



Jawaharlal Nehru Technological University Kakinada
University College of Engineering Vizianagaram

Department of Computer Science and Engineering



<Scire>

Know More



Deciding what not to do is, as important as deciding what to do.

- Steve Jobs

[1955 - 2011]

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Principal's Message

It gives me an immense pleasure to pen a few words as prologue to CSE department's student magazine 'SCIRE', exclusively meant for churning out the latent writing talent which bears immense potentiality of sharpening your communication skill as part of your over all personality development. I congratulate HOD-CSE and his team for bringing out such a beautiful magazine.

Wishing you all the best...!

Prof. G. Yesuratnam
Principal

HOD's Message

Each issue of 'SCIRE' is a milestone that marks our growth, unfolds our imaginations, and gives life to our thoughts and aspirations. It unleashes a wide spectrum of creative skills ranging from writing to editing and even in designing the magazine. Reading this magazine would definitely be an inspiration and motivation for all students and staff to contribute more to the forthcoming issues. I congratulate the entire editorial team for their hard work and dedication in making this dream come true.

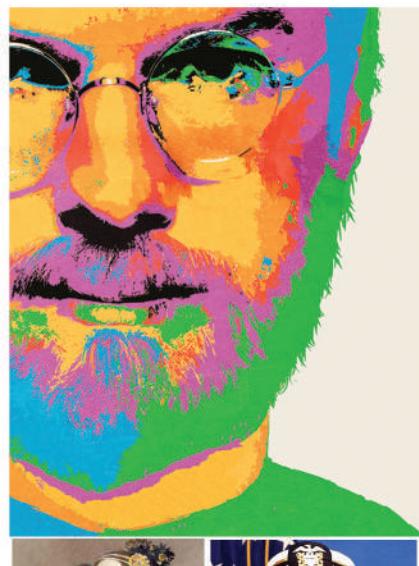
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About "ConStelle"

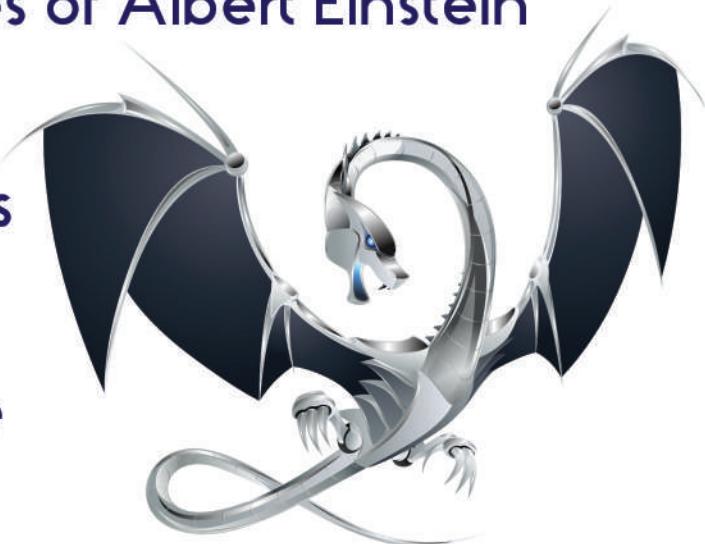
ConStelle, is a Students' Association, a constituent of Department of Computer Science and Engineering. We are proud to come forward with this Association to enhance the skills of students and to make believe in what students do as a part of their curriculum. Constelle is a French word, which implies a Constellation in English. We feel students are always like shining and glittering stars that light up the sky. What happens when they cluster around? We see an arena of light that awakens everyone from their inner souls. Students are compared to stars shining in the night sky and together they form a constellation, an unparalleled radiance. And this is our core idea embedded in our Association "ConStelle"....

By ConStelle, we are proud to make the word, "Together We Reach The Sky"

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"The question of whether a computer can think is no more interesting than the question of whether a submarine can swim."

— Edsger W. Dijkstra



What can we learn from Steve Jobs

By San Murugesan

Steve Jobs wasn't exactly an IT person—he didn't have a programming or computer science background—yet there's much to learn from this great innovator. He redefined the IT user experience, creating products and services loved by millions around the world. He reshaped not only the IT industry but others as well—the music industry with the iPod; the cell phone industry with the iPhone; the movie industry with his Pixar Animation Studios films; and the computing industry with the original Mac, the Mac OS X, and the iPad.

He had also started to transform the publishing industry with his iBooks and media subscription services and the software industry with his App Store. His legacy will be felt for years to come.

A True Visionary

Jobs persuaded millions of people to try technology they'd never before considered. He went against mainstream thinking and followed his intuition and instinct. He could not only see what the future of technology could—and should—be, he could also bring that vision to fruition.

As Georges van Hoegaerden wrote: "He reinvented the business of technology innovation with a passion and an authentic desire to bring it to everyday people everywhere. He did it with

the vigor required to keep his many young and cocky technologists in line and focused, and to achieve meaningful innovation that improved all of our lives."

He was "brave enough to think differently, bold enough to believe he could change the world, and talented enough to do it," said US President Barrack Obama in his tribute. Jobs was a technologist, visionary, and innovator, and he transformed consumer culture.

Following his lead

Jobs turned Apple, on the brink

of bankruptcy in 1997, into world's most-valued technology company. He caused "creative destruction" of old norms and business models through his blended understanding of technology and society, business and economics, and markets and corporate power.

He created a new ecosystem that integrates the devices that his company sells with applications and services, driving other companies to follow suit. Is it possible to emulate Jobs's success? What sort of values and practices would IT professionals and executives have

to encompass?

Integrate technology and liberal arts

According to Jobs, “Technology alone is not enough. It’s technology married with the liberal arts, married with the humanities, that yields the results that make our hearts sing.” In his products, Jobs provided a compelling user experience in ways not previously provided or even envisaged.

He didn’t accept the notion that software and hardware are best designed and engineered separately. While most of his competitors specialized in either hardware or software, he pursued excellence in both. He built systems encompassing hardware and software, closely aligning the device’s operating environment with the device itself to optimize system performance—to the benefit, and relief, of customers.

Building a mobile phone with an Apple OS and creating an avenue (the App Store) for users to obtain a wide range of apps and games that run on it embraces vertical integration. Jobs led Apple to build technological systems, not simply products.

Foresee the needs

Jobs had an uncanny ability to foresee and define trends in computers and consumer electronics, and he led the market with must-have products. His dissatisfaction with the status quo made him want to reach for something better. He could anticipate what we wanted before we even knew we wanted it, creating a market for a product where none had previously existed.

“It’s really hard to design products by focus groups. A lot of times, people don’t know what they want until you show it to them,” Jobs said, explaining why we shouldn’t overly—or only—rely on focus

groups. Sometimes the most innovative of products can contradict what the end users envisage them to be. Henry Ford once said, “If I had asked people what they wanted, they would have said faster horses.”

Take the time to think differently

Jobs was able to think differently, and he encouraged others to think differently in solving problems and conceiving new products: “When you first start off trying to solve a problem, the first solutions you come up with are very complex, and most people stop there. But if you keep going, and live with the problem and peel more layers of the onion off, you can often times arrive at some very elegant and simple solutions. Most people just don’t put in the time or energy to get there.”

Make the right choices

Jobs possessed the important skill of choosing the right projects at the right time—a skill many executives and professionals lack. He once said, “I’m as proud of what we don’t do as I am of what we do.” His key decisions irrevocably changed the computing and communications landscapes.

Many of the products created under his leadership became models to be copied, creating a demand for high-quality user-centric products.

Adore good design

Jobs’s legacy in product development has been clearly established and celebrated. A good design is innovative, emphasizes usefulness, and is aesthetically pleasing. A good design also makes a product self-explanatory—the product clearly express its function by focusing on user intuition. The design process should respect the users and address their expressed and perceived needs.

Most Apple products are hallmarks of good design. They provide value to users, are easy to use, and engage users like never before. That’s why when we think of the smartphone, we think iPhone; when we think of the tablet, we think iPad; when we think about ease of use, we think Mac OS X; and when we think about digital music, we think iPod and iTunes.

Being the first to launch a new product is less important than being the first to launch a product that embraces good design and is of value to its users. For example, the iPod wasn’t the first MP3 player—it came four years later—but it quickly surpassed all other MP3 players on the market. The iPod and iTunes Store made it easy for people to discover and buy music and organize it into personal playlists.

Jobs effectively harnessed various technological and business options to create such new products and services, which is why he (along with colleagues) holds more than 300 patents.

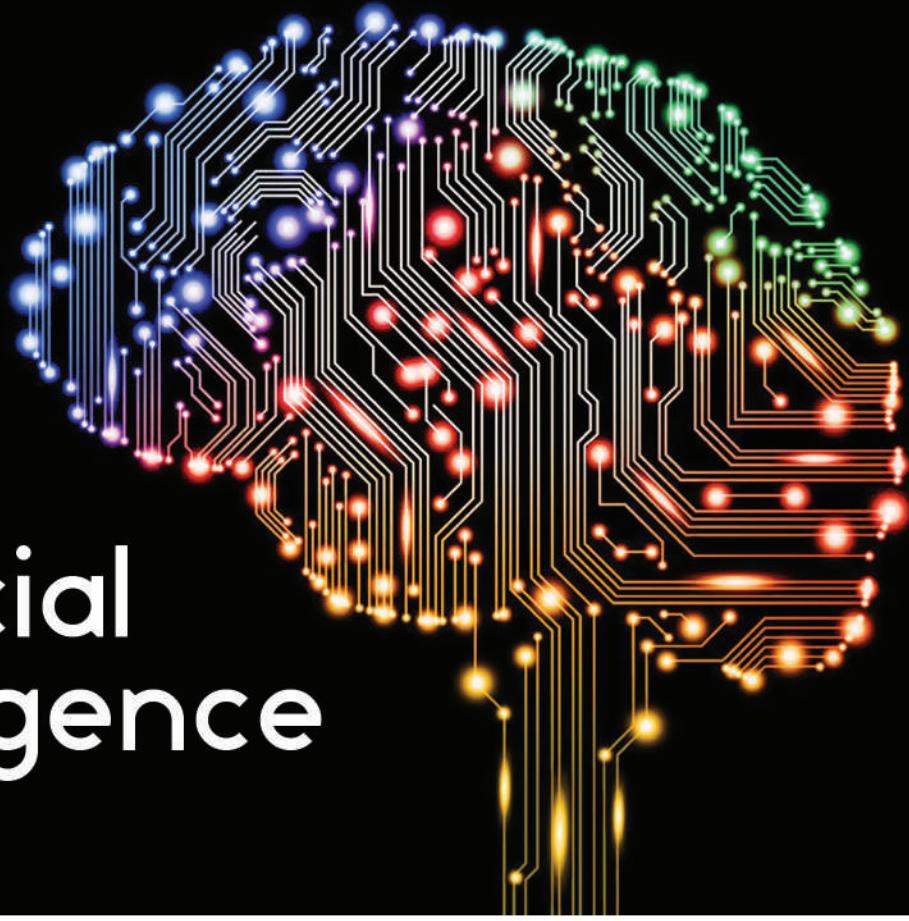
Sweat the details

Good design is also thorough to the last detail. To get things right, Jobs paid attention to every detail, as no other CEO could. This attention to detail made a huge difference in his work, as his products demonstrate.

Continue to innovate

Users want to be delighted with new offerings that further enhance their product experience. Jobs fully understood this. In spite of coming up with widely popular products, likely to maintain the market lead regardless. ■

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Artificial Intelligence

By Tim Slavin

Computers can be programmed to make intelligent decisions. Does that make a computer intelligent? What exactly is an intelligent decision? Is it a decision based on data gathered from personal experience and the experiences of others? Does an intelligent decision include doing things to reduce negative outcomes?

Imagine you touch a stove and it's hot and your hand burns. Two days later, you are in front of another stove. Would you touch the stove without thinking? Or would you remember how you burned your hand and try to figure out if the stove is hot before you touch it? Not touching the stove the second time is an example of intelligence, the ability to gain and apply knowledge and skills. Remembering your hand was burned the first time is not intelligence. Intelligence is the ability to take your memory then do something based on the details of the memory. It also turns out intelligence has different definitions and ways to decide who or what is intelligent.

There's emotional intelligence, the ability to connect with people and read their emotions. There's practical intelligence, the ability to figure out how to cook food or build a desk. Most of us think of intelligence in intellectual terms, what you know, how much you know, and how you apply your knowledge.

Intelligence and Computers

Computers are great at some things but not others. So it's no surprise building computers that are intelligent is complicated. Scientists and programmers are busy trying to make computers have artificial intelligence, the ability to gain and apply knowledge and

skills. Artificial intelligence also is called AI. The term was coined in 1955 by John McCarthy, a computer scientist working on the problem of making computers intelligent.

If a computer is intelligent, however, is it really artificial intelligence? Or is intelligence a more accurate word to use? We don't say, "Jane has great human intelligence." We say, instead, "Jane has great intelligence. She's smart." Maybe intelligent computers are simply intelligent the way people are intelligent as a result of parenting, school, and life experiences. Some day the term artificial intelligence may disappear when computers become more like human

beings, capable of more independent thought

You might have heard of Watson, the IBM computer that can answer questions in the style of the Jeopardy quiz show. Watson is capable of responding to questions posed naturally (also known as natural language) by processing massive amounts of structured and unstructured data. The question and answer format, however, limits its intelligence to the data Watson consumes. To teach computers how to be intelligent, researchers train them to play and beat old video games. Games provide a limited universe with a set of rules. Computers play the games and use trial and error to figure out different ways to win, the same way we do when playing these games. They use memory to build on successes and learn from mistakes.

How AI is Used?

A more direct example of computers processing data and gaining intelligence through experience are Fanuc industrial robots. These robots share data as they all learn how to sort parts in bins. Each robot snaps a picture of a bin, analyzes the photo for clues that match what its programming code tells it to pick up, then picks up what the robot thinks is the correct part. Successes and mistakes are shared among the robots. The result is a robot that can learn to process parts in a bin with 90% accuracy in a matter of eight hours, starting with no knowledge. There are other interesting projects with computers and artificial intelligence.

For example, MIT has a project called DragonBot which helps young kids learn. However, it requires a human to operate the intelligent robot at a distance, out of sight, which is called the Wizard of Oz effect or WoZ. In the book

and the movie, the Wizard of Oz is a scary person who turns out to be a little man standing behind a curtain who operates machines which make him sound scary. However, the WoZ effect with DragonBot is not about scaring kids. It's about building a computer that can share the curiosity kids have and encourage kids to explore what interests them. DragonBot responds to what kids say and their answers to questions DragonBot asks.

The Wikipedia online reference site also uses artificial intelligence to help in their article editing process. Their software identifies and flags potential bogus articles. Human editors are freed up to focus on more complicated tasks while the software handles mundane tasks.

Another media related use of artificial intelligence involves reporting sports events, the financial markets, and business news. Narrative Science offers a product called Quill which collects facts and turns them into what they call data storytelling and humans call articles and content. The results are similar and, in some cases, more comprehensive than a human reporting the same event and facts.

The Associated Press, for example, uses software from Automated Insights to write thousands of articles instead of hundreds. Instead of writing one article to be read by many, the goal is to write many articles for often small audiences of readers.

In the near future, driving cars will be automated in part — maybe parallel parking — or completely. The sensors and software will blend together to create artificial intelligence. The software will need to handle routine tasks like right turns or parking and unexpected situations.

Since the 1990s, cars have used the CAN bus technology standard to manage sensors located all over a car. In the future, these sensors will connect to software that makes decisions as you drive down a road.

You also might be familiar with Siri, on the iPhone, or Cortana, on Windows, Android, and iPhones. Both are intelligent personal assistants (IPA) who listen to your requests for information and perform tasks. You might ask Siri, for example, to add an event to your calendar or dial your best friend's phone number. These applications combine speech recognition, image matching, natural language processing, and question and answer systems.

Siri, Cortana, and other personal assistant software use information stored on multiple computers connected to the internet that can act as one computer. This makes a vast network of data and processing power available to answer queries in real time.

Is Artificial Intelligence Good or Bad?

As with any new technology, whether or not artificial intelligence software will be good or bad for humanity is an open question. Definitely AI software will put people out of jobs. And it is equally certain AI will create jobs, for example, programming and fixing robots.

It is possible software and machines with artificial intelligence also will treat people unfairly and kill people. This is already a reality. In the world before software and intelligent computers, people acted unfairly and worse towards people, willfully and based on lack of information or misinformation. Perhaps the more interesting question is how humans will set limits for intelligent computers and how those limits will be enforced. ■

>>What is Internet Protocol?

IP (short for Internet protocol) specifies format of packets and the addressing schemes for computers to communicate over a network. Most networks combine IP with a higher level protocol called Transmission Control Protocol (TCP), which establishes a virtual connection between source and destination. Every device on the Internet is assigned an IP for identification and location definition.

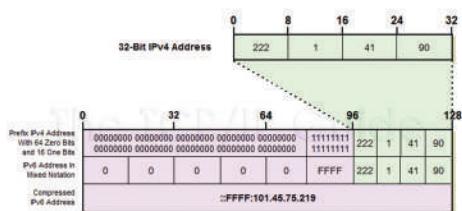
>>Journey from v4 to v6

Internet version 4 (IPv4) was the first publicly used version of the internet protocol. IPv4 was developed as a research project Defense Advanced Research Project Agency (DARPA), a United States Development of Defense Agency, before becoming the foundation for the Internet and World Wide Web. IPv4 included an addressing system that use numerical identifiers consisting of 32 bits. These Addresses are typically displayed in quad-dotted notation as decimal values of four octets, each in the range 0 to 255. Thus IPv4 provides an addressing capability of 2^{32} or approximately 4.3 billion addresses. Address exhaustion was not initially a concern in ipv4 as this version was originally presumed to be test of DARPA's networking concepts. In the early 1990's, even after the redesign of the addressing system using a classless network model, It become clear that this would not suffice to prevent IPV4 address exhaustion , and that the further changes to the internet infrastructure were needed. The last unassigned top level block of 16 million IPv4 addresses were allocated in February 2011 by the Internet Assigned Numbers Authority (IANA) to the five regional registers (RIRs).

By 1998, the Internet Engineering Task Force (IETF) had formal-

uses 128-bit address, theoretically allowing 2^{128} , or approximately 3.4×10^{38} addresses. The actual number slightly smaller, as multiple ranges are reserved for special use or completely excluded from use. Total number of possible IPv6 address is more than 7.9×10^{28} times as many as IPv4, which uses 32-bit addresses and provides approximately 4.3 billion addresses.

IPv4 - IPv6 Transformation:



>>What is IPv6?

IPv6 is the next generation protocol for the internet. It's designed to provide several advantages over current Internet Protocol Version 4 (IPV4). Both Ipv6 and IPv4 define network layer protocol i.e., how data is sent from one computer to another computer over packet-switched networks such as the internet .IPv6 addresses represented as eight groups of four hexadecimal digits with the groups being separated by colons ,for example 2001:0db8:0000:0042:0000:8a2e:0370:7334 .

>>Why IPv6?

IPv6 addresses the main problem of IPv4, that is, the exhaustion of addresses to connect computers or host in a packet switched network .IPv6 has very large address space and consists of 128 bits as compared to 32 bits in IPv4. Therefore it is now possible to support 2^{128} unique IP address, a substantial increase in no. of computers that can addressed with help of IPv6 addressing scheme. In addition this addressing scheme also eliminate the need of NAT (Network Address Translation) that causes several networking problems such as IP fragmentation, routing loops, and security issues. The use of 64 bits for link-layer addresses encapsulation with warranty of uniqueness. A new type of address called an anycast address is defined, to identify sets of nodes where a packet sent to an anycast address is delivered to one of the nodes. The use of anycast addresses in the IPv6 source route allows nodes to control the path which their traffic flows. Mandatory features include security such as IP

>> FEATURES

>> Expanded Routing and Addressing Capabilities

IPv6 increases the IP address size from 32 bits to 128 bits, to support a much greater number of addressable nodes and more levels of addressing hierarchy, and simpler auto-configuration of addresses. The scalability of multicast routing is improved by adding a scope field to multicast addresses. With no hidden networks and hosts, all hosts can be

reachable and be servers, enable the global reachability. The use of 64 bits for link-layer addresses encapsulation with warranty of uniqueness. A new type of address called an anycast address is defined, to identify sets of nodes where a packet sent to an anycast address is delivered to one of the nodes. The use of anycast addresses in the IPv6 source route allows nodes to control the path which their traffic flows. Mandatory features include security such as IP

Security (IPSec) for mobility which optimized in IPv6 than mobile IPv4. There are no broadcasts, providing an efficient use of the network and less interrupts on NICs. IPv6 provides a much larger pool of multicast addresses with multiple scoping options.

>> Header Format Simplification

Some IPv4 header fields have been dropped or made optional, to reduce the common-case processing cost of packet handling and to keep the bandwidth cost of the IPv6 header as low as possible despite the increase in header size.

creased size of the addresses.

Even though the IPv6 addresses are four times longer than the IPv4 addresses, the IPv6 header is only twice the size of the IPv4 header.

>> Options Improvement

IPv6 options are placed in separate headers that are located between the IPv6 header and the transport layer header. Changes in the way IP header options are encoded allows for more efficient forwarding, less stringent limits

on the length of options, and greater flexibility for introducing new options in the future. Less number of fields such as no checksum enables routing efficiency, performance, forwarding rate scalability and with the extensibility of header will provide better handling of options.

>> Quality-of-Service (QoS)

IPv6 brings quality of service that is required for several new applications such as IP telephony, video/audio, interactive games or ecommerce. Whereas IPv4 is a best effort service, IPv6 ensures QoS, a set of service requirements to deliver performance guarantee while transporting traffic over the network. For networking traffic, the quality refers to data loss, latency (jitter) or bandwidth. In order to implement QoS marking, IPv6 provides a traffic-class field (8 bits) in the IPv6 header. It also has a 20-bit flow label.

>> Authentication and Privacy

IPv6 includes the definition of extensions which provide support for authentication, data integrity, and confidentiality. This is included as a basic element of IPv6 and will be included in all implementations.

>> Auto Configuration

Using IPv4 addresses, clients use the Dynamic Host Configuration Protocol (DHCP) server to request an address each time they log into a network. This address assignment process is called stateful auto-configuration. IPv6 supports a revised DHCPv6 protocol that supports stateful autoconfiguration, and supports stateless auto-configuration of nodes. Stateless auto-configuration does not require a DHCP server to obtain addresses. Stateless auto-configuration uses router advertisements to create a unique address. This creates a plug-and-

-play environment, simplifying address management and administration such as for multi-homing. IPv6 also allows automatic address configuration and reconfiguration. This capability allows administrators to re-number network addresses without accessing all clients.

>>Conclusion

The Internet is growing real big and the IP is also growing big. However, we cannot see the complete elimination of IPv4 in our life time. The 32 bit is going to be replaced by the big 128 bit. Memorising the IP address is going to be tough. However, we'd better become familiar with it quickly, because the Internet of Things (IoT) will depend on IPv6. Every person in the planet Earth has got 4000 individual IP addresses. Analysts predict that there will be 30 billion connected "things" by 2020 and let us see how many of ours belong to those 30 billion things....

By,

D. Naveen 3rd Year, B.Tech

Facts

LLVM



By T. Ravi Teja
3rd Year B.Tech

The LLVM compiler (formerly Low Level Virtual Machine) is a compiler infrastructure designed to be a set of reusable libraries with well-defined interfaces.

Few years back a "HOT COFFEE CUP"(JAVA) made everyone to stare at it. One of the reasons for this is its "VAST USABILITY". In turn the reason for this is being a "PLATFORM INDEPENDENT LANGUAGE". So our primary investigation starts with this clue. Now our primary challenge is to know what made JAVA a platform independent language.

"JAVA"

Typically, the compiled code is the exact set of instructions the CPU requires to "execute" the program. In Java, the compiled code is an exact set of instructions for a "virtual CPU" which is required to work the same on every physical machine. So, in a sense, the designers of the Java language decided that the language and the compiled code were going to be

platform independent. But since the code eventually has to run on a physical platform, they opted to put all the platform dependent code in the JVM.

This requirement for a JVM is in contrast to your Turbo C example. With Turbo C, the compiler will produce platform dependent code and there is no need for a JVM work-alike because the compiled Turbo C program can be executed by the CPU directly. With Java, the CPU executes the JVM, which is platform dependent. This running JVM then executes the Java bytecode which is platform independent, provided that you have a JVM available for it to execute upon. You might say that writing Java code, you don't program for the code to be executed on the physical machine, you write the

code to be executed on the Java Virtual Machine.

JAVA VIRTUAL MACHINE

JVM (Java Virtual Machine) is an abstract machine. It is a specification that provides runtime environment in which java bytecode can be executed. JVMs are available for many hardware and software platforms (i.e. JVM is platform dependent).

So here comes next clue Virtual Machine. We can say that this Virtual machine in JAVA played a vital role to make it Machine Independent.

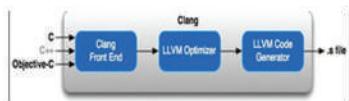
So from this we can say that if at all we have a virtual machine to compile a language we can make it a PLATFORM INDEPENDENT.



From this idea, their came the development of an infrastructure for designing a compiler and it is called as “LOW LEVEL VIRTUAL MACHINE (LLVM).

4. LLVM

A. LLVM DESIGN



With the historical background and context out of the way, let's dive into LLVM: The most important aspect of its design is the LLVM Intermediate Representation (IR), which is the form it uses to represent code in the compiler. LLVM IR is designed to host mid-level analyses and transformations that you find in the optimizer section of a compiler. It was designed with many specific goals in mind, including supporting lightweight runtime optimizations, cross-function/inter procedural optimizations, whole program analysis, and aggressive restructuring transformations etc. The most important aspect of it is that it is itself defined as a first class language with well-defined semantics. Like a real RISC instruction set, it supports linear sequences of simple instructions like add, subtract, compare and branch. These instructions are in three address form, which means that they take some number of inputs and produce a result in a different register. LLVM IR supports labels and generally looks like a weird form of assembly language. Unlike most RISC instruction sets, LLVM is strongly typed with a simple type system (e.g., i32 is a 32-bit integer, i32** is a pointer to pointer to 32-bit integer) and some details of the machine are abstracted away. For example, the calling convention is abstracted through call and set instructions and explicit arguments. Another

significant difference from machine code is that the LLVM IR doesn't use a fixed set of named registers, it uses an infinite set of temporaries named with a % character. Beyond being implemented as a language, LLVM IR is actually defined in three isomorphic forms: the textual format above, an in-memory data structure inspected and modified by optimizations themselves, and an efficient and dense on-disk binary "bitcode" format. The LLVM Project also provides tools to convert the on-disk format from text to binary: llama-as assembles the textual .ll file into a .bc file containing the bit code goop and llvm-dis turns a .bc file into a .ll file. The intermediate representation of a compiler is interesting because it can be a "perfect world" for the compiler optimizer: unlike the front end and back end of the compiler, the optimizer isn't constrained by either a specific source language or a specific target machine. On the other hand, it has to serve both well: it has to be designed to be easy for a front end to generate and be expressive enough to allow important optimizations to be performed for real targets.

C.CLANG

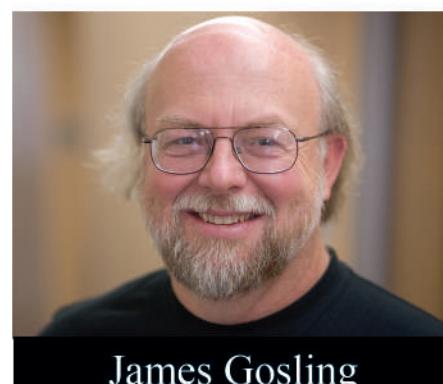
Clang is a compiler front end for the C, C++, Objective-C and Objective-C++ programming languages. It uses LLVM as its back end and has been part of the LLVM release cycle since LLVM 2.6. Clang is intended specifically to work on top of LLVM. [10] The combination of Clang and LLVM provides the majority of a toolchain, allowing the replacement of the whole GCC stack. Because it is built with a library-based design, like the rest of LLVM, Clang is easy to embed into other applications. This is one reason why a majority of the OpenCL

implementations are built with Clang and LLVM. One of Clang's primary goals is to provide a library-based architecture, in order to allow the compiler to be more tightly tied to tools that interact with source code, such as an IDE GUI.

5. INSTALLATION OF LLVM

Installation of LLVM includes some series of sequential operations. For installation instructions you can go to this link:

<http://infomanreport.blogspot.in/2015/11/llvm-introduction--and-installation.html>.



James Gosling

James Arthur Gosling, OC (born May 19, 1955) is a Canadian computer scientist, best known as the father of the Java programming language.

James Gosling received a Bachelor of Science from the University of Calgary and his M.A. and Ph.D. from Carnegie Mellon University. While working towards his doctorate, he wrote a version of Emacs called Gosling Emacs (Gosmacs), and before joining Sun Microsystems he built a multi-processor version of Unix while at Carnegie Mellon University, as well as several compilers and mail systems.

Between 1984 and 2010, Gosling was with Sun Microsystems. He is known as the father of the Java programming language.

On March 28, 2011, James Gosling announced on his blog that he had been hired by Google. ■

How the Brain can handle so

Humans learn to very quickly identify complex objects and variations of them. We generally recognize an "A" no matter what the font, texture or background, for example, or the face of a co-worker even if she puts on a hat or changes her hairstyle. We also can identify an object when just a portion is visible, such as the corner of a bed or the hinge of a door. But how? Are there simple techniques that humans use across diverse tasks? And can such techniques be computationally replicated to improve computer vision, machine learning or robotic performance? Researchers at Georgia Tech discovered that humans can categorize data using less than one percent of the original information, and validated an algorithm to explain human learning -- a method that also can be used for machine learning, data analysis and computer vision.

"How do we make sense of so much data around us, of so many different types, so quickly and robustly?" said Santosh Vempala, Distinguished Professor of Computer Science at the Georgia Institute of Technology and one of four researchers on the project. "At a fundamental level, how do humans begin to do that? It's a computational problem."

Researchers Rosa Arriaga, Maya Cakmak, David Rutter, and Vempala at Georgia Tech's College of Computing studied human performance in "random projection" tests to understand how well humans learn an object. They presented test subjects with original, abstract images and then asked whether they could correctly identify that same image when ran-

domly shown just a small portion of it.

"We hypothesized that random projection could be one way humans learn," Arriaga, a senior

research scientist and developmental psychologist, explains. "The short story is, the prediction was right. Just 0.15 percent of the total data is enough for humans."



much DATA

By P. Ravi Kiran 3rd Year B.Tech

Next, researchers tested a computational algorithm to allow machines (very simple neural networks) to complete the same tests. Machines performed as well as

humans, which provides a new understanding of how humans learn. "We found evidence that, in fact, the human and the neural network behave very similarly," Arriaga said.

The researchers wanted to come up with a mathematical definition of what typical and atypical stimuli look like and, from that, predict which data would hardest for the human and the machine to learn. Humans and machines performed equally, demonstrating that indeed one can predict which data will be hardest to learn over time.



To test their theory, researchers created three families of abstract images at 150 x 150 pixels, then very small "random sketches" of those images. Test subjects were shown the whole image for 10 seconds, then randomly shown 16 sketches of each. Using abstract images ensured that neither humans nor machines had any prior knowledge of what the objects were.

"We were surprised by how close the performance was between extremely simple neural networks and humans," Vempala said. "The design of neural networks was inspired by how we think humans learn, but it's a weak inspiration. To find that it matches human performance is quite a surprise." "This fascinating paper introduces a localized random projection that compresses images while still making it possible for humans and machines to distinguish broad categories," said Sanjoy Dasgupta, professor of computer science and engineering at the University of California San Diego and an expert on machine learning and random projection. "It is a creative combination of insights from geometry, neural computation, and machine learning."

The algorithmic theory of learning based on random projection ■

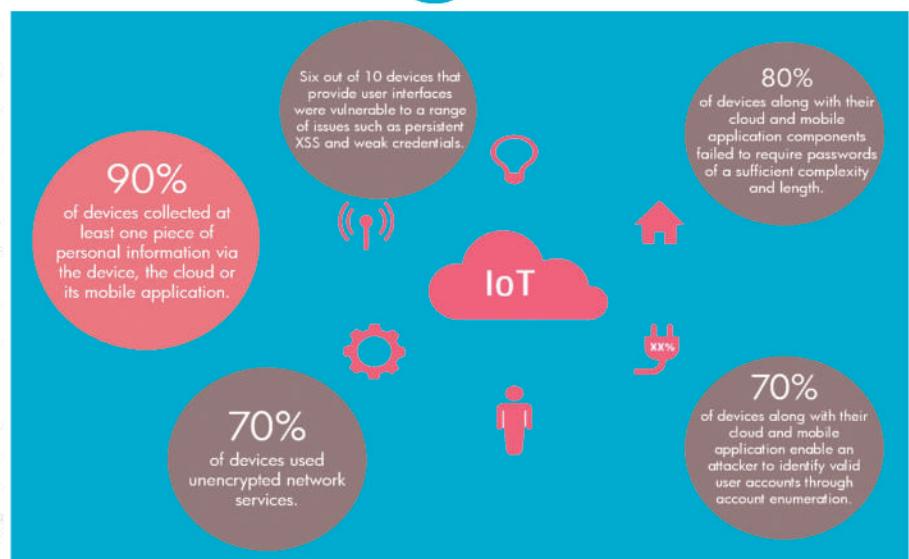
The Internet of Things (IoT) is the network of physical objects like devices, vehicles, buildings and other items which are embedded with electronics, software, sensors, and network connectivity, which enables these objects to collect and exchange data. The Internet of Things allows objects to be sensed and controlled remotely across existing network infrastructure, creating opportunities for more direct integration of the physical world into computer-based systems and resulting in improved efficiency, accuracy and economic benefit. When IoT is augmented with sensors and actuators, the technology becomes an instance of the more general class of cyber-physical systems, which also encompasses technologies such as smart grids, smart homes, intelligent transportation and smart cities. Each thing is uniquely identifiable through its embedded computing system but is able to interoperate within the existing Internet infrastructure. Experts estimate that the IoT will consist of almost 50 billion objects by 2020.

Hacking IoT

Would the IoT introduce all the vulnerabilities of the digital world into our real world? Do we even know the scale? Each person/object may have multiple devices/sensors, each with a different aspect of exposure. IoT surely opened a new frontier for hackers. “People are connecting stuff to the Internet that we never thought would be connected” and hackers for hire along with purely malicious hackers are working on breaking into this vast array of connected devices. Many researchers also jumped into the game and via demo-hacking and exploits are trying to force the firms to fix particular issues.

The reality shows that: Almost every fitness tracker on the market exposes person's location and there detailed live insights. Toys can expose kids to eavesdropping and ID theft. Car brakes can be disabled while somebody else is driving. Homes can be robbed or set on fire , patients could be hurt through

Hacking IOT



hacked medical devices. A nation's power grids can be taken out. Table 1 lists some of the risks the marketplace is exposing us through any kind of “things”.

Here's smart devices that researchers and criminals have already found flaws in - and one that's not quite what it seemed.

Light it up

LIFX makes connected light bulbs, letting you control your home lighting from your smart phone and change its colours; it's one of the first firms to work with Nest's developer program. The bulbs connect over your home Wi-Fi, with a "master bulb" taking orders and delivering it via a mesh network to the other lights. Because the bulb communications were unencrypted, security firm Context could see how the system worked and take over the smart light bulbs, and also see key details about the Wi-Fi network itself. However, the hack took a lot of effort and skill, and had little immediate benefit to an attacker.

“Hacking into the light bulb was certainly not trivial but would be within the capabilities of experienced cyber criminals,” said Michael Jordon. The product has since been patched.

Smart TVs

One of the first devices to go “smart” was the TV – so it's unsurprisingly one of the first to be hacked.

Columbia University researchers Yossef Oren and Angelos Keromytis revealed vulnerability in the main spec for the Digital Video Broadcasting consortium, Hybrid Broadcast-Broadband Television (HbbTV), which is used by the vast majority of smart TV makers. Dubbed the “red-button attack”, this man-in-the-middle hack could be used to intercept data – including sound and pictures – and use the stream to takeover apps being shown on the TV, letting hackers post to your Facebook. ■

Mothers of Technology

10 Women Who Invented and Innovated in Tech

Meet ten women whose inventions and innovations have shaped today's IT.

Necessity may be the mother of invention, but the women in technology included on this list became inventors out of curiosity and audacity as well.

When celebrating the heroes of technology and IT, it's often men like Bill Gates and the Steve Jobs who receive the lionshare of the glory. But women have played a significant role in the ongoing evolution of computer technology. So in an effort to pay homage to the contributions of women in technology, we decided to highlight a group of women, who through invention and innovation, brought life to the technology world. So here's a toast to 10 mothers of technology.



Susan Kare
User Interface Guru

She described by some as "the Betsy Ross of the Personal Computer," was the designer who helped bring the Apple computer to life with her sophisticated typography and iconic graphic design skills. Working alongside Steve Jobs, she shaped many of the now-common interface elements of the Mac, like the command icon, which she found while looking through a book of symbols.

Hedy Lamarr
Wireless Visionary

Largely known as a screen star of the 1920s, Hedy Lamarr proved to be more than just a pretty face. She played a key role in the invention of spread-spectrum technology; specifically, by conceptualizing the idea of frequency hopping, which is a method of sending radio signals from different frequency channels.



Grace Hopper
Programming Pioneer

Called the Queen of Software by some and Grandma COBOL by others, Navy Rear Admiral Grace Hopper helped invent some of the early English-language programming languages. She is most famously associated with the Common Business-Oriented Language (COBOL), which was based on the FLOW-MATIC language that she designed back in 1958.

Ada Lovelace
Algorithm Enchantress

Ada Lovelace was unique in that she developed an algorithm for a computer that didn't yet exist — an accomplishment that some say qualifies her as the world's first computer programmer. Born to English nobility in 1815, Lovelace was put to work by Charles Babbage in 1843, documenting his never-to-be-realized "computer".



Mary Lou Jepsen
Screen Display Rebel

Mary Lou Jepsen knows that the screen is the gateway to all of the transformative powers that a computer can hold. She co-founded and served as the chief technology officer of MicroDisplay in 1995, where worked on creating small screens. She later ran the display division at Intel, until she was spirited away by a bold dream: a computer for every child.

Roberta Williams
Gaming Genius

Adventure gaming isn't as popular now as today's hot first-person and third-person shooter games, like "Call of Duty." But there was a time when an adventure game was all that geeks could talk about. Perhaps best known for her adventure game series "King's Quest," which went all the way to an eighth sequel, Roberta Williams was a pioneer and visionary in creating and popularizing this niche of PC games.



Radia Perlman
Networking Maven

Network engineer Radia Perlman helped make Ethernet technology a household name. Her Spanning Tree Protocol (STP) made it possible to build massive networks using Ethernet by creating a mesh network of layer-2 bridges and then disabling the links that aren't part of that tree. This networking innovation had a significant impact on network switches, which has led some to call Perlman the Mother of the Internet — a title.

Dr. Erna Hoover
Telephony Hero

Dropped calls and busy signals are an annoyance that most could do without. But we'd have a lot more of them if it weren't for Dr. Erna Hoover. While working at Bell Laboratories, she invented a telephony switching computer program that kept phones functioning under stressful loads. "I designed the executive program for handling situations when there are too many calls, to keep it operating efficiently without hanging up on."



Marissa Mayer
Search Siren

Marissa Mayer is Google's first female engineer (she's actually employee number 20), having joined the search-engine superstar back in 1999, when it was still a startup. Now vice president of location and local services, Mayer leads product management and engineering for a variety of search products, including Google Maps, Local Search, Google Earth.

Barbara Liskov
Computing Virtuoso

As one of the first women to earn a computer science Ph.D., Barbara Liskov has been an IT trailblazer from early on. Liskov has several notable achievements under her belt, including the invention of CLU, a programming language that helped lay the foundation for object-oriented programming. Argus, a programming language, largely an extension of CLU, that supports distributed programs; and Thor, an object-oriented database system.



Cockroach Theory:

The cockroach theory for self development

At a restaurant, a cockroach suddenly flew from somewhere out of fear. With a panic stricken face and trembling hands desperately trying to get rid of the cock-

Her reaction was contagious, as everyone in her managed to push the cockroach away but ...it was the turn of the other lady in the group to ward to their rescue. In the relay of throwing, the waiter stood firm, composed himself and observed the

When he was confident enough, he fenders and threw it out of the coffee and antenna of my and started wondering, why was the waiter not near to perfection, with-

It is not the cockroach, people to handle the disturbance caused by the cockroach, that disturbed the not the shouting of my father or my boss but it's my inability to handle the disturbance that disturbs me. It's not the traffic jam that disturbs me, but my inability to handle the traffic jam that disturbs me. More than the the problem that creates chaos in my life.

where and sat on a lady. She started screaming voice, she started jumping, with both her roach.

group also got panicky. The lady finally landed on another lady in the group. Now, continue the drama. The waiter rushed for cockroach next fell upon the waiter. The behavior of the cockroach on his shirt.

grabbed it with his fingers and threw it out of the restaurant. Sipping my coffee and laughing at the amusement, the waiter picked up a few thoughts. What was the cockroach responsible for? If so, then what disturbed him? He handled it out of any chaos.

but the inability of those ladies to handle the disturbance caused by the cockroaches. I realized that, it is my wife that disturbs me, bounces caused by their children, traffic jams on the road that disturb me, disturbance caused by the problem, it's my reaction to

Sundar Pichai
CEO
Google

What strikes me every Single time is that
the aspirants of Indians are unique & unparalleled.
They're very demanding,
regardless of background

Wear your failure as a badge of honour!

“ I do think it's important to follow your dream and do something which you are excited by. If you follow your heart and do what you like, you will always do much better. It doesn't matter what your educational qualification is. ”



Anecdotes of Albert Einstein:

Albert Einstein was three or four years old before he could speak and seven before he could read, and slouched his way through school. He also had some trouble remembering his address -Later he saw that light travels as both a wave and as particles called quanta. And Einstein also got rid of the ether as a valid concept of physics. And he went on to find that light had mass and the universe might be shaped like a saddle. After Einstein immigrated to the United States in 1933, his personal quirks such as very rarely wearing socks were eagerly added to a fast-growing legend about the Einstein, and no longer Einstein the physicist.

Einstein's famous absentmindedness was not always so benign. In fact, he was unkind to his first wife, the physicist Mileva Maric, and at best distant with his second wife, Cousin Elsa and their son.

1. As he was a late talker, his parents were worried. At last, at the supper table one night, he broke his silence to say, "The soup is too hot." Greatly relieved, his parents asked why he had never said a word before. Albert replied, "Because up to now everything was in order."

2. EINSTEIN came to Princeton University in 1935 and was asked what he would require for his study. He replied: "A desk, some pads and a pencil, and a large wastebasket to hold all of my mistakes."

3. Once Einstein sent this reply, along with a page full of diagrams, to a fifteen-year-old girl who had written for help on a homework assignment: "Do not worry about your difficulties in mathematics, I can assure you that mine are much greater."

4. "WHEN I was young I found out that the big toe always ends up making a hole in a sock," Einstein once recalled. "So I stopped wearing socks."

5. ONE OF Einstein's colleagues asked him for his telephone number one day. Einstein reached for a telephone directory and looked it up. "You don't remember your own number?" the man asked, startled. "No," Einstein answered. "Why should I memorize something I can so easily get from a book?"

6. ONE DAY during his tenure as a professor, Albert Einstein was visited by a student. "The questions on this year's exam are the same as last year's!" the young man exclaimed. "Yes," Einstein answered, "but this year all the answers are different."

7. EINSTEIN'S wife was once asked if she understood her husband's theory of relativity. "No," she replied loyally, "but I know my husband and I know he can be trusted."

8. EINSTEIN once declared that his second greatest idea after the theory of relativity was to add an egg while cooking soup in order to produce a soft-boiled egg without having an extra pot to wash.

9. IN 1931 Charlie Chaplin invited Albert Einstein, who was visiting Hollywood, to a private screening of his new film City Lights. As the two men drove into town together, passersby waved and cheered. Chaplin turned to his guest and explained: "The people are applauding you because none of them understands you and applauding me because everybody understands me." ■

"Two things are infinite: the universe and human stupidity; and I'm not sure about the universe."

"Everything should be made as simple as possible, but not simpler."

PAINTINGS:)



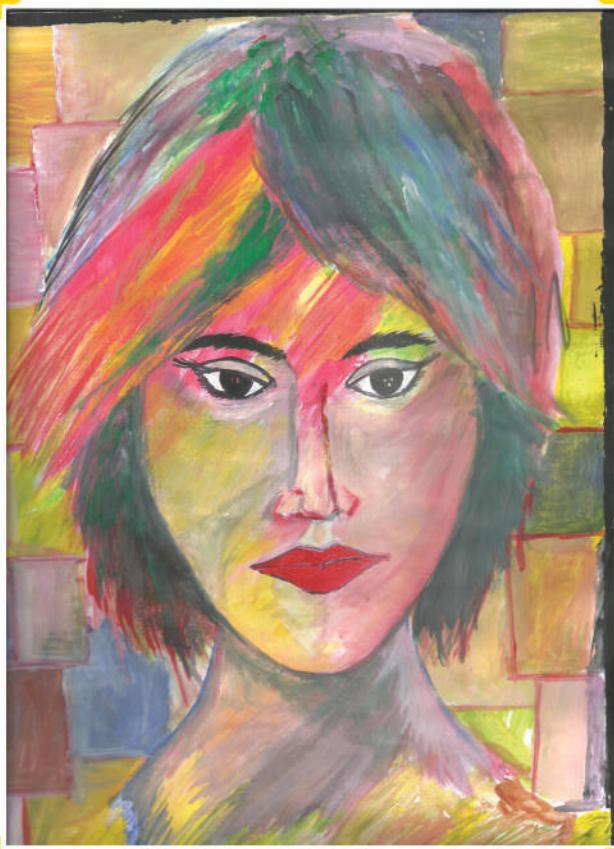
Mrinalini 3rd Year, B.Tech

Prameela 3rd Year, B.Tech





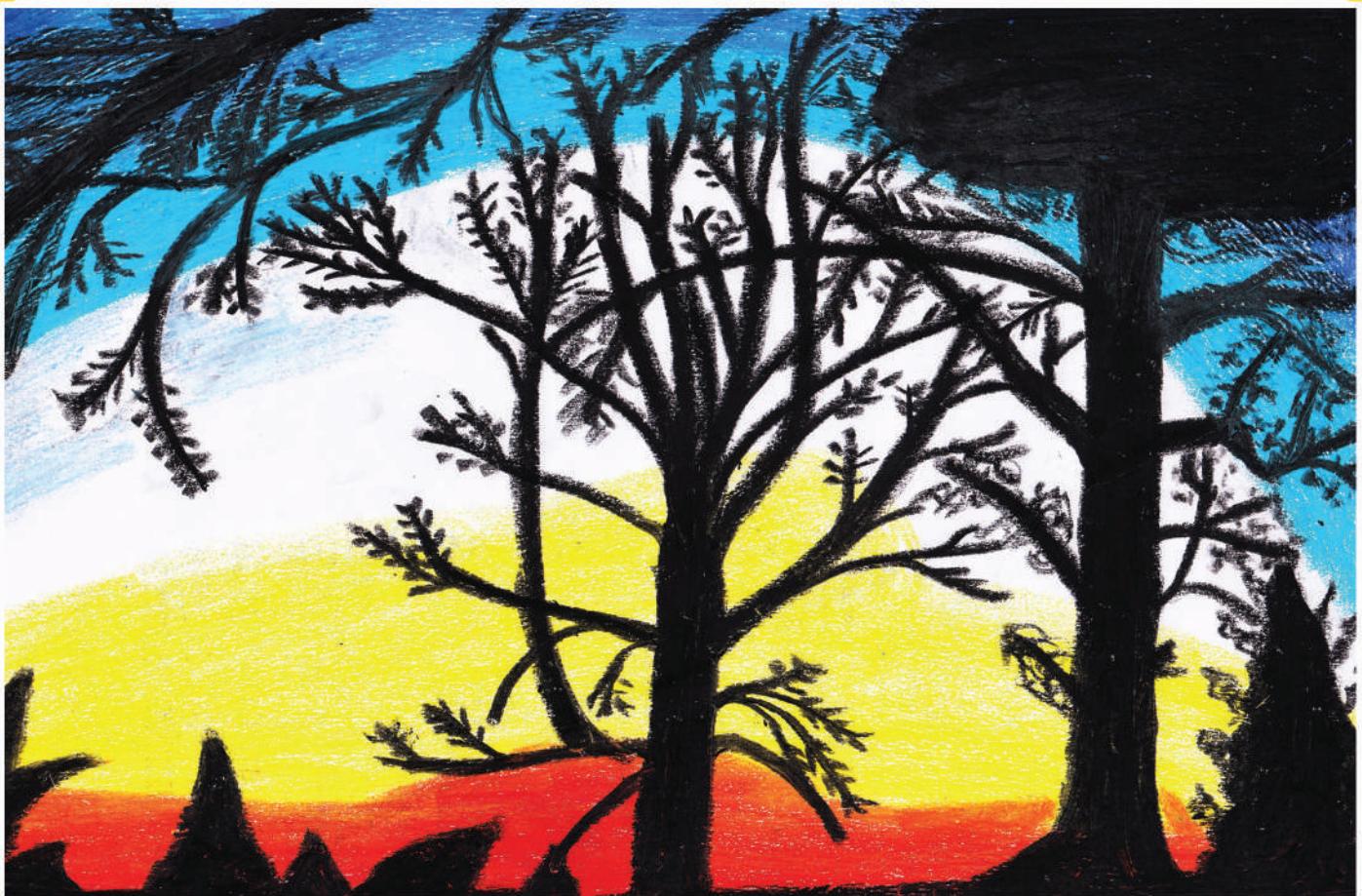
Mrinalini 3rd Year, B.Tech



M. Tejesh 3rd Year, B.Tech

*I dream of painting and
then I paint my dream.*

Navya 3rd Year, B.Tech





Two Tenerife lizards (*Gallotia galloti*) are basking. The image on the left is in human-visible colours and although the male at the top is more colourful than the female at the bottom, he is still fairly well camouflaged amongst the foliage. However, the dusky blue/grey patches on his cheek and bars on his flank are much more conspicuous to the female lizard than ourselves, as highlighted in the false colour UV image on the right. This demonstrates how colours can be used as private signals in some species where evolutionary pressures for sexual signalling compete with evading predators.

Matter: The software, which converts digital photos to animal vision, can be used to analyze colors and patterns and is particularly useful for the study of animal and plant signalling, camouflage and animal predation, but could also prove useful for anyone wanting to measure colors accurately and objectively. "Viewing the world through the eyes of another animal has now become much easier thanks to our new software.



Hacker Posts Stolen Data on FBI, Homeland Security Employees Online

The U.S. departments of Justice and Homeland Security on Monday announced they were investigating reports that a hacker broke into government computer systems and stole sensitive information about employees at the agencies.

The hacker posted stolen information for about 9,000 DHS employees online Sunday and made public data on 20,000 FBI employees Monday.



DARPA Challenges Researchers to Link Human Brains With Computers

The United States Defense Advanced Research Projects Agency, or DARPA, last week announced a new program that aims to build a connection between the human brain and the digital world.

To achieve the goals of the Neural Engineering System Design program, DARPA has invited proposals to design, build, demonstrate and validate a human-computer interface that can record from more than 1 million neurons and stimulate more than 100 thousand neurons in the brain in real time.

The interface must perform continuous, simultaneous full-duplex interaction with at least 1,000 neurons -- initially in regions of the human auditory, visual, and somatosensory cortex.

Devices created for the NESD project might be used to compensate for sight or hearing deficits, DARPA suggested, as well as other possible applications



The World According to Intel

Intel CEO Brian Krzanich keynoted a marathon opening address earlier this week at CES, where he demonstrated a wide variety of new technologies and laid out the company's vision for where the industry is headed.

"There is a rapidly growing role for technology that is at once transformative, unprecedented and accessible," he told the CES audience. "With people choosing experiences over products more than ever before, Intel technology is a catalyst to making amazing new experiences possible, and ultimately improving the world in which we live."

The 90-minute address, comprised of Krzanich's speech, video and mostly live technology demonstrations with special guest speakers, offered a compelling look into how Intel sees the tech industry transitioning.

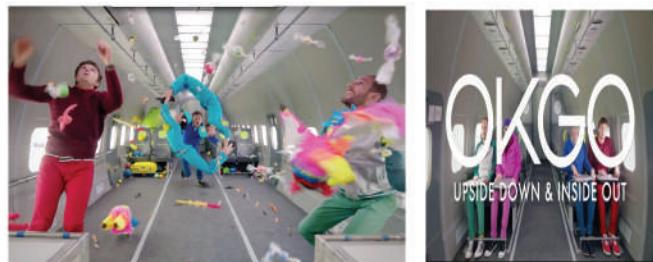
News



New algorithm improves speed, accuracy of pedestrian detection

"We're aiming to build computer vision systems that will help computers better understand the world around them," said Nuno Vasconcelos, electrical engineering professor at the UC San Diego Jacobs School of Engineering who directed the research. A big goal is real-time vision, he says, especially for pedestrian detection systems in self-driving cars. Vasconcelos is a faculty affiliate of the Center for Visual Computing and the Contextual Robotics Institute, both at UC San Diego.

Pedestrian detection systems typically break down an image into small windows that are processed by a classifier that signals the presence or absence of a pedestrian. This approach is challenging because pedestrians appear in different sizes--depending on distance to the camera--and locations within an image. Typically, millions of windows must be inspected by video frame at speeds ranging from 5-30 frames per second.



Zero-Gravity Music Video from Ok Go Astonishes

Between green screens and computer-generated graphics, Hollywood has a treasure trove of tools at its disposal to create visually stunning eye candy.

One band, however, has decided to go au naturel as far as special effects are concerned, filming their latest music video in a zero-gravity environment aboard a parabolic aircraft.

Alt-rock band OK Go recently teamed up with Russian carrier S7 Airlines to film the music video for their new single "Upside Down & Inside Out," which was released exclusively on Facebook.



Virtual Reality Is a National Security Threat

U.S. intelligence officials say artificial intelligence, virtual reality and gene-editing pose just as much of a national security threat as Middle Eastern terrorist groups, Chinese hackers and Russian spies.

The warning comes from James Clapper, Director of National Intelligence, who released his unclassified report on national security threats to Congress

"Imagine if a terrorist could get a hold of these technologies and conduct virtual rehearsals of an attack?"



Port Yourself into a Video Game with Homebrew Holodeck

From "Star Trek" to "Tron," the concept of porting yourself into a digital world has long been a dream of super high-tech science fiction storytelling.

Turns out you can do it yourself at home.

Well, kind of. Oliver Kreylos, a researcher at the Institute for Data Analysis and Visualization at U-C Davis, has created a DIY virtual reality rig using the Xbox Kinect system and the Oculus Rift head-mounted display.

Kreylos started out by mounting three motion-sensing Kinect devices in a triangle to generate a real-time 3-D image of himself. He then sent the data into the Oculus Rift headset along with a separate data stream of a virtual office environment.

The result a homebrew holodeck where you can navigate a virtual environment and look down to see your own body.



*If debugging is the process of removing software bugs,
then programming must be the process of putting them in...*

- Edsger Dijkstra



*People who are really serious about
software should make their own hardware.*

- Alan Kay



*I am here to build something for the long term.
Anything else is a Distraction.....*

- Mark Zuckerberg



*Most good programmers do programming
not because they expect to get paid or
get adulation by the public,
but because it is fun to program....*

- Linus Torvalds



*"I'm convinced that about half of what separates
the successful entrepreneurs from
the non-successful ones is pure perseverance."*

- Steve Jobs



"It's not about ideas. It's about making ideas happen."

- Scott Belsky

Ensemble Yourself

"I often used to believe in destiny as a glorious path to Success." But not at all the true fact. It actually matters not "what you do" but "how you do" things, that reflect your perception, intuition and knowledge. Doing things in traditional or rather conventional way doesn't get you going to the top. You have to do differently. Different doing not at all makes you different or 'isolated', but makes you 'Unique'. Explore the inner you and be divergent. Follow your own path and be an inspiration to yourself first. Later you surely will become an Inspirational figure. Also learn that, Intelligence is not measured on the scale of marks you get. It is the attitude you show towards everything that determines your intelligence. Also, at the same time, be kind and benevolent towards companions. Become resourceful and be handy to all your pals. Learn the nature of people and keep going. Erase your bad intentions. Live for your emotions and make the change. Nothing starts from outside, but everything starts from inside of you. Don't just be a person of words, be the one with actions. Never get pulled down by questions like 'what do others think of me?' or 'will they humiliate me?' They are not your issues to get concerned. Move over such questions. Reemerge from yourself with a positive motto and try to achieve your goals. Understand the joy of being philanthropic. After all, what matters is what you do to others is what you do to yourself..."

Keep going...

It is your Life....

See it...

Feel it...

Like it...

Love it...

Live it..."

K. Sumanth
2nd Year, B.Tech



The One

"This Moment which I am going to tell, made an unexpected change in my life.
It turned the way I was following until then.

The new path was uncomplainingly great. No regrets for taking this path.
It was filled with trees and shrubs, pleasant and fresh and amazingly refreshing. The grass was smooth, I can hear birds chirping and cuckoos cooing. Water rolling down the rocks made a fine tune of Music. I enjoyed every speck of the path and atmosphere round raised my heart...
I started exploring the path and walked along the heavenly valley, only to see a person. This person was not usual and different from other's I've met before....

This person has a bright image and face is shining like a full moon, cheeks like red cherries, lips twitching proving innocence. But the best part, the eyes, they are smiling, looking at me. I felt contended and my heart filled with unexplainable joy, tear drops started rolling down my eyes and delight passed my hands to see the new companion in my only path. This person was, is and will be, THE ONE..."

K. Sumanth

2nd Year, B.Tech

STUDENT ACHIEVEMENTS

2015

1. K.L.M.Kumar(III B.Tech)
ACM-ICPC Chennai-Multi Provisional Contest All India Rank- 51 Certificate of Achievement
- 2.P. Ravi Kiran(III B.Tech)
ACM-ICPC Chennai-Multi Provisional Contest All India Rank- 51 Certificate of Achievement
3. P.Arjun Kesava(III B.Tech)
ACM-ICPC Chennai-Multi Provisional Contest All India Rank- 51 Certificate of Achievement
4. P. Ravi Kiran(III B.Tech)
ACM-ICPC First Round-Online Programming Contest Qualify to Asia Regionals-2016
5. K.L.M.Kumar(III B.Tech)
ACM-ICPC First Round-Online Programming Contest Qualify to Asia Regionals-2016
- 6 P.Arjun Kesava(III B.Tech)
ACM-ICPC First Round-Online Programming Contest Qualify to Asia Regionals-2016

2014

- 1 Mr.B.V.M.Sai(III B.Tech)
Govt. of Andhra Pradesh Prathibha award 2014 Cash prize Worth of 20,000& Gold Medel&Tab
- 2 N.Anusha(III B.Tech)
Govt. of Andhra Pradesh Prathibha award 2014 Cash prize Worth of 20,000& Gold Medel&Tab
3. B. Rajasekhar
Kho-Kho South Zone Inter University KhoKho Tournament University of Calicut, Calicut.

2012-2013

1. Y. Geetanjali
Volleyball South Zone Inter University Volleyball Tournament ANU, Guntur, A.P.
2. I. Ramya Meghana
Volleyball South Zone Inter University Volleyball Tournament ANU, Guntur, A.P.
3. B. Divya\br/>Volleyball South Zone Inter University Volleyball Tournament ANU, Guntur, A.P.

2010-2011

1. Ms. P. Kanthisri Lakshmi Kiranmai (IV B.Tech)
Govt. of Andhra Pradesh Prathibha award 2011 Gold Medal
2. Mr. Ch.S.R Swamy Saranam (IV B.Tech)
Govt. of Andhra Pradesh Prathibha award 2010
3. Mr. V. P. V. S. Prasad (IV B.Tech)
Govt. of Andhra Pradesh Prathibha award 2010
4. Ms. Sanjana (IV B.Tech)
Govt. of Andhra Pradesh Prathibha award 2010

2009-2010

- 1.M. Satish Kumar CSE Cricket South Zone Inter University Cricket Tournament
JNT University Hyderabad
2. K. Sreekar CSE Chess South Zone Inter University Chess Tournament
Periyar University Salem

Fun Time

Sudoku

		1		
	2	4	1	
3	6	5	4	
		4		3
6			5	
8	9	6		
4	7	5		
		9		2
	8	1		

Spot the 5 differences:



Questions & Answers

Q: What's the Object-Oriented way to become wealthy?

A: Inheritance

Q: Why did Java programmers have to wear glasses?

A: Because they don't C# (see sharp).

Q: Why did the programmer quit his job?

A: Because he didn't get arrays (a raise).

Q: 0 is false and 1 is true, right?

A: 1.

Q: 99 little bugs in the code, 99 bugs in the code, 1 bug fixed.... compile again, then?

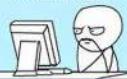
A: 100 little bugs in the code.

Programmers While Coding

It Doesn't Work..... Why?



It Works..... Why?



Software developers like to solve problems.

If there are no problems handily available.

they will create their own problems.



9	3	2	4	8	7	1	6	5
8	5	6	1	9	3	7	2	4
8	5	6	2	9	8	3		
4	1	7	5	6	2	4	7	
3	8	5	9	1	6			
7	6	4	3	2	8	5	9	1
2	9	1	7	4	5	8	3	6
1	2	3	6	5	9	4	7	8
5	7	8	2	3	4	6	1	9
6	4	9	8	7	1	3	5	2

Answers:

We feel Happy to Celebrate
Turing Day on June 23rd
Dennis Ritchie Birth Anniversary on Sep 9th
Ada's Birth Anniversary on Dec 10th
Steve Jobs Birth Anniversary on Feb 24th

and we are privileged to release
the next issue of <Scire> on these days.

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Hyderabad - 500044
Tel: +91 40 27668832



ALAN TURING

"A computer would deserve to be called intelligent if it could deceive a human into believing that it was human."