AISSMS ENGINEERING TODAY 2017
BITS-N-BYTES Report

Amongst the goals that AISSMS's College of Engineering has set for students, one important thing is to prepare quality engineers along with implanting a capability in them for implementation of knowledge that they get through the curriculum. AISSMS Engineering Today proves to be very efficient to provide a platform for students to portray their technical skills and molding them into different interesting competitions. It was started in the year 2006 by the students of AISSMS College of Engineering along with the equal guidance from faculties. This technical exposition and symposium gives students a bright exposure to the technical world. Also the teacher student interaction is improved during the organizing of the event. As the event is organized at the student level management skills of the students are widely nurtured through it.

This was 12th year of this grand student technical fest. Amongst the various Events held during the fest, Department of Computer Engineering was organizing "**BITS-N-BYTES**", an exposure to future computer engineers. Various sub-events that were organized under Bits-N-Bytes are listed below along with their respective event codes.

- ➢ CM1 Quizzlers
- ➢ CM2 Paper Presentation
- ➢ CM3 Internet Treasure Hunt
- ➢ CM4 Hide-n-Ck
- ➢ CM5 Code Blooded
- ➢ CM6 Battle Zone

❖ **ADMINISTRATIVE COMMITTEE:**

Department ET coordinator - **Mr.Sumedh Dhengre**
Assistant Professor

Student Incharge :
1. Sharmeen Patel   (General Secretary)
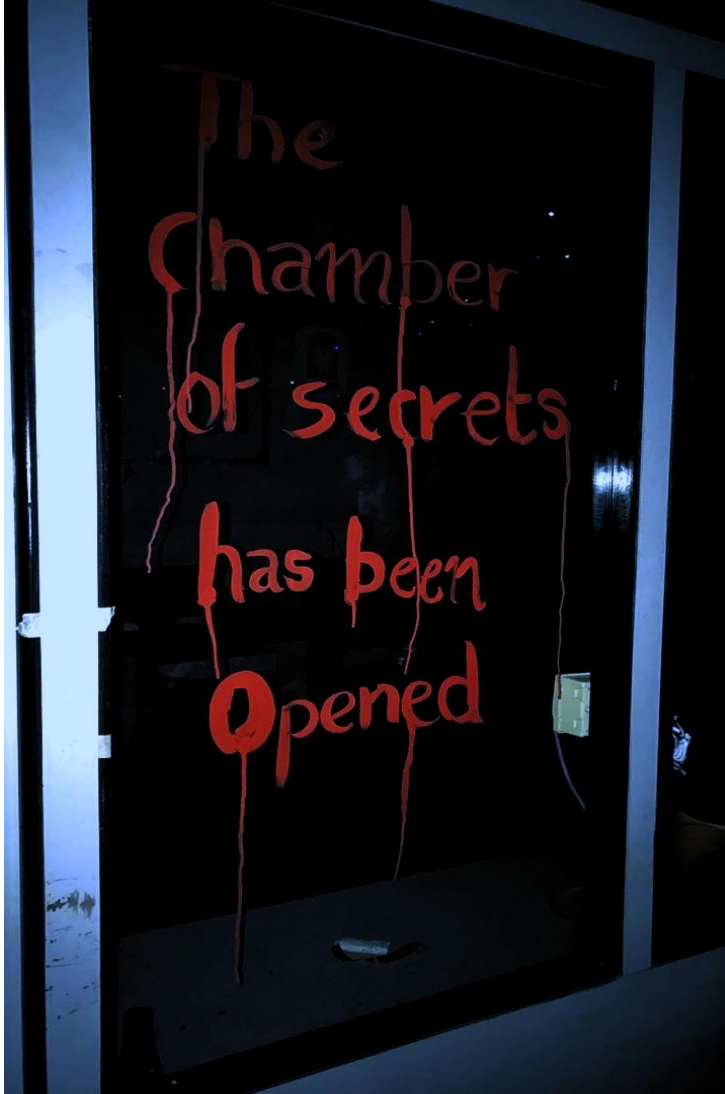2. Pushpak Katkhede (Joint General Secretary)

Decoration Theme :-

When you go to an event, the first thing you see is the shape, colors, dimensions… It's that first impression that is created and that is mainly based on the decorative elements. Therefore, the **decoration** of an event is as important, and this should represent a clear picture of what you want to transmit directly. The decoration goes far beyond a simple centrepiece. It all depends on the **theme** of the event, but in general the decorative elements must be in **accordance** with the **objective** to be achieved. So, this year the students under decoration team chose a current trending theme " SOCIAL MEDIA".
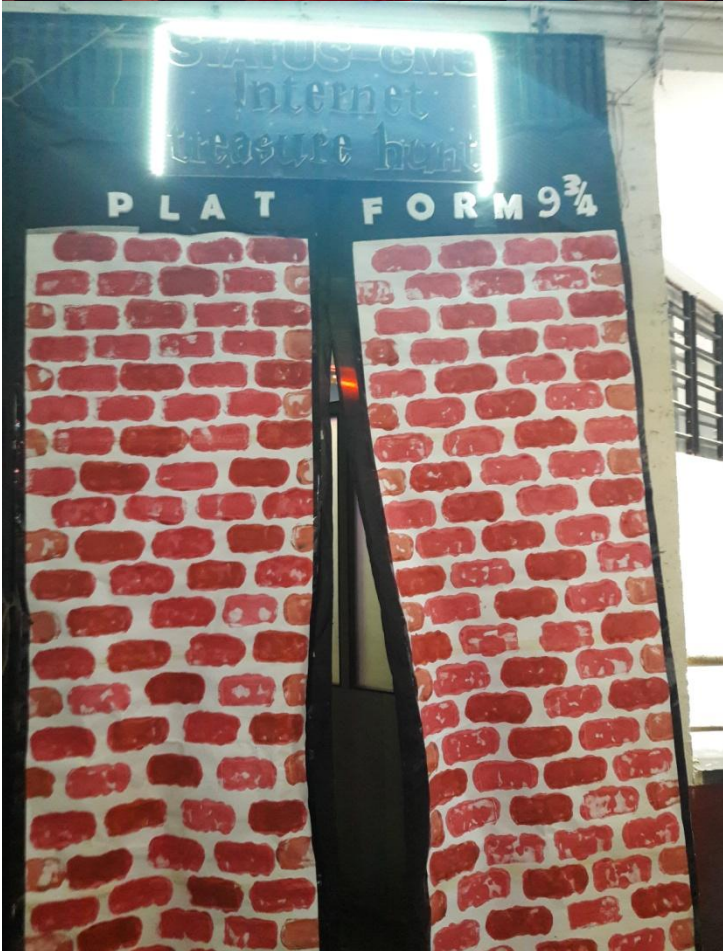
Students nowadays are well connected with each other through social media's , these social media has a great impact on life of today's student. So , having social media as a main theme for decoration , it attracted many of the students towards the event. Main attraction in the decoration was the photobooth of a Instagram post received an enormous response . Post in Instagram, Facebook, Twitter, Snapchat were designed for decoration by the team leaded by Ms.Shivani Dongre. Here are some of the glimpse of the decoration during the event.

Bits & Bytes

OH SNAP

facebook
Search
Hi Guys, Tell your friends about our event.

Bits n Bytes   posted 4 photos.

Instagram
Bits&Bytes

CLICK
Your
Moments
PROPS

Liked by aissms_et_2017 and 2048 others
BitsNBytes #Blingiton #Suchwow #muchamazeee
#EngineeringToday #AISSMSCOE

Add A Comment ....

Instagram
ET Bits&Bytes

Liked by aissms_et_2017 and 2048 others
BitsNBytes #Blingiton #Suchwow 😊 #muchamazeee
#EngineeringToday #AISSMSCOE

The Chamber of secrets has been Opened

ENGINEERING TODAY SILICON FUSION 2K17

BATTLEZONE

HOUSE LANNISTER   HOUSE STARK   HOUSE TARGARYEN   HOUSE BARATHEON   HOUSE TULLY.

GAME OF QUIZZLER

STATUS=CMS Internet treasure hunt
PLAT FORM 9¾

WAY TO QUIZZLERS
WAY TO LUDO HOUSE
FIRST FLOOR
INTERNET TREASURE HUNT SPOT ENTRY NEAR 119
Insta

DEORATION TEAM

Event 1 : CM1 Quizzlers

This event was held on 13th and 14th of Sept. The objective of this event was assessing students based on their basic technical knowledge. The participation was found good. In total 120 participants participated in the quiz competition. Entry fees was just worth Rs. 50/-. Hence huge response was the recorded for the same.

Again here for the event, Game Of Thrones, a TV series being very popular during the time it was chosen as a theme for the event place. Snaps from the decorations are being attached at the end.

❖ Rules for the event:

- Not more than 2 members were allowed in a team.
- Identity card or ID proof was compulsory.
- Total time for Quiz was **20 minutes**.
- Quiz had 2 rounds .Questions were MCQ based .
- First round was based on General knowledge and IQ (30 marks).
- Top 10 teams were selected for round 2.
- Second Round was a purely Technical Round. Questions were based on topics such as Modern Technology (AI, Virtual reality, Smartphone tech. etc)

- **Top 3 teams were declared as winners based on their score**
- Any Computing Devices are not allowed for the Quiz.
- Timing System:
- Refreshing of the session page and minimizing of the Web App was **not allowed.**
- Replacements of Team Members of participants was strictly prohibited once the registration has been done.
- Certificates and prizes were awarded to winner team during the felicitation ceremony.
- If the participating team does not abide by any of the above rules, his/her team were to be disqualified automatically.
- All the participants received **NATIONAL LEVEL CERTIFICATE.**

Coordinators:	1. **Mrs.A.S.Deokar**, Assistant Professor, Computer Engineering Dept 2. **Mr.A.A.Shaikh**, Assistant Professor, Computer Engineering Dept. 3. **Vivek Todmal**(Student Co-ordinator)

Winners:

1. Ganesh Gunati
   Abhishek Dyade
   College/Institute: AISSMS COE, Mechanical Dept. Pune.

2. Rahul Sharma
   Vaibhav Wadekar
   College/Institute: AISSMS COE, Computer Dept. Pune.

Participants during the competition
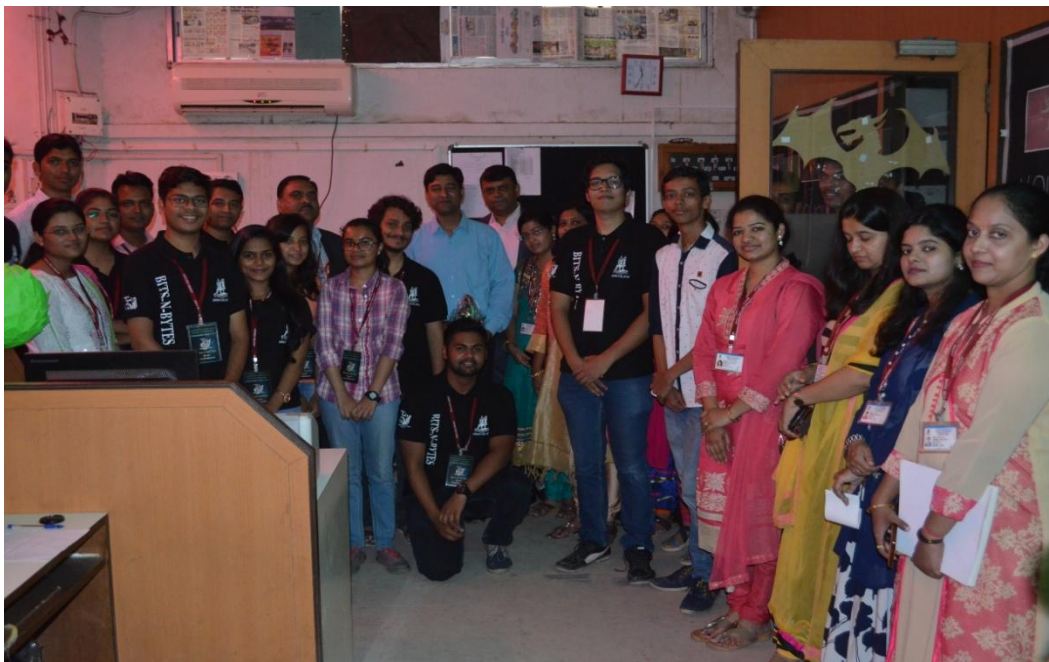
Volunteers of the Event

Event 2 : CM2 Paper Presentation

This event was held on 13th Sept from 10 am to 2 pm. The objective of this event was providing students the needed platform to show their talent. As well it leads to the development of presentation skills, research abilities, confidence, technical skills and **self-learning awareness** among the students. Technical Papers were invited from all over the nation. The participation was found good. Several papers presented by students were appreciated by the Judges committee. At the end of the session, Judges gave a brief presentation of guidelines on how to write and present technical papers.

Entry Fee: **Rs 100 per person**.
Date: 13th September, 2017

❖ Rules for the event:

This was Standard Technical Event comprising of a Paper Presentation Competition in which
the students had to come out with their ideas and topics on paper and present it in front of
the respective Judges. They were judged and given marks based on their performances.
RULES:
- Time limit for each presentation was**10 minutes**.
- Certificates and prizes were awarded to the top scorers based on the criteria decided
   by the judge/coordinators and were given during the felicitation ceremony.
- All participants received **NATIONAL LEVEL CERTIFICATE.**

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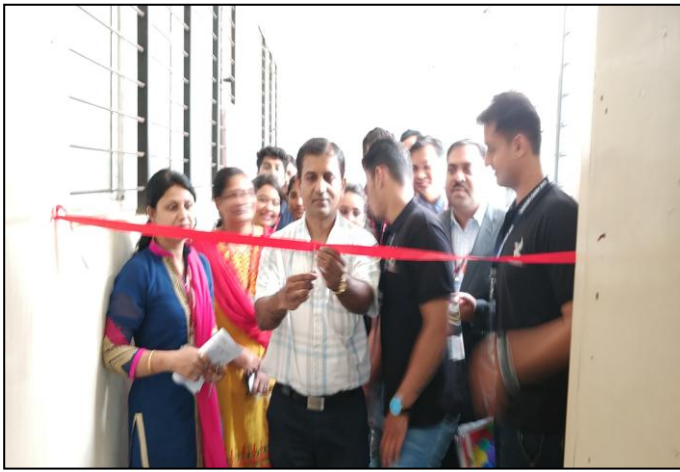
Winners:

1.Shweta and Sana Shaikh **(First Prize)**
Paper Title: "Indoor Navigation Using Augmented Reality".
College/Institute: AISSMS COE, Computer Dept. Pune.

2.Sakshi Paphale **(Second Prize)**
 Paper Title: "Computer Network Security".
College/Institute: Cummins COE, Pune.

Volunteer Team of Paper Presentation

Coordinators: 1. **Dr.D.P.Gaikwad**, Head Computer Engineering Dept.
2. **Mr.S.V.Shinde**, Assistant Professor, Computer Engineering Dept.
3. **Miss.Shivani Dongre**(Student)

Event 3 : CM3 Internet Treasure Hunt

The famous traditional game of treasure hunt is even popular nowadays. What if a computer Engineer designs a treasure hunt???

Just imagine playing a treasure hunt, only on computer with the help of internet….

Perfect recipe to attract the students over and over. Hence ITH proved to be the most successful event with over 210 entries.

Prof. N R Talhar and Prof. S V Athawale felicitating Mr. Amol Aher, Kastech sol pvt ltd founder and CEO

Students are interacting with Mr. Amol Aher and explaining the event.

❖ Rules for the event:

Entry(Single): **Rs 50/-**
**Entry(Group-Maximum 2)**:**Rs100/-**
Round 1: 13th September 2017-First round was a web based quiz with questions (hints) and time limit of 30 minutes. The questions were based on general knowledge and answers were one word and could be browsed on search engines on the same desktop. Once the time was over the session was been logged out. Teams and participants qualifying Round 1 were informed on the same day through their registered contacts.

Round 2: 14th September 2017

This was like a typical treasure hunt game with a twist. Time limit was given to complete these tasks. Participants were been given hints through the app and had to search for answers in the college campus. Once the correct answer was fed into the app it would direct the participants to the next hint. Few tasks included Snap Hunts. The participant or teams who completed the tasks and came back to the initial point first were to be the final winners.

RULES:
- All the participants were given a National Level Participation Certificate.
- Internet Treasure Hunt consisted of two rounds on two different days.
- Participants had to finish the Round 1 quest in the allotted time slot.
- More than 2 participants were not allowed in a team.
- After 30 minutes of Round 1, session was been logged out.
- Participants qualifying for the Round 2 were informed through their respective contacts given during the registration.
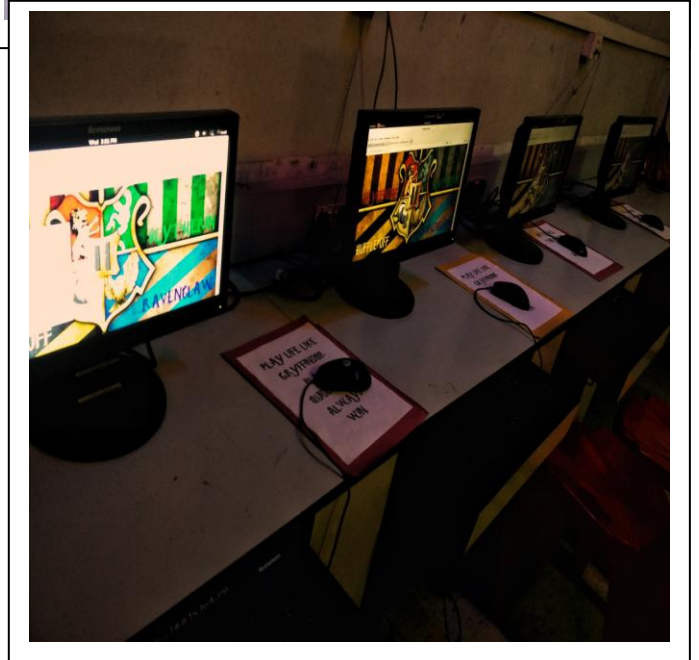
- Participants qualifying for the **Round 2** had to bring an android phone along.
- The rules and time limit for the final round were intimated prior the round begins.
- Certificates and prizes were awarded to the top scorers based on the criteria decided by the judge/coordinators and were given during the felicitation ceremony.

Winners:	1. **First Prize (Rs. 5000):** PrathameshLonkar, Omkar Pawar from AISSMS COE Pune. 2. **Second Prize (Rs. 3000)**: Ashish Sadafule, Animesh Kumar from AISSMS COE Pune.

Coordinators:	1. S V Athawale, Assistant Professor, Computer Engineering Dept. 2. N R Talhar, Assistant Professor, Computer Engineering Dept. 3. **Student Coordinator:** Mitali Solanki

Event 4 : CM4 Hide-n-Ck

Hide and Seek a famous game been played with the technical stuff as codes and other department related things.

Total no of students participated was 92. All students participated with great enthusiasm.

❖ Rules for the event:

Entry: **Rs 50 per person**.
Entry for a Group of 2(max): **Rs.100/-**
Date: 13th September, 2017
In this event there were two rounds.

Round 1:

- Unlimited multiple choice of questions
- Correct answer carried 4 marks wrong answer deducted 2 marks
- Top 20 students were selected for round 2
- In first round time was 30 minutes
- A bonus question was given after 3 consecutive correct answers which will carried 8marks
- Only 3 skips were allowed
- Three 50-50 questions were allowed (Members were given a chance to mark the correct answer out of 2 options. (ref KBC)
- Questions were from various fields (like C++, General knowledge , Data structures, current affairs)

Round 2:

This round was of 2 hours

- There were 5 questions
- Questions were ranked from easy to medium to difficult
- First 2 questions carried 100 marks each, next 2 carried 200 marks, and
  remaining 1 carried 300 marks each.
  Winners were selected based on performance in round 1 and round 2 as well.

Winners:	**First Winners:** 1) Khushal Mistri, 2)Y.N.S.Prathyusha (AISSMSCOE, Pune) **Second Winner:** 1) Rahul Sharma 2) Abhineet Ranjan (AISSMSCOE, Pune)
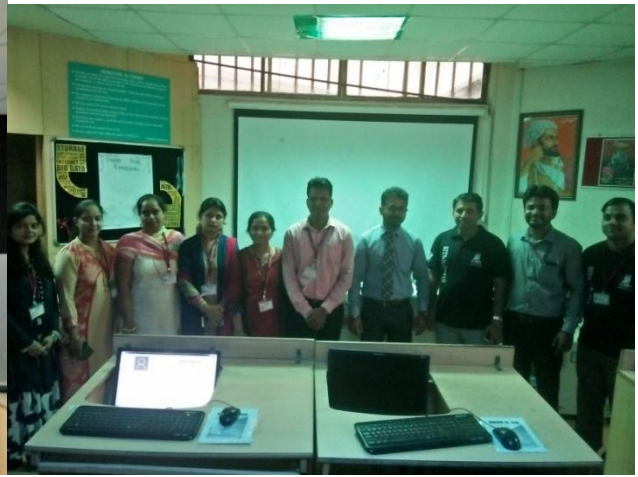
Coordinators: 1. Mrs. V.V. Waykule
2. Mr. O.P. Kasarlewar
3. Mr. Vikash Kumar Singh (Student)

Event 5 : CM5 Code Blooded

Murder Mystery been solved By CID. The news that we hear so frequently. Do you ever think of being a "SPY" (James Bond, Sherlock Holmes…) ??? Coding is the most basic part of computer engineering. So, molding these two concepts we had developed a game called Code Blooded wherein participant becomes a spy solving the codes.

❖ Rules for the event:

Entry Fees (Single): **Rs 50**
Entry Fees (**Group of 2**): **Rs. 100/-**
This was a Technical Coding Based Event, taking place in 2 rounds as given below:
Round 1: In this round, an Output was been provided to the Participants. They had to write a code for the given Output.
Round 2: In this round, a Code was been distributed to the qualifiers from Round 1. They had to Debug this Code and solve a Crime Scene Technically.
RULES:
Round 1:
Date: 13th September 2017
- Not more than 2 members were allowed in a team.
- The teams were provided with the problem statement
- Participants were required to write a code in order to obtain the required output.
  Timing System:
- 25-30 minutes after login.
- Participants had choice such as C, C++ or Java etc.
- Only 3 time compilation were allowed.
- Those who succeeded in obtaining the correct output were qualified for the next round.

Round 2:
Date: 14th September 2017
- They had to first debug a code and run it. The output contained a clue.
- Once they have decoded these clues they were redirected to some other place
  containing the next code.
- The participants had to solve the murder mystery by collecting all the clues and find
  the killer in the game.
- The participants finding the right solution in minimum amount of time were the
  winners.
- Replacements of Team Members of participants was strictly prohibited once the
  registration has been done.
- Decision of judges/coordinators was considered final for the winner's selection.
- Certificates and prizes were awarded to winner team during felicitation ceremony.
  All participants will be receiving **NATIONAL LEVEL CERTIFICATE**.

Total participants for the competition were 95. Event proved to be very successful with such great number of entries.

Winners:
1. Kunal Kolhe –MIT COE and Rugved Shinde AISSMSCOE
2. Sidhant Kosabe- AISSMSCOE and Ganesh Mhetre- AISSMSCOE

Coordinators:	1. **Ms.Bhakti Patil,** Assistant Professor, Computer Engineering
	2. **Ms.S.S.Deshmukh**, Assistant Professor, Computer Engineering
	3. **Miss.Ananya Gawande** (Student)

Event 6 : CM6 BattleZone

Counter-Strike is an objective-based, multiplayer first-person shooter. Two opposing teams—the Terrorists and the Counter Terrorists—compete in game modes to complete objectives, such as securing a location to plant or defuse a bomb and rescuing or guarding hostages. At the end of each round, players are rewarded based on their individual performance with in-game currency to spend on more powerful weapons in subsequent rounds. Winning rounds results in more money than losing, and completing objectives such as killing enemy players gives cash bonuses. Uncooperative actions, such as killing teammates, results in a penalty.

❖ Rules for the event:

Entry(Group of 4 members) : **Rs 200/- per group**
Event was based on **Counter Strike 1.6** which is a popular (FPS) First Person Shooter game which consisted of 2 teams. Each team had to compete against each other to win particular number of rounds. There were different scenarios and maps where players were pitted against each other.
There were a total of **7 rounds** in a match, from which the team which wins the first 4 rounds the winner of that particular match. Every match was a knockout match. The last 2 teams standing had a final match of **15 rounds** in which the first team to win 8 rounds was the winning team of the entire event. All the standard CS tournament guidelines were applied.
Date: 13th September 2017
Rules :
- Team consisted of 4 members only.
- Every match was a knockout match. Hence, losing team had to lose their spot from tournament.
- There were total **7 rounds** in a match, from which the team winning the first 4 rounds
  Was the winner of that particular match.

- The mp_roundtime was set to **1.75**
- The map taken for the event was **de_dust2/de_inferno**.
- In each round, the **C4 timer** was set to **35 seconds**.
- Cheats were not allowed excluding settings.
- Replacements of Team Members in a Group was strictly prohibited once the registration had been done.
- Decision of judges/co-ordinators was final for the winner's selection.
- Certificates and Prizes were awarded to the winner team during the felicitation ceremony.

The following actions were strictly prohibited during a game and was considered as a round loss.
- Any form of script was forbidden.
- Using bugs which change the game principle (i.e. spawn bugs) was illegal.
- Moving through walls, floors and roofs was strictly forbidden. This also included skywalking.
- "silent bombs" (i.e. the planting of a bomb which doesn't make a sound) was illegal.
- Planting bombs so that they cannot be defused was illegal.
- Defusing bomb through walls or roofs was strictly illegal.
- Boosting with the help of team mates was allowed in general, but it was forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable.
- Throwing flash grenades under walls was not allowed, throwing grenades over walls or roofs was allowed.

Winners:

(First Prize):	(Second Prize):
1. Raja Muchuwal	1. Siddharth Gadade
2. Roshan Pujari	2. Prathamesh Dorage
3. Vishal Bhutada	3. Ashutosh Rayphole
4. Dipesh Sharma	4. Pavan Mishra

Coordinators:	1. **Mr.M.A.Kandekar**, Asst. Professor, Computer Engineering Dept.
	2. **Mr.S.S. Jadhav**, Asst. Professor, Computer Engineering Dept.
	3. **Mayur Odedara,** (Student).

EFFORTS…..