CSI
COMPUTER SOCIETY OF INDIA
SAIT

EDITION
07

PARADIGM

Annual Tech Magazine

2024

EDITION 07

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GET TO KNOW US BETTER

OUR MISSION

CSI SFIT aims to lay a foundation for the refinement of technical inventiveness among young technocratic skills that will promote originality among budding engineers down the path for professional development.

ABOUT US

CSI SFIT since its inception in 2002, has proven to be a great source of knowledge by providing hands-on technical training and transforming students into competent professionals. In each academic, CSI SFIT conducts numerous workshops, seminars, conferences, industry-academia interactions, competitions, student initiative programs, and industrial visits which prove to be a gateway to technical expertise.

FACULTY COORDINATOR

CSI-SFIT, founded in 2002, aims to impart practical knowledge in Computer Science and Technology. We take pride in our 34 active committee members who organize various technical events and workshops, such as the Design Decode workshop and the Figma and Flask workshop. Our event, Shattered Dimensions, during the Technical Fest MOSAIC, was a significant success, attracting many visitors.

Expressions of inherent and nurtured qualities are vital through oral and written means. The CSI-SFIT committee's launch of the Annual Technical Magazine provides a platform for these expressions. It is with immense pleasure that we present the seventh edition of our magazine, PARADIGM. In science and philosophy, a "PARADIGM" represents a distinct set of concepts and standards. Similarly, our magazine includes reports of activities, technical articles, and project reports from students.

I extend my gratitude to our Director Rev. Bro. Shanti Lal Kujur, Principal Dr. Sincy George, Vice-Principal Dr. Gautam Shah, Dean Academics Dr. Deepak Jayaswal, and my co-coordinator Mr. RK Shinde for their unwavering support. Lastly, a heartfelt gratitude to all participants, authors, report writers, and students involved in this endeavor.

Best wishes and God's blessings!

Ms. Amrita Mathur

(CSI-SFIT Coordinator)

Amrita Mathur

CSI COMPUTER SOCIETY OF INDIA SFIT

TEAM 2023-24

#WE MAKE IT HAPPEN

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DESIGN DECODED

On February 3, 2024, the Computer Society of India – St. Francis Institute of Technology Student Chapter organized the 'Design Decoded Workshop,' led by Ujwal Katariya. The workshop aimed to provide a comprehensive understanding of design principles and their practical applications. With over 50 enthusiastic participants, the event offered valuable insights into various aspects of design, making it both engaging and informative. The session began with an introduction to design basics, laying the groundwork for a deeper exploration.

Key design principles, including balance, contrast, emphasis, movement, and harmony, were explored through examples and interactive discussions. The workshop also addressed and resolved participants' doubts, enhancing their grasp of effective design practices. Overall, the event provided a rich understanding of design, helping attendees appreciate and apply these concepts effectively.

Figma

Participants were introduced to essential design elements, crucial for any successful project, and learned about the significance of design across different fields—from tech to marketing—and it's impact on everyday life.

A practical session was one of the highlights of the workshop, where participants had the opportunity to apply the learned principles by analyzing CSI's annual magazine cover page. This hands-on activity helped solidify their understanding and allowed them to see the practical application of theoretical concepts.

Additionally, step-by-step insights into the design process provided a structured approach to crafting brilliant designs. The workshop concluded with an overview of modern design tools like Figma, enhancing participants' proficiency in utilizing contemporary design resources. This introduction to Figma, a popular design tool, equipped participants with the skills to create and collaborate on design projects effectively. Overall, the 'Design Decoded Workshop' was a comprehensive and enriching experience that left participants with a deeper appreciation and understanding of the art and science of design.

FLASK FORWARD

A PYTHON WORKSHOP

The workshop titled 'Flask Forward: Fundamentals and Beyond' on March 18, 2024 was successfully conducted by the Computer Society of India. It was spearheaded by the technical team of CSI, featuring an engaging and practical session on the Flask web framework. The workshop attracted over 50 participants eager to delve into the world of web development. The participants were taught core principles of Flask, covering essential concepts such as routing, template rendering, and inheritance. Participants then engaged in practical exercises focused on handling form submissions, detecting errors, and implementing strategies for effective error management.

Session Overview

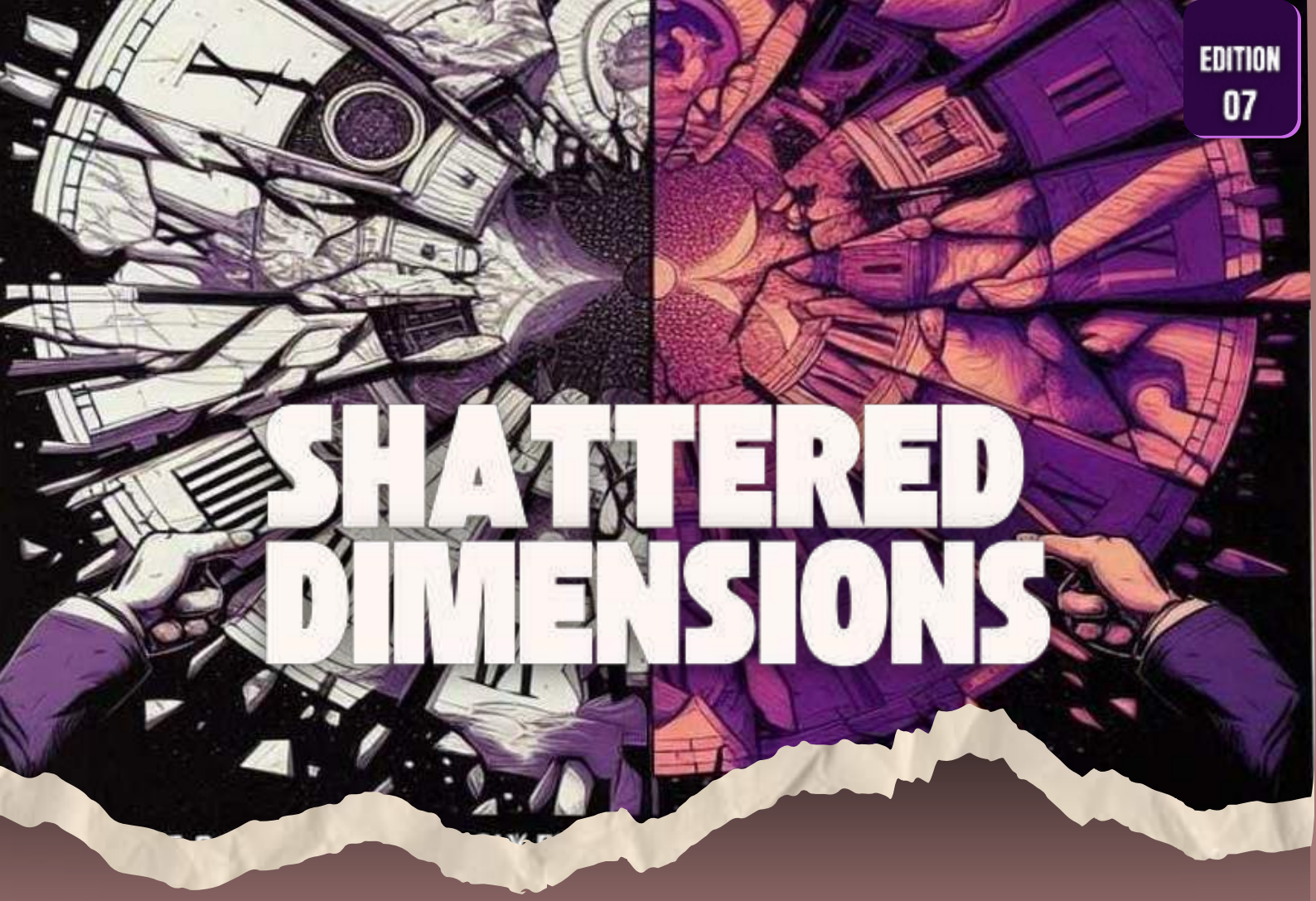
The session continued with a comprehensive overview of session management, cookie handling, and various database options, including MySQL and MongoDB. Attendees also explored critical security practices, such as hashing, and learned how to integrate APIs to enhance the functionality of their applications.

The workshop concluded with insights into advanced Flask features, including the use of Flask-Mail for email functionalities and the integration of payment gateways for e-commerce applications. Overall, the workshop successfully delivered valuable content and fostered a deeper understanding of Flask, contributing positively to the participants' web development skills.

The event featured distinguished speakers Yogiraj Buddhiwant, Ojas Mahaddalkar , Reuben D'souza, and Riddhi Gupta, members of the Technical Team of CSI and general Secretary.

MOSAIC

Where the past collided with the future:
"Shattered Dimensions."



SHATTERED DIMENSIONS

MOSAIC 2023, perhaps the most fun stimulating thing during the start of the year. MOSAIC is a fun event that combines both things important to a technical college, Fun and Technology.

It's a Technical event where all the technical committees of the college come together and take part in building fun and innovative games using their own technical skills and innovation. All the college's committees use their expertise in technology, fine arts, and crafts to run entertaining and creative activities.

This year, in 2023, we planned an extraordinary event where the past collided with the future: "Shattered Dimensions." Participants journeyed through a convergence of past, present, and future, tackling mind-boggling paradoxes and scientific challenges in groups of 4-6 to fix a time machine. They navigated three stages each in both the "PAST" and "FUTURE." This immersive experience required teamwork and problem-solving to restore time to its normal state, showcasing participants' collaborative abilities and making for a thrilling and unforgettable adventure.

In this stage, players are divided into two groups to tackle different time periods simultaneously : the **Future** and the **Past**.

Past: Players must identify 20 constellations across four sets using astronomy knowledge and pattern recognition, matching constellations from historical references or star maps. Success provides crucial information for advancing to the next stage.

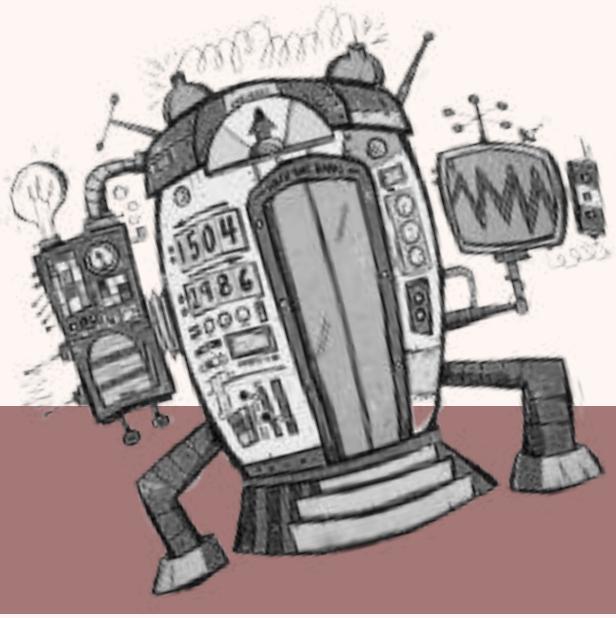
Future: Teams must identify four isolated pawns in a chess setup by analyzing two VR chess patterns. These VR patterns contain crucial information that, when compared with the actual chess board, reveal key numbers for advancing to the next stage.

PAST FUTURE

STAGE 01: Future and Past

STAGE 02: Riddles and Encoding

In this stage, players solve riddles from five sets, with one set for new players. Two sets correspond to 2457, and three sets to 1368. Solving the riddles provides clues to **generate Morse code**. Players input Morse code answers into a laptop, translating them into encoded messages. Using cheat sheets, they decrypt these messages, which are crucial for progressing to the next stage.



Successfully completing tasks restores the timeline and completes the game. For example, if a riddle answer is "HOURGLASS" and the number "1368" from Stage 01, you select corresponding alphabet positions (1 + H, 3 + O, 6 + U, 8 + R) and scan these alphabets on the QR code. Participants must work together, using **problem-solving skills** and **teamwork** to navigate through the stages.QR Codes and Patterns, participants need to use the answers and numbers obtained from previous riddles.

STAGE 04: Game Completion

STAGE 03: QR Codes and Patterns

They scan a QR code to receive alphabets related to the Stage 02 riddles, determine the corresponding alphabet patterns, and combine all corresponding numbers from these patterns to form a 5-digit passcode, which is then entered on the phone. Connecting to the past involves using Discord for real-time communication and verification, ensuring both teams have obtained the phone.They then enter the calculated password from Stage 03, with two chances to get it right. Successfully completing these tasks restores the timeline and completes the game.

REDEFINING THE FUTURE OF AUGMENTED REALITY

What is Apple Vision Pro?

Recently introduced at Apple's annual Worldwide Developers Conference on June 5, 2023, Vision Pro is the company's first spatial computer (human interaction with a machine). But what makes Apple Vision Pro so unique? This computer is actually worn on your face, so the output is projected directly into your eyes. When you work on a standard computer, you control your actions using a keyboard, mouse or touch screen, but with Vision Pro, the control is through eye tracking and gestures.

What can it be used for?

This revolutionary technology takes watching TV and movies and playing games to a new level. Apple Vision Pro users will experience an ultra-high resolution display with a wide screen—this is the next step up from HD and provides a more immersive experience. The headset features an advanced Spatial Audio system that provides a 360-degree sound format in simple terms. It's like being in your movie theater! Vision Pro also features Apple's first three-dimensional camera—taking users on a trip down memory lane as they experience their favorite photo and video memories

Is Apple Vision Pro considered AR or VR?

AR uses a real-world setting while VR is entirely virtual. Vision Pro is primarily an AR device, but it can switch between AR and VR. Apple Vision Pro uses augmented reality glasses and is considered a wearable "spatial computing" device. One way to think of it is as "mixed reality" because the headset seamlessly blends the real world with the digital world.

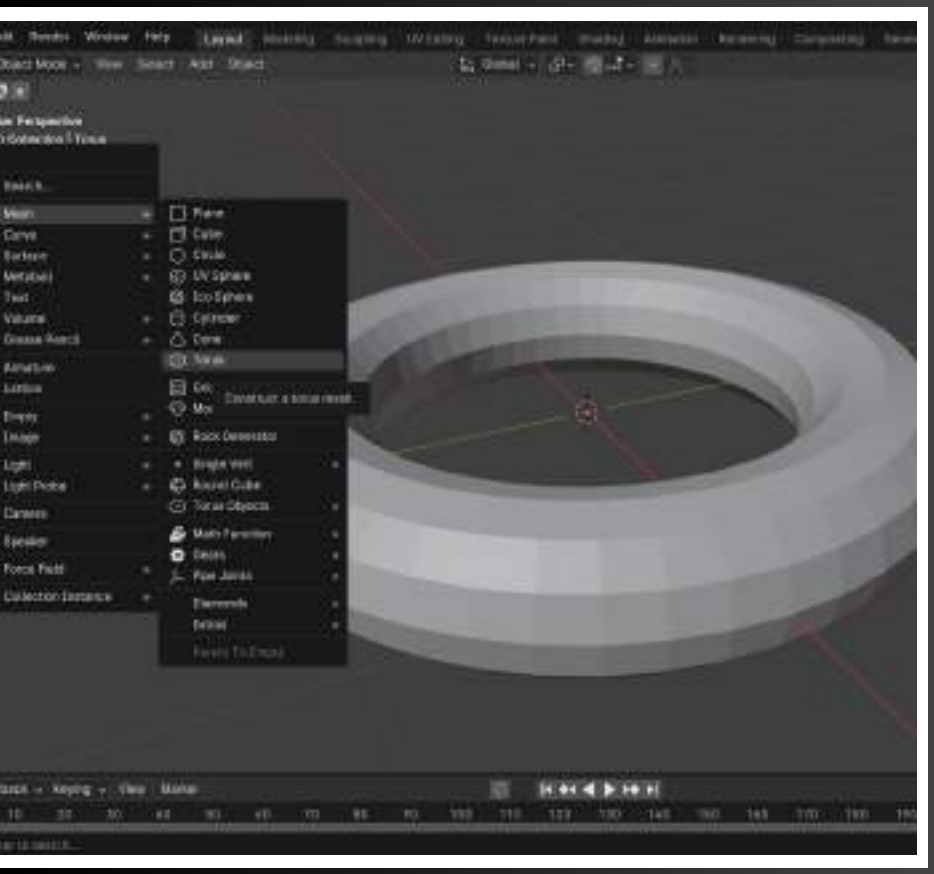
HUSSIAN MOTARWALA

BLENDING YOUR IDEAS TO A NEW FRONTIER

Blender is the free and open-source 3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation.

Many people have interest in game development especially in 3D games and such games require 3D assets, now you could just get pre-made assets from everywhere today however to create one's own assets blender is an essential, so starting journey from the top of the iceberg, it leads to discovering the unimaginable possibilities that blender offers.

Some Nifty Shortcuts:
- G – used to move selected objects in viewport.
- S – used for changing the size of selected objects.
- Shift+A – used for adding basic models and objects.



The donut model starts with a shape called **Torus**, you can get it by using the add option on the top left side of the viewport. While learning blender, it is necessary to learn all the shortcuts for efficient workflow, I recommend making a small handy book to note down all the shortcuts you learn while you follow a tutorial. Another thing to note is what a tool does, note why did you use that tool and what it did to your model, this is a faster way to learn all the tools albeit noting may seem time-consuming. The next part involves how to edit or modify your objects, blender has an Edit mode which enables you to edit specific parts of the objects using settings like proportional editing, also you can apply modifiers on particular objects, learning this is very important as these are the foundational parts of your model and define how it will look.

Following the editing part, we have texture paint which will help your models look detailed compared to using monotonous colors while editing, you can even use some textures in the material section of the object provided by the blender community on various websites. Often you would want to edit the World around the object too, for we have default light and camera objects that can be altered or modified as you want, you can even change the environment to simulate an atmosphere. By now your object is probably ready enough to be rendered, you can choose the render option from the sidebar at the right to access different render settings, as of today blender has 2 rendering engines namely EEVEE and Cycles which are used to render your environments and models, for a low-end pc. It is recommended to use the EEVEE engine.

If you wish to learn more about blender refer here :

FINAL BLENDER

After doing all the required modifications you can press F12 to render the image, once it renders all the samples you can save the image in your folder in the required file format. You can even add animations, using keyframes, timelines, and graph editors but it's a whole separate topic in itself. This has been a very brief introduction to Blender, exploring this software is also particularly important as other tools might prove handy at some point in your blender journey. So, keep exploring and being creative.

TIPS:
- USING REFERENCES LIKE 2D IMAGES CAN HELP WITH MODELING FASTER.
- THE SEQUENCE OF APPLYING MODIFIERS CAN GIVE DIFFERENT RESULTS. SO EXPERIMENT WITH THEM.

If you wish to download textures and pre-made models go here :

SLEVIN CORDEIRO

MULTIPLE CHOICE QUIZ

WHAT IS BLENDER ?

A. A 2D DRAWING TOOL
B. A FREE AND OPEN-SOURCE 3D CREATION SUITE
C. A VIDEO EDITING SOFTWARE
D. A GAME DEVELOPMENT ENGINE

WHICH OF THE FOLLOWING IS NOT A PART OF THE BLENDER 3D PIPELINE ?

A. MODELING
B. RIGGING
C. DATA ANALYSIS
D. ANIMATION

WHAT IS THE PURPOSE OF TEXTURE PAINT IN BLENDER ?

A. TO EDIT SPECIFIC PARTS OF OBJECTS
B. TO APPLY MODIFIERS ON OBJECTS
C. TO MAKE MODELS LOOK DETAILED WITH TEXTURES
D. TO CHANGE THE ENVIRONMENT AROUND THE OBJECT

WHICH RENDERING ENGINE IN BLENDER IS RECOMMENDED FOR LOW-END PCS ?

A. EEVEE
B. LUXCORERENDER
C. CYCLES
D. REDSHIFT

WHICH MODE IN BLENDER ALLOWS YOU TO EDIT SPECIFIC PARTS OF OBJECTS ?

A. OBJECT MODE
B. SCULPT MODE
C. EDIT MODE
D. TEXTURE PAINT MODE

HOW CAN YOU AVOID GETTING STUCK IN "TUTORIAL HELL" WHEN LEARNING BLENDER?

A. ONLY WATCH ADVANCED TUTORIALS
B. CREATE A SMALL HANDY BOOK TO NOTE DOWN SHORTCUTS AND TOOLS
C. FOLLOW ONLY ONE TUTORIAL SERIES
D. SKIP THE BASICS AND MOVE TO COMPLEX MODELS CONCEPT

HOW CAN YOU RENDER AN IMAGE IN BLENDER ?

A. PRESSING SHIFT+A
B. SELECTING THE RENDER OPTION AND PRESSING F12
C. USING THE SCULPT MODE
D. APPLYING A TEXTURE

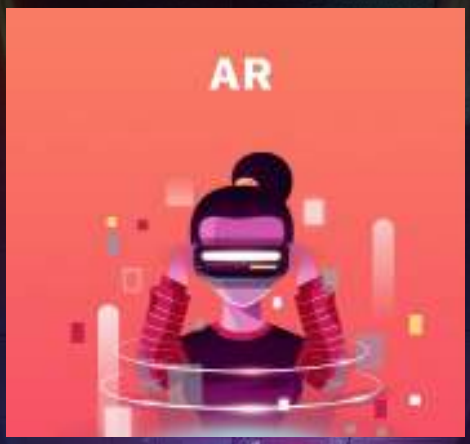
ANSWERS:

AUGMENTED REALITY (AR) AND VIRTUAL REALITY (VR)

Blending
REALITIES

A COMPREHENSIVE OVERVIEW

Introduction to AR/VR:
Augmented Reality (AR) integrates digital information with the real world in real-time using devices like smartphones and AR glasses. This technology overlays new information on the existing environment, enhancing perception and interaction. Virtual Reality (VR) immerses users in a completely virtual environment using VR headsets, often for gaming, virtual tours, and training simulations.



Why We Need AR/VR
The need for AR/VR arises from their ability to revolutionize interactions with information and the environment. These technologies enhance efficiency, engagement, and experience in education, healthcare, entertainment, and business. As AR/VR evolves, their applications will expand, providing new opportunities for innovation and growth.

Pros and Cons of AR/VR:
AR/VR technologies offer significant advantages, such as enhancing learning and training by providing immersive experiences. For instance, medical students can practice surgeries in a virtual environment. In gaming and retail, AR/VR provides interactive and enjoyable experiences. Businesses use AR/VR for innovative marketing. However, these technologies come with challenges. High development and deployment costs, technical limitations like latency, and potential health issues such as eye strain and motion sickness can affect the user experience.

Justification for AR/VR:
Investing in AR/VR technology is justified by its transformative potential across industries. In education, AR/VR can revolutionize learning with immersive and interactive experiences. In healthcare, AR/VR enables precise simulations for medical training and offers innovative treatment options.

The entertainment industry benefits from AR/VR by providing unique and immersive experiences that captivate and engage users.

MULTIPLE CHOICE QUIZ

1. IN WHAT ASPECT CAN AR/VR ENHANCE THE SHOPPING EXPERIENCE IN RETAIL?

A. REDUCING STORE HOURS
B. PRODUCT SHOWCASES AND VIRTUAL FITTINGS
C. INCREASING PRODUCT PRICES
D. ELIMINATING PHYSICAL STORES

2. WHAT IS ONE OF THE SIGNIFICANT BENEFIT OF AR/VR IN THE EDUCATIONAL FIELD?

A. REDUCING THE COST OF TEXTBOOKS
B. ELIMINATING THE NEED FOR PHYSICAL CLASSROOMS
C. REPLACING TEACHERS WITH VIRTUAL ASSISTANTS
D. OFFERING DEEPLY ENGAGING AND HANDS-ON LEARNING EXPERIENCE.

3. WHAT JUSTIFIES THE INVESTMENT IN AR/VR TECHNOLOGY DESPITE ITS HIGH COST?

A. CAN TRANSFORM INDUSTRIES LIKE EDUCATION AND HEALTHCARE WITH ENGAGING EXPERIENCES.
B. OFFERS MINIMAL IMPROVEMENTS OVER TRADITIONAL METHODS.
C. SOLELY FOCUSES ON GAMING AND ENTERTAINMENT.
D. ELIMINATES THE NEED FOR PHYSICAL INFRASTRUCTURE

4. WHICH OF THE FOLLOWING CONCEPTS DOES NOT COMBINE DIGITAL ELEMENTS TO THE REAL WORLD IN REAL TIME?

A. MIXED REALITY
B. VIRTUAL REALITY
C. AUGMENTED REALITY
D. NONE OF THE ABOVE

5. WHICH OF THE FOLLOWING REASONS MAKES THE AR/VR TECHNOLOGIES DIFFICULT TO ACCESS?

A. LACK OF DEPENDENCY
B. LACK OF AWARENESS
C. LACK OF MARKETING
D. EXPENSIVE DEVELOPMENT AND DEPLOYMENT

6. WHICH OF THE FOLLOWING REASONS CONVINCE US THAT AR/VR TECHNOLOGIES ARE A GROWING NEED, AS MENTIONED IN THE PARAGRAPH?

A. THEY PROVIDE A COST-EFFECTIVE SOLUTION FOR ALL INDUSTRIES.
B. THEY OFFER POTENTIAL FOR INNOVATION AND GROWTH THROUGH EVOLVING APPLICATIONS.
C. THEY ARE ALREADY FULLY INTEGRATED INTO EVERY ASPECT OF DAILY LIFE.
D. THEY GUARANTEE IMMEDIATE SUCCESS IN EDUCATION, HEALTHCARE, AND BUSINESS.

7. HOW DOES AR/VR TECHNOLOGY CONTRIBUTE TO THE HEALTHCARE INDUSTRY?

A. THEY REDUCE REAL-LIFE RISKS FOR EDUCATIONAL PURPOSES
B. THEY ELIMINATE THE NEED FOR MEDICAL PROFESSIONALS ENTIRELY.
C. THEY REPLACE TRADITIONAL MEDICATIONS WITH VIRTUAL TREATMENTS.
D. THEY MAKE ALL SURGICAL PROCEDURES ENTIRELY AUTOMATED.

AR VR GAMING

The Fascinating World of VR and AR: Exploring Multiplayer Gaming, Sickness Mitigation, and Productivity Tips

The digital gaming industry has surged, especially during the COVID-19 pandemic, with multiplayer VR gaming becoming a significant development. These games create shared virtual environments where players interact using avatars, providing high immersion and physical activity through six degrees of freedom (6DoF) motion tracking. Key uses include social interaction, competitive and cooperative gameplay, and enhanced physical activity. The advantages of multiplayer VR gaming are high immersion, social engagement, and realistic interactions.

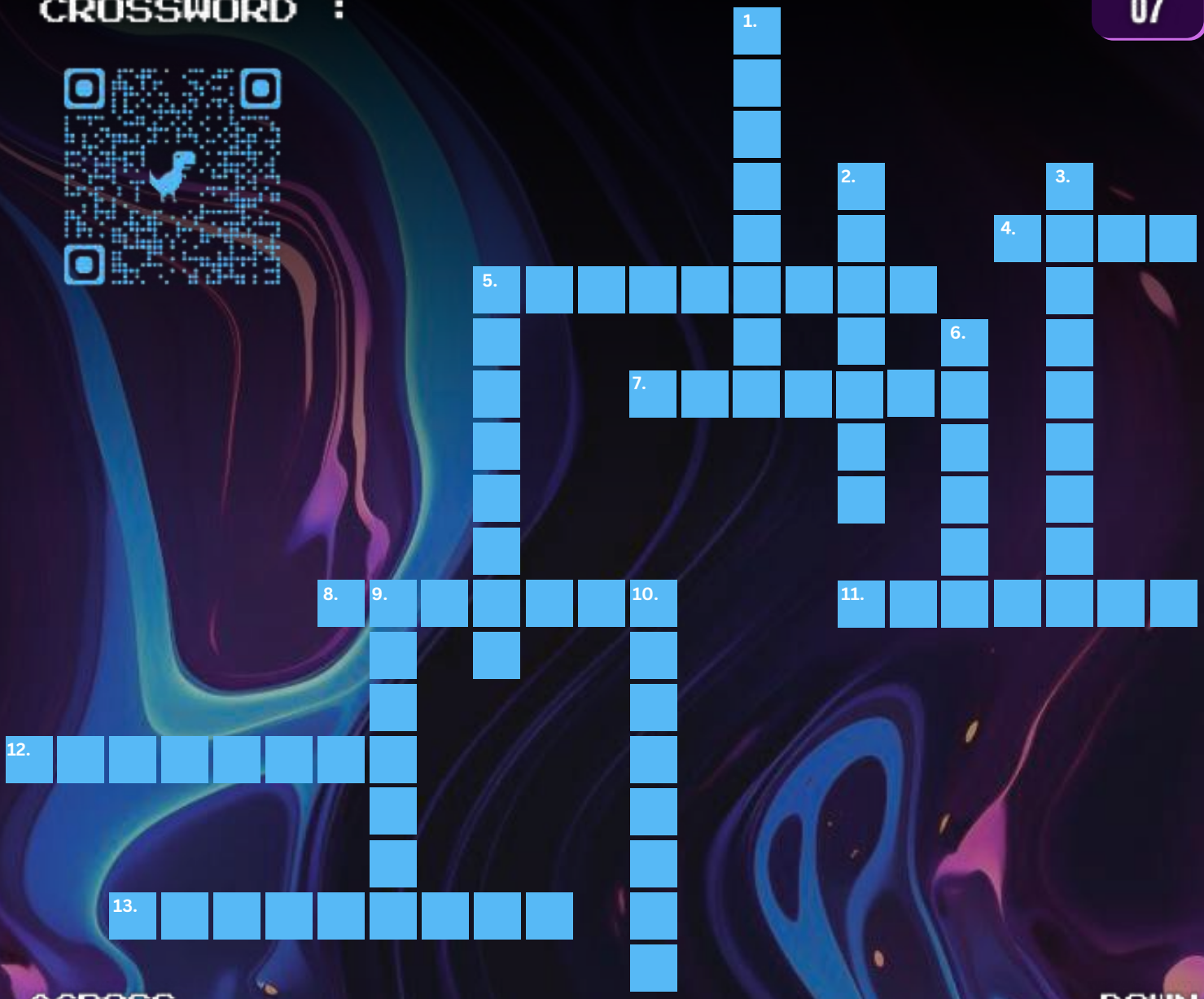
Real-life applications like "VRChat" and "Rec Room" offer social VR experiences, while VR and AR impact research, education, and commerce. AR overlays digital objects onto the physical world, enhancing interactivity. Both technologies face challenges such as VR sickness and high costs, which need addressing for broader adoption.

They offer both competitive and cooperative experiences, allowing players to engage in various activities that can affect other players' experiences. Moreover, VR gaming My personal experience with VR and AR has been transformative, offering incredible immersion and new forms of social connection. Despite challenges like VR sickness, the potential of these technologies is immense. physical movement, making it a form of exercise

By mastering productivity tools like Blender, I focused on creativity and innovation. My journey with VR and AR has been filled with awe, challenges, and continuous learning, and I'm excited about their future possibilities.

VIRAJ WALAVALKAR & PRIYANKA CHAVAN

CROSSWORD :



ACROSS

4. Abbreviation for the tracking system in VR that monitors head and body movement in all directions (Hint: ____DoF).
5. Technology that overlays digital information on the real world, enhancing physical environments with virtual elements.
7. An open-source software tool widely used for 3D modeling, animation, and rendering in VR/AR content creation.
8. Digital representations of users in VR environments, used for interaction and communication in virtual worlds
11. The delay or lag in data transmission over a network, which can affect the real-time experience in multiplayer VR games.
12. The concept of interacting with others in a virtual space, often using avatars to represent real-world users.
13. The design and modification of VR/AR systems to make them more accessible and user-friendly for a broader audience.

DOWN

1. The feeling of 'being there' in a virtual environment, critical for achieving full immersion in VR.
2. The range of motion that VR systems track, essential for realistic interaction within a virtual space.
3. The application of VR in this sector enables immersive learning experiences, often replacing traditional methods.
5. Physical activity often incorporated into VR experiences, making gameplay more dynamic and immersive.
6. A social VR platform that allows users to interact using customizable avatars in various virtual worlds.
9. A fully immersive computer-generated environment experienced through devices like headsets and motion controllers.
10. A common issue in VR, characterized by nausea and dizziness, often caused by a mismatch between visual and vestibular inputs.

ANSWERS:

MULTIPLE CHOICE Quiz

1. WHAT PERSPECTIVE DO MULTIPLAYER VR GAMES TYPICALLY USE?

A. THIRD-PERSON
B. FIRST-PERSON
C. BIRD'S-EYE
D. SIDE-SCROLLING

2. WHICH FEATURE ALLOWS VR GAMES TO TRACK A PLAYER'S MOVEMENT IN ALL DIRECTIONS?

A. 2D MOTION TRACKING
B. THREE-DEGREES-OF-FREEDOM (3DOF)
C. SIX-DEGREES-OF-FREEDOM (6DOF)
D. ONE-DEGREE-OF-FREEDOM (1DOF)

3. WHAT IS THE PRIMARY PURPOSE OF CENTRAL VISION RENDERING IN VR SYSTEMS?

A. TO REDUCE GRAPHICAL LOADING.
B. TO IMPROVE 3D AUDIO.
C. TO DECREASE LATENCY OF THE VR HEADSET
D. ARM MOVEMENT TRACKING ENHANCEMENT.

4. WHAT PROGRAMMING LANGUAGE IS PREFERRED FOR APPLICATIONS OF VR AND AR IN UNITY?

A. JAVA
B. C++
C. PYTHON
D. C#

5. WHAT APPLICATIONS ARE KNOWN FOR OFFERING SOCIAL VR EXPERIENCES?

A. VRCHAT AND REC ROOM
B. STEAM AND OCULUS
C. BLENDER AND UNITY
D. MINECRAFT AND ROBLOX

6. WHAT IS ONE OF THE PRIMARY USES OF MULTIPLAYER VR GAMING?

A. INDIVIDUAL LEARNING
B. PASSIVE ENTERTAINMENT
C. ENHANCED PHYSICAL ACTIVITY
D. SINGLE-PLAYER COMPETITION

7. NAME THE METHOD USED TO MANAGE SPATIAL INTERACTION WHILE DESIGNING VR MULTIPLAYER GAME

A. COLLISION DETECTION AND RESOLUTION.
B. NETWORK ESTIMATION.
C. CONTENT STREAMING.
D. GAME STATE SYNCHRONIZATION.

CHAIR PERSON

HARSHIT SHROFF

On behalf of our CSI committee, I extend profound gratitude to Director Bro. Shantilal Kujur, Principal Dr. Sincy George, Training and Placement Officer Mr. Wilson Pinto, and Dean of Academics Dr. Deepak Jayaswal for granting us the privilege to organize various events and present this magazine. I also wish to convey sincere appreciation to Dr. Prachi Raut, Head of the Information Technology Department, Dr. Kavita Sonawane, Head of the Computer Engineering Department, and Dr. Hariprasad Chelamallu, Head of First Year, for their invaluable cooperation.

The seamless organization of our events was possible thanks to the unwavering support of our CSI staff coordinators, particularly Mrs. Amrita Mathur, for her steadfast mentorship.

This magazine is the result of the collaborative efforts of committee members, the CSI creative team, and students who contributed their articles. I am profoundly grateful to each of them for their invaluable contributions.

Thank you all for your continued support.

Chair Person

VICE CHAIRPERSON

SAUMYA POOJARI

Being part of the Computer Society of India (CSI) has been a remarkable experience, fostering significant personal growth over the past two years. Initially serving as PR Executive in 2022-2023, I was honored to be appointed Vice Chairperson for 2023-2024. Inspired by senior committee members, my team and I dedicated ourselves to supporting and providing opportunities for students.

Our inaugural event, MOSAIC, was a grand success, highlighted by "Shattered Dimensions," an engaging event where the past collides with the future. The entire committee worked tirelessly to create intriguing games, which were widely appreciated.

We also organized successful events like "Design Decoded" and "Flask Forward," both receiving positive feedback. Additionally, we launched technical blogs on Medium for knowledge sharing. The support from my committee members and coordinators kept me motivated.

These two years have been invaluable, boosting my confidence and knowledge. I am immensely grateful to our coordinators and CSI-SFIT for this prestigious opportunity. Here's to the team that truly proves #wemakeITthappen.

Vice Chair Person

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Shashank Kamble

2003 - 2023

As a dedicated technical executive, Prachi significantly contributed to our events and brought a spirit of innovation, enthusiasm, and teamwork. Her passion and commitment were truly inspiring, leaving a lasting impact on us. We honor her memory and are grateful for the warmth and kindness she shared, which touched everyone who knew her. Prachi will always hold a special place in our hearts, and we will remember her with deep affection and love.

Prachi Sharma

Former technical executive


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