SVCE ACM STUDENT CHAPTER

EVENTS
2018-2019

Inauguration

The 16th of July, 2018, marked the inauguration of the SVCE-ACM Student Chapter for the academic year 2018 - 2019. The event started off with the customary prayer song by Abhiraksha Pattabhiraman, followed by the welcome address by Aishwarya A, Treasurer of ACM. Dr R Anitha, HoD/CS, gave an enlightening lecture about the growing importance of computing by taking the example of Google I/O. Following this, Mohamed Anan, Member Chair of ACM, took over to welcome and introduce the Chief Guest for the event, Mr Vaidyanathan Krishnamoorthy, Vice President and Head of Insurance Cognitive Business Operations of Tata Consultancy Services, New Jersey. Mr Vaidyanathan Krishnamoorthy enthused the audience with realistic business strategies that are very much essential to thrive in the corporate world. He concluded his speech after having an interactive Q&A session with the audience. Laksh Khanter, Chairman of ACM 2017-2018, gave a brief about the events that were conducted in the previous year. This was succeeded by felicitating the members of last year's chapter. Later, the Chief Guest went on to inaugurate the new chapter by lighting the lamp, which symbolized the beginning of a new phenomenal year for the SVCE-ACM Student Chapter. Laksh Khanter then officially introduced the 2018-2019 SVCE-ACM Office Bearers. Up next, Akash Saravanan, the new Chairman of ACM, outlined the chapter's plans for the new academic year. Mementos were then presented to Mr. Vaidyanathan Krishnamoorthy, Dr R Anitha and Mr Rajasekhar, the SVCE-ACM Faculty In-charge. This wonderful event came to an end with the Vote of Thanks by Aishwarya Ramanathan, Vice-Chair of ACM.

Option A vs Option B

On the 30th of July, 2018, the SVCE-ACM Student Chapter conducted a series of talks for the third years of the CS department. Titled "Option A vs Option B", the final year students of the chapter spoke to the third years about their own experiences with "Option A" – the choice to sit for placements and/or search independently for jobs as well as with "Option B" – electing to opt for higher studies instead.

Instead of having the talk for a wide audience spanning multiple classrooms, the chapter decided to speak to each class one at a time. This allowed for a more personal session and lead to greater interactivity.

Option A:

Option A is primarily referred to the placement recruitments that happen in the campus. We spoke to students in the pre final year, so that the final year students who were placed could share experiences and could give tips on how they could crack interviews. But this session not only involved how the recruitments happen in the campus, but also in general, how companies recruit freshers these days. We started off explaining why one should gain work experience before pursuing Masters in a domain and what are the pros and the cons of taking up work opportunities as a fresher. The next part was explaining the basic requirement while sitting for an interview : a good, solid resume with all technical details. We spoke about how one could build a resume starting from writing an objective to adding only the important aspects needed for a formal resume. It also covered topics about how to fill in internship / project experiences and how should one prioritize the knowledge gained through the 4 years of education, intern experiences and projects done. The next topic that was addressed about was about the interview itself : what homework should be done before an interview is attended by one like going through what the company works for, domains, expectations of the job role given etc. Then rounds of aptitude, expectations in technical rounds and presenting oneself in general HR rounds were explained saying how to approach them. Along with these sections covered, off campus recruitments were also discussed. Here, the advantages and disadvantages were told to the students, but again we ended the session saying nothing is impossible, and just to give it all that they've got!

Option B:

Starting off with what "Option B" is and what it means, the final years consisting of Akash, Akhil, Ananya, Guru & Pranav talked about why someone would choose to go for higher studies as well as the general pros and cons. They also stressed that it was not a light decision to make and it could potentially be very expensive. They also spoke on what factors were considered when applying for higher studies – their GPAs, their Test Scores (GRE/GMAT), their English Proficiency tests (TOEFL/IELTS), the important of their Statement of Purpose and their Letters of Recommendation and their overall profile including

internships, projects, work experience, research experience and paper publications.

They also took some time to focus on a Masters in Computer Science and emphasised the importance of research in top schools. They then spoke about building a profile. They requested every student to create LinkedIn to network efficiently and also to create GitHub accounts to share their projects.

Then, they moved on to the various kinds of Masters courses (Professional & Research Tracks) as well as all the different fields in Computer Science in which one could pursue a Masters course. This includes Data Science, Cyber Security, Human-Computer Interaction, Software Engineering, Business Analytics, Fin-Tech as well as the plain old MS in CS.

They then took time to discuss the more popular countries of USA, Canada, the popular European countries like Ireland & Germany, Australia, Singapore and India itself in detail. They spoke about the climate, the quality of education, the approximate costs, the stay-back options and the post-MS job scenario for each country.

Following this, the students spoke about selecting a university. They stressed that each individual should do their own research and not blindly accept what other people say. They talked about realistically selecting universities and creating a list of safe, moderate and ambitious universities. They then spoke about the application process and a general timeline for the 3rd years to follow.

They then spoke a little about the GRE – the format, the costs, the difficulty and how to prepare for the GRE. They ended the session with a couple of sample questions from the GRE and then moved on to the Q&A session.

Q&A Session:

At the end of the talk, a small Q&A session was conducted where the students asked the chapter members their doubts and concerns. Many questions arose on both the Option A as well as the Option B parts and the seniors answered them admirably. The session then ended with the seniors giving out their contact details for any further questions.

Yet Another Hackathon!

A Hackathon is where your crazy ideas turn into reality. The SVCE-ACM Student Chapter in collaboration with the SVCE Alumni Association conducted **Yet Another Hackathon (YAH! 2K'18)** on the 18th and 19th of August 2018 at Ascendas IT Park. From over 450 participants spanning a staggering 157 teams, the top 27 teams were selected based on an online screening test which tested both their ideation as well as their product development skills.

The event started off on the dot at 11:00 AM on the 18th of August with an orientation speech clearly explaining the event and its rules. This was followed by an effective and fun 15-minute icebreaker session which required the various teams to interact amongst each other and find actual meaningful similarities between themselves. The teams had fun meeting new people and were able to network effectively to gain new contacts.

The battle of the finest coders began at 12:00 PM. The various teams geared up for the 24-hour challenge to grab a spot on the winning pedestal. The topics given to the teams a day earlier were – "Gaming with a Purpose" which came under the domain of Education, "New Improvements and Innovations in Public Services" which came under the domain of Governance and "Personal Security" under the domain of Security. The teams came in with a plethora of ideas spanning the domains. Their ideas ranged from flood disaster management to AI controlled drones to a Virtual Reality-based education system. Needless to say, they wasted no time in getting started.


The clock kept ticking and ticking, but the participants were never in the mood to rest and went on with their vigorous coding which only showcased the relentless commitment and vigour they possessed. To ensure that their enthusiasm and energy levels stay up, food and beverages were provided to them at regular intervals for them to rejuvenate themselves. But we also believe that all code and no play makes for an unhealthy hackathon. To remedy that, we had a number of activities going on every couple of hours to get the participants to move around a little and stretch their muscles. To help with this, Mr. Vijay Sai, one of our overnight mentors and an alumni himself had an interactive session with every team.

While the event had all the technical aspects that a hackathon is supposed to have, what makes YAH! 2K'18 unique is that it also had its fair share of fun and frolic. After all, all work and some play is the key ingredient to success!

Not only did we provide the participants with food, drink and fun, we also brought in some mentors from the industry to help out with their troubles. These include Mr. Vijay Sai from Freshworks, Mr. Shriram Ramanujam from Standard Chartered, Mr. Muruganandham from Guvi, Mr. Vasanth from Guvi, Mr. Arun Nachiappan from Zoho Corporation, Mr. Divakar Manoj from Komparify, Mr. Arvind Nedumaran from Mailage, Mr. Adithya Arivazhagan from Verizon along with Mr. Rajiv Netra, Mr. Karthik, Mr. Rajesh Ramesh and Mr. Venkat from the Alumni Association. They spoke to every team and helped them structure out their idea, highlighted their weaknesses and strengths and even helped them out technically.
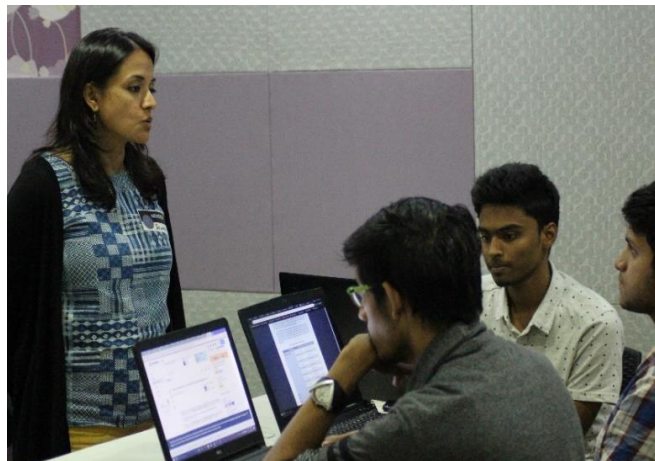
On the 19th of August, at 12:00PM – exactly 24 hours since the start, the hackathon ended. After a brief break for the participants to relax and to set up their systems for the demo, it was time for the judging. The judging panel consisted of Mr. Dorai Thodla, a technopreneur who works with startups and product companies and helps them with their technology strategies, Mr. A. X. Praveen Kumar, tech lead at getknowapp.com, hackathon veteran and a core member of the Google Developer Groups Chennai, Mr. Shiva Kris, the CTO of 2adpro (our lead sponsor) and an accomplished executive with over 20 years of experience in the industry, and Mr. Shankar, a Senior Product Manager at 2adpro.

The judging started at 1:00 PM and went on till 5:30 PM, with a 30 minute lunch break in the middle. The panel had an incredibly tough time deciding the winners which reflected the high standard of performance by the all of the teams. In the end, they chose the victors – Team SSNsCreed.

The various prizes were distributed by the panel of judges, Dr. Ganesh Vaidyanathan, Principal of SVCE and Dr. Arun Janarthanan, a representative from the SVCE Alumni Association.

The team **SCAD** comprising of Swaroop A.S.G. Manoraja and B. Mahajabeen Sulthana from Mohammed Sathak A.J college of engineering won the best Feature Award.

The team *Re-Act* comprising of Asim Nath, Surabhi Ojha and Yamini Maran from Rajalakshmi Engineering College won the BEST UI Award.

The team *FruitSalad* comprising of Trivikram Muralidharan, Aakash Arora and Kamnag R from Hindustan Institute of Technology and Science won the Best Idea award.

The team *Darkside* comprising of Bharath Raj,Anand Subramanian and Kashyap Ravichandran from SSN College of Engineering won the People's Choice Award.

The team *AlphaQ* comprising of Arjun Aravind, Divya G and Aparajita S from Sri Venkateswara College of Engineering won the Most Feasible Product Award.

The team *AI Enthusiasts* comprising of Ayush Parasbhai Maniar, Pawar Pranav Dayanand and Singhal Rajat Vikas from IIT Madras bagged the Runner Up spot and prize money of Rs 10,000.

And finally the Team *SSNsCREED* comprising of Sundararaman,Vishal Gupta and Shrikanth from SSN College of Engineering bagged the *winning spot* with prize money of Rs 30,000.

Following the prize distribution was a memorable and thought-provoking session with special inputs from the judges, the principal, Dr. S. Ganesh Vaidyanathan and the representative of the SVCE Alumni Association Dr. Arun Janarthanan. The insights provided by the judges encouraged each and every one of the participants to always

think out of the box. They also motivated the participants to not just leave with the result on their mind, but their entire experience along with everything that they learned. They encouraged the students to participate in as many hackathons as possible.

Following this was the vote of thanks in which the sponsors, the mentors, the Alumni Association, the participants, the volunteers and everyone else involved in making the event a grand success were appreciated. Finally, a group photo was taken with all the folks present in order to make a lasting memory.

Guest Lecture on Virtualization

Knowledge is always meant to be shared. On the 4th of September 2018, the SVCE- ACM Student Chapter organized a guest lecture on **Virtualization** for the second and third year students of SVCE. The event started off with the customary prayer song and welcome address by Abhiraksha Pattabhiraman. Following this, Adela Florence got on stage to formally introduce the speaker for the day, Mr. Ashok Lakshmichandran, Founder and CEO of Futurenet Technologies.

Mr. Ashok then took over to begin with the lecture. He started off by talking about the concept of virtualization and cloud, followed by their applications and benefits. He strongly emphasized on the fact that virtualization is the most effective way to reduce IT expenses while also boosting the efficiency and agility for all size businesses by illustrating real life examples of how virtualization can increase IT agility, flexibility and scalability while creating significant cost savings.

He then spoke about the key properties of virtual machines, namely:

- Partitioning
- Isolation
- Encapsulation
- Hardware Independence

He went on to talk about the different types of virtualization, which are:

- Server Virtualization
- Network Virtualization
- Desktop Virtualization

He made sure to point out that greater workload mobility, increased performance and availability of resources, automated operations are all benefits of virtualization that make IT simpler to manage and less costly to own and operate He listed out some other additional benefits of virtualization which include:

- Reduced capital and operating costs.
- Minimized or eliminated downtime.
- Increased IT productivity, efficiency, agility and responsiveness.
- Faster provisioning of applications and resources.
- Greater business continuity and disaster recovery.
- Simplified data center management.
- Availability of a true Software-Defined Data Center..

He then enthused the crowd by talking about how virtualization can be applied to real world scenarios and how students can make a career out in it highlighting VMware's role in Virtualization. He concluded his lecture with an interactive Q&A session with the audience, thereby enabling the students to get their doubts clarified and to get a better understanding about Virtualization as a whole.

Mr. Ashok was then presented with a memento by Mr.Rajasekar, the SVCE-ACM Faculty In-charge. This enlightening event came to an end with the Vote of Thanks by Aishwarya, Treasurer of the SVCE-ACM Student Chapter.

GAME DESIGN EVENT- CALIBRATIONS 2K18

Date: 15th September, 2018

On the 15th of September 2018, a game design event was conducted by the students of the SVCE ACM Student Chapter. Calibrations is a cultural event that is organized for the first year students of SVCE meant to serve as an ice-breaker for the newly admitted students. Calibrations serves its purpose to initiate interaction between the first year students and the senior students.

One of the events conducted by the SVCE ACM Student Chapter on this occasion, the game design event was conducted in-order to attract the gamers who had aspirations of making their own video games. The event consisted of two rounds. In round one, the participants were simply asked to pitch an idea for any game of their own design. They were expected to speak for up to 5 minutes outline the game, the plot, the features as well as the motivation for a person to play. Any game was accepted provided it was an original idea. The second round was a Q&A session where each participant was asked a few questions about the game. Akash Saravanan, the Chairman and Jashaul D, the Secretary of the SVCE ACM Student Chapter served as the judges for the event. The judging criteria was set as the Innovative/Creative Aspect of the game as well as the "Fun Factor" – how fun the game would be to play.

The event served as an opportunity to do a small scale talent search among those newly admitted in our institution. This event went on successfully with a turnout of about 10 participants who each pitched their games. In the end Krishnan S from the CS department won the competition for his innovative idea for a team based online game with multiple scenarios. In a close 2nd place, Palaniappan of the CS department had an idea of a true MMORPG which would involve users slowly taking over the roles of the NPCs to build a truly cohesive world.

GAMING EVENT- CALIBRATIONS 2K18

Date: 15th September, 2018

Gaming – FIFA

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One of the events conducted by the SVCE ACM Student Chapter on this occasion, the gaming event was conducted in-order to encourage the growing spark about the trending computer and video games in the young minds. For this event, the participants were gathered to play FIFA, one of the most popular games on the market right now.

The event started off with the students, being made to play one-on-one matches with each other. The winners were selected for the next round, and made to play one-on- one matches again. This continued till only two were left – Manish R. from Automobile and Rahul from the CS department. After a grueling match with both sides unable to get past the other's defense, Manish R. ended victorious and won the 1st place.

The event served as an opportunity to do a small scale talent search among those newly admitted in our institution. This event went on successfully with a great turnout of participants. This gaming event was finally wrapped up with awarding prizes to the winners.

TECHNOFAIR

Interrupt is a National Level Technical Symposium organized by the Computer Science Department of Sri Venkateswara College of Engineering. For over 25 years, Interrupt has always kept students on their toes, eagerly waiting to experience its thrill and grandeur. This year, on the 29th of September, **Technofair** was conducted as a part of the SVCE-ACM Student Chapter initiative – an event where the participants are provided with a certain number of points as soon as they register, enabling them to trade their points to participate in the various mini events, thereby grabbing the chance to gain more points and win exciting goodies.

The participants were provided with 50 points each as soon as they registered. They were then allowed to choose from the various mini events which were a part of Technofair and participate in them by trading some points. If they managed to win or perform exceptionally well in the mini event that they decided upon, they were rewarded with more points than what they had to give away to participate in it.

Technofair had a total of 10 exciting mini events, each of them being unique in their own special way.

1. Ping Pong:

Ping Pong was an event based on aim and the ability to answer. As soon as a participant managed to aim and throw a ping pong ball into one of the cups, he or she had to answer the question already placed in that cup. Being the first game in Technofair while also having a very eye-catching display, Ping Pong had huge participation, keeping the organizers fully occupied. The game was easy to understand and was enjoyed by everyone who participated. What initially looked like a cake walk, was soon known to be a game that required finesse and knowledge. Overall, it was a huge attracter!
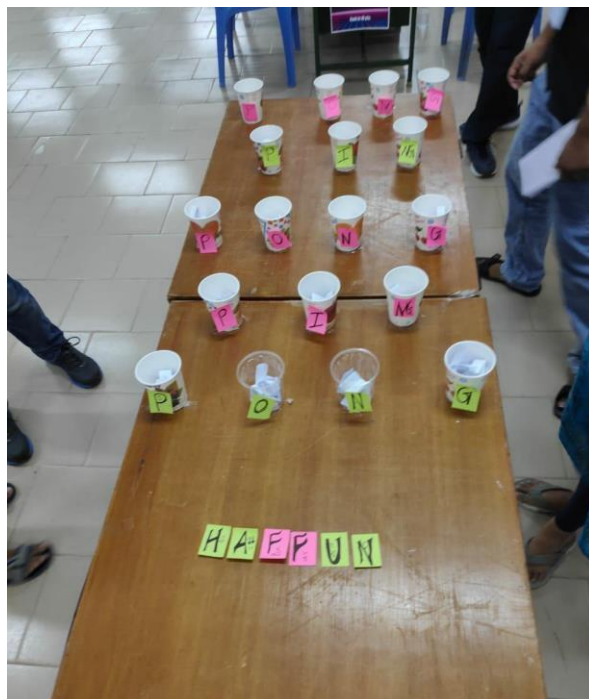
2. The Wiki Game:

The Wiki Game was a fun event in which a participant starts on some randomly generated Wikipedia article to navigate to another pre-selected target article, solely by clicking on the specific links within each article. The goal was to arrive at the target article in the fewest clicks, or the least time. The event had 60+ participants, all of who won points based on their efficiency to find the solutions. The participants had fun working through the various ways to get to the final answer, although it was much more challenging than they had anticipated.

3. Minute To Win It Games:

Minute To Win It was a fun event in which the participants had to participate in a total of 4 games.

- Pencil Game: The participants had to place 5 pencils on the knuckle of their right hand facing upwards, throw all the pencils up, and catch all of them at the same time without dropping even one of them.
- 3 cups and a ping pong ball: With 2 cups upside down and once facing upwards normally, the participant must blow one ping pong ball from the first cup to the third cup in such a way that it falls inside.
- Plastic cups: The participants will each be provided with 20 plastic cups and will have to build a tower with a base of 6 cups and keep reducing the number of cups at each level.
- 40 paper cups: The participants are given with 40 paper cups, out of which 1 is a different colour. The participants must remove that odd cup and place it on top of the other cups, holding it with just one hand, while also keeping in mind that the different coloured cup should again appear in the bottom of the pile.

4. Minute To Win It- Rapid Fire:

The Minute To Win It- Rapid Fire was an event which was a combination of a game along with a quiz that they had to play for two minutes. The participants had to answer quiz questions while simultaneously playing a mobile game. They were given two minutes to complete their task and were scored based upon the game score plus the quiz score. The event went on successfully and attracted a lot of participation.

5. Blind Typing:

The Blind Typing event was meant to test the ability of the participants to enter words correctly whilst looking away from the display monitor in a given time duration. The contestants were meant to work in pairs with one participant acting as a reader and the other participant working as the typist. The event aimed to test both the coordination and the time management skills of the participants. Over 50 teams participated in the event and points were awarded to each of them based on the number of words entered faultlessly.

6. Connect 3:

Connect 3 was a single player game which had the participants trying to *connect* three images to find the associated technical term. The event was planned out in such a way that it blended fun along with a tad bit of tech knowledge. It received a huge response from all the participants, owing to the thrill and entertainment that came along with it.

7.Tech Taboo:

Tech Taboo was a fun group event consisting of teams of 2-3 people each. In each team, one person was provided with a set of technical words, and that person had to provide hints to the remaining members, without using certain taboo words, in such a way that they guess the words within 2 minutes. For the first 5 correctly guessed words, the team got 1 point each and for the remaining words, the team got 2 points each. Being a fun technical event, it attracted a lot of participation.
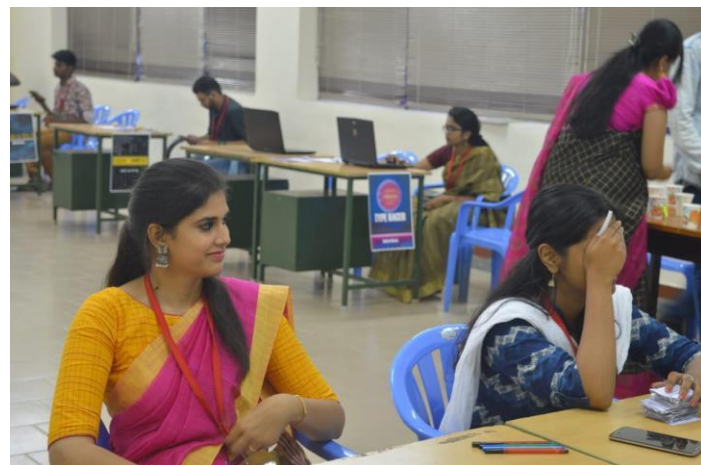
8. Pictionary:

Pictionary was a charade inspired word guessing team game. The game was simple: Players take turns to draw various objects/actions while their partner tries to guess what the drawing represents. Due to its simplicity and the fun factor that came along

with it, participants wanted to play this game again and again, making it a huge success.

9. TypeRacer:

TypeRacer was a multiplayer typing game where one participant had to compete against another by typing quotes from popular books, movies and songs. The game tests the players' typing speed and the one who types faster, is declared the winner of the two. This event was hosted on http://play.typeracer.com on two different laptops, each connected to a standard mechanical keyboard, where one player invites an opponent player to a private race with chat by sharing an URL. Because of its exciting nature, this game was a huge hit with the crowd.

10. RGB Game:

The RGB game was one of the most note-worthy events of Technofair. This event was all about guessing the displayed colour based on the percentage of red, green and blue colour mentioned in RGB format. This game attracted the crowd with its simplicity and taught them a huge deal about the technical colour code and its combinations. With the players having taken a great amount of interest in this simple yet innovative game, it was an immense success.

The Auction:

While the participants had a lot of exciting goodies, such as chocolates, biscuits, pens and food coupons, to choose from, they also had the choice to use their points to bid on certain fancy products – namely, an amazon gift card, a skullcandy earphone set and a 10000 mAh power-bank. The auction went on throughout the event. At the end of the event, the people with the highest bids got the products that they had bid on.

Having a plethora of fun-filled technical events, Technofair gave its participants a wide variety of opportunities to choose from. While events tend to get boring and monotonous at times, Technofair was one such event which never lost its element of excitement, which was undoubtedly the driving factor behind its huge success!

A December of Algorithms

A December of Algorithms was an online event conducted by SVCE- ACM student chapter from 1st December to 31st December, 2018. This event is about helping people get strong and familiar with algorithms that are used regularly, thereby serving as a platform for learning to share and spread ideas.

The event consists of a small collection of 31 algorithms, which participants have to implement over the course of 31 days of the month. Its structured so that there's one algorithm for each day. Although it's structured that way, the participants can use their discretion and make sure that they finish the 31 algorithms by the end of the month, not necessarily one algorithm a day. The event was conducted on Github and all of the algorithms were put in the repository. This programme incorporated every crucial aspect of Software Engineering Philosophy from Strings to Data Structures to Dynamic Programming. The difficulty of the problems keeps rising every day, and the solution for each problem revolves around a different concept in programming. Santa's Self- Driving Sleigh was our Christmas Special Problem for which backtracking can be employed to draw the path connecting the child and Santa. Fibonacci series, Caesar cipher, string reversal using recursion, password checker are some of the other algorithms in the repository. Participants simply have to fork the repository and implement the algorithms. Once they have implemented the algorithms they submit a pull request. Participants who have completed all the algorithms were given certificates.

With soaring participation of around 80 students, we had conceived an appetite for coding in every one of them. Many participants found the event useful and hence the December of Algorithms was a grand success.
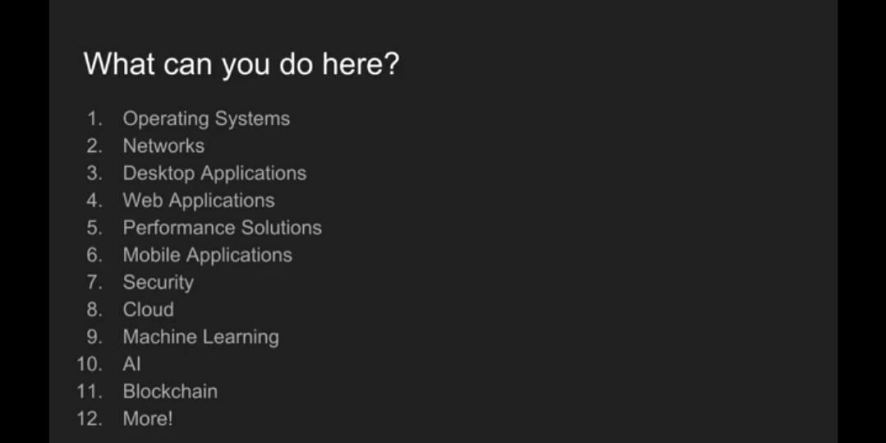
Avenues To Explore

The SVCE-ACM Student Chapter conducted a webinar, Avenues To Explore on the 22nd of December 2018 which featured Mr. Tarun Chinmai, an alumni of the SVCE ACM Student Chapter, currently pursuing his Masters Degree at Arizona State University. The webinar was broadcast through Facebook as a live feed and was aimed to aid students get a better understanding of the various avenues in Computer Science. The speaker started the webinar with an introduction to computers and a few insights into various domains which constitute Computer Science. Throughout the webinar the various domains and their scope in future were analyzed in-depth. The speaker proceeded to explain the importance of certain fields such as cloud computing, Artificial Intelligence and how these fields were expected to progress in the future, and elucidated their role in the development of sustainable technology. The webinar also featured tips on how to decide on a specific domain, wherein the students were advised to understand the nuances present in each field, whilst exposing themselves to hands-on experience before deciding on a certain field.

The second half of the webinar featured the speaker providing various tips on how to tackle college placements and quoted a few personal experiences from his stint working for Akamai Technologies. The webinar came to a conclusion with the speaker accepting questions from the viewers in an interactive Q and A session where the speaker accepted various questions from the viewers. The diverse breadth of questions put-forth by the 100+ viewers across colleges in India served as a paragon to the success of the event.

I'm in CS. What now?

- Some Gyaan

What can you do here?

1. Operating Systems
2. Networks
3. Desktop Applications
4. Web Applications
5. Performance Solutions
6. Mobile Applications
7. Security
8. Cloud
9. Machine Learning
10. AI
11. Blockchain
12. More!

Code Storm

Code storm was an event conducted by the SVCE-ACM student chapter for all the second and third-year students of all departments of SVCE. It aimed to create a robust competitive ecosystem for students to showcase their programming expertise. The first round of the event was an online coding round, conducted on the Hacker Earth platform. It had 10 keen-witted questions and the participants had a time of two hours to resolve them. The top 30 students from the first round were chosen for the second round.

The second round was hosted on the Hacker Rank coding platform and was held on campus. The event had nearly 100 participants in the first round and the second round had a group of 30 passionate participants from many departments and belonging to both second year and third year. This event broke the boundaries between all the departments and all seniorities when it comes to programming. The event was a success and involved the community in a new and unique way. We reached our goal of establishing a competitive programming ecosystem within our campus and we were excited about welcoming about 100 participants from various departments to help us with the event.

Overall, the feedback we received was overwhelmingly positive, with 100 percent of participants commenting favorably on the experience.

INTERNFAIR

Intern-Fair is an event aimed at assisting the 2nd and 3rd years of the circuit branches of Sri Venkateswara College of Engineering (SVCE) in obtaining internships. It is organized by the Association for Computing Machinery (ACM), SVCE Student Chapter and the Association of Computer Engineers (ACE) in association with the Training & Placement Cell of SVCE. In the present scenario, internships allow students to gain hands-on work experience that will bridge the gap between the curriculum and the demands of the industry. This will in turn help students to take their first steps on the career ladder. However, it is not feasible to offer internships for the entire batch. Companies have only limited availabilities and expect a minimum standard from the students. In order to establish a baseline, a preliminary round was proposed. This round will shortlist students in a purely holistic manner.

Preliminary Round – CS & IT

On 2nd February 2019, the preliminary round was conducted for second- and third-year students from the CS and IT department. Around 139 students attended this round. Before the commencement of the event, Mr. Muraleedharan, Chief Placement Officer, SVCE, advised the students on the importance of coding and the internship opportunities being provided to them. He then shared his personal experiences with his students about the hiring process and the evaluation that happens during interviews. He wished the students luck and gave the green signal to commence the event before leaving the venue.

The preliminary round consisted of two tests – a coding contest to judge their practical abilities and an MCQ test to ascertain their theoretical knowledge. Each test spanned a duration of 60 minutes, with a half hour break in-between. In addition, each participant was made to fill out a form in order to obtain demographic information for later analysis.

The test commenced with strict invigilation and utmost cooperation. The atmosphere was energetic and intense with students working on solving the problems with utmost concentration. Volunteers were present throughout the day to help the organizers and made sure the event ended successfully. In an optional question asking for any other comments, an overwhelming majority of students requested that more such tests be conducted. It was noted that many students attempted to solve the questions even after the test was over, clearly indicating the success of the event.

Disrupt 19'

The SVCE ACM Student Chapter conducted DISRUPT 19', a 2-day technology-based debate, open to students of all departments. The debate followed a One-On-One format with students across 2nd and 3rd year pitted against each other. Each debate consisted of two segments with the first segment focusing on the constructive arguments wherein each participant had to argue as to why they support/oppose the motion, followed by a 'Rebuttal' segment focusing on contesting the opponent's reasoning(s). The preliminary round was conducted on 15th February 2019 and was aimed to serve as a platform for spirited students to demonstrate their critical thinking skills and enhance their ability to make well-reasoned arguments whilst questioning the evidence behind a particular stance. The students were shortlisted by a panel of judges and these selected students progressed to the qualifier round(s) which was conducted on 22nd February 2019.During the course of this round the students were provided with topics of varying difficulties revolving around day-to day media trends such as whether net neutrality should be restored ?or whether the Article 13 passed by The European Union be revoked? etc. These topics were aimed to test the participant's analytical, research and reasoning skills with the final round judged by Dr. Murugavel, Head of the Department of Humanities and Social Sciences.The fierce battle of words culminated with Kaaviya Baskaran and Yagna bagging the winner and runner-up slots respectively. The vigorous competition displayed by the students ensured that each participant brought out the best in them in a sportive manner whilst maintaining the decorum of the event. All-inclusive the debate was well received and appreciate d by the 50+ enthusiastic participants who ensured they left no stone unturned.

Ace Your Potential - Seminar on Career opportunities

Ace your potential was an event, conducted by the Association for Computing Machinery, SVCE Student Chapter and the Association of Computer Engineers, in which the seniors addressed the juniors on the various career opportunities and ways to approach them. The event took place on two days - the 22nd and 23rd of February at the respective classrooms of all first and second years. It was an interactive session where they shared details on the diverse career lines and thereby exploring most domains in the field of Computer Science.

The seniors presented the opportunities available to students for higher studies as well as placements. Juniors clarified their doubts on which option to pursue after their undergraduate degree in respect to their relative fields of interest. A few domains that were fervently discussed about were Machine Learning, Data Analytics and Artificial Intelligence. Discussions were made about choosing the right post graduate course and the list of Universities to apply for. The seniors also explained the process of applying for higher studies at foreign universities. They also stressed on the importance of internships and gave ideas on how to search and apply for internships. Students were also encouraged to start involving themselves in projects and paper presentations. Key points were given on how to create a resume. Alternative career options as well as general tips at getting better at coding were discussed. The seminar ended with a Q/A session where individual doubts were discussed and solutions were given.

Trio Of Wisdom

Achieving a gender-equal world requires social innovations that work for both women and men and leave no one behind. From urban planning that focuses on community safety to e-learning platforms that take classrooms to women and girls, affordable and quality childcare centres, and technology shaped by women, innovation can take the race for gender equality to its finishing line by 2030.

It begins with making sure that women's and girls' needs and experiences are integrated at the very inception of technology and innovations. It means building smart solutions that go beyond acknowledging the gender gaps to addressing the needs of men and women equally. And ultimately, it needs innovations that disrupt business as usual, paying attention to how and by whom technology is used and accessed, and ensuring that women and girls play a decisive role in emerging industries.

In support of women empowerment and having in mind the importance of women representation in STEM fields, ACM SVCE conducted a seminar cum panel discussion, during Women's week, 2019. The event, "We Empower Women" showcased three great orators, who addressed the set of girl students in the second, third and fourth years of CSE and IT Departments.

The first speaker, Ms. Sowmya Mahadevan, COO, Exeter Premedia Services, spoke about the need for women to excel at Technical domains, and stressed on the importance of girls learning to code. She also spoke about her own experience in the Tech Industry and explained how important it is for young girls to focus on their career. This session was very informative as she was our alma mater's very own alumni and the students could connect with her a lot better. The second speaker, Ms. JinaPriya AjithaDoss, an HR Professional, spoke about how women can become more employable and what they need to do in-order to excel in their respective careers. She gave us an insight on what we need to work on, as undergraduate students, to become potentially skilful candidates. This was truly an eye opening session. The third speaker, Ms. Nandita Pandey, Personal Branding Coach, shared her life story on how she struggled in the initial phase of her career and how she successfully started a business. Her entrepreneurial story inspired many young women. Following the seminar by the three speakers, we had a panel discussion where students were able to interact and ask the speakers questions. The panel discussion was held to discuss the struggles faced by girl students and talk about women empowerment in STEM. The event had an attendance of 100 students and faculty from CSE and IT Departments. The event on the whole was well received by both the students and faculty.

We Empower Women

The SVCE ACM Student Chapter conducted a webinar on the 16th of March 2019 in association with the Women's Day Celebration and its theme "We Empower Women". The webinar featured Mr. Tarun Narayanan and Ms. Bharathi Ramesh who aided with the foundation of CodeFemme, a non-profit start-up alongside Mr. Rohit Midha(co-founder), Mr. Ashwin Ramesh and Ms. Subiksha Muthukrishnan who play pivotal in the daily functioning of CodeFemme. The webinar took off with Ms.Bharathi Ramesh highlighting the need to encourage women to engage in STEM fields in order to narrow the gender inequality gap and crack down on the gender stereotype prevalent in modern society. She also provided a follow-up address on the inception of CodeFemme and the driving force behind its foundation. Throughout the next few minutes, readers were provided with interactive examples as to why an increase in women representation in STEM fields was much needed and various methods to utilize the untapped female talent. Following this, Tarun provided a comprehensive view, citing the primary advantages pertaining to Python Programming Language and its scope in the near future in the fields of Machine Learning and Artificial Intelligence.

He further elucidated the primary aim behind the inception of Code Femme, which is to provide a well-enhanced learning experience that stands on par with current industry standards and to also serve as a platform for interested women to restart their career and secure a vibrant future. The follow-up speech consisted of Tarun iterating the importance of instilling a sense of entrepreneurship in each and every individual irrespective of gender, age and the methods to tap this entrepreneurial talent. The ensuing session consisted of various insights into the primary motive behind the foundation of CodeFemme and the hurdles they had to overcome during the course. The readers were also encouraged to channel their passion efficiently by setting achievable goals and creating an action plan based on their goals and motives. The webinar concluded with an interactive Q and A session that featured the presenters and students engage in a lively and spirited manner. The session concluded with the presenters highlighting the duty of each and every individual to break any gender stereotype and to serve as a driving force for positive change whilst emphasizing the need to incorporate women from all walks of life in the field of STEM and gain a competitive edge.

Valedictory

The SVCE-ACM valedictory event was held on 2nd April 2019. The chief guest for this event was Mr. Vinodh T Senthil, the CEO of Infysec, a cyber-security company. The event started off with the welcome address by the Head of the department, Dr. R. Anitha. Following this, the chief guest presented a fantastic speech on current security issues and how we can protect ourselves in this highly digitized world. After the speech by the chief guest the secretary, Jashaul, presented the report for the academic year 2018-2019 of the SVCE ACM Student Chapter, highlighting all its successful endeavors.

After the report, the chairman, Akash Saravanan, presented his experience of being a part of this organization. In the next section, the chief guest and the head of the department presented all the members of the SVCE ACM Student Chapter with a certificate of recognition to appreciate all the hard work put in by the members to make this year a huge success. The event ended off with a thank you note by the vice- chairman, Aishwarya Ramanathan.