual worlds will become cheaper and lighter, removing the friction that can currently be a barrier.

I believe extended reality (XR) – a term that covers virtual reality (VR), augmented reality (AR), and mixed reality (MR) – will be one of the most transformative tech trends of the next five years. It will be enabled and augmented by other tech trends, including super-fast networking, that will let us experience VR as a cloud service just like we currently consume music and movies. And artificial intelligence (AI) will provide us with more personalized virtual worlds to explore, even giving us realistic virtual characters to share our experiences with.

VR is already making great inroads into education, with a large number of startups and established companies offering packaged experiences and services aimed at schools. Engage's platform is used by the likes of Facebook, HTC, and the European Commission to enable remote learning. And one study published in 2019 found that medical students trained using VR were able to carry out certain procedures quicker and more accurately than peers trained using traditional methods.

There are already a number of VR-based social platforms that allow friends or strangers to meet up and chat or play in virtual environments, such as VR Chat, Altspace VR, and Rec Room. As with VR in other fields, the growing level of immersion that is possible thanks to new technological developments will make them more useful and more attractive to mainstream audiences throughout the coming decade.

It makes sense in many ways that there could be two markets for consuming VR entertainment – at least in its early days. While the most immersive and impressive tech is big, expensive, and requires technical skill to operate, it's more viable to offer it at dedicated venues rather than as an in-home experience.

- MS. UNNATI KHANAPURKAR

Best Projects 2017-18



MINI AND MAJOR PROJECTS BY THE STUDENTS

Swarm Intelligence Approach to Quadratic Bottleneck Knapsack Problem

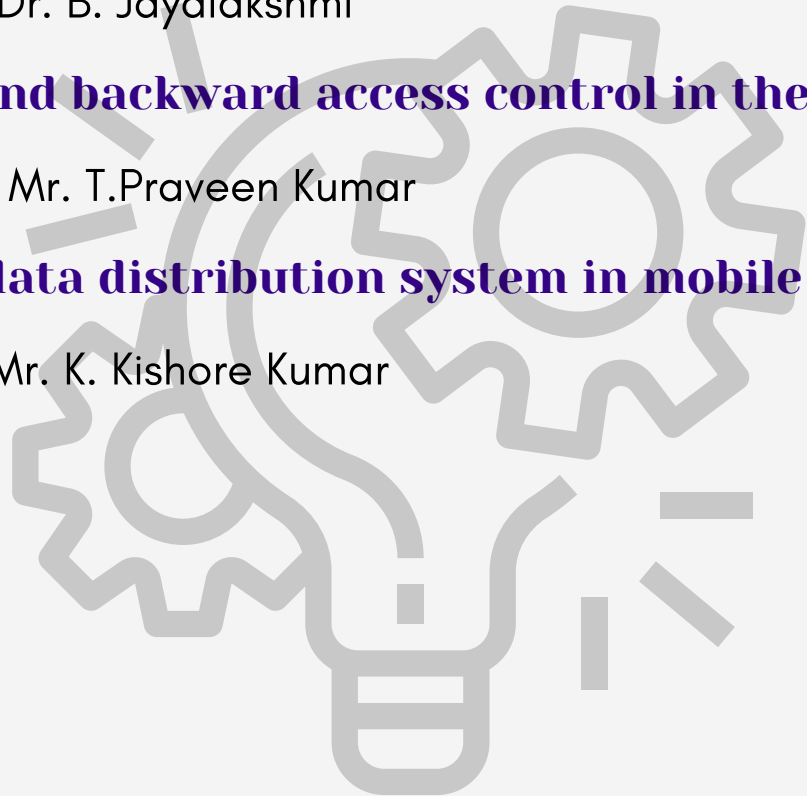
Project Guide : Dr. B. Jayalakshmi

Secure forward and backward access control in the cloud

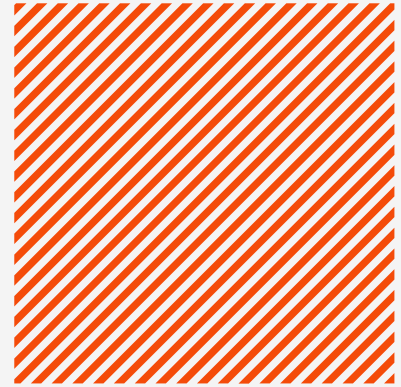
Project Guide : Mr. T.Praveen Kumar

Towards secure data distribution system in mobile cloud computing

Project Guide : Mr. K. Kishore Kumar



What Does the Future Hold for Cryptocurrency?



STUDENT ARTICLE

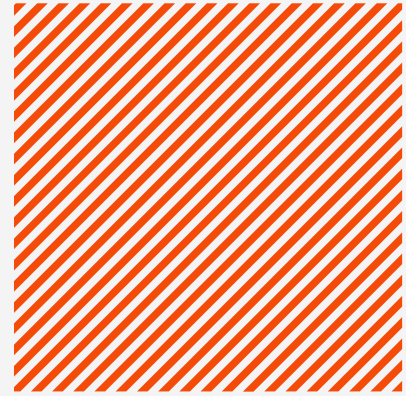
First and foremost, let us discuss what Cryptocurrency is, it is a digital currency in which transactions are verified and records maintained by a decentralized system using cryptography, rather than by a centralized authority. If you believe in blockchain technology, cryptocurrency is a great long-term investment. Bitcoin is seen as a store of value, and some people think Bitcoin can replace gold in the future. A cryptocurrency (or "crypto") is a digital currency that can be used to buy goods and services, but uses an online ledger with strong cryptography to secure online transactions. Much of the interest in these unregulated currencies is to trade for profit, with speculators at times driving prices skyward. Cryptocurrency has become a global phenomenon in recent years, although much is still to be learned about this evolving technology. There are many concerns and worries swirling around the technology and its capacity to disrupt traditional financial systems. Supporters of Bitcoin and other cryptocurrencies claim that these financial platforms are inherently trustless systems - that is, they're not directly tied to any nation-state, government, or body. They would argue that cryptocurrency is superior to traditional physical currencies because it is not dependent on, for instance, the U.S. federal government's.

Is stable coin the answer?

Stable coins have grown in popularity as a way to back cryptocurrency with assets that hold real value, much in the same way U.S. currency used to be on the gold standard. Those assets could be other currencies or commodities - virtually anything, really. For one, it essentially recreates a system that already exists. The other concern is that it could make it easier for people to commit fraud since it's not as easy to audit and monitor as traditional currencies. For instance, people living in countries with weak currencies may be better off investing in Bitcoin than buying local stocks and bonds. Cryptocurrency's future outlook is still very much in question. Proponents see limitless potential, while critics see nothing but risk.

- MR. TEJPAL SINGH

Teens Know Social Media Is Manipulative. But They Just Can't Get Enough.



STUDENT ARTICLE

Almost three-quarters of teens said they know social media companies are manipulating them into spending more time online. Yet somewhat paradoxically, they also say the technology has a positive impact on their wellbeing.

The survey from nonprofit Common Sense Media, called "Social Media, Social Life," is a follow up to a similar report conducted in 2012, where teens were also asked about their relationship with social media. This year, a sample of around 1,100 teens aged 13–17 participated, answering a broad range of questions about their perceptions of technology and how they're actually using it.

"The fact that most teens, nearly 3 out of 4, believe tech companies manipulate their users is a very big finding," says Jim Steyer, the founder and CEO of Common Sense in a call with reporters. "I think we're seeing a more maturing teen population."

Compared with six years ago, teens are now spending more time on social media platforms. Around 81 percent said they are on social media—similar to the number of teens who reported ever using it in 2012. Yet 70 percent of respondents now say they check it multiple times a day, compared with just 34 percent six years ago.

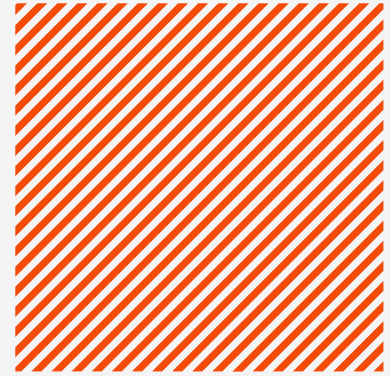
At the same time, the number of teens who value face-to-face contact with their friends has dropped as social media and texting have become more important to them. Spending more time online and with digital devices can also prove distracting. More than half of respondents reported that social media distracts them from homework or from paying attention to the people they're with.

Teens in the survey were more likely to report that social media has a positive effect on their emotional well-being. Although most teens were ambivalent—saying it doesn't impact them one way or another—a quarter said it made them feel less lonely; a fifth said it made them feel more confident and popular. Meanwhile, those who said it made them feel the opposite were in the low single digits.

The findings contrast with other research cited in the Common Sense report, which linked a higher emotional investment in social media to feelings of anxiety. Another cited report found that 8th graders who spent 10 hours or more a week on social media were more likely to report being unhappy.

- MR. SHAHBAAZ NOOR

Latest Trend in CSE



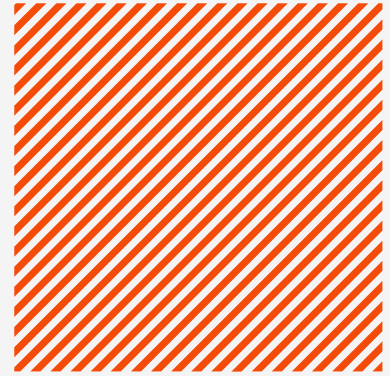
TECHNOLOGY IN FOCUS

Michelin's Airless "VISION" Tire

Debuted as a concept in 2017, Michelin's VISION was a 3D-printed airless and organic wheel-cum-tire with several environment-friendly features. With no inflation or rims, the entire structure was designed to be sturdy enough to support the vehicle yet be flexible enough to absorb impact and pressure. The tire itself would be made of biodegradable material—rubber compounds derived from organic, recyclable materials— and have a reloadable 3D-printed tread band, so you could pick new tread patterns for snow or rain, all by yourself.

Find the Words

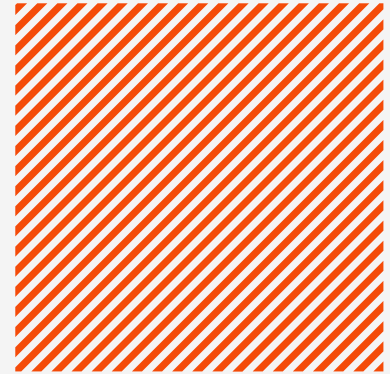
NON TECHNICAL CONTENT



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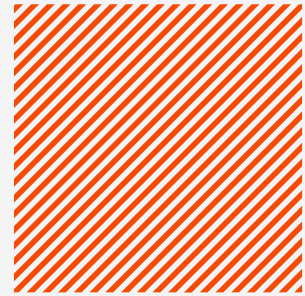
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NON TECHNICAL CONTENT



term lossy commands key relational flatfile field paperbased
computerised database or gates logic arrays string text
boolean real define integer constant types data breadthfirst
search depthfirst value sort linear print loop iteration selection
sequencing coding syntax programming if else output input
psuedocode flowcharts computer science numbers variables ruby
css html python algorithm binary hexadecimal terror byte
megabyte

Fun Facts about Technology

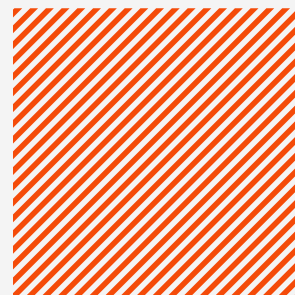


NON TECHNICAL CONTENT

-
- The **first** alarm clock was designed for one person and could only go off at 4am - when they had to get up and get ready for work. An adjustable alarm clock was not created for another 60 years.
- The only state that can be typed on the same line of a QWERTY keyboard is Alaska. You just checked didn't you?
- In 1999, PayPal, with its original business model, was voted top ten worst business ideas. As of 2015, they are a **\$9.24** billion dollar business.
- 80% of YouTube's videos are viewed from outside the United States.
- The 2015 most popular mobile app was Facebook.
- People who are using a computer blink 66% less than those who aren't.
- The first ever domain to be registered, symbolics.com, is still in existence today 31 years and 275 million domain names later.
- China has banned YouTube, Facebook, Gmail, Twitter, Instagram, Dropbox and Skype from public use.
- The computers used in the Apollo 11 trip to the moon had less processing power than a modern day cell phone.
- Only **45.8%** of China's population uses the internet, yet a 2016 statistic shows that China has more people using the internet than any other country.
- Remember in the 1990 film Total Recall when Arnold Schwarzenegger climbed into the **robotaxi** (Johnnycab)? Well, if you travel to the United Arab Emirates, you can now ride in a robotaxi, too. Run entirely on electricity, this autonomous taxi is no longer a thing of the future.
- An eco friendly car that can act as a backup power generator for your house in the event of a blackout? That's the futuristic Toyota FCV.
- Around the year **1500**, Leonardo da Vinci sketched plans for a robot.
-

Alumni Meet

PAST AND PRESENT



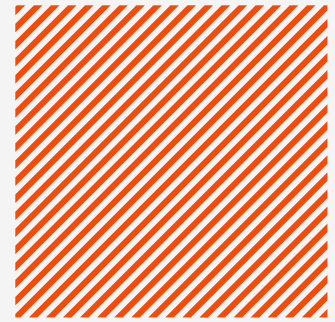
Gallery

THE DEPARTMENT IN PICTURES



Gallery

THE DEPARTMENT IN PICTURES

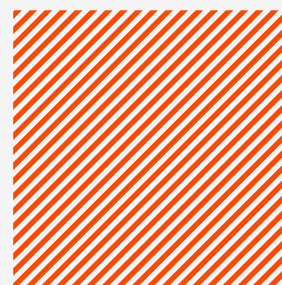


"Technology is best when it brings people together."

Matt Mullenweg, Social Media Entrepreneur

Editorial Board

MINDS BEHIND THE MAGAZINE



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The End