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CONOSCENZA

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Editorial

Conatus, the technical society of Ajay Kumar Garg Engineering College, has always been engaged in exploring the field of Computer Science and Information Technology increasing the awareness among students and opening their new vistas of knowledge.

In order to maintain the continuum, TEAM CONATUS takes immense pride in launching the 11th edition of Conoscenza... the tech torrent that addresses the applied and theoretical issues of the technical field.

The 11th edition contains articles overloaded with information like OS, Hardware such as AMD Radeon™ HD 6990 Graphics, softwares such as AVG PC Tuneup 2011, Nokia N9, Games such as Super Mario Galaxy 2, Limbo, Movie Reviews, Tutorial on Dreamweaver CS 5.5....

Your suggestion and recommendation toward creation and increasing the spontaneity of Conoscenza are most welcome.

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Team Conatus

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Windows 8

Microsoft debuted Windows 8 at the D9 conference, as well as at a separate preview event at Computex 2011. A lot of details poured in, and we've sifted through the lot, and laid the tastiest nuggets about the platform-spanning operating system out for you below. Also check out the must see preview video, further ahead:

• The next version of Windows is being called Windows 8 internally at Microsoft, and will work on both x86 and ARM platforms.

• There won't be multiple versions of Windows, just one version of Windows running on a variety of hardware platforms and devices/form factors. It therefore has to be light, efficient and modular.

•It is designed to be used either by touch, keyboard and mouse, or all three.

•The same applications and programs will work on both x86 and ARM-based devices, completely cross-platform, as they will be based on the Windows 8 application development platform.

• Apps and programs will be designed for work in one of two environments.

a) The traditional Windows 7 UI we are all comfortable with.

b) A tile-based Metro UI-styled Start screen with Live Tile apps and feeds, based on HTML5, JavaScript and CSS.

• Apps in this environment will be 'chrome-less', expanding to full screen.

• Has a similar taskbar to regular Windows 7 UI, auto-hidden in a corner

• Apps can be switched simply by swiping.

• All files on the entire system can be accessed from either UI. All programs can be launched in either UI.

• Both application environments have been optimized for both touch as well as non-touch input configurations.

• Legacy apps meant for previous versions of Windows will be supported

• User can switch between environments instantly, as well as have a Aero Snap enabled split-screen interface, with Win 7 UI and Metro UI side by side, and the ability to snap and resize all types of apps to best utilise the multi-tasking ability

• The 'full screen experience' is designed for 16:9 widescreens, with a recommended minimum 1366x768 resolution for the best Windows 8 experience. 1024 x 768 is the absolute minimum for both Tile UI nd Win 7 UI to run, while 1024 x 600 is the minimum for just Win 7 UI.

• New Internet Explorer 10, again optimized for touch with a new ribbon interface.

Built in Windows App Store

•' Always on, always connected' mode for ARM devices, for instant wake-up from sleep, and apps that are constantly connected to the web.

• Great battery life for portable devices.

• UEFI-style BIOS for ultra-fast boot times.

• Support for a whole range of new sensors (especially relevant for tablets).

• Will also feature OEM Activation 3.0, helping both end users and hardware partners.

• Will come out in 2012.

Nokia N9: All it takes is a Swipe

Equipped with 3.9-inch AMOLED capacitive touchscreen display, 2.5D curved glass anti-glare polarizer and the scratch-resistant Corning Gorilla glass, the Nokia N9 smartphone comes powered by a high speed processor for better multitasking and gaming. Running the MeeGo 1.2 Harmattan OS, users can switch between three home views such as events, application and open apps. Also, wwith the 8MP camera, high quality images and HD video capture is obtainable.

With the HTML 5 browser and Swipe gestures, a much enriched experience of web surfing can be obtained. Additionally, for connectivity solutions, the handset features Bluetooth 2.1 +EDR (Enhanced Data Rate), High-Speed USB 2.0 with Micro-USB connector, 3.5 mm AV connector, WLAN IEEE802.11 a/b/g/n and HSDPA with speeds upto 14.4 Mbps. Available in 16 GB or 64 GB models. the device can also be obtained in options such as Cyan, Black, Magenta.

Social networks

Updates from your favourite social networks such as Facebook and Twitter appear directly in the Events view, so you can instantly jump to what's important.

Accounts

Nokia N9 stores all your log-in details safely and securely – so you only need to sign in to your social networks and online services once. Accounts makes sure that syncing and sharing is fast and simple.

Video

Start filming HD video in true 16:9 widescreen with smooth continuous focusing that makes sure your shots stay sharp. When you're ready, share your clips directly on Vimeo or YouTube.

Photo

Launch, focus, shoot – this is the fastest camera phone around. Take truly amazing photos using the 8 MP camera with wide-angle Carl Zeiss optics, then share them with friends via Flickr, Facebook and other online services.

Drive

Drive turns your Nokia N9 into a complete satnav system. With turn-by-turn voice guidance in 90 countries, Drive will get you to your destination on time. Large touch controls make it quick and easy to

Games

Enjoy a high-definition gaming experience wherever you are. With preloaded titles such as Angry Birds Magic, Galaxy on Fire 2 and Real Golf 2011, Nokia N9 is ready to play right out of the box.

Rotary Smartphone

If you are into steampunk and miss the days of those rotary phones, but aren't willing to give up your touchscreen this awesome prototype device is the perfect middle ground. The cool device has a touchscreen on one side that looks like any screen from devices we are familiar with. Since this is a concept, it's not at all clear how the device would work. The only shot we have of the touchscreen on the back of the concept shows a contacts page. It is suspected that the concept would just be a case for your smartphone if it ever became a real product.

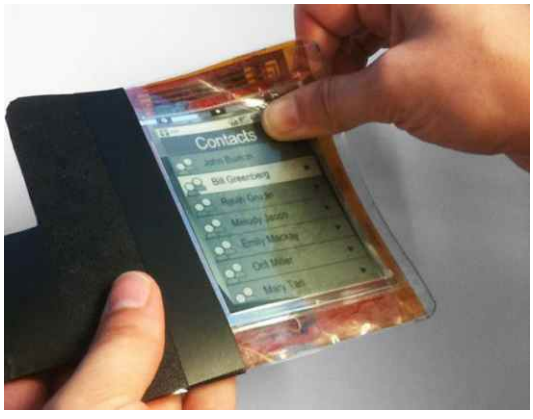
It would be cool if you had to turn that rotary dial to call someone, but that would get old fast. If you don't want to be quite as retro as that rotary dual, there is also a version that showed the next step in phone development with push buttons. Whatever you think of the concept style and usability, you have to stand back and admire the design. The picture of the concept with the front and back against the how the background looks like it is a real gadget. The other photos could be rendered though, is hard to tell. This would be the perfect smartphone to tether to that.

PaperphonE: a peak into the future

The PaperPhone features advanced "thin-film" technology that allows it to be thin like a sheet of paper, but function as a smartphone that is operated by both touch and bending. It was developed by a collaborative effort between researchers at Queen's University in Ontario, Canada, and Arizona State University.

This computer looks, feels, and operates like a small sheet of interactive paper," says Roel Vertegaal, the inventor and director of the Human Media Lab at Queen's University. "You interact with it by bending it into a cell phone, flipping the corner to turn pates, or writing on it with a pen."

It features a 9.5 cm diagonal E-ink display and can carry out the tasks of most smartphone such as making phone calls, storing and playing music, and accessing ebooks. Flipping pages in an ebook can be programmed such that you bend the PaperPhone much like you would an actual book. A myriad of touch and/or bend gestures can be programmed to carry out various functions.



Vertegaal believes that this is the future of computing as we head towards a truly paperless workflow, whether it be in offices, hospitals, or schools. He will be presenting the project on May 10th in Vancouver Canada to the Association of Computing Machinery's CHI 2011 conference, which is the premier international expo for the human-computer interaction field.

Plantbook

With pollution and global warming on the rise, there is a need to invent and use gadgets which not only consume less energy but also cut down on emission of harmful substances and one such device is the Plantbook. YankoDesign reports about the Plantbook notebook adopting a mechanism that's said to be inspired by the water absorbing abilities of a bamboo tree.

The attractive looking notebook designed by Hyerim Kim and Seunggi Baek is so eco-friendly that it works on water and emits oxygen instead of gases which harm the environment drastically, just like a plant. The notebook generates power to be operated through electrolysis when placed in water.

A key attraction of the notebook is its screen with two plates which can be rolled to easily place in an external water container or bottle. The top plate of the device stores solar energy which produces the electrolysis when it comes in contact with water. It appears to be a productive way of keeping pollution in check and help the environment.

Water is the power source because the notebook basically needs hydrogen to fulfill its energy demands. It uses the hydrogen and discharges the oxygen which is left out. The laptop gets fully charged if placed in water while its power is turned off.

The notebook apart from its ecological attributes is also attractive looking and is easy to carry and charge with its roll-over form factor. Also, it has a silicon strap shaped like a leaf hanging at one end. This hand ring doubles up as a green LED to indicate the battery of the laptop.

Though it is pre-mature to draw conclusions, there aren't many doubts about how useful the Plantbook laptop might turn out to be. Another factor which will play an important role in the popularity of this device is its cost for which we cannot do much but wait and watch.

Sony Alpha NEX-C3

Sony's follow-up to the Editors' Choice Alpha NEX-3 ($599.99, 4.5 stars) is the 16-megapixel NEX-C3 ($649.99 with 18-55mm zoom lens). The new NEX digital camera is smaller and lighter than its predecessor, while managing to improve on its resolution and low-light performance. The NEX-C3 is able to deliver D-SLR quality images in a compact body, one that is even smaller than the Olympus PEN E-P3 ($899.99, 4 stars) or the Panasonic Lumix DMC-GF2 ($699.95, 4 stars), but packs a larger sensor than any Micro Four Thirds camera. The NEX-C3 follows the tradition of the NEX-3 for compact interchangeable lens cameras.The NEX-C3 is certainly small but still fits pretty well in the hand (though, in common with many compact cameras, its controls aren't easily accessible while in the shooting grip).

Sony NEX-C3 specification highlights

- Revised 16.2MP CMOS sensor
- ISO 200-12800
- Creative Control results-orientated user interface
- Picture Effects processing options
- 720p30 HD movies in MPEG-4 format

Google+

What Is It?

Google+ isn't so much a social network, but a collection of services that have social aspects to them. You have a group of friends, but its more designed for small groups of your real-life friends rather than a giant friends list, with whom you share everything all the time. Instead, it helps you discover content, share it with the friends you think would like it, and communicating with them on an individual or small group basis. On the surface, though, it doesn't look all that different from Facebook or Twitter. You have a profile that's all about you, you can share thoughts, links and photos, and view a feed of the things your friends have shared. In practice, though, it's aimed at smaller groups of people, with a feature set that reflects that.

Circles

Google Circles is the center of Google+. It's similar to Facebook and Twitter lists, except it's actually easy to use: Google+ grabs your friends from your Gmail contacts, and you can drag and drop them into groups of people based on your relationships, interests, or whatever you want. The goal is to get rid of all the crap in your feed that you don't want to see. Got a group of techie friends? You can share all your Apple news or software tricks with them and only them. Got a humorous but raunchy video you'd rather not share with your mom? Share it with just your friends that appreciate off-color humor. Of course, it still relies on you actually creating those lists, but it's easier to do than on other networks, meaning that, in theory, you have a better chance of actually

using the feature.

Sparks

Sparks is like a recommendation engine, Instapaper, and social network all rolled into one. You tell Sparks your interests and it'll grab recent, interesting content on that subject—whether it be videos, books, blog posts, or pretty much anything else Google can search. You can then save these items for later and share them with your friends. It's populated by how often things are being shared and through Google's +1 buttons, so it has the potential to be pretty cool—if people use it.

Hangouts

This is a really cool feature that other social networks (and even IM services) seem to be severely lacking: a "come video chat with me, I'm just hanging out" button. Right now, most people seem to schedule video chats ahead of time and with purpose—most people don't just video chat out of the blue. In Google+, you can just hit the hangout button and all your friends will see that you're available and not busy, open to video chatting. They can then "join" your hangout and video chat with you and other people. Again, it requires people actually use the service, but it's better than Skype or iChat as-is, where people only see that you're online, but there's no open invitation to come on in and video chat.

Huddle

Group texting is nothing new, but with BBM on BlackBerry, iMessages on iOS, and Android supposedly creating their own, there's very little that's cross-platform. Huddle is Google's answer, which will be available on more platforms and be a bit more at the forefront than, say, something like Facebook messages, which seems buried in a sea of other features. With Huddle, you send messages to all the members of one of your circles, perfect for planning a quick hangout without the hassle of mass text messages.

AMD Radeon™ HD 6990 Graphics

Overview

- Harnessing the incredible power of dual second-generation DirectX® 11-capable GPUs, the AMD Radeon HD™ 6990 is quite simply the fastest graphics card in the world.
- Featuring 4GB of high-speed GDDR5 memory, the AMD Radeon™ HD 6990 is the definitive solution for ultra-high resolution gaming across up to six simultaneous displays.
- Break barriers. Crush records. Flip the Unlocking Switch and take your AMD Radeon™ HD 6990 beyond the bleeding edge.
- Higher clocks. Faster gaming. Devastatingly intelligent power management. That's AMD PowerTune technology on the AMD Radeon™ HD 6990.

System Requirements

- PCI Express® based PC is required with one X16 lane graphics slot available on the motherboard
- 750W Watt or greater power supply with two 150W 8-pin PCI Express® power connectors recommended (1000W and four 8-pin connectors recommended for AMD CrossFireX™ technology in dual mode. 1200W recommended for optimal performance).
- Minimum 1GB of system memory
- Installation software requires CD-ROM drive, a keyboard, a mouse, and a display
- Blu-ray™ playback requires Blu-ray drive and a Blu-ray disc
- For an AMD CrossFireX™ system, a second AMD Radeon™ HD 6990 Graphics card, an AMD CrossFireX™ Ready motherboard and one AMD CrossFireX™ Bridge Interconnect cable is required

- Use of 3 or more displays with AMD Eyefinity technology requires a DisplayPort-capable panel or an AMD Eyefinity validated dongle.

Specifications

- Default (BIOS1)
  1). Up to 830MHz Engine Clock
  2). 5.10 TFLOPs Single Precision compute power
  3). 1.27 TFLOPs Double Precision Compute Power
- Overclocked (BIOS2)
  1). Up to 880MHz Engine Clock
  2). 5.40 TFLOPs Single Precision compute power o 1.37 TFLOPs Double Precision Compute Power
- 4GB GDDR5 Memory
- 1250MHz Memory Clock (5.0 Gbps GDDR5)
- 320 GB/s memory bandwidth (maximum)
- High Speed 256-bit GDDR5 memory interface
- PCI Express 2.1 x16 bus interface
- Integrated HD audio controller
- Output protected high bit rate 7.1 channel surround sound over HDMI with no additional cables required
- Supports AC-3, AAC, Dolby TrueHD and DTS Master Audio formats
- AMD Catalyst™ graphics and HD video configuration software

1). Software support for Windows 7, Windows Vista, and Windows XP

2). AMD Catalyst™ Control Center - AMD Catalyst™ software application and user interface for setup, configuration, and accessing features of AMD Radeon products.

3). Unified Graphics display driver - AMD Catalyst™ software enabling other PC programs and devices to use advanced graphics, video, and features of AMD Radeon™ products.

AVG PC Tuneup 2011

AVG PC Tuneup 2011 is a comprehensive maintenance tool that will help you cut system clutter, fix Registry problems, apply a host of useful Windows tweaks, and generally optimise just about every area of your PCs performance.

Is your hard drive crammed with leftover "temporary" files and assorted junk, for instance? PC Tuneup's Disk Cleaner will quickly identify surplus files that can safely be deleted; a Duplicate File Finder uncovers duplicate files that may be wasting drive space; the Disk Explorer reveals which folders are using the most space, handy for picking out the resource hogs; and when you've finished, the excellent defragger optimises your file layout to deliver the best possible speeds.

Resource-hogging software is another major performance drain, of course. And so PC Tuneup's Uninstall Manager will assist in removing applications you no longer use; the Startup Manager allows you to control exactly what gets launched when your system starts; and the program makes it easy (and safe) to disable unnecessary Windows services.

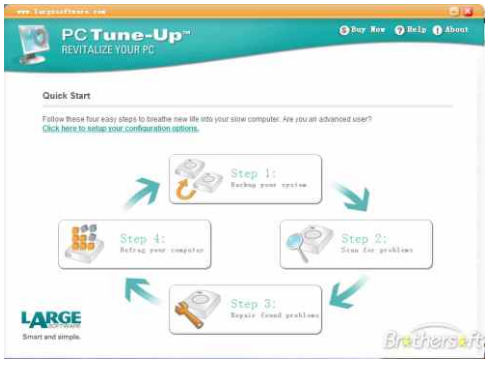
The Registry Maintenance section may then scan your Registry, looking for redundant keys and other problems, and deleting them at a click. After which the Defragment option will optimise your Registry layout to save the maximum amount of RAM and drive space.

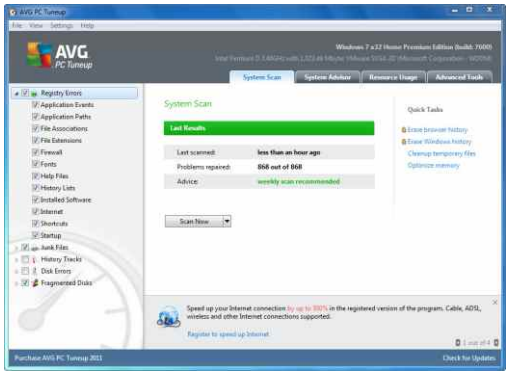
A truly excellent Internet Optimizer gives you access to all the speed settings that matter. So as well as the usual TCP/IP options, it allows you to tweak Windows settings, DNS values, even the maximum browser connections for IE, Firefox and Opera. Or, if you prefer the easy life, you can have PC Tuneup set everything up automatically in just a few clicks.

There are a host of other useful tools. So File Recover quickly restores accidentally deleted files; the Privacy module can wipe your browsing and Windows history, as well as securely deleting files or entire disks; AVG's Task Manager lists everything running on your system right now, highlighting potentially untrusted programs; and the Tweak Manager gives speedy access to more than 200 tweaks for Windows, Internet Explorer, Microsoft Office and more.

And if managing all this is beginning to sound too much like hard work, don't worry. Many of these tasks can be automated, so one click can tell PC Tuneup to clean the Registry, wipe away junk files, erase your browsing history, repair and defragment your hard drive.

You do not require AVG security software to use AVG PC Tuneup 2011. You can choose to use Tuneup as a standalone product, whilst it is also the "PC Analyzer" component in the latest AVG Internet Security 2011, Anti-Virus 2011 and Anti-Virus Free Edition. By purchasing AVG PC Tuneup 2011, the "PC Analyzer" will launch Tuneup and will enable full using of the cleansing, optimisation and system maintenance tools.





Tips & Tricks: Picasa 3

Picasa 3 is the latest release of the software from Google, and comes as a much amped up successor to Picasa 2.7. Some features have been added, and some functions have been changed. Overall, it is an improvement, with a markedly better upload (a lot less failures), some nifty new features, but a slightly bugging and confusing interface. It is a pain to add pictures, the automatic scanning goes haywire on your hard drive (we recommend not setting Picasa 3 loose on your hard drive to scan the folders automatically), and adding folders manually mysteriously fails from time to time. However, the hosting facility is one of the best free ones around, so this is taking you through some of the interesting stuff you can do with the software.

View All Portraits

This is a really interesting feature in Picasa. You can view all the photos across all the albums with faces. To the left of the search bar, on the top, click on the face icon. Click on the icon again to get out of this mode, or click on 'back to view all'. This is a filter, the other filter for photographs available is all the pictures that are starred.

Upload A Slideshow To YouTube

Select the 'Movie' button in the bottom bar of Picasa. The first slide will be a text slide to introduce the slideshow. Rearrange the photos, add captions, select a music, select the transitions, and preview the slideshow a few times. Once you are done, click on save movie, and then use the YouTube upload button in the interface to put the movie on YouTube. Needless to say, you need to have a Google account and an Internet connection for this feature to work.

Sync Picasa3 Software And Web Albums

On the top right corner, above the album or folder is the sync button. Using this feature automatically saves all changes you have made to your copy of the album to the version of the album on Picasa. This works for changes to the file, the tags, and photos added or deleted to the album. This does not work for re-ordering the photos around in the album and changes made to the file names

Touch Up Photos

This is used to remove spots from the surface of the lense, artefacts caused due to dust particles or water droplets, and scratches and dust from old photographs.

Double-click on an image once it is added to an album. Under the 'Basic fixes' tag, select 'Retouch'. Use the 'Brush size' slider to select a brush size. Ideally, you should select a brush size a little larger than the size of the artefact you are trying to remove. Click once on the blot, and click to a similar place elsewhere in the picture. The smaller the brush size, the less noticeable the patch up will be. Hovering over different parts of the picture, you should see the blot getting covered up. You can undo a bad patch in this window itself. Once you are done fixing everything, click on apply.

If you want to undo your changes, you cannot automatically redo them.

Screencapture Album

As long as Picasa is running, taking a screenshot of the screen using the [Print Screen] button will save the image and add it to Picasa.

Improve All Your Photos

This feature works to different degrees of effectiveness for different photos, but is one of those buttons that looks like magic. If you trust Google more than your photography skills, select an album go to Picture > Batch Edit > I'm feeling lucky. There is no explanation for exactly what this does to your photos, but some photos were improved, some were horribly damaged. Copy all your files to another folder before you try this though, before something goes horribly wrong.

Collage

The collage view in Picasa is a interesting little feature to give previews for your Web albums. On top of the folder or album, next to the play slideshow button, is the Make Collage button. Click on this button, and you will be taken to the collage window. The default collage option is the picture pile, with three border settings, no border, white border, and instant camera border. If your pictures are captioned, the captions will show up next to the photos in the collage. There are five other collage options available, mosaic, frame mosaic, grid, contact sheet and multiple exposure. The mosaic arranges pictures in blocks of random sizes. The frame mosaic displays one image in the centre, and frames it with the other photos. The grid and contact sheet have cells of equal sized images, and the multiple exposure mosaic is a strange option to superimpose all the images in an album on top of one another. Do not use this option even by mistake in an album or folder with a lot of photos unless you want to crash your computer.

Search For Photos By Colour

This is an experimental feature in Picasa 3, that lets you search for all the photos with a color scheme. Google searches for Red, Orange, Yellow, Green, Blue, Purple and BW photos. We wish they would have included a colour picker for this feature. Go to Tools > Experimental, and search for and click a colour. The orange search returns everything from red to yellow. The green and blue searches are most accurate. The black and white searches returns all pale and grey colors, not photos that are strictly black and white.

Customise The Bottom Toolbar

Picasa 3 allows you to remove the rarely used features from the bottom toolbar. Go to Tools > Configure buttons, then remove, add or re-order the buttons as per your requirements and save the settings.

Get Rid Of Duplicate Files

To get rid of duplicate files, go to Tools > Experimental > Show duplicate files. Then select one copy of the files and press the delete button.

Copy protect your photos

To automatically add a watermark to all the photos you upload to Picasa, go to Tools > Options and then select the 'Web albums' tab. Check the 'Add a watermark for all photo uploads' checkbox and edit the text in the field. The photos uploaded to Picasa will have the watermark, but the photos on your disk will be untouched.

Adding A Watermark To All Photos

To automatically add a watermark to all the photos you upload to Picasa, go to Tools > Options and then select the 'Web albums' tab. Check the 'Add a watermark for all photo uploads' checkbox and edit the text in the field. The photos uploaded to Picasa will have the watermark, but the photos on your disk will be untouched.

History: INFOSYS

Infosys was founded on 2 July 1981 by seven entrepreneurs: N. R. Narayana Murthy, Nandan Nilekani, Kris Gopalakrishnan, S. D. Shibulal, K Dinesh, Ashok Arora, and with N. S. Raghavan officially being the first employee of the company. The founders started the company with an initial investment of INR 10,000. The company was incorporated as "Infosys Consultants Pvt Ltd." in Model Colony, Pune as the registered office.

Infosys headquarters in Bengaluru, India

According to Forbes magazine, since listing on the Bombay Stock Exchange in 1993 until the year 2000, Infosys' sales and earnings compounded at more than 70% a year. In the year 2000, President of the United States Bill Clinton complimented India on its achievements in high technology areas citing the example of Infosys along with Wipro and Satyam Computers. Infosys will invest $100 million (Rs 440 crore) on establishing a 20,000-seater campus in Shanghai.

In 2001, it was rated Best Employer in India by Business Today. Infosys was rated best employer to work for in 2000, 2001, and 2002 by Hewitt Associates. In 2007, Infosys received over 1.3 million applications and hired fewer than

Milestones

2009
- Infosys selected as a member of The Global Dow
- Employee strength grows to over 100,000

2008
- Infosys crosses revenues of US$ $ 4.18 billion
- Annual net profits cross US$ 1 billion

2007
- Infosys crosses revenues of US$ 3 billion. Employees grow to over 70,000+
- Kris Gopalakrishnan, COO, takes over as CEO. Nandan M. Nilekani is appointed Co-Chairman of the Board of Directors
- Opens new subsidiary in Latin America
- Reports Q2 revenue of over US$ 1billion

2006
- Infosys celebrates 25 years. Revenues cross US$ 2 billion. Employees grow to 50,000+
- N. R. Narayana Murthy retires from the services of the company on turning 60. The Board of Directors appoints him as an Additional Director. He continues as Chairman and Chief Mentor of Infosys

2005
- Records the largest international equity offering of US$ 1 billion from India
- Selected to the Global MAKE Hall of Fame

2004
- Revenues reach US$ 1 billion
- Infosys Consulting Inc. is launched

2003
- Establishes subsidiaries in China and Australia
- Expands operations in Pune and China, and sets up a development center in Thiruvananthapuram

2002
- Touches revenues of US$ 500 million
- Nandan M. Nilekani takes over as CEO from N.R. Narayana Murthy, who is appointed Chairman and Chief Mentor
- Opens offices in the Netherlands, Singapore and Switzerland
- Sponsors secondary ADS offering
- Infosys and the Wharton School of the University of Pennsylvania set up The Wharton Infosys Business Transformation Awards (WIBTA)
- Launches Progeon, offering business process outsourcing services

2001
- Touches revenues of US$ 400 million. Opens offices in UAE and Argentina, and a development center in Japan
- N. R. Narayana Murthy is rated among Time Magazine/CNN's 25 most influential businessmen in the world
- Infosys is rated as the Best Employer by Business World/Hewitt

2000
- Touches revenues of US$ 200 million
- Opens offices in France and Hong Kong, a global development center in Canada and UK, and three development centers in the US
- Re-launches Banks 2000, the universal banking solution from Infosys, as Finacle™

1999
- Touches revenues of US$ 100 million. Listed on NASDAQ
- Infosys becomes the 21st company in the world to achieve a CMM Level 5 certification
- Opens offices in Germany, Sweden, Belgium, Australia, and two development centers in the US
- Infosys Business Consulting Services is launched

1998
- Starts Enterprise Solutions (packaged applications) practice

1997
- Opens an office in Toronto, Canada
- Infosys is assessed at CMM Level 4

1996
- The Infosys Foundation is established

1995
- Opens first European office in the UK and global development centers at Toronto and Mangalore. Sets up e-Business practice

1994
- Moves corporate headquarters to Electronic City, Bangalore. Opens a development center at Fremont

1993
- Introduces Employee Stock Options (ESOP) program
- Acquires ISO 9001/TickIT certification
- Goes public

1987
- Opens first international office in Boston, US

1983
- Relocates corporate headquarters to Bangalore

1981
- Infosys is established by N. R. Narayana Murthy and six engineers in Pune, India, with an initial capital of US$ 250
- Signs up its first client, Data Basics Corporation, in New York

No Doomsday in 2012

Apparently, the world is going to end on December 21st, 2012. Yes, you read correctly, in some way, shape or form, the Earth (or at least a large portion of humans on the planet) will cease to exist. Stop planning your careers, don't bother buying a house, and be sure to spend the last years of your life doing something you always wanted to do but never had the time. Now you have the time, four years of time, to enjoy yourselves before… the end.

So what is all this crazy talk? We've all heard these doomsday predictions before, we're still here, and the planet is still here, why is 2012 so important? Well, the Mayan calendar stops at the end of the year 2012, churning up all sorts of religious, scientific, astrological and historic reasons why this calendar foretells the end of life as we know it. The Mayan Prophecy is gaining strength and appears to be worrying people in all areas of society. Forget Nostradamus, forget the Y2K bug, forget the credit crunch, this event is predicted to be huge and many wholeheartedly believe this is going to happen for real. Planet X could even be making a comeback.

For all those 2012 Mayan Prophecy believers out there, I have bad news. There is going to be no doomsday event in 2012, and here's why…

The Mayan Calendar

So what is the Mayan Calendar? The calendar was constructed by an advanced civilization called the Mayans around 250-900 AD. Evidence for the Maya empire stretches around most parts of the southern states of Mexico and reaches down to the current geological locations of Guatemala, Belize, El Salvador and some of Honduras. The people living in Mayan society exhibited very advanced written skills and had an amazing ability when constructing cities and urban planning. The Mayans are probably most famous for their pyramids and other intricate and grand buildings. The people of Maya had a huge impact on Central American culture, not just within their civilization, but with other indigenous populations in the region. Significant numbers of Mayans still live today, continuing their age-old traditions.

The Mayans used many different calendars and viewed time as a meshing of spiritual cycles. While the calendars had practical uses, such as social, agricultural, commercial and administrative tasks, there was a very heavy religious element. Each day had a patron spirit, signifying that each day had specific use. This contrasts greatly with our modern Gregorian calendar which primarily sets the administrative, social and economic dates.

Most of the Mayan calendars were short. The Tzolk'in calendar lasted for 260 days and the Haab' approximated the solar year of 365 days. The Mayans then combined both the Tzolk'in and the Haab' to form the "Calendar Round", a cycle lasting 52 Haab's (around 52 years, or the approximate length of a generation). Within the Calendar Round were the trecena (13 day cycle) and the veintena (20 day cycle). Obviously, this system would only be of use when considering the 18,980 unique days over the course of 52 years. In addition to these systems, the Mayans also had the "Venus Cycle". Being keen and highly accurate astronomers they formed a calendar based on the location of Venus in the night sky. It's also possible they did the same with the other planets in the Solar System.

Using the Calendar Round is great if you simply wanted to remember the date of your birthday or significant religious periods, but what about recording history? There was no way to record a date older than 52 years.

The end of the Long Count = the end of the Earth?

The Mayans had a solution. Using an innovative method, they were able to expand on the 52 year Calendar Round. Up to this point, the Mayan Calendar may have sounded a little archaic – after all, it was possibly based on religious belief, the menstrual cycle, mathematical calculations using the numbers 13 and 20 as the base units and a heavy mix of astrological myth. The only principal correlation with the modern calendar is the Haab' that recognised there were 365 days in one solar year (it's not clear whether the Mayans accounted for leap years). The answer to a longer calendar could be found in the "Long Count", a calendar lasting 5126 years.

The base year for the Mayan Long Count starts at "0.0.0.0.0". Each zero goes from 0-19 and each represent a tally of Mayan days. So, for example, the first day in the Long Count is denoted as 0.0.0.0.1. On the 19th day we'll have 0.0.0.0.19, on the 20th day it goes up one level and we'll have 0.0.0.1.0. This count continues until 0.0.1.0.0 (about one year), 0.1.0.0.0 (about 20 years) and 1.0.0.0.0 (about 400 years). Therefore, if I pick an arbitrary date of 2.10.12.7.1, this represents the Mayan date of approximately 1012 years, 7 months and 1 day.

This is all very interesting, but what has this got to do with the end of the world? The Mayan Prophecy is wholly based on the assumption that something bad is going to happen when the Mayan Long Count calendar runs out. Experts are divided as to when the Long Count ends, but as the Maya used the numbers of 13 and 20 at the root of their numerical systems, the last day could occur on 13.0.0.0.0. When does this happen? Well, 13.0.0.0.0 represents 5126 years and the Long Count started on 0.0.0.0.0, which corresponds to the modern date of August 11th 3114 BC. Have you seen the problem yet? The Mayan Long Count ends 5126 years later on December 21st, 2012.

Doomsday

When something ends (even something as innocent as an ancient calendar), people seem to think up the most extreme possibilities for the end of civilization as we know it. A brief scan of the internet will pull up the most popular to some very weird ways that we will, with little logical thought, be wiped off the face of the planet. Archaeologists and mythologists on the other hand believe that the Mayans predicted an age of enlightenment when 13.0.0.0.0 comes around; there isn't actually much evidence to suggest doomsday will strike. If anything, the Mayans predict a religious miracle, not anything sinister.

Myths are abound and seem to be fuelling movie storylines. It looks like the new Indiana Jones and the Kingdom of the Crystal Skull is even based around the Mayan myth that 13 crystal skulls can save humanity from certain doom. This myth says that if the 13 ancient skulls are not brought together at the right time, the Earth will be knocked off its axis. This might be a great plotline for blockbuster movies, but it also highlights the hype that can be stirred, lighting up religious, scientific and not-so-scientific ideas that the world is doomed.

Some of the most popular space-based threats to the Earth and mankind focus on Planet X wiping most life off the planet, meteorite impacts, black holes, killer solar flares, Gamma Ray Bursts from star systems, a rapid ice age and a polar (magnetic) shift. There is so much evidence against these things happening in 2012, it's shocking just how much of a following they have generated. Each of the above "threats" needs their own devoted article as to why there is no hard evidence to support the hype.

But the fact remains, the Mayan Doomsday Prophecy is purely based on a calendar which we believe hasn't been designed to calculate dates beyond 2012. Mayan archaeo-astronomers are even in debate as to whether the Long Count is designed to be reset to 0.0.0.0.0 after 13.0.0.0.0, or whether the calendar simply continues to 20.0.0.0.0 (approximately 8000 AD) and then reset. As Karl Kruszelnicki brilliantly writes:

"…when a calendar comes to the end of a cycle, it just rolls over into the next cycle. In our Western society, every year 31 December is followed, not by the End of the World, but by 1 January. So 13.0.0.0.0 in the Mayan calendar will be followed by 0.0.0.0.1 – or good-ol' 22 December 2012, with only a few shopping days left to Christmas." – Excerpt from Dr Karl's "Great Moments in Science".

LIMBO

Somewhere between life and death lies limbo, a nightmarish place where the feeble rays of light that flicker from above are swallowed whole by ink-black shadows. A young boy, courageous though ill-equipped to survive in such a hostile place, is trapped in this dreamworld, locked away from the safety of reality. Dangerous creatures, hostile natives, and deadly traps populate this eerie plane of existence, making survival the only tangible goal to strive for. Limbo dresses the cerebral lure of thoughtful puzzles with a bleak visual design and sparse, moody audio to suck you in as completely as the protagonist child who is mercilessly trapped here. This artistic, somber adventure so expertly combines all of its elements that it's nigh impossible to shake free from its grip once it grabs hold of you.

The opening scene thrusts you into this world without any explanation for your predicament. You play as a young child who finds himself lying on his back in a foreign land that is far from welcoming. He is virtually featureless, appearing as a black silhouette that frequently blends in with the dark surroundings you must travel through. His lone distinctive characteristic is his shining, white eyes. These flashes of light are always visible, making it the one part of his body you can recognize even when the rest of the screen is completely black. There is no story pushing you through this quest, no signs to give you hints nor characters to clue you in on an overarching plot. Rather, this is a game about survival, where merely making it from one area to the next, surviving one obstacle after another, is what pushes you on.

The subdued aesthetics more than make up for the lack of an elaborate tale, using subtle audio hooks and restrained visuals to guide you further along your destined path. Limbo is fully realized in shades of black and white. You walk through dense forests, decrepit towns, and abandoned factories, all of which feel confining and desolate, creating an ominous sense of entrapment. There is a hazy flicker at all times, a film-grain grit that makes the world of Limbo feel tarnished and unclean. For the majority of your adventure, there is no music to accompany you along the way. Instead, there are quiet ambient noises that slowly fade into and out of existence. A patter of raindrops or rustle of wind is sometimes cued up, or a quiet chirping from crickets. But there are moments when music does kick in. A heavy bass note will crash down or a light melody will briefly start up, and these tie in beautifully with your onscreen actions.

You have a small repertoire of moves to help you stay alive in this 2D puzzle/platformer hybrid. A modest jump allows you to clear small gaps; certain objects can be pushed or pulled; and you can climb up or swing from ropes. Submerging yourself too deep in water, falling from a high ledge, or making contact with any of the numerous traps will kill you instantly, sending you back to the previous checkpoint. Your lack of heroic moves does not mean that the puzzles you must overcome are equally limited, though. There's plenty of variety in Limbo's puzzles, and even those that appear similar initially are invariably quite different. The early puzzles are single-step affairs that require you to move a bear trap out of the way or cross a river. But later puzzles are much more complex, forcing you to use objects, flip switches, and perform perfect jumps in order to come out on top.

The puzzles in Limbo are rarely difficult, but they do take a bit of thought to complete, and it's eminently satisfying to figure them out and continue on your way. Trial and error is a strong component because death often springs from unexpected places. A boulder may tumble down a hill with no warning or a floor may become electrified while you're still standing on it. Oftentimes, unavoidable death in games can lead to frustration, but Limbo avoids this pitfall for a number of reasons. First of all, the checkpoint system is very forgiving. You usually reappear no more than a few paces away from where you died, so there is little unnecessary backtracking to reach the puzzle that thwarted you earlier. Furthermore, obstacles are laid out in a logical manner, so once you have an idea of what to expect, you can move on with little problem. For instance, a bear trap swinging from a rope may have ended your life the first time, but once you know what to expect, you can jump out of the way the next time you see it. Finally, there are subtle clues to help you complete most of the puzzles. A clatter offscreen indicates that an important object was knocked from a tree, or a swinging spotlight may guide you in the right direction so you know when to time your jumps. Because Limbo rewards patience and avoids frustration, the puzzles are always enjoyable to solve, and the variety will keep pushing your brain the whole way through.

Limbo is laid out in a linear way, with one obstacle placed after another as you dutifully march from left to right. There aren't any level breaks or partitions to separate one section from another, either. Without any load times or story segments to distract you from the gameplay, you're continually submerged in this bleak world. This unremitting focus draws you fully into this dark place, keeping your eyes locked on the gloomy visuals and your mind keyed on the clever puzzles without any other stimuli demanding your attention. This single-mindedness makes it easy to lose track of the time and play through the entire adventure in one sitting. It should take less than five hours your first time through, and though it's disappointing that the ending comes so abruptly, it is worth revisiting Limbo wh you're done. There are collectibles to be found when you stray from the most obvious path, and locating them is every bit as satisfying as solving the game's many puzzles.

Even though there aren't developed characters or a story to care about, Limbo elicits a strong emotional connection. The striking visuals and low-key audio are instrumental in pulling you in, but it's the harsh manner in which death is depicted that conjures the most powerful pangs. This is a violent game. The boy can die in a wide variety of ways, and every death is incredibly painful to behold. Bear traps cut you into pieces, spikes impale you, and electrical currents shoot through your body. The elaborate death sequences do not feature excessive amounts of blood, but they are affecting nonetheless because of their shocking depictions. Death is handled in such a cold manner that it continually shocks, even after you've seen it dozens of times. This creates an emotional immediacy that is difficult to forget.

Limbo poses the questions of death versus life and reality versus dream, but it doesn't answer them. It's the questions that are important here, and you're left to contemplate the meaning of this world for yourself. Although this is a game without clear-cut answers, the lack of concrete explanations doesn't detract one bit from the overall experience. This is a delicately crafted adventure whose elements tie seamlessly together. The fact that you can finish the entire game in just a few hours is disappointing only because it's so difficult to pull yourself away once you've been sucked in. Limbo is a superb adventure from beginning to end.

The Good

- Moody, black-andwhite visuals
- Excellent sound design
- Thoughtful puzzles with lots of variety
- Hidden secrets reward a second play-through.

Critic Scores

IGN	9 / 10	Aug 2, 2011
Game Chronicles	9.5 / 10	Aug 4, 2011
gamrReview	9 / 10	Sep 1, 2011
ZTGameDomain	7.9 / 10	Aug 3, 2011
Hooked Gamers	9.7 / 10	Aug 2, 2011
AtomicGamer	9 / 10	Aug 2, 2011

Limbo Review

Thoughtful puzzles and striking aesthetics make Limbo a cerebral adventure you must experience.

The Bad

Ends abruptly.

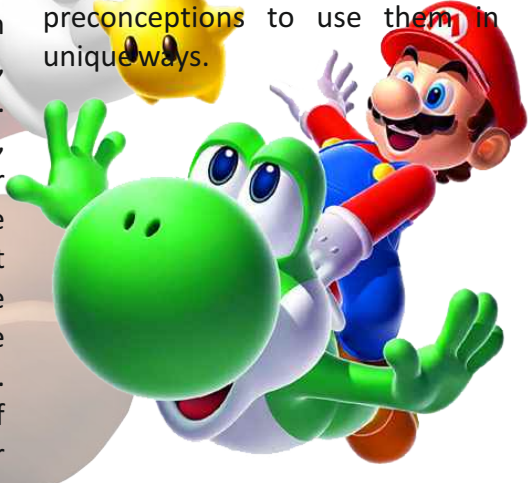
Super Mario Galaxy 2

It may be easy to take one look at Super Mario Galaxy 2, see the same gravity-altering traps and spherical worlds from its predecessor, and dismiss this as a by-the-numbers sequel to the superb original. But by assuming you know what to expect from Mario's latest adventure, you would be doing yourself and this game a great disservice. This is not only the new standard against which every 3D platformer must now be judged, but it also seamlessly integrates so many elements from Mario's 2D roots that it stands toe-to-toe with even its genre-defining progenitors. Every aspect of this game is absolutely bursting with joy. But it's the expertly designed levels that will keep you coming back, even after you've seen everything this game has to offer, just to experience it one more time. This is an instant classic that belongs alongside the best games Nintendo has ever created.

Things are once again rotten in the Mushroom Kingdom. Bowser has taken Princess Peach prisoner for the umpteenth time, forcing Mario to momentarily put his plumbing gig on hold to rescue his fair lady. The best thing that can be said about the story is that it mostly stays in the background. A few lighthearted exchanges between Mario and his foes precede major battles, but there is only a brief break in the action before you get back to flinging fireballs and cracking shells. In fact, Galaxy 2 is much more streamlined than its predecessor. The elaborate hub world that has appeared in each of Mario's previous 3D adventures has been scrapped and replaced by an easy-to-navigate map that lets you hop right into the next level. Galaxy 2 has less downtime than the original, ensuring you're always engaged and entertained.

And you'll be happy to jump right into the action because Galaxy 2 is a long and often challenging adventure. There are lots of different activities to take part in, but everything comes with the same prize: a shining star. It takes 70 of these celestial bodies to make it to the end of the game, but there are many more hidden throughout the universe waiting to be discovered. No matter what you're doing in Galaxy 2, everything feels just right, thanks to the ultraprecise controls. It's a breeze leaping between walls, performing deadly butt-stomps, or jumping across lava-filled pits. There is an unabashed joy in movement that makes even running around the colorful worlds and taking in the uplifting atmosphere feel special. The camera does an admirable job of framing the action, giving you a clear view even when you're dancing on the ceiling in a reverse-gravity room or leaping between floating meteors in space. There are a few times where the angle is less than ideal, making it difficult to line up an exact jump, but for the most part, the camera performs its duty with flying colors.

If the huge variety of goals doesn't sound like a big enough change, there are also power-ups that further mix things up. One of the few weak spots in the original Galaxy was a lack of interesting power-ups to play around with, but that has been rectified here. The most notable addition is Yoshi, the lovable dinosaur with the prehensile tongue. Once on this green fellow's back, you can point at enemies or objects with the remote and swallow them whole. There's also a power-up that lets Mario roll around like a Goron from the Zelda series, a special suit that gives you the ability to create clouds in midair, and a drill for digging through soft dirt. All of these power-ups build on their most basic functions as you get deeper into the game, forcing you to look beyond your preconceptions to use them in unique ways.

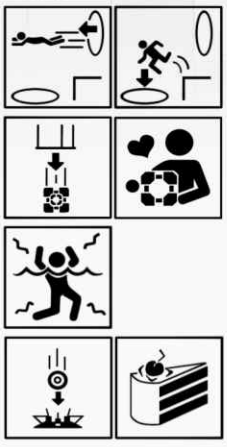


The Good

- Levels have tons of different objectives, all of them fun
- New power-ups spice up the action Later levels offer a sizable challenge
- Stunning visuals that are a marvel to look at
- Catchy soundtrack that combines classic Mario songs

PORTAL 2™

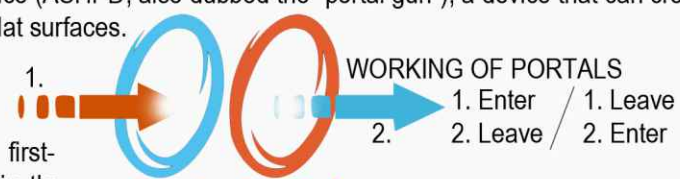
APERTURE



VALVE®

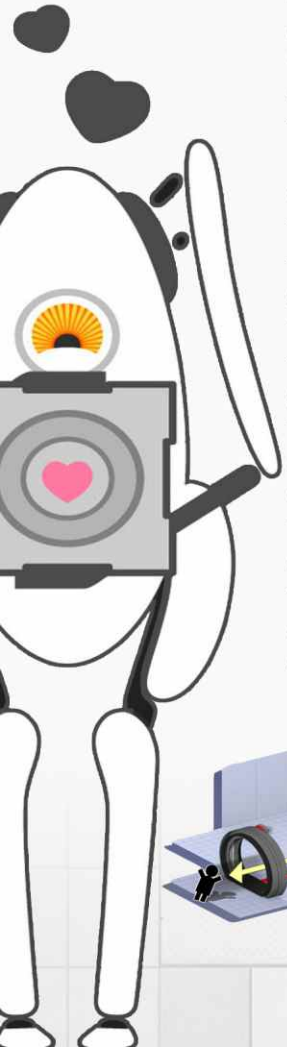
"Remember, you're looking for a gun that makes holes. Not bullet holes. Don't worry — you'll figure it out."

Valve has a knack with pithy lines, but this one really gets to the nub of Portal. It's a line spoken by Wheatley, a robotic AI consisting of just an eye which rolls along a ceiling-mounted trackway and is voiced by a neurotically stuttering and burbling Stephen Merchant. Portal 2 is an upcoming first-person action/puzzle video game, developed by Valve Corporation. It is the sequel to the critically acclaimed 2007 video game Portal. In Portal 2 the player returns as Chell, having been in stasis for several hundred years while GLaDOS and the rest of the Aperture Science facility has fallen into disrepair.Portal 2 continues to challenge the player through numerous platforming and physics-based puzzles using the Aperture Science Handheld Portal Device (ASHPD, also dubbed the "portal gun"), a device that can create a temporary wormhole between almost any two flat surfaces.



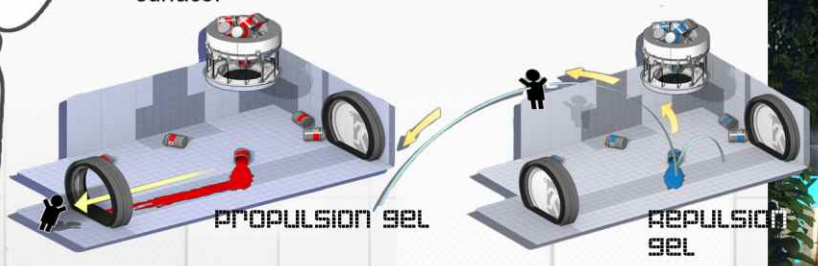
Gameplay

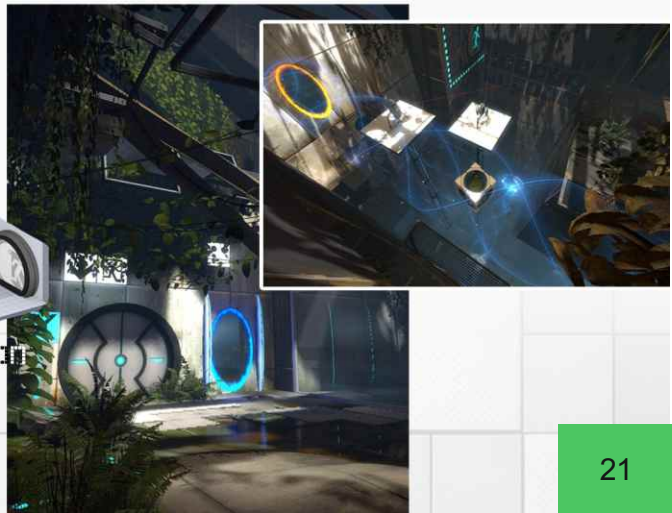
Portal 2 is a puzzle game presented from the first-person perspective. The player plays as Chell in the single-player campaign, can move, look, and carry and drop objects. The goal is to maneuver the characters though a number of test chambers in the Aperture Science facility and traverse the level from the start to the exit. A portal gun (the Aperture Science Hand-held Portal Device), a device that can create two portals connecting two surfaces across space is provided to the player. Players solve puzzles by using these portals to move unconventionally between rooms or to use the ability to fling objects or themselves across a distance. The functionality of the gun has not changed between the games, but within Portal 2, players can take advantage of the bleeding of other physical effects through the portals. Game Informer identified two examples of this: one was the ability to use air currents created by Pneumatic Diversity Vents, a series of transport pneumatic tubes, through a set of portal openings to push a turret over or to draw objects into the suction. Another included use of paint like gels that can be used to impart certain physical effects to a surface.



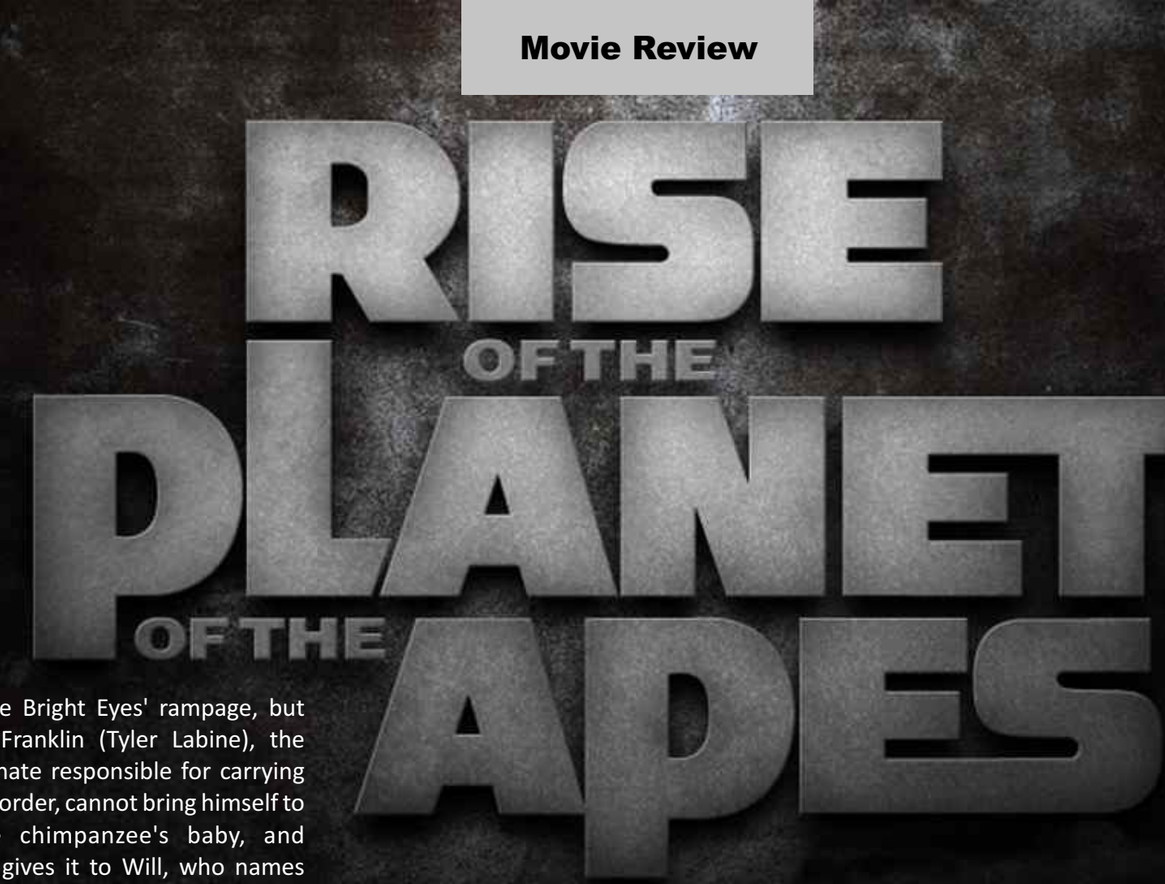
Do the Co-Op!

The game will include a two-player co-operative mode in addition to the single player mode. This mode can be played by two players at the same computer/console via split-screen, or through two remote players at their own computer/consoles; Microsoft Windows, MacOS X, and PlayStation 3 users will be able to play with each other regardless of platform. Both players control separate portal guns and can use the other player's portals as necessary. Each player's portals will be of a different color scheme (blue/purple, and orange/red) to help distinguish between the two sets. The game includes voice communication between players for this mode as well as split-screen for players playing locally.





Movie Review



Story:

Will Rodman (James Franco), a scientist working in GenSys, a state-of-the-art laboratory, is desperate to find a cure for Alzheimers, since his father (John Lithgow) is fast succumbing to it. He develops a wonder drug, ALZ 112 and tries it on chimpanzees. Everything seems to be going right until one of the chimps goes wild and needs to be put to rest. But before she dies, she gives birth to a baby which is smuggled home by Rodman for temporary care.

Rodman soon discovers that Caesar (Andy Serkis), the little chimp, has all the super intellligence of its mother and soon becomes an important member of the family, even as Rodman experiments with the wonder drug on his father and sees a miraculous improvement in him. Things however go terribly wrong when he tries a superior version of the drug which sends Caesar to a prison-like institution where he leads a rebellion against the humans who betrayed his love and trust.

Movie Review

Will Rodman (James Franco) is a San Francisco scientist who has been working on ALZ-112, a genetically engineered retrovirus that may be a cure for Alzheimer's Disease. ALZ-112 not only repairs brain cells, but genetically modifies chimpanzees, giving them a human level of intelligence.

One of his test subjects is Bright Eyes, a female chimpanzee. Much to everyone's shock, Bright Eyes goes on a rampage before security is forced to kill her in front of board members, thus destroying any chance of developing ALZ-112 further. It is then discovered, however, that Bright Eyes' aggression was not due to the drug, but due to her maternal instinct to protect her baby, to whom she secretly gave birth a day or two earlier.

Will's boss, Steven Jacobs (David Oyelowo) orders all the test chimpanzees put down after the Bright Eyes' rampage, but Robert Franklin (Tyler Labine), the subordinate responsible for carrying out this order, cannot bring himself to kill the chimpanzee's baby, and instead gives it to Will, who names him Caesar (Andy Serkis) and raises him in his house.[4]

Caesar has inherited his mother's high intelligence due to the drug, thus learning at a fast rate. Will also gives a sample of his cure to his father, Charles (John Lithgow), who is suffering from Alzheimer's disease. At first his father improves but five years later, his body's immune system develops antibodies that fight off the virus and his dementia returns. In his state of dementia, Charles gets into his neighbor's car and turns it on, the key carelessly left in the ignition. He presses the gas and hits the cars in front of him and behind him, getting the attention of the neighbor who threatens and pushes down Charles. Caesar is also alerted of the situation and jumps out of a window, attacking and biting the neighbor's finger off in Charles's defense. After the incident, Caesar is forced to leave Will's house and is held in aSan Bruno primate facility run by John Landon (Brian Cox), where the apes are held in cages with the exception of intermissions where they are released into a jungle-themed play area. The apes inside the facility are treated cruelly by Landon's son who works as a guard there, Dodge Landon (Tom Felton).

At the primate facility, Caesar starts out being treated poorly by both the staff and his ape companions. In the exercise area, he is beaten by another dominant ape, Alpha. Later, Dodge brings his friends into the facility who tease the apes. Without caution his male friend moves too close to Caesar's cage and is grabbed by Caesar, having his pocket knife unknowingly stolen. Caesar ties the pocket knife to a stick and uses it to unlock the door and free himself. He also frees Buck, a large and aggressive male gorilla, and gains his respect. Caesar, with Buck at his side, lures Alpha into the exercise area where he hits Alpha over the head with a metal gasoline canister (one of the toys given to the apes) but does no more harm, showing his dominance over the apes in the facility and gaining the respect and companionship of Alpha.

Meanwhile, Will creates a more powerful virus called ALZ-113 to further treat his father and new tests on chimps begin. It strengthens the intelligence of the apes, but unbeknownst it is fatal to humans. Franklin is exposed to the new virus and begins sneezing out blood. Later, he is found dead in his apartment, his face covered in blood leaked from several orifices around his head. Will discovers the deadliness of the virus and attempts to warn Jacobs, who insists to keep testing it, most notably on an ape who has a scar over his blind eye, Koba. Will quits his job at Gen-Sys, angered at Jacobs for his decisions.

Caesar eventually escapes from the primate facility and travels to Will's house, where he steals an airborne strain of ALZ-113 and releases it throughout the cage area, enhancing the intelligence and mental capability of him and his fellow apes. He beats down his sadistic caretaker, Dodge, when he notices Caesar in the play area while he is not supposed to be. Caesar shows his first capability of speech by shouting "No!" at Landon. Caesar successfully kills Landon by spraying him with a hose while his stun stick was turned on, electrocuting and killing him when he attempts to attack Caesar again. They lock the other surviving night watchman, Rodney, a.k.a. "Roy" (Jamie Harris). At first the apes begin to beat him but Caesar stops them because he was kind to the apes, and instead lock him in a cage. The apes at the facility then escape into the city by opening the windows above the play area and climbing through them. Caesar then releases the remaining apes from Gen-Sys and San Francisco Zoo, and successfully leads an escape of hundreds of apes through the streets of San Francisco.

The apes then battle a police blockade of the Golden Gate Bridge meant to stop them from crossing. Caesar launches a three pronged attack with the orangutans led by Maurice attacking from the bottom supports, the chimps attacking from the high-wire supports, and the gorillas headed by Buck leading the charge straight down the bridge. They defeat the police, however Jacobs arrives in a helicopter and one of his crewmen begins gunning down apes. Buck sacrifices his life to take down the helicopter which crashes on the bridge, killing all people inside but Jacobs, who begs for help but is pushed down in the helicopter into the bay below by Koba. The apes make it away from the city and into the Muir Woods National Monument forest.

Will arrives at the forest and begins to be attacked by Koba, however Caesar stops the angry ape before he can do any harm to Will. Will warns Caesar that the humans are strong and he will be safe if he comes home. Caesar, now capable of basic human speech, informs him "Caesar is home" in the redwood forest and ensures that Will will be safe from the mass army of apes. The ending scene shows the apes at the top of the redwood trees, looking over the San Francisco bay.

A mid-credit scene reveals that Will's neighbor has been infected with the virus by the now-deceased Franklin and has a career as a pilot. As he walks into the airport, a timetable is zoomed into a flight to New York, implying the spread of a global pandemic.

SUPER 8

Super 8 is a 2011 American science fiction film written and directed by J. J. Abrams and produced by Steven Spielberg. The film stars Joel Courtney, Elle Fanning, and Kyle Chandler and was released on June 10, 2011 in conventional and IMAX theaters. The film tells the story of a group of children who are filming their own Super 8 movie when a train derails, releasing a dangerous presence into their town. The movie was filmed in Weirton, West Virginia and surrounding areas.

Plot

In 1979, Joe Lamb (Joel Courtney), a 13-year-old boy living in the fictional town of Lillian, Ohio, has lost his mother in a factory accident. Louis Dainard (Ron Eldard) comes to the wake, but Joe's father, Deputy Jackson Lamb (Kyle Chandler), takes Dainard away in handcuffs. It is later revealed that Jackson blames Louis for his wife's death because he was absent during his shift and she had to fill in for him.

Four months later, Joe's friend Charles Kaznyk (Riley Griffiths) hires Dainard's daughter Alice (Elle Fanning) to be the protagonist's wife in his low budget zombie movie on Super 8 film. Alice steals her father's car and takes Joe, Charles, Preston (Zach Mills), Martin (Gabriel Basso), and Cary (Ryan Lee) to an old train depot where the group plans to film a scene. During the shoot, Joe watches a pick-up truck drive onto the tracks and place itself in the path of an oncoming train, causing a massive derailment. In the aftermath of the accident, the kids find the wreck littered with strange white cubes, and they approach the truck and discover Dr. Woodward (Glynn Turman), their biology teacher, behind the wheel of the truck. He instructs them to never talk about what they saw; otherwise, they and their parents will be killed. Moments afterwards, the U.S. Air Force, led by Colonel Nelec (Noah Emmerich), arrives to secure the crash site while the kids flee the scene.

Over the next couple of days, strange phenomena occur: numerous town dogs run away; kitchen appliances, car engines, and power lines vanish, and people begin to disappear. The Air Force deliberately starts a wildfire outside of town, giving them a pretext to evacuate the entire town to a nearby base. Upon arriving at the base, Joe finds Louis Dainard, who tells him that a creature abducted Alice. Joe, Charles, Cary, and Martin sneak back into town and head to their school, where they break into Woodward's stash of confiscated items, thinking he may have hidden documentation about the creature that might help them save Alice. In the papers, film, and audio recordings, they discover that the government imprisoned an extraterrestrial (played by Bruce Greenwood in motion capture sequences) who crashed on Earth in 1958. The alien only wished to rebuild its ship, using the shapeshifting white cubes and return home, but it was instead imprisoned and tortured by the Air Force, who sought to seize its technology. One film shows Woodward, a researcher at the time, being attacked by the alien. This physical contact caused him to form a telepathic bond with the alien, through which he learned that it only wanted to go home. Woodward derailed the train to free it from captivity.

Colonel Nelec and his men storm the school and capture the boys. They place the children on a security bus and head back to the Air Force base, but the alien attacks the bus on the way. Nelec and his men are killed, while Joe and his friends escape. The kids head through the town, which is now under heavy fire from malfunctioning military equipment as the military attempts to battle the alien. They find the alien's subterranean lair near the cemetery where Joe's mother is buried, along with several missing people who have been trapped there by the alien, which has apparently kept them for food. The town's missing electronics are there too, formed together to create a machine underneath the base of the water tower. Joe manages to rescue Alice, but, as they escape, the alien grabs Joe, who tells the creature that it can still live on even after painful events. The alien understands Joe's meaning through their tactile telepathic connection and lets go of him, allowing him and his friends to escape.

Shortly after, all the cubes (which break free from Air Force transport trucks) as well as loose metal from around the town are attracted to the town's water tower. The cubes begin to align and a ship begins to take form around the water tower, which the alien then enters. Joe's metal locket, which contains a picture of him as a baby with his mother, is also drawn towards the tower, and, after a moment, he decides to let it go. The locket seems to complete the ship, and everyone watches as the ship takes off toward space.

During the end credits, the full movie that Charles and his friends were working on, titled The Case, is shown, with an epilogue in which Charles asks the film festival judges to select his movie.

Box office

Super 8 had a production budget of $50 million. It was commercially released on June 10, 2011. In the United States and Canada, it opened in 3,379 theaters and grossed over $35.4 million on its opening weekend, ranking first at the box office. As of July 21, 2011, the film grossed $124,973,831 in North America and $60,068,776 worldwide, bringing its worldwide total to $185,042,607.

Reception

Super 8 received generally positive reviews from professional critics. On movie review aggregator Rotten Tomatoes, the film received a score of 80%, based on 215 reviews, and a rating average of 7.4/10, with the consensus that: 'it may evoke memories of classic summer blockbusters a little too eagerly for some, but Super 8 has thrills, visual dazzle, and emotional depth to spare. Metacritic, which assigns a weighted average score from 1–100 to reviews from critics, assigned the film a Metascore of 72 based on 40 critics, signifying 'generally favorable reviews.

Ratings

www.imdb.com

★★★★★★★½

7.6/10

Movie Review

Digital Watermarking Method Based on Image Size Invariant Visual Cryptographic Scheme

Abstract

The aim of this paper is to propose a digital watermarking scheme, which employs visual cryptographic method to enhance the security without decreasing the data payload. A binary image, called watermark, is split into two shares. Then, one of the shares is embedded into the host image, and the other is held by the owner. When proving the ownership, the owner has to extract the embedded share and recover the watermark with his/her own share. The experimental results show that our scheme can resist most of common attacks.

Introduction

Digital watermarking is a technique to protect intellectual property of digital information. A signature, called a watermark, is embedded into a host image. When the rightful ownership of the image needs to be identified, the hidden watermark can be extracted for the ownership verification.

Generally speaking, a good watermarking scheme for copyright protection should be robust enough to resist attacks; meanwhile, it should be imperceptibility so that human eyes cannot distinguish the difference between the watermarked image and the host image. However, robustness and imperceptibility are trade-off in general. This paper adopts a visual cryptographic method, called Multi-Pixel.

Encoding Method (MPEM) to improve the

data payload while ensure the security and the image quality of the watermark. In our scheme, the watermark is embedded into the frequency domain using modulus operations.

The Proposed scheme

The proposed scheme composes of two phases: the watermark embedding and watermark extraction. During the watermark embedding phase, a 2-level Haar wavelet transform is used to transform the host image into the frequency domain; meanwhile, the watermark is split into master share and ownership share by means of the MPEM. Then, the master share is embedded into the frequency domain of the host image, and the other is distributed to the owner. When extracting the embedded share, we do not need the original host image or the watermark. To prove the ownership, the owner has to address his/her ownership share, extract the master share from the image, and then, combine these two shares to reveal the watermark.

The embedding procedure

Fig. 2 is the complete embedding procedure. Suppose that the host image H is a 512 × 512 gray level image and that the watermark W is a 128 × 128 binary image. At first, a 2-level Haar wavelet transform is performed on H. Suppose that H′ denotes H in frequency domain. The watermark W is split into two shares, master share and ownership share, respectively, and the master share is embedded into the HL2 band. In the embedding procedure, the following algorithm is used to embed the pixels of the master share

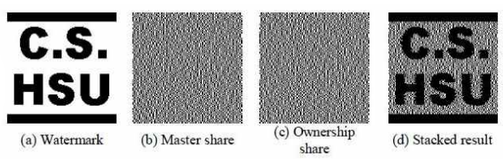


Fig. 1. The binary watermark and its corresponding shares and stacked result (128 × 128 pixels).

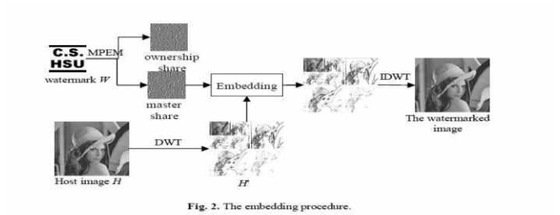


Fig. 2. The embedding procedure.

Algorithm: Embedding (p, c, R)

r = |c| mod R

r

c

Δ(c) = c − c ·

if p = 1 then

d = (R − 1) × (3/4)

else

d = (R − 1)/4

d

c

c′ = Δ(c) + c ·

Suppose that a pixel p is going to be embedded into a wavelet coefficient c currently. If p is black, c is modified into c′ so that c′ mod R = (3/4) × R; otherwise, c is modified into c′ so that c′ mod R = (1/4)×R, where R is a predefined modulus.

The extracting procedure

When the owner would like to prove the ownership, he/she has to extract the embedded master share to reveal the watermark with his/her ownership share. Fig. 3 is the complete extracting procedure. Similarly, the first step is to perform a 2-level wavelet transform on the watermarked image. Then the following algorithm is used to extract the share:

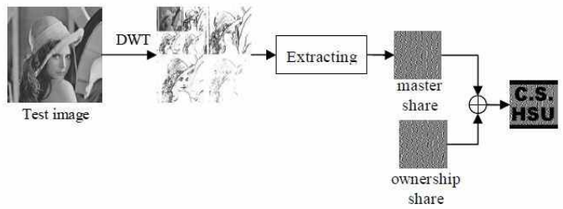


Fig. 3. The extracting procedure.

Algorithm: Extracting (c′ , R)

r′ = |c′| mod R

if r′ $\geqslant$ (R − 1)/2 then

p′ = 1

else

p′ = 0

Experimental results

In the experiment, we use PSNR (Peak Signal to Noise Ratios) to measure the quality of the watermarked image. The PSNR is computed as follows.

$$PSNR = 20 \log_{10}(255/MSE), \quad (1)$$

where

$$MSE = \frac{1}{M \times N} \sum_{i=1}^{M} \sum_{j=1}^{N} (p_{i,j} - p'_{i,j})^2 \quad (2)$$

In Eq.(2), pi,j is the pixel of the host image, and p'i,j is that of the watermarked image. The larger the PSNR is, the more similar the watermarked image is to the host image.

Discussions and conclusions

In this paper, we propose a digital watermarking scheme, which integrates the MPEM and modular arithmetic. The watermark is split into two shares through a (2, 2)-threshold scheme of the MPEM. Then, one of the two shares is embedded into the host image, and the other is held by the owner and used as the key to recover the watermark. When proving the ownership, the owner extracts the embedded share and stacks it with his/her own share to reveal the watermark. The experimental results can prove that our scheme can satisfy the requirement of robustness and imperceptibility simultaneously. In addition, based on the security condition of the MPEM, these two shares are secure enough hence cannot leak out any information about the watermark. Since MPEM is suitable for encoding halftone image, we can use a gray-level image as a watermark. Most importantly, unlike other VC-based watermarking schemes, we do not need to sacrifice the data payload for the security. In the future, we will incorporate the cocktail watermarking scheme to advance the robustness.

The Venus Project

The Venus Project presents a bold, new direction for humanity that entails nothing less than the total redesign of our culture. There are many people today who are concerned with the serious problems that face our modern society: unemployment, violent crime, replacement of humans by technology, over-population and a decline in the Earth's ecosystems.

The Venus Project is dedicated to confronting all of these problems by actively engaging in the research, development, and application of workable solutions. Through the use of innovative approaches to social awareness, educational incentives, and the consistent application of the best that science and technology can offer directly to the social system, The Venus Project offers a comprehensive plan for social reclamation in which human beings, technology, and nature will be able to coexist in a long-term, sustainable state of dynamic equilibrium.

It is located in central Florida near west Lake Okeechobee about fifty miles northeast of Fort Myers. On its 21.5-acre lot, there are ten buildings designed by Fresco, which showcase limited versions of Fresco's architectural designs. It is partly a research centre for Fresco and Roxanne Meadows, and partly an educational centre for supporters of the project. They produce videos and literature depicting and explaining the future vision and the goals to actualize it. Among these goals, the salient are to produce a major motion picture portraying the future world the project promotes; constructing a theme park with the intention of exhibiting technologies and the ideas of the Venus Project; and constructing an experimental city in an attempt to test the Freso's hypotheses. It's ultimate aim is to improve society by moving towards a global, sustainable, technological social design that is termed a "resource-based economy".

Resource-Based Economy Primary in Fresco's vision is the concept of a "resource-based economy." It incorporates sustainable cities and values, along with the goals of energy efficiency, natural resource management, and advanced automation, focusing on the benefits that it might bring to humanity as a whole.

According to Fresco, poverty, crime, corruption and war are the result of scarcity created by the present world's profit-based economic system. He theorizes that the profit motive also stifles the progress of socially beneficial technology, and instead he favours a system that fosters the purpose motive. Fresco claims that the progression of technology, if it were carried on independently of its profitability, would make more resources available to more people by producing an abundance of products and materials. This new-found abundance of resources would, according to Fresco, reduce the human tendency toward individualism, corruption, and greed, and instead rely on people helping each other.

A resource-based economy replaces the need for the current monetary economy, which is "scarcity-oriented" or "scarcity-based". Fresco argues that the world is rich in natural resources and energy and that — with modern technology and judicious efficiency — the needs of the global population can be met with abundance, while at the same time removing the current limitations of what is deemed possible due to notions of economic viability.

Tutorial : Dreamweaver CS5.5

HTML5 and CSS3 in Dreamweaver CS5.5 –Dreamweaver CS5.5 incorporates native support for the new HTML5 structural elements and many of the CSS3 properties supported by the latest browsers.

Exploring the HTML5 features in Dreamweaver CS5.5

The Multiscreen button was added by the 11.0.3 updater. It launches the Multiscreen Preview panel, which simplifies the creation of page layout for devices with different screen resolutions, using CSS media queries.

You can also access the Window Size menu by clicking the current size in the status bar at the bottom of the Document window. Alternatively, select View > Window Size.

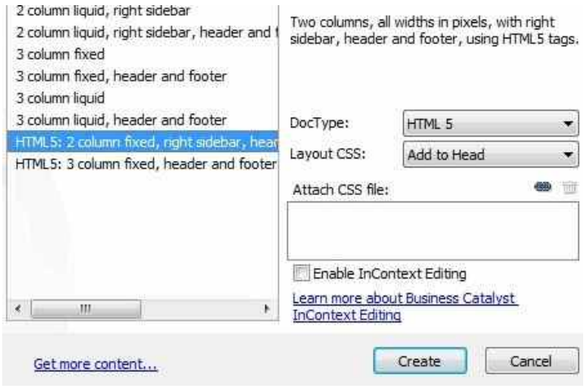
Changing the size of the Document window viewport is mainly concerned with CSS. So, let's take a look at the Dreamweaver CS5.5 support for HTML5.

Using a preformatted HTML5 layout

1. Select File > New to open the New Document dialog box.

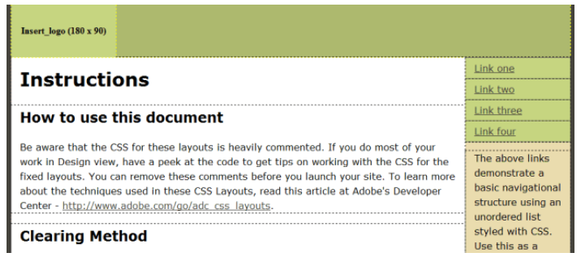
2. Select the Blank Page category on the left of the dialog box, and select HTML as the Page Type.

3. At the bottom of the Layout column are two new HTML5 layouts. Both are fixed-width with a header and footer. By default, the two-column version has a sidebar on the right, but it can be easily switched to the left. The three-column version has sidebars on both left and right.



Even if your current default document type is HTML 4.01 or XHTML 1.0, the DocType pop-up menu at the bottom right of the New Document dialog box automatically switches to HTML5 when you select one of these layouts.

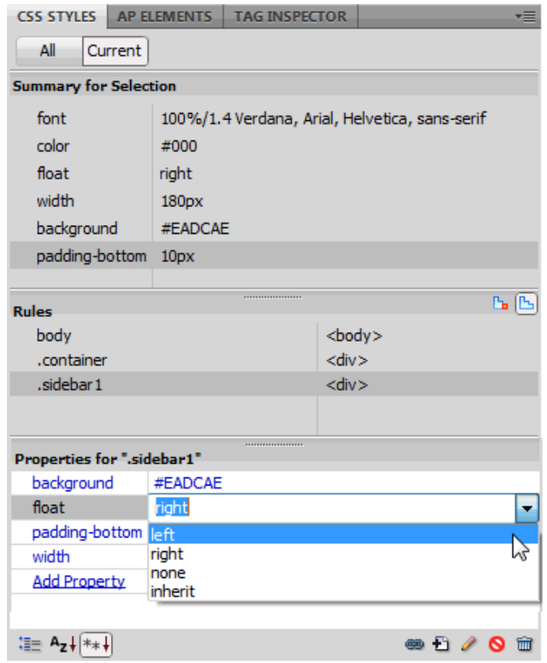
4. This creates a basic two-column layout that you can use as a starting point, replacing the placeholder text and styling it with CSS just like any other page



5. To move the sidebar to the left, click anywhere inside the sidebar, and select <div.sidebar1> in the Tag selector at the bottom of the Document window.

6. Open the CSS Styles panel by clicking its tab or selecting Window > CSS Styles.

Select the Current button at the top of the CSS Styles panel, and change the value of float from right to left



Open Code view by clicking the Code or Split button on the Document toolbar. You'll see that the HTML code contains a mix of familiar tags, such as , <ul> , <li> , and <h1> . But it also contains some new ones, such as <header> , <nav> , <aside> , <article> , and <section>

Because HTML5 is still new and evolving, it's not always clear which is the best element to use in a particular case. For example, the <section> element can be used to divide a page into logical sections. It can also be used—as it is here—to divide an <article> into sections. The new <header> element doesn't apply only to the top section of the page. Each <section> or <article> element can have its own <header> .

7. Scroll up to the top of the page in Code view. The CSS in the <head> of the page is heavily commented to help you style the page to your own requirements. It's well worth reading the CSS comments to get an understanding of how the style rules have been applied.

8. Scroll to the bottom of the <head> section. The final style rule on lines 108–110 tells browsers to display the main HTML5 structural elements as blocks. Without this rule, the new elements are displayed inline. Once all browsers support HTML5, you should be able to dispense with this rule, but you'll need it for a long time to come.

```
107  /*HTML 5 support - Sets new HTML 5 tags to display:block so browsers know how to
     render the tags properly. */
108  header, section, footer, aside, nav, article, figure {
109      display: block;
110  }
111  -->
112  </style><!--[if lt IE 9]>
113  <script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script>
114  <![endif]--></head>
```

9. Close the preformatted layout. You won't be using it again in this tutorial, so there's no need to save it.

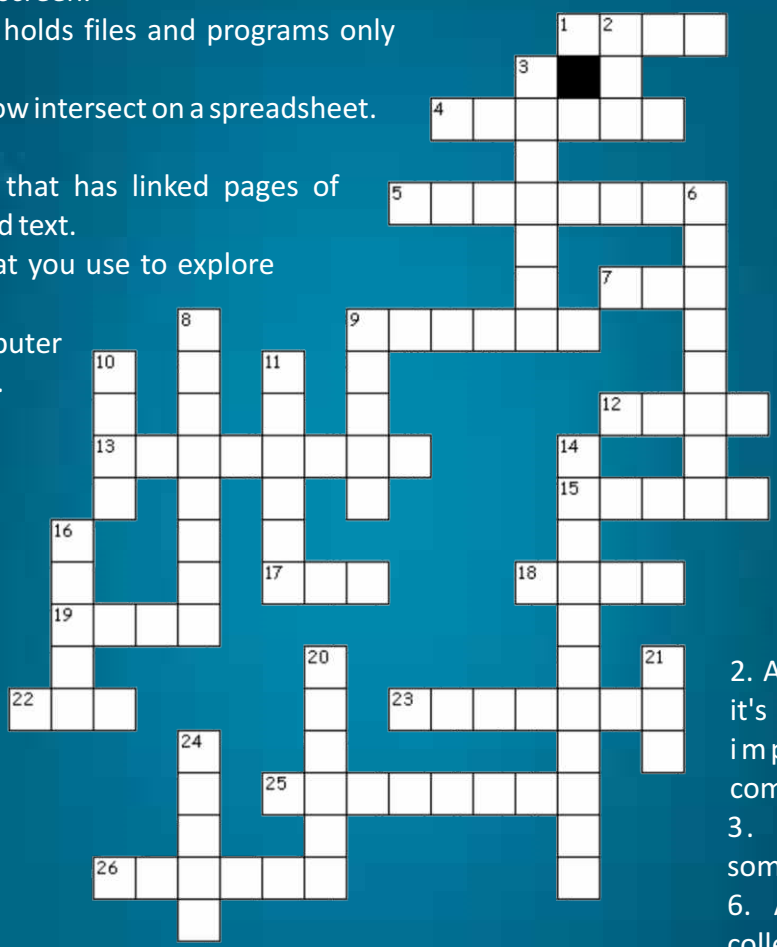
Yaadein...

Aaj yaad mujhe aata hai,
Wo kal beeta, kuch dhundhla sa,
Jab Mouli Sir ke kaamo mein, sabse jyada mehnat kar jaate the,
Darte the sabse jyada aapse, balki kabhi nahi aap chillate the.
Shivendra Sir se hi seekha, fire in the hole aur bomb at B,
Aur Pranav Sir ke saath khoob masti kari.
Richa aur Ridhi Ma'am ne khoob sajvaya browser ko,
Prakhar Sir ne website banakar, naya ayam diya CONATUS ko.
Chitt gambhir, Mr.SeriousAlways,
Ghosh Sir, why do you smile once in many a days??
Arjit Sir, you were always so sweet and soft spoken,
Ashu Sir, we saw you less,
You kept yourself to identifiers & token.
Ek anjana sa naam, ek pehchan anjaani,
Jhilmil Ma'am, chale gaye aap but aapki yaad to thi aani...
Aap sab hamare jeevan ki panno pe,
Bikhri hui wo syahi ho,
Prerna aur gyan milega jisse,
Aap ki yaadein aisi niraali ho....

- Udayaditya Dwivedi

Across

1. Tiny picture on the screen.
4. Extra copy of a document or program.
5. Get a file from another computer, across a network.
7. Tiny unit of information storage consisting of an on/off signal.
9. Temporary storage on chips.
12. Communicate with someone on another computer by typing rather than talking.
13. Millions of computers around the world connected by a network of networks.
15. Tiny dot of light on the screen.
17. A kind of memory, it holds files and programs only while you're using them.
18. Where a column and row intersect on a spreadsheet.
19. 8 bits.
22. Part of the Internet that has linked pages of pictures, sounds, video and text.
23. Software program that you use to explore the Web.
25. The parts of a computer system that you can touch.
26. Portable diskette that holds 1.4MB of data.



Down

2. Also known as a processor, it's the chip that is the most important part of the computer.
3. "Takes a picture" of something and digitizes it.
6. A searchable, organized collection of information.
8. The programs that run on a computer.
9. Device that connects a computer to a network via a telephone line.
10. Tiny piece of silicon with electronic circuits; the CPU is one.
11. Line or shape on the screen that shows where the next character will go.
14. Document that organizes data in rows and columns of cells.
16. Bundle of wires that connects computer parts.
20. A way of counting using the numbers 0 and 1.
21. Website address.
24. Portable disk that stores about 650MB of "read only" information.