#### VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"Jnana Sangama", Belagavi-590018, Karnataka



# REPORT ON AICTE ACTIVITY POINTS Submitted in partial fulfilment of the requirements for the award of the degree of

Bachelor of Engineering In

**Computer Science & Engineering** 

**Submitted by** 

1BI19CS011 AKASH JAIN

Under the guidance of

Nagendra Babu



Bangalore, India



# DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING BANGALORE INSTITUTE OF TECHNOLOGY

K.R. Road, V.V. Puram, Bengaluru-560 004

2022-2023

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#### BANGALORE INSTITUTE OF TECHNOLOGY

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#### DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

#### AICTE ACTIVITY POINTS SUMMARY SHEET

STUDENT INFORMATION			
NAME	AKASH JAIN		
USN	1BI19CS011		
BRANCH	Computer Science and Engineering		
SEM & SEC	8 <sup>th</sup> Sem & 'A' Sec		
ENTRY TO PROGRAM	Regular/Lateral/Change of College (Tick the Appropriate)		
ACTIVITY POINTS APPLICABLE	50 - Regular / 25 - Lateral / 50 - COC		
PROCTOR NAME	Dr. Suneetha K.R		
ACTIVITY DETAILS			
TOTAL DURATION OF ACTIVITY IN HOURS	ACT-1	ACT-2	ACT-3
	80	80	80
POINTS EARNED	20	20	20
PLACE OF ACTIVITY	Bengaluru		
TOTAL ACTIVITY POINTS EARNED	60		

#### **Evaluated By:**

Dr. Maya B.S

Assistant Professor Department of CS&E

Bangalore Institute of

Technology

K. R. Road, V. V. Puram, Bengaluru - 04 Dr. Girija J

**Professor and Head** 

Dept. of CS & E

Bangalore Institute of

Technology

K. R. Road, V. V. Puram,

Bengaluru - 04



# **ACTIVITY – 1**

#### 1.1 EFFICIENT GARBAGE DISPOSAL SYSTEM

The main aim of this activity gives a rising quality of life, and high rates of resource consumption patterns have had an unintended and negative impact on the urban environment - generation of wastes far beyond the handling capacities of urban governments and agencies. Cities are now grappling with the problems of high volumes of waste, the costs involved, the disposal technologies and methodologies, and the impact of wastes on the local and global environment to create awareness on the environment through different social media platforms. "The key to efficient waste management is by segregating waste at the source so that it can be treated accordingly i.e., recycled, reused and recovered."

#### 1.2 ACTIVITY CARRIED

#### Task - 1

Garbage disposal system in your place

• Waste management (or waste disposal) includes the processes and actions required to manage waste from its inception to its final disposal.

#### Task - 2

Collect paper waste from your house/neighbors

• Find out what you can do to help make a difference in our environment every day. Whether you're at home, on the go, in the office, or at school, there are many opportunities to go green by Reducing, Reusing, and Recycling.

#### 1.3 ROLE OF AN INDIVIDUAL

Before, we start with any program, certain aims/ objective needs to be formulated so as to conduct successful programmes. Some of such objectives are listed below.

- To develop the ability to think and organize the thinking to create something useful.
- To indulge the students into a extracurricular activity with exclusive tool i.e. waste material.
- To explore the environmental concepts and actions which are beyond the curriculum & syllabus.
- To make our vision and outlook broader about the nature & society.

• To control the harmful effects of waste on our environment.

#### HOW TO ACHIEVE THE OBJECTIVES?

In order to achieve the objectives, it is necessary to formulate certain programmes and follow- up has to be done efficiently.

- Create awareness among students to use the waste products in best possible manes.
- Various things can be put to different uses.
- More of awareness and efforts combined together to make variety of products.

#### Advantages /uses: -

- Helps in generating the awareness and building the attitude to take up activities in real would.
- Controlling the amount of waste send into landfills.
- Enables the students to give this creativity & innovation a shape.
- Reduces the destruction of forest & other eco system.
- Helping the society and nation in conserving our nature.

#### 1.4 GEO TAGGED PHOTO OF AN ACTIVITY

Segregation of dry and wet waste by dividing into two simple dustbins in your community program.



@Cognition\_bangalore











Waste Segregation



It is important to make sure that wet waste is thrown out of the house on a daily basis. Dry waste can be discarded twice or thrice a week. Ensure that plastic containers thrown in the dry waste bin are void of any food residue. Waste segregation basically means keeping wet and dry wastes separately, so that dry can be recycled and wet waste can be composted.

#### How do I practice waste management at home?

- 1. Keep separate containers for dry and wet waste in the kitchen
- 2. Keep two bags for dry waste collection- paper and plastic, for the rest of the household waste
- 3. Keep plastic from the kitchen clean and dry and drop into the dry waste bin. Keep glass /plastic containers rinsed of food matter

# Before

# After





# Newspaper Bags









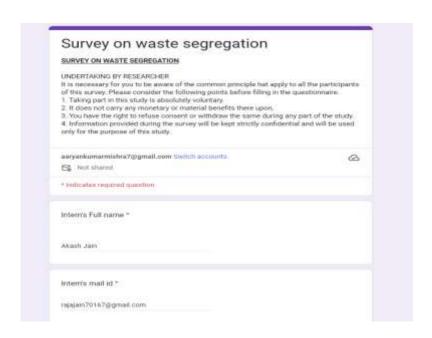


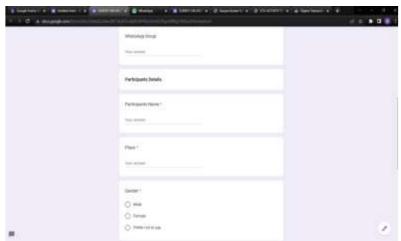
# Survey on waste segregation

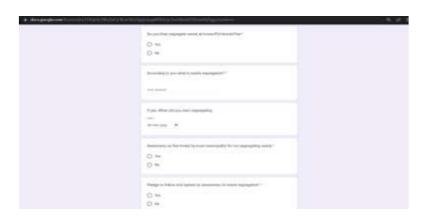
#### **Google Form:**

 $\frac{https://docs.google.com/forms/d/e/1FAIpQLSf8sZwFs1BreOAG53jejGpzgW8tQutcZmZ0}{mb03Vb2wfXZIgg/viewform}$ 

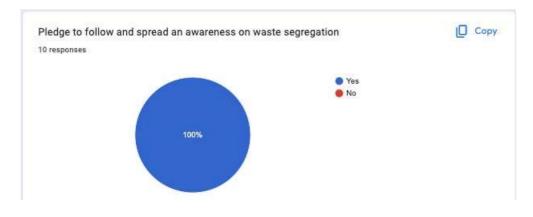
### **Survey questions**

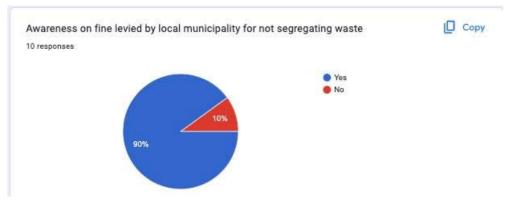


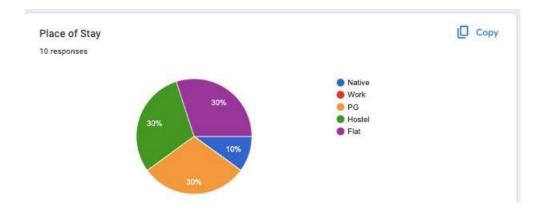


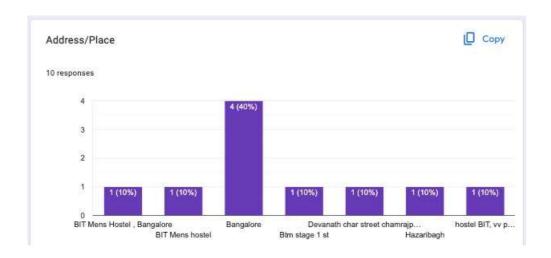


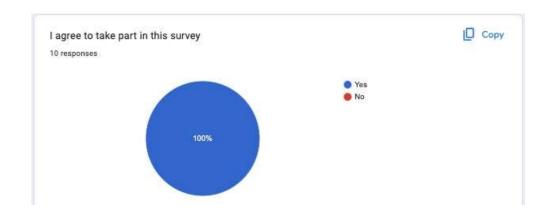
# **Form Responses:**

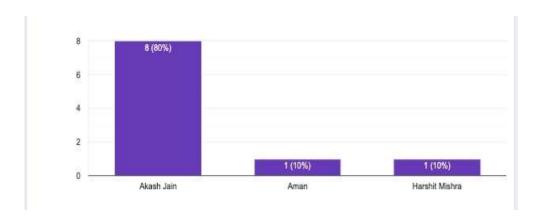












#### 1.5 TOTAL DURATION IN HOUR / WEEK

Successfully completed with 40 hours duration on activity "Developing an Efficient Garbage Disposal System" from 08-03-2023 to 28-03-2023.

#### 1.6 POINTS EARNED

Apart from technical knowledge and skills I have gained excellent soft skills, leadership qualities and team spirit. However, during this activity the total number of points that I have earned on successful submission in fulfilment of the requirements for the award of 20 AICTE activity points.

#### 1.7 CERTIFICATE

# "Activity-1 Completion Credential"







# CERTIFICATE OF COMPLETION This is to certify

Akash Jain 1BI19CS011

From "Bangalore Institute of Technology" for successfully completing 80 hours from 08-03-2023 to 28-03-2023 on activity "Developing an Efficient Garbage Disposal System" and We appreciate them for all the efforts and time invested in the upliftment of the society.

MR.NAGENDRA BABU Co-Founder & Director

MS, INDHU Program Director



### **ACTIVITY-2**

#### 2.1 SWACHH BHARATH ABHIYAN

The **Swachh Bharat Abhiyan** is the most significant cleanliness campaign by the Government of India. Its responsibility of the entire citizens to keep their surrounding clean.community people were encouraged to maintain their surrounding clean. Thus the students of Bangalore Institute Of Technology college have initiated one steps towards-cleanliness.

#### 2.2 ACTIVITIES CARRIED

Organiser: COGNITION "Social Innovation And Research Centre"

Motto: Swachh Bharath Abhiyan & SHRAMDAAN - "SWACHHTA HI SEVA"

**Aim:** To create awareness among citizens regarding cleanliness

**Number of Participants: 50+** 

Awareness Campaign location: Lalbagh Botanical Garden

# "Cleanliness is next to Godliness."

It is the mantra of Mahatma Gandhiji, Father of Nation. He demonstrated, propagated and insisted for individual and community cleanliness throughout his life. Following his footprints, Swachh bharat Mission campaign achieved encouraging results. This vision will be translated into action by bringing in community participation for clean toilets and integrated waste management to make Gujarat open defecation free, zero waste, dust free, plastic free and green. It is everybody's responsibility and one should keep themselves and their surroundings clean and hygienic. It also brings good and positive thoughts in the mind which slows down the occurrence of diseases.

Cognition have organised rally to promote swachh bharat mission. Mass awareness created with Various slogan: "ham sb ka ek nara- saaf sutra des hamara, sathi re hath batana- gandki ko he dur bhagana, apni mitti apna des- swachh bharat swasth bharat...etc.Shramdan activites also been carried out at various places in Lalbagh Botanical Garden and area surrounding it. Students have encouraged community people to join in swachhta activity. They have participated in shramdan activity and shown their willingness and interest to keep surrounding clean.

#### 2.3 ROLE OF AN INDIVIDUAL

- We have to clean our house daily. We must throw dust or wastage of vegetables and other wastage in dustbin.
- The small step is to carry a fabric bag or a recycled paper bag when they leave the house.
- We forward such type of message to our friends in which people envolved in cleanliness process.
- In the campaign held at BOTANICAL GARDEN, we went on a mission to clear wastage from the park plastic bottles, papers, cigrattes packets etc and urged people not to throw waste in the park and to use the dustbin.

#### 2.4 GEO TAGGED PHOTO OF AN ACTIVITY

























#### 2.5 TOTAL DURATION IN HOUR / WEEK

Successfully completed with 80 hours duration on activity "Swachh Bharath Abhiyan" from 06-04-2023 to 17-04-2023.

#### 2.6 POINTS EARNED

A part from technical knowledge and skills I have gained excellent soft skills, leadership qualities and team spirit. However, during this activity the total number of points that I have earned on successful submission in fulfillment of the requirements for the award of 20 AICTE activity points.

#### 2.7 CERTIFICATE



# **ACTIVITY - 3**

#### 3.1 FACILITATING 100% DIGITIZED TRANSACTIONS

Digital payments are transactions that take place via digital or online modes, with no physical exchange of money involved. Digital payment is a way of payment which is made through digital modes. In digital payments, payer and payee both use digital modes to send and receive money. It is also called electronic payment. No hard cash (currency notes) is involved in the digital payments. All the transactions in digital payments are completed through online. It is an instant and convenient way to make payments. "Digital money (or digital currency) refers to any means of payment that exists in a purely electronic form. Digital money is exchanged using technologies such as smartphones, credit cards, and online cryptocurrency exchanges. In some cases, it can be converted into physical cash through the use of an ATM." Digital India is a campaign launched by the Government of India in order to ensure the Government's services are made available to citizens electronically by improved online infrastructure and by increasing Internet connectivity or making the country digitally empowered in the field of technology.

#### 3.2 ACTIVITY CARRIED

#### SURVEY ON DIGITISED TRANSACTIONS

Surveying done through two modes one is online mode of transaction and is cash mode.

- If online mode is considered a few related questiones is asked and to be answered by them.
- In online the survey photos are uploaded.
- If cash mode is considered questioners to shift from cash to online mode is possible?

Stages Considered: Individual Survey.

Target Group: Street vendors, Petty shop owners, Grocery shop owners, Rickshaw alas.

Sample Size: 20 to 25 participants.

We classified payments under 2 categories.

- 1. Online payments
- 2. Offline/Cash payments

#### **About the survey:**

- This survey started as an open question posted on social media for people to comment.
   Since it gained momentum, we decided to convert it into a google form to get structured data.
- Around 20+ respondents had filled the survey. Among the respondents 61.5% live with family, 20.5% live with flatmates, 18% live alone.

#### **Online payments**

This section tries to understand peer to peer money transfer using the payment apps. Has reduced friction changed the way we see money transfers? That was something we were curious to know. In our survey, around 91.8% of people responded that they use one of the payment apps to transfer money among their peers and rest did not use apps to transfer money.

#### Offline/Cash payments

This section emphasis on payment behaviour offline using mobile apps. The offline merchant payments are done either by scanning a QR code or by sending money to a mobile number. We wanted to understand the nudge for using these offline payments using an app. Of the 20+ respondents, 77.9% of people made offline payments using an app whereas the rest 22.1% of the folks did not.

We also had a section where the users could express their thoughts on these apps and we had people expressing their love, hate and anger for these apps over our social media posts. We could see patterns from their mere expression of how they feel about these apps.

#### **Upon the Survey the types of users:**

#### **Loyalists**

These are people who have stuck to a single app and use it for all their purposes. It could be the first mover advantage or the fact that the particular brand is popular or it's just convenient to use a single app than juggling between multiple.

#### **Optimizers**

People who juggle between multiple apps for cash back or use different apps depending on the context like WhatsApp pay among friends and Paytm for merchants etc.

#### **Sceptics**

People who either limit the use of payment apps or do not use any of these apps either due to a bad experience or due data privacy concerns, but they were relatively low in numbers.

#### What makes a good payment app?

As people expressed their opinions, they emphasized on certain characteristics to describe their admiration or hatred towards these apps. Will addressing them and improvising them make them a better payment app? Maybe.

#### 1. Convenience

- Storing contacts and account numbers
- Smooth user payment flows
- Autopay or set reminders

### **2. Speed № ♀**

- Ability to complete the transaction faster
- Bringing on new services and features to the app

#### 3. Popularity 🔊

- Accepting payments across various services from the app
- Brand awareness that leads to greater adoption and usage

#### 4. Reliability 🏦

- Resolving payment failures
- Better in-app communication and messages to build trust

#### 3.3 RESULTS AND FINDINGS

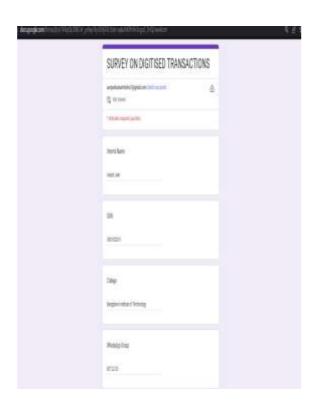
While governments, regulators and service-providers are working in synergy to enhance the electronic payments systems and related infrastructure, it makes sense to study how these options are perceived by the end-user. The key policy recommendation from our study is that incorporating feedback and gauging public perception can further catalyse digitisation. We observe through our study that perception of digital payment instruments affects the payment behaviour of an individual. Digital payments were not only driven by a positive outlook on digital payments but also a negative outlook on cash. Contrary to popular belief, customers were seen to be willing to discount online fraud experience in the face of higher convenience offered by digital payment modes. The impact of experiencing fraud on the choice to pay digitally differs according to the purpose of the transaction. Also, we cannot ignore the role played by demographic factors in better digital payment adoption. Digital payments adoption is expected to increase in line with the overall socioeconomic development of the population.

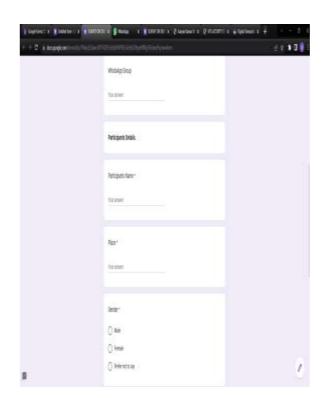
#### **Survey on Mode of Transactions**

#### Google\_Form:

https://docs.google.com/forms/d/e/1FAIpQLSfX87vF\_ys9ay 74yUENjT4L16ahsqkuViKPtHFsTognZ\_3HQ/viewform

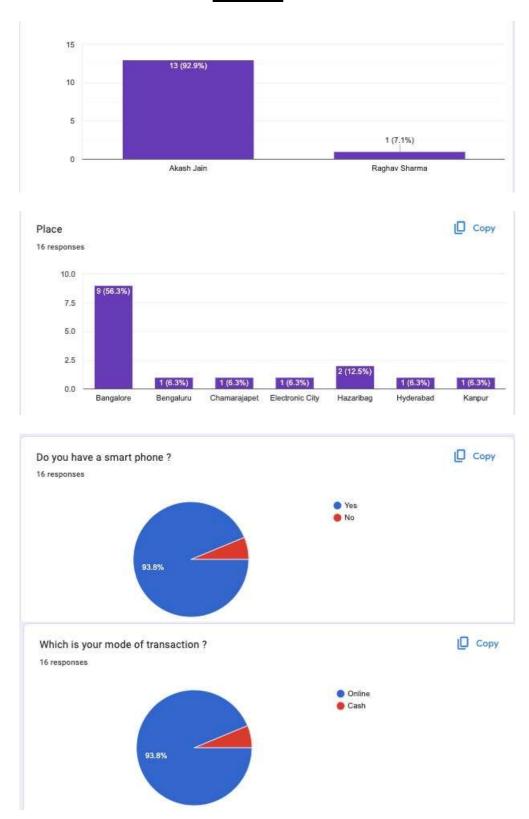
#### **Survey Questions**





Collecting and analyzing the responses to create a community feedback survey by seting our objectivies that clearly define their needs about the resources and capacity of usage. Below, are related survey photographs that are clipped while entertaining their ideas towards digitalized transactions. In order to conduct a successful needs assessment we need to identify target audiences and data sources that thinks samll and big when summarizing results. Finally, get feedback and comments if any.

#### **Responses**



The main objectives of digital transactions are to reduce the costs and risks of handling cash and to increase the ease of conducting transactions. Digital banks, however, do not have a physical bank branch to operate. The services are part of an integrated end-to-end digital platform. They provide branchless and seamless end-to-end processing of banking operations which are initiated by customers from mobile phones via a mobile banking app.

# 3.4 GEO TAGGED PHOTO OF AN ACTIVITY























Here are a few ways to make online payments simple and easy for the people on the other end of your mission-critical transactions.

- 1. Provide the widest range of payment methods possible.
- 2. Don't require site visitors to create an account before they can pay.
- 3. Avoid redirects during the payment process.

Online transactions allow people to save many items, such as paper used to make notes, time spent on transactions & counting. Online transactions are very simple and can be performed from wherever using devices that are readily accessible to everybody, such as smartphones, laptops, and so on. The main drawbacks to electronic payments are concerns over privacy and the possibility of identity theft. Fortunately, there are many safeguards available to protect your sensitive personal information from falling into the wrong hands.

Digital Payments: How To Make Safe And Secure Digital...

- Use unique passwords.
- Don't save card details.
- Use only private networks.
- Always check your financial statements.
- Do not share your details.

There are many benefits that come with using the BHIP UPI App. You can make a digital payment across all banks in India. There are no additional charges for using BHIM app. **The process is simple, fast and secure**.

This is very fast as user does not need to go bank or go to merchant for payments. It takes few minutes which is faster than postal or wire transfer. Less risk of theft and loss: In e-payment system, user does not need to carry currency from one place to another so there willbe less risk of theft and loss.

#### 3.5 TOTAL DURATION IN HOUR / WEEK

Successfully completed with 80 hours duration on activity "Facilitating 100% Digitized Transactions" from 17-04-2023 to 28-04-2023.

#### 3.6 POINTS EARNED

A part from technical knowledge and skills I have gained excellent soft skills, leadership qualities and team spirit. However, during this activity the total number of points that I have earned on successful submission in fulfilment of the requirements for the award of 20 AICTE activity points.

#### 3.7 CERTIFICATE

"Activity-3 Completion Credential"

