JNTU GURAJADA UNIVERSITY VIZINAGARAM

About Myself

A Quick Tech Learner and Software Engineer with excellent problem-solving skills and ability to perform well in a team. My greatest passion is to use my technical know-how to benefit other people and organizations. Allergic to radish 🙄
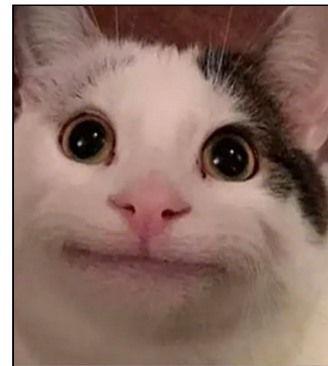
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Subjects of IV Year

P. Web Technologies
> Web Technology refers to the various tools and techniques that are utilized in the process of communication between different types of devices over the internet

Q. Machine Learning
> ML is a type of artificial intelligence (AI) that allows software applications to become more accurate at predicting outcomes without being explicitly programmed to do so

R. Internet Of Things
> Internet of Things, refers to the collective network of connected devices and the technology that facilitates communication between devices and the cloud, as well as between the devices themselves.

S. R-Programming
> R is a language and environment for statistical computing and graphics. It is a GNU project which is similar to the S language and environment which was developed at Bell Laboratories

T. Soft Computing Technologies
> Soft computing is defined as a group of computational techniques based on artificial intelligence (human like decision) and natural selection that provides quick and cost effective solution to very complex problems for which analytical (hard computing) formulations do not exist.

REPORT CARD (2019-2022)				
Semester	**2019**	**2020**	**2021**	**2022**
I-I	7.54	-	-	-
I-II	8.00	-	-	-
II-I	-	8.14	-	-
II-II	-	8.50	-	-
III-I	-	-	8.30	-
III-II	-	-	9.00	-
IV-I	-	-	-	-
IV-II	-	-	-	-

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