# INSTITUTE OF ENGINEERING & TECHNOLOGY, LUCKNOW



# PLACEMENT BROCHURE

**DEPARTMENT OF COMPUTER SCIENCE 2018-19** 

#### Message from

# The Head of Department

The Department of Computer Science and Engineering of IET Lucknow has been the pioneer department since the establishment of the college. This department has a vibrant student body numbering over 500 and faculty numbering nearly 30, furnishing quality education. Over the past years this department has developed distinct style and methods to fill in the theory-practice crevasse while remaining grounded to the core. Technology changes rapidly as in the field of computer science and our understanding is if a person's basics is clear then it can adapt to changes easily. Our department has produced thousands of professionals and have earned for itself in the country as well as in abroad. Learning is a continuous process and we aim at giving our students a strong foundation in computer science and problem solving techniques.



Dr. Surya Prakash Tripathi Head, Department of CS

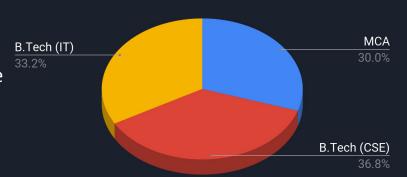
# About the Department

In the view of increasing importance of Computer Science discipline, the department of computer science and engineering was established in 1984 with a view to contribute to the journey of the global academic excellence and touch every aspect of national life. It administers Bachelors as well as Master's degree program in Computer Science and Engineering. Renowned faculty, high faculty to student ratio, focus on undergraduate education balanced with leading edge research, and emphasis on developing qualities like leadership, service and ethics leading to the overall development of a student is the primary goal of the department.

The department takes pride in having a equipped teaching and research laboratories. Since its establishment in 1984 and its expansion in 1998 the department has never looked back, it has been a premier centre for imparting quality education to its students and thus adding up to the laurels for the college.

### Courses Offered

- 1. Software Engineering
- 2. Computer Networks
- 3. Operating System
- 4. Computer Organization and Architecture
- 5. Data Structures and Algorithms
- 6. Design and Analysis of Algorithm
- 7. Computer Graphics
- 8. Object Oriented Technique
- 9. Database
- 10. Discrete Mathematics
- 11. Digital Design
- 12. Microprocessor
- 13. Programming Languages: C, C++, Python, HTML, CSS, JAVASCRIPT, JAVA, JSP



### Labs and Facilities

The Institute paces its technical education with 3 of its well-equipped computing laboratories and a digital Lab. These life-lines of the Institute manages all the computational and network services. IET Lucknow has an extensive fiber optic network over the entire campus. The Internet connectivity to the campus is through a dedicated 2 Gbps leased line from National Informatics Centre, serving academic block, administrative block, computer center, all hostels and faculty residents counting to a total of 1500 LAN terminals.

### Technical Clubs and Activities

#### FRACTAL

#### The Programming Club

The next big thing here at IET, the coding club. Ageing just 3 years into existence, the club conducts Competitive Coding Workshops for the interested ones. C/C++ to begin with, they edge it to Data Structures and Online contests on Spoj.com, Codechef, Hackerrank etc. No wonder the Institute ranks high on the global computer coding pedestal.

#### PARAKRAM

#### Technical Fest

The annual techno-management festival of IET, Parakram is a summit of the theoretical and practical aspects of engineering with an exposure on the latest trends and innovations. Attracting participants from all over the state, it hosts workshops, guest lectures conducted by the best in the industry and academia, coding, robotics events, paper presentations, and various other events.

# Student Projects

- 1. Balloon The discovery app(Django, Android)
- 2. New Branch Evaluation and Tender Filling API(Baroda Finathon-8th position)
- 3. Drone Captured Image Stitching(Tata Innoverse Solverhunt- 2nd position)
- 4. Attendance App(OpenCV, Python)
- 5. Al Tic-Tac-Toe (Python, Pygame)
- 6. Travel and Tourism Management System(JAVA)
- 7. Attendance Register(JAVA)
- 8. Text Editor(Python)
- 9. E-Commerce Website
- 10. Student Inventory

# Past Recruiters

- 1. Adobe
- 2. Global Logic
- 3. Acube
- 4. Adverb
- 5. Valuefy
- 6. TCS
- 7. Wipro
- 8. NewGen

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