# Practical No.1

# Life skill workshop

# Day 1

### Session 1.

All student were very excited about the workshop. Workshop started at 9.30 am our respected principal give a speech and encourage us and then Sindhu Ma’am also spoke and motivate spoke a few words and we made a team of 8 member and give a team name.

### Session 2.

It started after a lunch at 2.30 every group had given a task to make new object from old object. After making new object from the object which is brought, we have to sell them to the judges. After all, DR. SUJATASINGHI motivated us and told us the value of parents and told us to give roses to parents to tell them thank you for all the things they had done for us.

## Day 2

### Session 3.

Session stared at 9.30 am. We all danced on follow the leader song to fill energetic and to start the day will happiness. First of all, our mentor asks who had given the roses to their parents and many of them express their felling on stage. Before the lunch break, they had given the task to each group to make a rocket which is judge by the princess.

### Session 4.

After the lunch break, we all group member started making the design of rocket. After getting verified by the princess we all stated making rocket which have to be 3 feet tall and 2.5-meter-wide and only three hours are gives. We all ended for that day.

## DAY 3

### Session 5.

Session stared at 9.30 am. We all danced on follow the leader song to fill energetic and to start the day will happiness. We had given some homework to be done at home which was checked by the friends. After all we have to make a vision board, in which we have to write a vision on it.

### Session 6.

After the lunch break there is a Rockstar session. In which everyone have to dance on stage on random music. After that we were introduced to the power of sound, and we all had done meditation. we had come to an end of session at the end principal ma’am thanks to DR. SUJATASINGHI to motivate the student and all the student got certificate at the end.

# Practical No.2

# Green computing



Figure 1green computing

Green computing is the environmentally responsible and eco-friendly use of computers and their resources. In broader terms, it is also defined as the study of designing, manufacturing/engineering, using and disposing of computing devices in a way that reduces their environmental impact. Green computing. Green computing, green ICT as per International Federation of Global & Green ICT "IFGICT", green IT, or ICT sustainability, is the study and practice of environmentally sustainable computing or IT.The goals of green computing are similar to green chemistry: reduce the use of hazardous materials, maximize energy efficiency during the product's lifetime, the recyclability or biodegradability of defunct products and factory waste. Green computing is important for all classes of systems, ranging from handheld systems to large-scale data centers.Many corporate IT departments have green computing initiatives to reduce the environmental effect of their IT operations. White label IT Solutions is able to be eco-friendly by our companies’ use of premium energy efficient ENERGY STAR servers (Dell, HP) that consume considerably less power than regular models, joining a list of data centres that are able to offer clients “greener” product options. ENERGY STAR server consumed 54% less power than older model servers. Servers that earn the ENERGY STAR will, on average, be about 30% more energy-efficient than standard servers. In addition to using less energy themselves, ENERGY STAR-qualified servers substantially reduce cooling loads in data centres. A general rule of thumb suggests that one watt saved by a server has the added benefit of saving one to two watts of cooling power. It’s important to note that these power savings come with a substantial increase in performance – at 50% utilization, this all helps to reduce costs and improve efficiencies for our Whitelabel IT Solutions green data centre customers. As we continue to research green data centre designs, innovations, newer technology we are able to learn more about the best and most efficient use of power utilization and cooling methods to yield lower energy consumption. It all begins with awareness and everyone’s willingness to lend a hand. IN 1992, the U.S. Environmental Protection Agency launched Energy Star, a voluntary labelling program that is designed to promote and recognize the energy efficiency in monitors, climate control equipment, and other technologies. This resulted in the widespread adoption of sleep mode among consumer electronics. Concurrently, the Swedish organization TCO Development launched the TCO Certification program to promote low magnetic and electrical emissions from CRT-based computer displays; this program was later expanded to include criteria on energy consumption, ergonomics, and the use of hazardous materials in construction. The Organisation for Economic Co-operation and Development (OECD) has published a survey of over 90 government and industry initiatives on "Green ICTs", i.e. information and communication technologies, the environment and climate change. The report concludes that initiatives tend to concentrate on the greening ICTs themselves rather than on their actual implementation to tackle global warming and environmental degradation. In general, only 20% of initiatives have measurable targets, with government programs tending to include targets more frequently than business associations. Many governmental agencies have continued to implement standards and regulations that encourage green computing

# Practical 3

# Free and open software

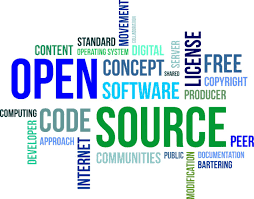


Figure 2 free and open software

## Introduction

Free and open-source software (FOSS) is software that can be classified as both free software and open-source software. That is, anyone is freely licensed to use, copy, study, and change the software in any way, and the source code is openly shared so that people are encouraged to voluntarily improve the design of the software. This is in contrast to proprietary software, where the software is under restrictive copyright licensing and the source code is usually hidden from the users. FOSS maintains the software user's civil liberty rights Other benefits of using FOSS can include decreased software costs, increased security and stability (especially in regard to malware), protecting privacy, education, and giving users more control over their own hardware. Free and open-source operating systems such as Linux and descendants of BSD are widely utilized today, powering millions of servers, desktops, smartphones e.g. Android, and other devices. Free-software licenses and open-source licenses are used by many software packages. The free-software movement and the open-source software movement are online social movements behind widespread production and adoption of FOSS. "Free and open-source software" (FOSS) is an umbrella term for software that is simultaneously considered both Free software and open-source software. FOSS (free and open-source software) allows the user to inspect the source code and provides a high level of control of the software's functions compared to proprietary software. The term "free software" does not refer to the monetary cost of the software at all, but rather whether the license maintains the software user's civil liberties ("free” as in “free speech,” not as in “free beer”).[3] There are a number of related terms and abbreviations for free and open-source software (FOSS or F/OSS), or free/liber and open-source software (FLOSS or F/LOSS—FLOSS is the FSF-preferred term).Although there is almost a complete overlap between free-software licenses and open-source-software licenses, there is a strong philosophical disagreement between the advocates of these two positions. The terminology of FOSS or "Free and Open-source software" was created to be a neutral on these philosophical disagreements between the FSF and OSI and have a single unified term that could refer to both concepts.

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| Free Software | Proprietary software |
| It refers to the software that is developed and tested through open collaboration | It refers to the software that it is solely owned by the individual that developed it |
| Anyone with the academic knowledge can access, inspect, modify, and redistributed the source code | Only the owner or publisher who holds the legal property rights of the source can access it |
| Open software offers the freedom of information | Proprietary software offers Better quality software |
| Eg. Android, IOS | Eg. Windows, MacOs, Google Earth |

Table 1open and proprietary software