



GL BAJAJ

Institute of Technology & Management

FIND YOUR SPARK

COMPUTER SCIENCE & ENGINEERING

Spectator Mania



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Vision of the Department

To build strong teaching environment that respond to the needs of industry and challenges of the society.

Mission of the Department

- M1:** Developing strong mathematical & computing skill set among the students.
- M2:** Extending the role of Computer Science and Engineering in diverse areas like Internet of things (IoT), Artificial intelligence & Machine Learning and Data Analytics.
- M3:** Imbibing the students with a deep understanding of professional ethics and high integrity to serve the Nation.
- M4:** Providing an environment to the students for their growth both as individuals and as globally competent Computer Science professional with encouragement for innovation & start-up culture.

Program Educational Objectives (PEOs)

- PEO1:** Graduates will work in the area of application software development, artificial intelligence & Machine learning, data analytics, and Internet of things.
- PEO2:** Graduates will become successful software professional with leadership and managerial quality in the modern software industry based on their strong skill on theoretical and practical foundation.
- PEO3:** Graduates will exhibit professional ethics and moral value with capability of working as an individual and as a team to contribute towards the needs of the industry and society.

Program Specific Outcomes (PEOs)

1. Student will be able to use problem solving skills to develop efficient algorithmic solutions.
2. Student will be able to develop solution for a given problem in the area of artificial intelligence, data analytics, computer vision and IOT through conducive environment and infrastructure.

FDP on “Soft Computing and Machine Learning Using MATLAB”

In computer science, soft computing (sometimes referred to as computational intelligence, though CI does not have an agreed definition) is the use of inexact solutions to computationally hard tasks such as the solution of NP-complete problems, for which there is no known algorithm that can compute an exact solution in polynomial time. Using MATLAB®, engineers and other domain experts have deployed thousands of applications for predictive maintenance, sensor analytics, finance, and communication electronics. Such an informative session was organised by G.L. BAJAJ on 8th -13th Jul' 16 by the experts: Dr. Ayush Goyal, Dr Madan Mohan Tripathi, Prof. D.K. Chaturvedi




INNOVATION AND INCUBATION AWARENESS CAMP (INCUBE-2016)

Workshop on “How to come up with innovative project and make a good entrepreneurial proposal” Saturday, 30th July, 2016

Importance of being innovative in today's technology driven world

Technology Incubation – converting idea to product
Incubation and Funding Opportunities.

To understand Entrepreneurship and its journey.

GL BAJAJ 

INNOVATION AND INCUBATION AWARENESS CAMP (INCUBE-2016)

Workshop on
'How to come up with innovative project and make a good entrepreneurial proposal?'
Saturday, 30th July, 2016

Planning, Teamwork, Management, Leadership, Vision, Goal, Technology Support, Creativity Innovation, Strategy, Success, Business

#GLBajaj

Blood Donation Camp

A mega blood donation event was organized by the students of G. L. Bajaj, Greater Noida on 16th Sep'16 under the Rotaract Club of G.L. Bajaj



Guest Lectures: Guest Lecture on “Latest Trends in Technology”

A guest lecture on “Latest Trends in Technology” was given by the experts, Dr. Anil Kumar Pandey, Central Electronics Ltd. (A Govt. of India Enterprise) University of Reims, France on 23th Sep '16



POWERPOINT PRESENTATION CONTEST

The PowerPoint presentation was entirely based for students to provide them a sense of confidence and imagination. Majority of the students participated in the event.

The event took place on 27th and 28th September, 2016.



Coding Competition

The coding competition was held for 2nd year students. There were 3 rounds:

Decipher, quiz master, code combat sponsored by innovo.

The event observed lot of enthusiasm among the students of G. L BAJAJ. We were overwhelmed by their joy and determination at the time. The event took place on 12th October ,2016.



TECHNEEK 2016

Gaming

Individual gaming events of:

- 1) FIFA (XBOX ONE)
- 2) Counter Strike 1.6 (PC LAN)

Entry Fee: 150/- per person (FIFA)
100/- per person (CS 1.6)

Winning Prize: 750/- (FIFA)
500/- (CS 1.6)

Programming

Reach the desired output in the shortest span of time to be crowned the winner.

Languages: C/C++/Java

Entry Fee: 50/- per person
Winning Prize: 500/-

Quiz

Prove your knowledge of Current Technologies in this geeky quiz.

Entry Fee: 50/- per person
Winning Prize: 500/-

Photography

Showcase your photography skills in this nifty event.

Entry Fee: 50/- per person
Winning Prize: 500/-



TECHNEEK¹⁶ DISCOVER YOURSELF

12th October 2016

Decipher (Treasure Hunt)

Our biggest attraction returns, with a grueling 2 round event this time. With an initial online test to qualify for the trickiest trivial hinted treasure hunt in the campus, decipher is certainly the event to be a part of.

Entry Fee: 50/- per person
Team of Maximum 8 Members
Winning Prize: 1000/-

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E-mail us at: icons@gibitm.org

Like us on Facebook: <http://bit.ly/2dSKuX3>



Blind Coding

A simple coding event with the twist that there will be no screen available. Can you code without any mistakes?

Languages: C/C++/Java
Entry Fee: 50/- per person
Winning Prize: 500/-

Movie Making

Preview your innovative and creative skills to design a short movie on the to be announced topics.

Entry Fee: 50/- per person
Team of Maximum 8 Members
Winning Prize: 500/-

Group Discussion

A group discussion for all the minds that think they know everything.

Entry Fee: 50/- per person
Winning Prize: 500/-

Best App Idea

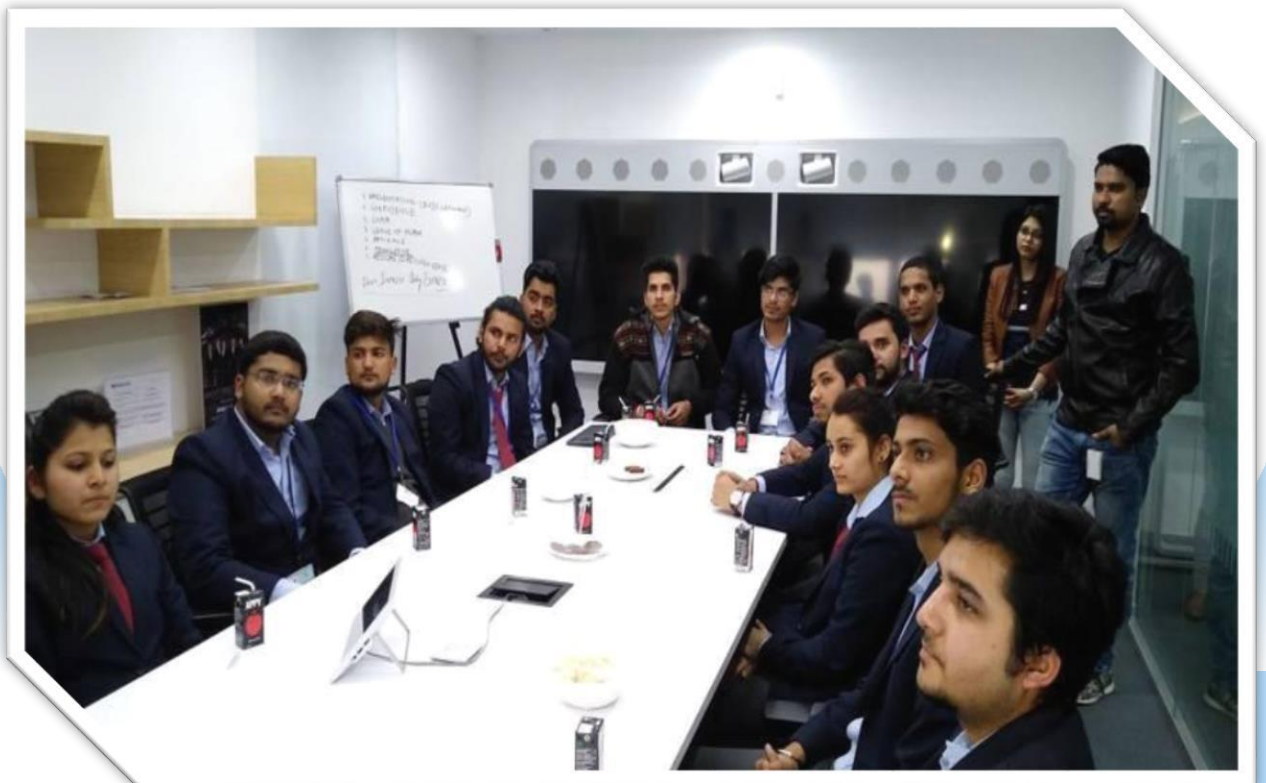
Think you have an idea that can help resolve a Third World Problem? Design an app and bag the first prize.

Entry Fee: 50/- per person
Winning Prize: 500/-

Event organized by the ICONS Computer Clan, G.L. Bajaj Greater Noida

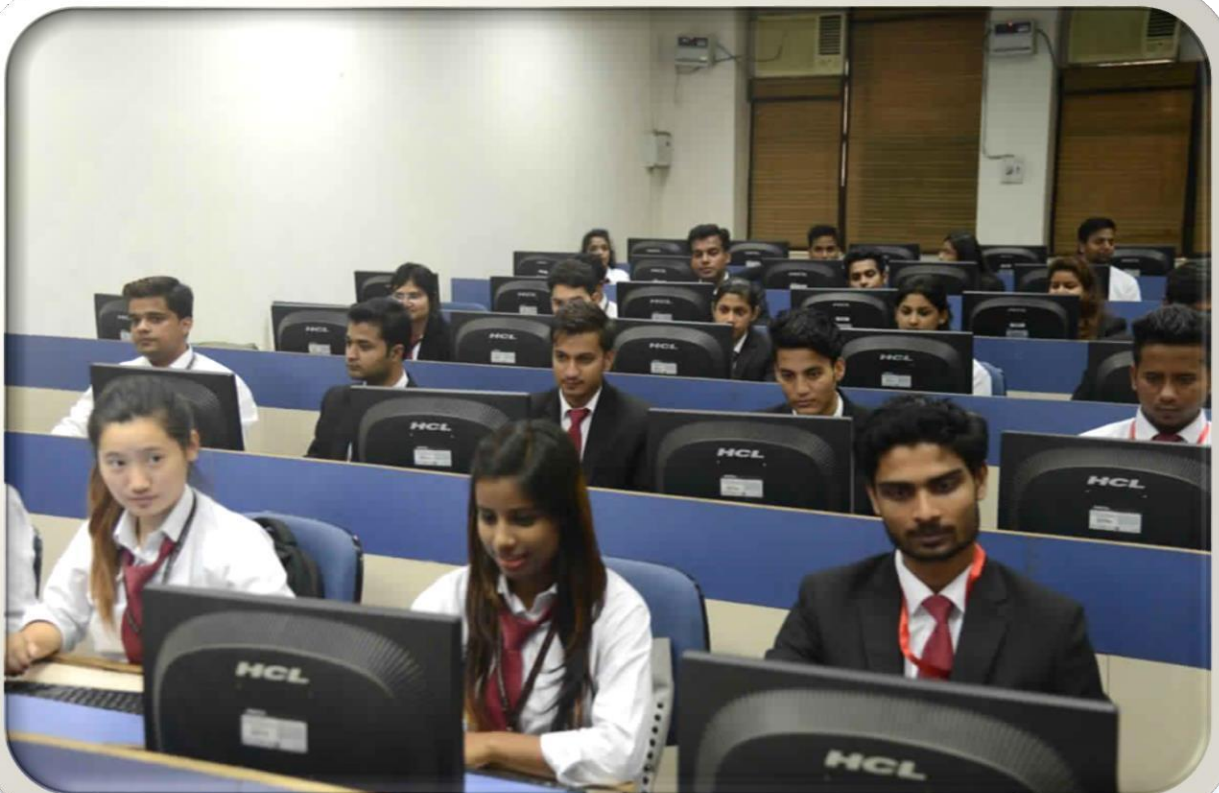
PROJECT COMPETITION FOR 2ND AND 3RD YEAR STUDENTS BY INNOVO

The project competition focused on different aspects of personality development and innovation. The students performed beyond expectation. The event was held on 9th November 2016.



ENIGMA 2K16

Enigma 2K16 November 16,2016 aims to find some of the best coding minds in the college. This was an intra college 44 teams comprising of 88 participants participated from CSE,IT and ECdept.



SANKALP (fashion parade - Inter Institute Cultural Fest)

-25th Nov,2016

Sankalp is organized by GL Bajaj Institute of Management and Research (GLBIMR), Greater Noida at the outset of winters every year. Participants from various institutes across Delhi-NCR, showcase their talents and participate in the on-stage and off-stage events for. GLBIMR organizes “Sankalp” with the objective of providing a platform to young and budding talent by recognizing & rewarding them. Sankalp is an Annual Inter Institute Cultural Festival, which is a unique confluence of art, music, culture & thoughts, depicting the rich heritage & culture of India. It’s a celebration of the colours of life of each one of us.



FDP on Higher Education, Research and Entrepreneurship

Objective of this FDP is to train and mentor faculty members for effective teaching skills in higher Education. Curriculum of this programme is based on first research based book in India for Faculty Career Orientation and Advancement i.e. Higher Education Faculty Career Orientation and Advancement. FDP will also cover success stories of few eminent academicians apart from case studies, activities, daily surprise, etc. This informative event was organised on 26th Nov'16 for the CSE/IT Faculties.



FDP on Machine Learning

Machine learning is a field of computer science that uses statistical techniques to give computer systems the ability to "learn" (e.g., progressively improve performance on a specific task) with data, without being explicitly programmed. The name machine learning was coined in 1959 by Arthur Samuel.[1] Evolved from the study of pattern recognition and computational learning theory in artificial intelligence,[3] machine learning explores the study and construction of algorithms that can learn from and make predictions on data[4] – such algorithms overcome following strictly static program instructions by making data-driven predictions or decisions. A 5 day session was organized by G.L. Bajaj from 27th to 31st Dec'16 by the expert Mr. V.K. Bansal

