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# Life Skill Workshop

## Day-1

### Session1

The workshop was started at 10am on 25th November, 2019. Our Principal, Dr. Ancy Jose, motivated the students by a motivational speech followed by the College Anthem and also shared her past experience regarding this life skill workshop. She also requested us and explained the importance of this type of such workshop. The Vice Principal, Mr. Suchak gave a speech about the meaning and importance of our college anthem. Then we had a speech by our Co-ordinator, MS. Sindhu Ma’am in which she introduced us to the workshop leader Dr. Sujata Singhi about what work she had done it earlier and how much she contributed through the medium of this workshop. After that Dr.Sujata Singhi then divided students into groups.

### Session2

This session included the explanation of values and gratitude of our life. Dr. Sujata Singhi explained her life-story by sharing some of her personal life example. She made us realize the importance of everything in our life. There was a dance video which was followed by everyone. In this session there was also a group activity in which students have to pick any product of their own imagination and to sell them by using marketing tactics. Then students took a declaration oath.

## Day-2

### Session1

The session started with a brief explanation about the previous day which was followed by an energetic dance. Then some students shared their experience about the task which was assigned on previous day which motivated each and every person in the auditorium. The students were given a group activity of making a spaceship for the princess by her requirements, terms and conditions. This activity helped the students to understand the concept of team-work and leadership and an opportunity to make our self-growth and exchange in our ideology

### Session2

This session had a rockstar event were every student had to dress like a rockstar and become a rockstar and perform on the stage. The students were made to give the name of the rockstar and their song. This activity helped the students to eliminate their stage fear and perform freely on the stage. The session ended with the dance.

## Day-3

### Session1

The session started with a brief explanation about the previous day which was followed by an energetic dance. After dance we were given a individual task of making our own vision board in which were allowed to include our own vision that what we see for ourselves. Ma’am gave the importance of music, sound and rhythm in our life through various musical instruments where she explained the importance of the effect of different types of sound in our mind, she also made us understand the comparison between the music an our life

### Session2

The session started with Meditation Act followed by the declaration oath. Then we had the felicitation of the workshop leader Dr .Sujata Singhi. Then we had the Certificate Distribution of the students and the crew members. At the end, we had the Vote of Thanks by the students, crew members and the respected faculty. We also sang a song and made us feel powerful. Then we all had group photo with her and we all were given a feedback which was to be given on the spot

# Green Computing

Green computing is the environmentally responsible and eco-friendly use of computers and their resources. In broader terms, it is also defined as the study of designing, manufacturing/engineering, using and disposing of computing devices in a way that reduces their environmental impact.

Whitelabel ITSolutions is able to be eco-friendly by our companies’ use of premium energy efficient ENERGY STAR servers (Dell, HP) that consume considerably less power than regular models, joining a list of data centers that are able to offer clients “greener” product options.

How green computing conserves power.

ENERGY STAR server consumed 54% less power than older model servers. Servers that earn the ENERGY STAR will, on average, be about 30% more energy-efficient than standard servers. In addition to using less energy themselves, ENERGY STAR-qualified servers substantially reduce cooling loads in data centers. A general rule of thumb suggests that one watt saved by a server has the added benefit of saving one to two watts of cooling power. It’s important to note that these power savings come with a substantial increase in performance – at 50% utilization,

This all helps to reduce costs and improve efficiencies for our Whitelabel ITSolutions green data center customers. As we continue to research green data center designs, innovations, newer technology we are able to learn more about the best and most efficient use of power utilization and cooling methods to yield lower energy consumption. It all begins with awareness and everyone’s willingness to lend a hand.

Green computing is very much related to other similar movements like reducing the use of environmentally hazardous materials like CFCs, promoting the use of recyclable materials, minimizing use of non-biodegradable components, and encouraging use of sustainable resources.

One of the earliest initiatives toward green computing in the United States was the voluntary labeling program known as Energy Star. It was conceived by the Environmental Protection Agency (EPA) in 1992 to promote energy efficiency in various appliances, such as laptops, washers, dryers, and refrigerators.

Organizations use the Green Computing Lifecycle when designing and implementing green computing technologies. The stages in the Lifecycle include Strategy, Design, Implementation, Operations and Continual Improvements.

Currently, one of the popular green computing groups is tactical increment lists. This group applies and uses green computing philosophies mainly to save up on costs rather than save the environment. This green computing concept emerged naturally as businesses find themselves under pressure to maximize resources in order to compete effectively in the market. This movement arose mainly from economic sentiments rather than political pressure.

Green computing is about reducing the environmental footprint of computers or of ICT in general. This is most commonly achieved by:

Making data centers and computing devices more energy efficient,

* Using more renewable energy sources,
* Using less hazardous materials in computing devices,
* Promoting device longevity,
* And making devices and other IT equipment better recyclable.
* This means that the main benefits of green computing are:
* Reduced environmental impact (less GHG emissions, less e-waste, fewer virgin resources needed for manufacturing new devices)
* Lower energy costs
* Longer lasting computing devices
* Reduced health risk for computer workers and recyclers

Green computing is the environmentally responsible and eco-friendly use of computers and their resources. In broader terms, it is also defined as the study of designing, manufacturing/engineering, using and disposing of computing devices in a way that reduces their environmental impact.

Some computers that are green may be considerably underpowered.

Some people may need incredibly power-consuming and powerful computers to deal with the tasks that they need them to do. This is another disadvantage that many people who have high-powered computers believe to have with green computers.

Another issue would be that powerful and green computers are more expensive. For instance, Apple's powerful range of computers, including their iMacs, is incredibly green but is also incredibly expensive.

Rapid technology change, low initial cost, and with planned obsolescence has resulted in a fast-growing surplus of unused hardware around the globe. Dave Kruch, CEO of Cash For Laptops, regards electronic waste as a "rapidly expanding" issue.

Technical solutions are available, but in most cases a legal framework, a collection system, logistics, and other services need to be implemented before a technical solution can be applied.

Given that there has been a green process that the computer will have gone through in order to make the computer in the first place; there will usually be some kind of added cost when the computer has been finished. Green computing takes a lot of new technology, and hence, you may find that you will have to pay a premium price for your new green computer.

A perfect example is that the greenest modern computers today are Mac books and Mac book Pros. These computers are hardly inexpensive - they're actually some of the most expensive computers in the market.

Green computing is the environmentally responsible and eco-friendly use of computers and their resources. In broader terms, it is also defined as the study of designing, manufacturing/engineering, using and disposing of computing devices in a way that reduces their environmental impact.

goals of Green Computing: he. The goal of green computing reduce the use of hazardous materials, maximize energy efficiency during the product's lifetime, and promote the recyclability or biodegradability of defunct products and factory waste.

(GreenComputing)

Figure 1

# Free and open source software

Open source software is software with source code that anyone can inspect, modify, and enhance."Source code" is the part of software that most computer users don't ever see; it's the code computer programmers can manipulate to change how a piece of software—a "program" or "application"—works. Programmers who have access to a computer program's source code can improve that program by adding features to it or fixing parts that don't always work correctly.Some software has source code that only the person, team, or organization who created it—and maintains exclusive control over it—can modify. People call this kind of software "proprietary" or "closed source" software.

Only the original authors of proprietary software can legally copy, inspect, and alter that software. And in order to use proprietary software, computer users must agree (usually by signing a license displayed the first time they run this software) that they will not do anything with the software that the software's authors have not expressly permitted. Microsoft Office and Adobe Photoshop are examples of proprietary software.

Open source software is different. Its authors [make its source code available](https://opensource.com/business/13/5/open-source-your-code) to others who would like to view that code, copy it, learn from it, alter it, or share it. [LibreOffice](https://www.libreoffice.org/) and the [GNU Image Manipulation Program](http://www.gimp.org/) are examples of open source software.

As they do with proprietary software, users must accept the terms of a [license](https://opensource.com/law/13/1/which-open-source-software-license-should-i-use) when they use open source software—but the legal terms of open source licenses differ dramatically from those of proprietary licenses.

Open source licenses affect the way people can [use, study, modify, and distribute](https://opensource.com/law/10/10/license-compliance-not-problem-open-source-users) software. In general, open source licenses grant computer users [permission to use open source software for any purpose they wish](https://opensource.org/docs/osd). Some open source licenses—what some people call "copyleft" licenses—stipulate that anyone who releases a modified open source program must also release the source code for that program alongside it. Moreover, [some open source licenses](https://opensource.com/law/13/5/does-your-code-need-license) stipulate that anyone who alters and shares a program with others must also share that program's source code without charging a licensing fee for it.

By design, open source software licenses promote collaboration and sharing because they permit other people to make modifications to source code and incorporate those changes into their own projects. They encourage computer programmers to access, view, and modify open source software whenever they like, as long as they let others do the same when they share their work.

No. Open source technology and open source thinking both benefit programmers and non-programmers.

Because early inventors built much of the Internet itself on open source technologies—like [the Linux operating system](https://opensource.com/resources/what-is-linux) and the [Apache Web server application](http://httpd.apache.org/)—anyone using the Internet today benefits from open source software.

Every time computer users view web pages, check email, chat with friends, stream music online, or play multiplayer video games, their computers, mobile phones, or gaming consoles connect to a global network of computers using open source software to route and transmit their data to the "local" devices they have in front of them. The computers that do all this important work are typically located in faraway places that users don't actually see or can't physically access—which is why some people call these computers "remote computers."

More and more, people rely on remote computers when performing tasks they might otherwise perform on their local devices. For example, they may use online word processing, email management, and image editing software that they don't install and run on their personal computers. Instead, they simply access these programs on remote computers by using a Web browser or mobile phone application. When they do this, they're engaged in "remote computing."

Some people call remote computing "cloud computing," because it involves activities (like storing files, sharing photos, or watching videos) that incorporate not only local devices but also a global network of remote computers that form an "atmosphere" around them.

Cloud computing is an increasingly important aspect of everyday life with Internet-connected devices. Some cloud computing applications, like Google Apps, are proprietary. Others, like [ownCloud](https://owncloud.org/) and [Nextcloud](https://nextcloud.com/), are open source.

Cloud computing applications run "on top" of additional software that helps them operate smoothly and efficiently, so people will often say that software running "underneath" cloud computing applications acts as a "[platform](https://opensource.com/life/14/4/why-open-infrastructure-matters)" for those applications. Cloud computing platforms can be open source or closed source. [OpenStack](https://opensource.com/resources/what-is-openstack) is an example of an open source cloud computing platform.

Control. Many people prefer open source software because they [have more control](https://opensource.com/life/13/5/tumblr-open-publishing) over that kind of software. They can examine the code to make sure it's not doing anything they don't want it to do, and they can change parts of it they don't like. Users who aren't programmers also benefit from open source software, because they can use this software for any purpose they wish—not merely the way someone else thinks they should.

**Table1. Classification of software**

|  |  |  |
| --- | --- | --- |
| **No table of figures entries found.** | **Open source** | **Closed source** |
| Free of charge | Linux, Apache Web server | Adobe Acrobart Reader |
| Subject to charge | MySQL | MS Windows OS |

Figure 2

# List of Figers

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