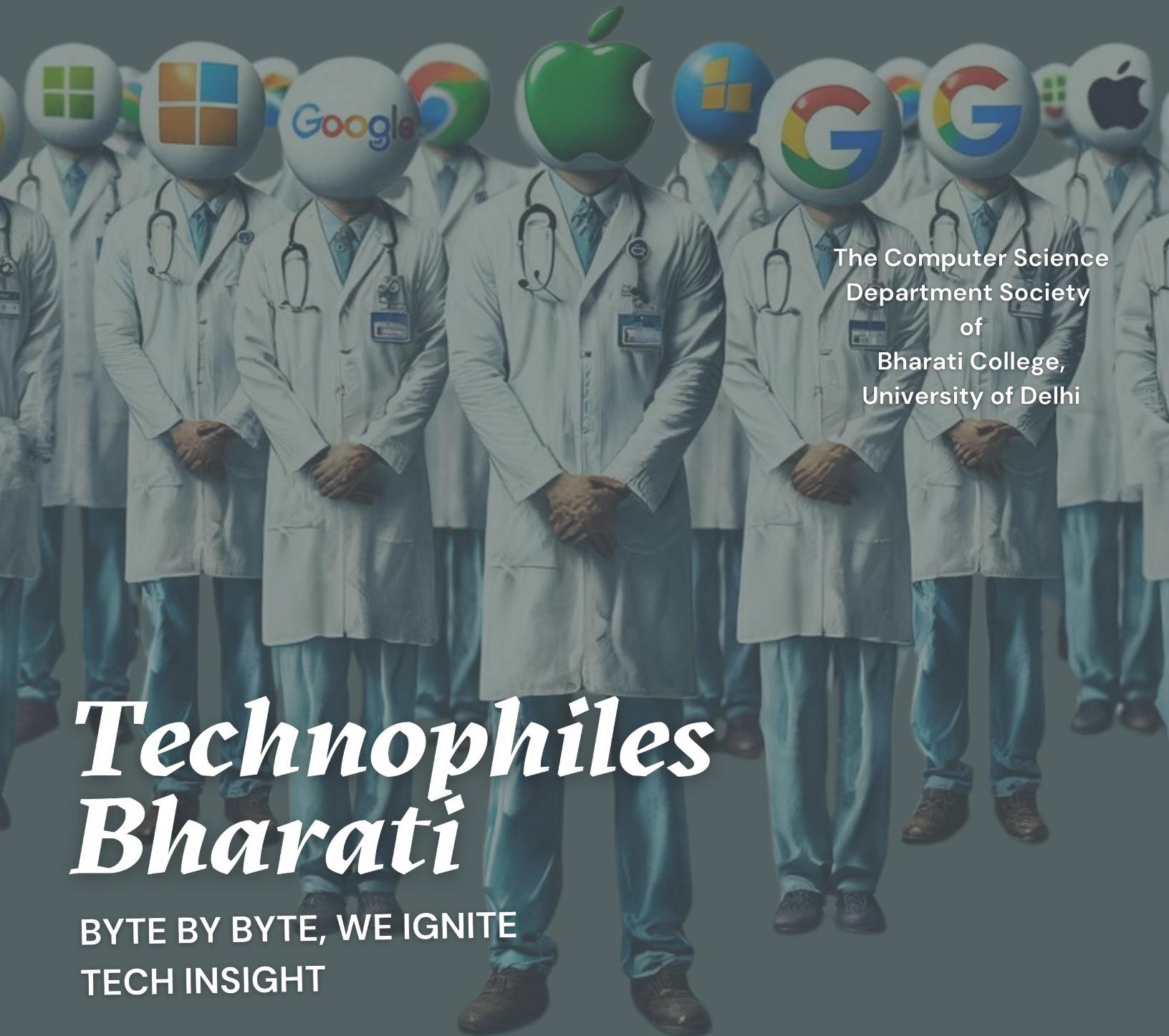


July, '24 Edition

# The byte



The Computer Science  
Department Society  
of  
Bharati College,  
University of Delhi

## *Technophiles* *Bharati*

BYTE BY BYTE, WE IGNITE  
TECH INSIGHT



# Technophiles Bharati: The Computer Science Department

# SPECIAL THANKS TO OUR SPONSORS

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Technophiles Bharati

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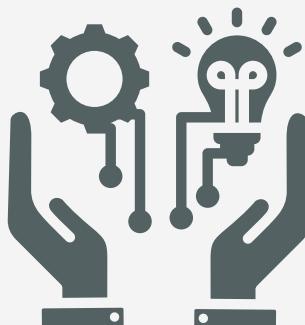
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Priyanka Devi

**TECHNOPHILES TEAM**

# TECHNOPHILES: THE COMPUTER SCIENCE DEPARTMENT

Welcome to Technophiles, the student-led center for innovation and exploration within the Department of Computer Science at Bharati College. Established in 2023, Technophiles aims to nurture a passion for technology and innovation.



Technophiles is a vibrant, student-run initiative by the Department of Computer Science at Bharati College, University of Delhi. Founded in 2023, our name embodies our mission: 'Fostering a love for technology (as technology enthusiasts are often called "Technophiles"). We believe learning extends beyond textbooks, offering a platform for students to dive deeper into the exciting world of

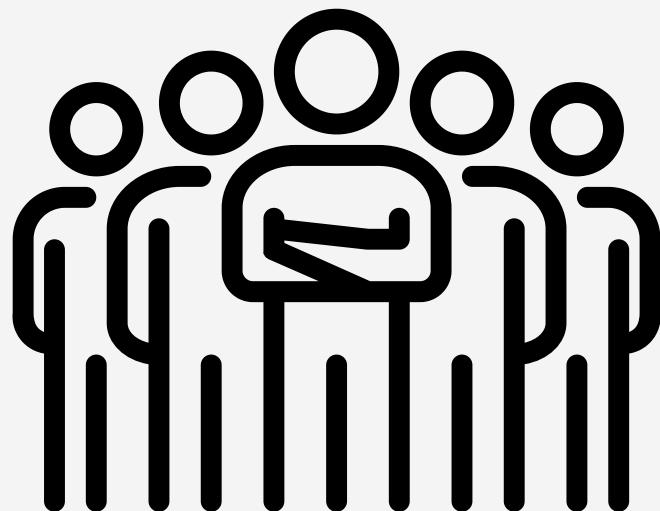
computer science, experiment with innovative ideas, and connect with a passionate community of fellow tech enthusiasts.

"Technology is just a tool. In terms of getting the kids working together and motivating them, the teacher is the most important."

– Bill Gates



# INTRODUCING OUR TEAM



## TECHNOPHILES'24

# MEET OUR TEAM



**Riti Gupta**  
(President)



**Niharika Jain**  
(Vice-President)



**Archita**  
(Secretary )



**Adritree R**  
(Managing  
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(Treasurer +  
Project Head)



**Adya Mishra**  
(Research  
and  
Innovation  
Head)



**Snehal**  
(Internship  
Program  
Manager)

# MEET OUR TEAM



**Tisha Gola**  
(Chief HR  
Officer)



**Harshita  
Gupta**  
(Director of  
Corporate  
Partnership)



**Jasmeet  
Kaur**  
(Head of  
Sponsorship  
Liaison)



**Manya**  
(Chief Technical  
Officer + Social  
Media  
Coordinator)



**Bhumi  
Khandelwal**  
(Chief  
Communication  
Officer)



**Priyanka Devi**  
(Director of  
Public  
Relations)



**Divyanshi  
Singh**  
(Event  
Producer )



**Abhilasha  
Bhattacharya**  
(Event  
Coordinator)



The byte

## OUR AIM:

# Empowering Future Tech Leaders

We aim to create a dynamic and collaborative environment where students can develop their technical skills through hands-on experiences. By going beyond the curriculum, we offer workshops and events featuring industry experts, fostering a deeper understanding of computer science concepts and their real-world applications. We encourage students to explore their creative potential by providing opportunities to experiment with new technologies and participate in coding competitions.

Technophiles empowers students to confidently lead and drive innovation in the ever-evolving tech industry, equipping them with the skills and vision to shape the future.

*"The most important thing about technology is how it changes people."*

- Jaron Lanier



# VISION: Shaping the Future of Tech Education



## The Future of Tech Education: Empowering Minds, Inspiring Innovation, and Transforming Tomorrow.

Our vision is to make Technophiles synonymous with excellence in Computer Science education at Bharati College. We strive to be a leading force in fostering a culture of innovation and exploration within the department. We envision a future where Technophiles provides students with the resources and support they need to excel academically and translate their knowledge into practical solutions.

We believe in nurturing a diverse and inclusive community where students from all backgrounds feel comfortable exploring their interests. We are committed to helping them develop their technical expertise. By providing a platform for collaboration and knowledge sharing, Technophiles aims to empower the next generation of tech leaders who will shape the future of the industry.

**"The art of debugging is figuring out what you really told your program to do."**  
- Andrew Singer



# Welcome to the Tech Trivia Challenge!

Step into the world of technology and put your knowledge to the test. Are you ready to demonstrate your expertise? Let's get started and see how you

fare!





1. **Which of the following is a popular version control system?**

- A) Git
- B) SVN
- C) Mercurial
- D) All of the above

2. **Which technology is used to make telephone calls over the Internet possible?**

- A) VoIP
- B) LTE
- C) SMS
- D) PSTN

3. **What does GPU stand for?**

- A) General Processing Unit
- B) Graphics Processing Unit
- C) General Peripheral Unit
- D) Graphics Peripheral Unit



**4. What is the name of Apple's programming language introduced in 2014?**

- A) Swift
- B) Kotlin
- C) Java
- D) Ruby

**5. Who is known as the father of the computer?**

- A) Alan Turing
- B) Charles Babbage
- C) Bill Gates
- D) Steve Jobs

**6. Which of the following is used to measure the speed of a computer's processor?**

- a) Bytes per second
- b) Hertz
- c) Bits per second
- d) Pixels per inch



**7. Which programming language is primarily used for web development on the client-side?**

- a) Python
- b) JavaScript
- c) Java
- d) C++

**8. Which technology is used for cryptocurrency transactions?**

- a) Blockchain
- b) Cloud Computing
- c) Artificial Intelligence
- d) Internet of Things (IoT)

**9. What is the purpose of a firewall in computer networks?**

- a) To prevent overheating
- b) To manage network traffic
- c) To protect against unauthorized access
- d) To enhance internet speed



**10. Which protocol is primarily used to send email?**

- a) FTP
- b) HTTP
- c) SMTP
- d) SNMP

**11. What is the main purpose of an API in software development?**

- a) To compile code into machine language
- b) To facilitate communication between different software applications
- c) To enhance the graphical user interface
- d) To provide security for software applications

**12. Which company developed the Android operating system?**

- a) Apple
- b) Microsoft
- c) Google
- d) IBM

# ANSWER

It's time to check the correct answers

- 1: d) All of the Above.**
- 2: a) VoIP**
- 3: B) Graphics Processing Unit**
- 4: a) Swift**
- 5: b) Charles Babbage**
- 6: b) Hertz**
- 7: b) JavaScript**
- 8: a) Blockchain**
- 9: c) To protect against unauthorized access**
- 10: c) SMTP**
- 11. b) To facilitate communication between different software applications**
- 12. c) Google**

## **Enable Firewall**

Ensure you have a reputable antivirus program installed and keep it updated regularly.

## **Use Strong Passwords**

Create complex passwords and change them periodically. Consider using a password manager to keep track of them.

## **Two-Factor Authentication**

Enable two-factor authentication for an added layer of security on your accounts.

Regularly back up important files to an external hard drive or cloud storage service to protect against data loss.

## **Backup Data Regularly**

# **Ctrl + Alt + Safety**

# WOMEN AND AI WORKSHOP

(In collaboration with Learning Links Foundation and Dell Technologies)

**DATE:** 1st To 19th July  
2024

**TIME:** 10 AM to 2 PM

**VENUE:** Seminar Room

## MAJOR PARTICIPANTS

TIC- Dr. Sarita Kadian  
Convener – Ms. Sheetal Mavi  
All Department teachers  
President – Riti Gupta  
Guest Trainers  
All Technophiles Team  
200+ Participants



## ABOUT THE SPEAKER

The workshop featuring an insightful session on 'Women and AI' was led by Sushil Soni.

He is currently working as an Assistant Manager at Data Engineering, brings a wealth of expertise as a BI Solutions Architect, specializing in Service Delivery, Data Analytics, Data Management, Machine Learning, and Big Data Technologies.

With a robust educational background, he holds a B.Tech in Electrical and Electronics Engineering from Lovely Professional University, Sushil excels in leveraging data-driven insights to optimize business processes and drive strategic decision-making. He is proficient in designing and implementing scalable data architectures, utilizing programming languages such as Python, SQL, and Java, and ensuring seamless data integration and management.

His adeptness at collaborating with cross-functional teams, coupled with his proficiency in data visualization tools like Tableau and Power BI, enables him to deliver actionable insights.

# VISION

The vision for women in AI is to foster inclusive empowerment and innovation by promoting gender diversity. We aim to harness a broader range of perspectives, leading to more ethical and effective AI solutions encouraging women to pursue careers in AI involves dismantling barriers, providing mentorship, and ensuring equal opportunities in education and employment. This vision also includes addressing biases in AI systems that disproportionately affects women.



# OBJECTIVES

Key goals include increasing the representation of women in AI research, development and leadership roles the involves creating inclusive educational programs, offering mentorship and addressing systemic barriers in AI algorithms to ensure fairness and equity additionally promoting policies and practices that supports work life balance and inclusive in the tech industry is vital. Ultimately these objective aim to empower women in AI , leading to more ethical, effective, and socially beneficial AI technologies.



# ASPECTS COVERED

Firstly, it addresses the under-representation of women and AI fields, advocating for greater participation and leadership. Secondly, it focuses on eliminating gender biases in AI algorithms which can perpetuate stereotypes and discrimination. Education and mentorship programs aim to inspire and support women entering AI careers. Additionally, it examines the impact of AI technology on women's lives, ensuring they benefit equitably.

# ACHIEVEMENTS

We organized a successful workshop on women and AI, achieving significant milestones in promoting gender diversity and inclusion in the field. The event featured interactive sessions, expert talks, and hands-on activities, equipping participants with practical skills and knowledge. Attendees benefited from networking opportunities, connecting with peers and mentors. The workshop also spotlighted groundbreaking projects led by women, inspiring participants to pursue their own innovations. Feedback indicated increased awareness and enthusiasm for addressing gender biases in AI. Overall, the workshop fostered a collaborative environment, empowering women to take active roles in shaping the future of AI.

# CONCLUSION

The women and AI workshop concluded with a resounding success achieving its goals of empowerment, education, and collaboration. Participants engaged in dynamic discussion, interactive sessions, and hands-on activities, gaining valuable skills and insights of the workshop. In AI, shared strategies for overcoming barriers and showcased pioneering projects by women in the field. Feedback from attendees was overwhelmingly positive, with many expressing a renewed commitment to fostering inclusivity in AI. The connections made and ideas exchanged will undoubtedly drive future initiatives.



# MICROSOFT COMMUNITY MEET-UP

**Date:** 19th July 2024

**Time:** 1 PM Onward

**Venue:** Google Meet

## VISION

The community meet-up provided us with a comprehensive understanding of the critical role technology plays in shaping our modern world. We explored the latest advancements in artificial intelligence, cloud computing, and data analytics, gaining insights into how these technologies are revolutionizing industries and driving global progress. The workshop also highlighted the need for continuous learning and adaptation in the ever-evolving tech landscape. We discussed emerging trends, future challenges, and the skills required to stay ahead in this dynamic field. This experience has not only broadened our knowledge but also reinforced our commitment to leveraging technology for positive change and innovation.



# ASPECTS COVERED

Digital Transformation:  
We examined the process of digital transformation, understanding how organizations can leverage technology to streamline operations, enhance customer experiences, and stay competitive in a rapidly evolving market.



# ACHIEVEMENTS

Firstly, we expanded our expertise in cutting-edge technologies such as artificial intelligence, cloud computing, and data analytics. The hands-on sessions and interactive discussions provided us with practical knowledge and skills that we can immediately apply to our projects and initiatives.

Secondly, we gained strategic insights into the digital transformation process. The workshop equipped us with a deeper understanding of how to leverage technology to drive innovation, efficiency, and competitiveness within our organization.



# CONCLUSION

Digital Transformation: We examined the process of digital transformation, understanding how organizations can leverage technology to streamline operations, enhance customer experiences, and stay competitive in a rapidly evolving market.



# MICROSOFT WEBINAR

**Date:** 19th July 2024

**Time:** 1 PM Onward

**Venue:** Google Meet

## MAJOR PARTICIPANTS

TIC- Dr. Sarita Kadian  
Convener – Ms.  
Sheetal Mavi

President – Riti Gupta  
Guest Speaker

All Technophiles Team  
80+ Participants

## About the Speaker

Ms. Swati Gupta is currently the Director of Product Management at Microsoft. With over 20 years of experience, she is a seasoned leader with strong business acumen and a proven track record of success in customer-centric, data-driven, and quality-focused roles. She is recognized for her analytical mindset, effective communication skills, and her ability to drive change and innovation. Ms. Gupta is passionate about building strong communities, mentoring, and coaching, especially women and youth, to help them grow in their careers and personal lives. She is the recipient of the Microsoft Gold Star Award and holds three technology patents.

# VISION

The webinar aimed to illuminate the integral role of design thinking in Microsoft's product development, showcasing how this methodology drives innovation and enhances user experiences. By presenting a comprehensive view of the process, the session sought to empower participants to adopt a human-centered approach in their projects, fostering creativity and inclusivity. Through insights from industry experts, the webinar aspired to inspire future leaders in technology to embrace these principles, ultimately contributing to a more innovative and inclusive digital landscape.

# HOST

The host of the event is Aditree R. With her exceptional organizational and communication talents, Aditree ensured the event flowed smoothly and kept everyone engaged. Her expertise in event management and ability to connect with the audience were key to the event's success.



## OBJECTIVES

The webinar aimed to educate participants on the significance of the design thinking process in creating impactful products, highlighting a human-centered approach. It showcased Swati Gupta's career journey as a model of growth within the tech industry, encouraging attendees to explore diverse educational and professional pathways. Additionally, the session emphasized Microsoft's commitment to innovation, diversity, inclusion, and social responsibility, while explaining how the Fluent Design System and inclusive design principles drive their product development through data-driven strategies and customer focus.



## ACHIEVEMENTS

Participants gained a comprehensive understanding of design thinking at Microsoft, particularly its role in product management. Swati Gupta's career journey provided practical insights, inspiring attendees to pursue similar growth paths. The session effectively highlighted Microsoft's core values, demonstrating their real-world application in product design and management. Additionally, the interactive Q&A session facilitated dynamic engagement, allowing participants to explore specific interests and enhance their understanding.

# CONCLUSION

The webinar successfully communicated the essentials of the design thinking process at Microsoft, offering valuable perspectives on innovation and product development. It emphasized the importance of aligning design strategies with user needs and business objectives while maintaining core values such as diversity and inclusion. Participants left equipped with actionable insights to apply in their own professional contexts.

**In-call messages**

Unless they're pinned, messages can only be seen by people in the call when the message is sent. All messages are deleted when the call ends.

Isha Pragati 1:01PM How do you ensure the security and privacy of user data during the user research phase?

Riti Gupta 1:01PM multiple features but not overwhelming the users with a lot of items on the screen

yashika 1:01PM What are some of the most exciting trends and innovations in product design exploring at Microsoft?

HARSHITA UPADHYAY 1:01PM 🎉 How do you handle the trade-off of implementing cutting edge technology while ensuring product stability?

Send a message

1:49 PM | krv-xgfix-ovm

13:47 | krv-xgfix-ovm

Gupta is presenting

My Guiding Principles – Product design

- Strategy and goals; Business impact
- Market landscape
- Customer-focused
- Data-driven – Feasibility study, User Study, Market research data, Competitive Analysis, telemetry

varsha verma ... ARSHIYA RATT... Radhika Verma Anita Yadav Preyasi Taneja khushi verma 25 others Sanjana Das

2:04 PM | krv-xgfix-ovm

# ONLINE TREASURE HUNT COMPETITION

**Date:** 28th July 2024

**Time:** 1 PM Onward

**Venue:** Google Meet

## MAJOR PARTICIPANTS

TIC- Dr. Sarita Kadian

Convener – Ms. Sheetal Mavi

President – Riti Gupta

Guest Speaker

All Technophiles Team

80+ Participants



## VISION

Our vision for the Online Treasure Hunt Competition is to foster an engaging and intellectually stimulating environment where participants can showcase their problem-solving skills and creativity. We aim to cultivate a sense of community and collaboration among students from various disciplines, encouraging them to explore and harness the power of technology in innovative ways. This competition aspires to be a platform that not only challenges the minds of the participants but also ignites a passion for learning and discovery, paving the way for future tech enthusiasts and leaders. By blending the excitement of a treasure hunt with the depth of technological knowledge, we envision an event that is both fun and educational, leaving a lasting impact on all participants.

## OBJECTIVE

---

The objective of the online treasure hunt competition organized by Technophiles is to foster a spirit of collaboration, critical thinking, and problem-solving among participants through an engaging and challenging digital adventure. This competition aims to enhance participants' analytical skills and creativity while promoting teamwork and digital literacy in a fun and interactive environment. By navigating a series of clues and tasks, participants will not only enjoy a thrilling experience but also develop valuable skills applicable to their academic and professional pursuits.

---

## ACHIEVEMENT

We are thrilled to announce the successful organization of the highly engaging and exciting Online Treasure Hunt Competition, held on July 28th, 2024. This event was a collaborative effort between Technophiles, the Computer Science Department of Bharati College, and DU India. The competition showcased the power of teamwork, strategic thinking, and quick problem-solving skills among participants from various colleges. Our participants navigated through a series of challenging and intellectually stimulating clues, demonstrating remarkable enthusiasm and competitive spirit.

# RULES AND REGULATIONS

1. Answering the question in live chat/WhatsApp is prohibited.
2. Each round has a specific time limit. Late submissions will not be accepted.
3. A good internet connectivity and a desktop device is recommended.
4. Be considerate and respectful in the chats for everyone. Read all the instructions carefully for every round.
5. In case of queries, contact us in the WhatsApp group.
6. No personal DMs will be entertained.



# ROUND 1

**Clue 1:** Which renowned company hosted the workshop in Noida where participants gained valuable insights into cutting-edge technologies and had the opportunity to network with industry professionals?

**Clue 2:** What is the name of the tool used exclusively for code optimization and debugging?

**Clue 3:** What is the name of the advanced artificial intelligence system developed by a leading tech company that combines machine learning with natural language processing and is symbolically associated with astrological twins?

**Clue 4:** What is the tagline of Technophiles?

**Clue 5:** Which event popularised the term “Bug” and when?

## WINNERS IN ROUND 1

Praneel Maitra

Tamanna

Ansh

Vani Gupta

Srijan Srivastav

Yuvikka

Priyanka

Badgujar

Siddhi

Samridhi Sharma

Ashutosh

Garima

Shukla

Shreyash Srivastav

Sneha Aggrawal

Ritesh

Dobhal

Rahul Mehta

Anish Verma

Annika Mehra

Abhishek

Lavya Kachan

## ROUND 2



### QUESTIONNAIRE

### ROUND 2: CRYPTOGRAPHIC CODES



#### ENCRYPTED MESSAGE 1:

.egeahc sisats fo noitidnoc a si emit

**DECRYPT  
TO WIN!**

#### ENCRYPTED MESSAGE 2:

**01001000 01100101 01101100 01101100 01101111**

#### ENCRYPTED MESSAGE 3:

**"01000001 01001110 01000100 01010010 01001111 01001001  
01000100 01010011"**



## WINNERS IN ROUND 2

Praneel Maitra  
Tamanna  
Garima Shukla  
Anish Verma  
Annika Mehra  
Lavya Kachan

Priyanka Badgujar  
Siddhi  
Harshita Upadhyay  
Afeefa Yuvikka  
Srijan Srivastav

# ROUND 3



## ROUND 3: TECH SCRAMBLE

- 1. SOLVE THE PUZZLES SWIFTLY, KYUKI YE HAI AAKHRI PADAAV!**
- 2. SUBMIT THE ANSWERS IN THE GOOGLE FORM PROVIDED TO THE SHORTLISTED PARTICIPANTS OF ROUND 2 VIA EMAIL.**
- 3. THIS ROUND HAS A TIME LIMIT OF 30 MINUTES.**
- 4. ALL THE QUESTIONS WILL BE DISPLAYED ONE-BY-ONE FOR 5 MINUTES EACH.**
- 5. WE WILL BE DIRECTLY CLOSING THE FORM AFTER 30 MINUTES.**



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.	.	9		.	3	.		.	1	.
.	3	.		.	.	.		.	5	.

### PUZZLE 1:

COMPLETE THE SUDOKU PUZZLE BELOW AND FIND THE NUMBER IN THE HIGHLIGHTED CELL (R3, C3) :

THE CELL MARKED WITH AN ASTERISK (\*) IS THE HIGHLIGHTED CELL (R3, C3).



## ROUND 3: TECH SCRAMBLE

### PUZZLE 2:

A team is working on developing a new software.  
The following activities occurred:

1. Writing the code
2. Planning the project
3. Testing the software
4. Deploying the software
5. Designing the architecture
6. Collecting user feedback

Determine the correct order of events-

- A) 2, 5, 1, 3, 4, 6
- B) 2, 1, 5, 3, 4, 6
- C) 5, 2, 1, 4, 3, 6
- D) 2, 5, 1, 4, 3, 6





## ROUND 3: TECH SCRAMBLE

### PUZZLE 3:

WHAT WILL BE THE VALUE OF "X" AFTER EXECUTING THE FOLLOWING PYTHON CODE?

python

```
x = 10  
x += 5  
x //= 2
```



## ROUND 3: TECH SCRAMBLE



### PUZZLE 4: TECH CATEGORY MATCH

MATCH THE PROGRAMMING LANGUAGE WITH ITS PRIMARY USE:

#### LANGUAGES:

1. PYTHON
2. C++
3. SQL
4. JAVASCRIPT

#### PRIMARY USE CASE:

- A) WEB DEVELOPMENT
- B) DATABASE MANAGEMENT
- C) GENERAL-PURPOSE
- D) SYSTEM PROGRAMMING

# WINNERS OF TREASURE HUNT COMPETITION



# SKILL SERIES WORKSHOP

**DATA VISUALIZATION WITH TABLEAU  
AND  
SOCIAL MEDIA ANALYSING AND ADVERTISING**  
IN COLLABORATION WITH IMS PROSCHOOL

**Date:** 30th and 31st  
July 2024

**Time:** 12:00 PM – 2:00  
PM

**Mode:** Online (via  
Zoom)

## MAJOR PARTICIPANTS

TIC- Dr. Sarita Kadian  
Convener - Ms. Sheetal  
Mavi  
President - Riti Gupta  
Guest Speaker  
All Technophiles Team  
100+ Registrations

## VISION

The vision behind organizing these workshops is to bridge the gap between academic learning and real-world applications by equipping students with practical knowledge and skills essential for navigating today's data-driven and digital-centric landscape. By focusing on both foundational and advanced concepts in data visualization and digital marketing, the workshops aimed to prepare participants for the evolving demands of the professional world. The goal was to empower students with actionable insights and hands-on experience, fostering their ability to effectively analyze data and leverage digital platforms, thereby enhancing their career readiness and professional growth in an increasingly competitive field.

## OBJECTIVE

The primary objectives of the Skill Series Workshop were to introduce students to both foundational and advanced concepts of Tableau and social media advertising. The aim was to equip participants with essential tools and techniques for effective data visualization and digital marketing. Additionally, the workshop sought to provide hands-on experience and practical insights, drawing from the expertise of industry professionals. By focusing on these areas, the workshop aimed to enhance participants' practical skills and knowledge, preparing them for real-world applications in data analysis and digital marketing.



## ACHIEVEMENT

The Skill Series Workshop achieved notable success by enhancing the participants' knowledge and skills in data visualization and digital marketing. Both workshops, led by Mr. Rohan Saini and Mr. Bhumish Sheth, were well-received for their practical content and engaging delivery. Participants appreciated the clarity, depth, and real-world applicability of the topics covered, which was reflected in the positive feedback and active engagement throughout the sessions.

The event successfully created a collaborative learning environment, promoting networking among attendees and fostering a community of aspiring professionals.

**Day 1 (30th July 2024)**

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## **Data Visualisation with Tableau**

**By - Mr.Rohan Saini**

Mr. Rohan Saini is a Data Scientist with over four years of experience in Big Data and Machine Learning. He specializes in using Tableau for advanced data visualization and analytics, offering practical expertise to help participants master these essential skills.

**Day 2 (31st July 2024)**

## **Social Media Analyzing and Advertising**

**By - Mr. Bhumesh Sheth**

Social Media Analyzing and Advertising: Mr. Bhumish Sheth is a digital marketing expert with over eight years of experience leading digital marketing teams. He holds a PGDM(C) from MICA and is a distinguished entrepreneur, marketer, and design thinker. His extensive background in digital marketing equips him with valuable insights and practical knowledge, making him an excellent guide for mastering social media analysis and advertising strategies.

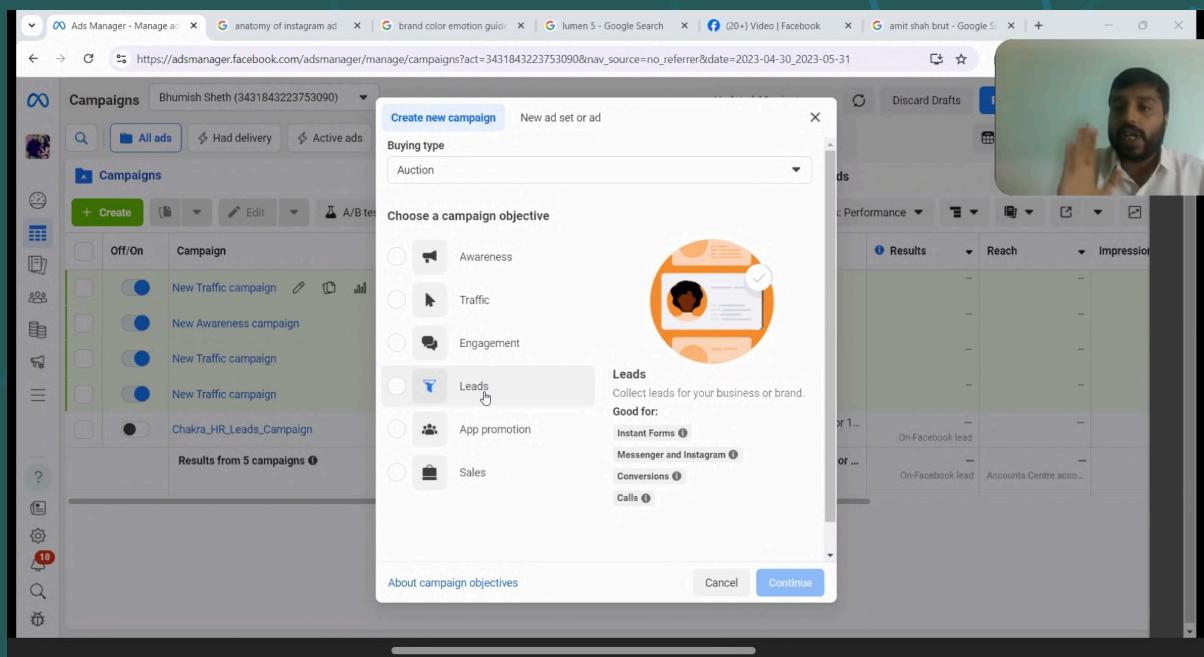
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## **HOST OF EVENT**

Known for her exceptional organizational and communication skills, Priyanshi effectively managed the event, ensuring a smooth and engaging experience for all attendees. With a strong background in event management and a talent for engaging audiences, she played a crucial role in the event's success.

# CONCLUSION

The Series Workshop organized by Technophiles proved to be a notable success. The sessions on data visualization and social media advertising were well-received, with active engagement and positive feedback from participants. The workshops effectively combined theoretical concepts with practical applications, offering valuable insights through interactive demonstrations and real-world examples. This approach not only enhanced participants' skills but also fostered a collaborative learning environment. The success of these workshops highlights the importance of integrating practical experience with academic knowledge. Technophiles looks forward to continuing this trend by hosting similar events to further enrich the educational journey of its members.



HOW HAS TECH  
EVOLVED ?

WHAT'S  
TECHNOLOGY  
ALL ABOUT?

IS COMPUTER  
SCIENCE  
INTERESTING?

WILL  
TECHNOLOGY  
AFFECT OUR  
FUTURE?

TURN THE PAGE AND YOU  
WILL GET TO KNOW ABOUT IT



From Gutenberg's press to the microchip's express, technology has evolved at lightning speed.

We've gone from ink and paper to apps that make our thumbs race—talk about a digital leap forward!

## A Brief Journey Through Technological Milestones

Step into the ever-evolving world of technology, where innovation has continuously reshaped our lives. From the revolutionary printing press of the 15th century to the dawn of the digital age, each milestone has played a pivotal role in advancing human knowledge and capability.

**1440:**

Gutenberg's printing press revolutionizes information distribution

**1969:**

ARPANET, the precursor to the Internet, is created.

**1943:**

ENIAC, one of the first electronic computers, is developed.

**2007:**

The iPhone is launched, transforming mobile technology.

## **Oldest Known "Computer"**

The Antikythera mechanism, an ancient Greek device discovered in 1901, is considered the oldest known mechanical analog computer. It was used to predict astronomical positions and eclipses.

The World Wide Web began in 1991 with just 26 websites. As of 2024, there are over 2 billion websites online, illustrating the rapid expansion and influence of the internet.

## **Internet Growth**

The first video game, "Tennis for Two," was created in 1958 by physicist William Higinbotham. It was played on an oscilloscope and is considered a precursor to the more famous "Pong."

## **First Video Game!**

## **Self-Healing Software**

In 2019, researchers created self-healing software that automatically detects and fixes bugs, making software more reliable and reducing manual debugging.

# **TECH TIDBITS**

# COMING SOON

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Stay tuned for our Future  
Events and more issues of  
The Byte!

Let's expand our  
knowledge in Tech with  
Technophiles—  
technology never stops  
evolving!