

Manan's Data

TECHNICAL CLUBS

S. No.	Club Name	Faculty coordinator	Secretary	Joint-Secretary
1.	MANAN	Mr Harish Kumar	Vipin Khushu	Naman Sachdeva
			Ayushi Mittal	Hemant Bansal
			Sameer Taneja	Gaurav Yadav

Achievements –

- Qualified for ACM ICPC regional, Kolkata. Secured rank 42 amongst various colleges all over India.
- Winner at Code for India, won cash prize of Rs.10000.
- Successfully launched The Assignment Portal (theasp.tk) used for online submission and evaluation of assignments.
- Launched Rift: Multilanguage IDE Independent Compiler & Debugger for Windows OS.
- Launched several live projects which are being used by hundreds. Some are –
 - Ocul.in – A URL Shortener
 - Sapphire Engine – An Online IDE
- Winner at AngelHack - Lady Problems Hackathon 2016
- Special Mention at Code Off 2017 for creating an anti-piracy authentication system.
- A QR Code based application system for tickets and payments for events at Elements Culmyca 2017, the annual cultural and technical fest of the University.
- Launched YMCA Mart, an easy to use website for selling and buying stuff within the campus.

Summary of Activities –

1. Programming Boot Camp with Coding Ninja- 13 Aug'16

A session was organized for the beginners in programming, for those who needed a push to kick-start with coding. Speakers included graduates from IIT Delhi and Stanford, ex-employee of Amazon, recruiter at Amazon. The session was open for every student of the college. An overwhelming participation was witnessed, crowd was so much, that it was difficult to accommodate it.

2. Importance of Problem Solving in cracking Tech Interviews- 25 Sept'16

Since most of us face problems in applying logics to problem solving questions, Manan organized a workshop on role problem solving by Chandan Singh, alumni of YMCA, ex-member of Manan, ex-employee of Hackerearth, currently working in Amazon and founder of Codeshala. The session turned out to be very interactive.

3. Intrduction to Programming: 19 Oct'16

Aimed at making First year students familiar with programming in C, covered topics like data types, Strings, Arrays etc

4. Workflow of Xunbao 2016: 26 Nov'16

The session was conducted to solve the queries about development of an online treasure hunt Xunbao.

5. Session on Standard Template Library in C++: 11 Dec'16

The session focused on the basics of Standard Template Library, and its applications. Session covered vectors, pairs and maps.

6. Hands On PHP: 17 Jan'17

The session was organized so as to set a foundation for web development amongst freshers. PHP is easy to learn and apply.

7. Session on Greedy Algorithms: 22 Feb'17

Various greedy algorithms were covered during the session and doubts for the same were also taken up.

8. Code Cadet Series: - 13, 23 April | 5, 21 June | 17 July

Code Cadet is a coding challenge hosted on Hackerearth, for students who are beginners in programming to give them a good start and to boost their confidence.

9. Code for YMCA Series: 9 23 April

This is a coding contest organised in the same format as the ACM- ICPC international contest. This helps the students practice well.

10. Session on Bit Manipulation: 9 August 2017

Strength of around 25-30 students. Major concepts of Bits and masking were discussed. It was an interactive session with great participation from attendees.

11. Session on Firebase – 22 August

An hour's overview session was taken by Kushank Arora, 4th year member of Manan, to tell about latest web and mobile development framework 'Firebase – By Google'. A good response of around 30 students was seen.

12. Mr & Ms Technocrat – August 22 – September 1

Titles for freshers (a boy and a girl) with a technical mind-set. It was organised jointly with Mechnext, Microbird and Samarpan. Prizes were given to the winners.on Freshers' Party cum Foundation Day.

13. Club Orientation – August 31

Large number of students were interested to know about Manan. A video trailer followed by an interactive session with a presentation via a projector made the whole hour's meet a memorable one. The freshers were elated to see the achievements and get goings of the club.

14. Manthan 2017 - September 4 - 8 - 18

In the month of September, Manan organized the auditions for intake of newcomers/freshers in the club, as they say, newer the generation newer we learn. The selection process was a three step procedure. It included-

Written Test- September 4

The Showcasing Round- September 8

Personal Interview- September 18

15. DSW Website Launch- September 16

Inaugurated by MP and Minister of State for Social Justice and Empowerment Krishan Pal Gurjar and MLA Vipul Goel on the occasion of Foundation Day cum Freshers' Party. It has Gallery, Clubs Info, Designatories and contact information.

Site Link - <https://ymcaustdsw.github.io>

Pictures Link - <https://ocul.in/DSWPictures>

16. Session on Introduction to Machine Learning - October 3

A 2 hour session was organised by Manan on Tuesday, October 3. The session was taken by Akanksha Diwedy, a Machine Learning Enthusiast, active member of Manan, a final year student placed in Samsung. The session included basic Mathematics required for starting off with ML and several Python libraries. R and MATLAB were also discussed. The session was interactive and attendees suggested a followup session too.

17. AN ALGO A DAY - An initiative by Manan

Each day a student discusses and teach an algorithm to the attendees. Within a month, students were able to think and act differently on problems of Competitive Programming. Preparing for placements was never this easy. Great interest and great response made it possible to effectively implement the program.

18. Session on Basics of C - October 5

Manan, in collaboration with KSS, conducted an open session on Basics of C in which more than 60 students participated. The speakers were Ajay Verma, Namit Pasrija and Sahil Singla. The session turned out to be very interactive and students from all branches were benefitted.

19. Session on Graph Theory - October 5

An internal session on Graph Theory was organised in the evening. We discussed about implementations of common graph algorithms and later, we decided to party.

20. Code Relay: Series of Sessions – Oct-Nov 2017

- Node.JS - 24, 25 October
- Front End Development using Bootstrap and CSS Animations – Oct 31
- Django – 2, 3 November
- Intro to CP – Monday, 6th November
- Linked Lists – Tuesday, 7th November
- Number Theory – Wednesday, 8th November
- Git - Github – Thursday, 9th November
- Binary Trees – Friday, 10th November

21. Workshop on Android – November 11, 2017

Summary of Events at Elements Culmyca 2017 –

1. CODEXPLOD: 25 March'17

CodeXplod was a coding event for team of two members, It was hosted on Hackerearth platform in which each team was given 8 problems which they had to solve in any of programming language in given time .Each problem question was comprise of 100 marks and the team which scored maximum marks in least time was declared as winner. Huge participation was witnessed.

2. CODEWARS: 23 March'17

'Code Wars' was a code debugging challenge for all the geeks out there. Unlike THE usual coding contests, this time they had to view code and find bugs faster than others. Though what's priceless was solving interesting problems and the thrill of competition, prizes made the competition fierce. How right the 'Bard of Avon' was! Every programmer who has crossed skill levels beyond the "hello world" phase, has learnt to fear those mysterious friends called bugs. Labs were filled with participants.

3. CODEGOLF: 23 March'17

GolfCode was a coding contest, in which an individual or a team of two could participate. Participants were provided with some competitive questions, to which they had to answer in the form of shortest code possible. Lesser the code was, more were the marks awarded.

4. TREASURE-HUNT: 25 March'17

Treasure hunt was an event in which an individual or a team of 2 members could participate where participants tried to find hidden objects or places by following a series of clues. The team who found all clues in minimum time won the game.

5. ZENITH: 24 March'17

A hackathon cum pitching event.

Students had to think of an idea, which could prove to be an impactful solution to any problem, when implemented. Selective teams were be shortlisted for demonstrating their idea's working model, either a website, mobile application or any IOT based application at the site, YMCA University of Science & Technology. This was the flagship event of Culmyca'17. Participation from other colleges like DTU, Manav Rachna International University was witnessed.

6. VR-GAMING: 23, 24, 25 March'17

Wear the head mount device (HMD) and deep dive into the virtual world. Lots of games were played there. Just at a nominal fee of Rs 10/-.Imaginations came out live and illusions were fantasized.

7. PS4-Gaming: 23, 24, 25 March'17

Games like FIFA: 16, the last of us and Uncharted 4 were played. Playstation gaming had much greater participation than what was expected. About 50-60 registrations were recieved. Main reasons were the stunning graphics, life-like animations and smooth transitions which we hardly experience when playing games on a PC. FIFA 16 was in much demand as players could compete with each.

8. LAN Gaming: 23, 24, 25 March'17

We had games Counter Strike 1.6 and NFS. Huge participation was seen. A great feeling of competition was witnessed. No cheat codes were allowed. Labs were filled with interested students. In all, LAN gaming was a successful event.

9. XUNBAO: 20 March'17

Ain't you tempted by quizzes? Don't you enjoy searching answers for those tricky questions? We all go bizarre to find and submit the answers before our friends do. 'XUNBAO', was brought to relive those gone days of excitement and fun. It was an online treasure hunt.

10. HACKON: 21 March'17

This event was for those who have that hacking worm in them and who craves to hack. A hacking event which provided challenges for cryptography, hacking, encryption and much more. It was an online pre-fest event.