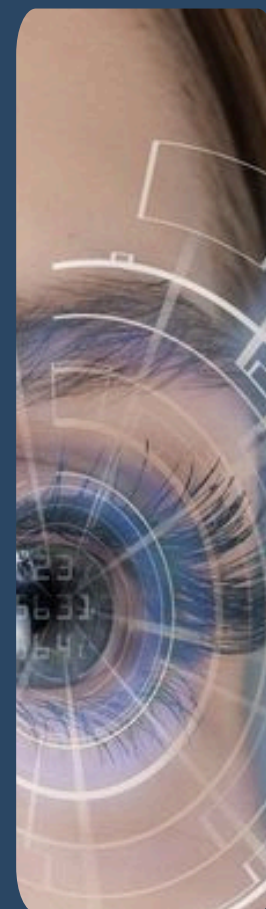


(Approved by AICTE, New Delhi & affiliated to Anna University, Chennai, Accredited by NBA(CSE, ECE, EEE & MECH), Accredited by NAAC, Recognized by UGC 2(f) & 12(B) and ISO 9001:2015 Certified Institution)  
Namakkal - Trichy Main Road, Tholurpatti (PO), Thottiam (TK), Trichy (Dt.)- 621215

[www.Kongunadu.ac.in](http://www.Kongunadu.ac.in)

# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



EPIC

# T

# TECHNO

# RAIL!

MAGAZINE

# Vision

- To produce competent software professionals, academicians, researchers and entrepreneurs with moral values through quality education in the field of Computer Science and Engineering.

# Mission

- Enrich the students' knowledge and computing skills through innovative teaching-learning process with state- of- art- infrastructure facilities.
- Endeavour the students to become entrepreneurs and employable through adequate industry institute interaction.
- Inculcating leadership skills, professional communication skills with moral and ethical values to serve the society and focus on students' overall development.

# Contents

of the magazine

## Section 1 : Technical achievements

- Paper presentation
- Hackathon
- Solo achievements

## Section 2 : faculty achievements

- National journals

## Section 3 : Extra achievements

- Arts
- sports
- Photography
- Solo achievements



# Technical Achievements

# PAPER PRESENTATIONS

## Project Title:

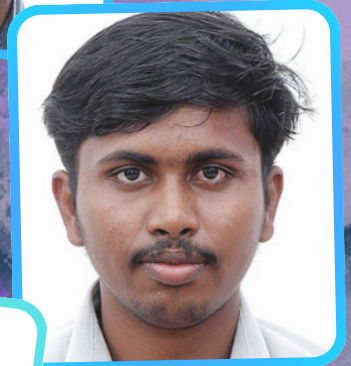
- **Artificial intelligence: Discuss the role of AI in healthcare, such as medical imaging and diagnostics**

## Idea:

A solution leveraging generative AI technology can address the challenges of insufficient information on artifacts and the limited interactivity of current museum chatbots. This involves creating a small, mobile robot equipped with a display that follows visitors, enhancing their exposure to artifacts and improving their overall experience. Visitors can interact with the robot during their tour through a user-friendly display that includes a microphone. The robot connects to the internet wirelessly, allowing visitors to ask questions about artifacts. The robot captures these inquiries via the microphone and sends them to a server, where a trained model processes the requests. The server then relays the response back to the robot, providing the visitor with informative answers.

## Overview:

Majority of the population seems to prefer visiting shopping malls and parks over museums although it is a home to a wealth of cultural treasures. The complete history behind each artefacts have not provided to the visitors with proper guide. AI has the potential in transforming the exposing way of museums with a personalized experience, increasing visitors happiness and engagement.



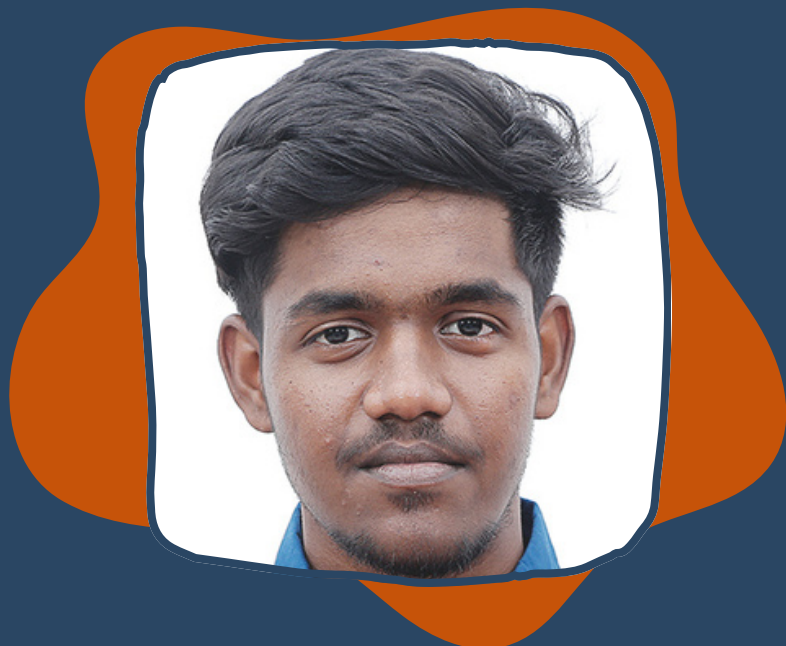
S.Venkatesh, P.Shankar & R.Gokul Krishnan

Won First in Paper Presentation Organized by Bannari  
Amman Institute of Technology

# HACKATHON

## Bitwise Hackathon

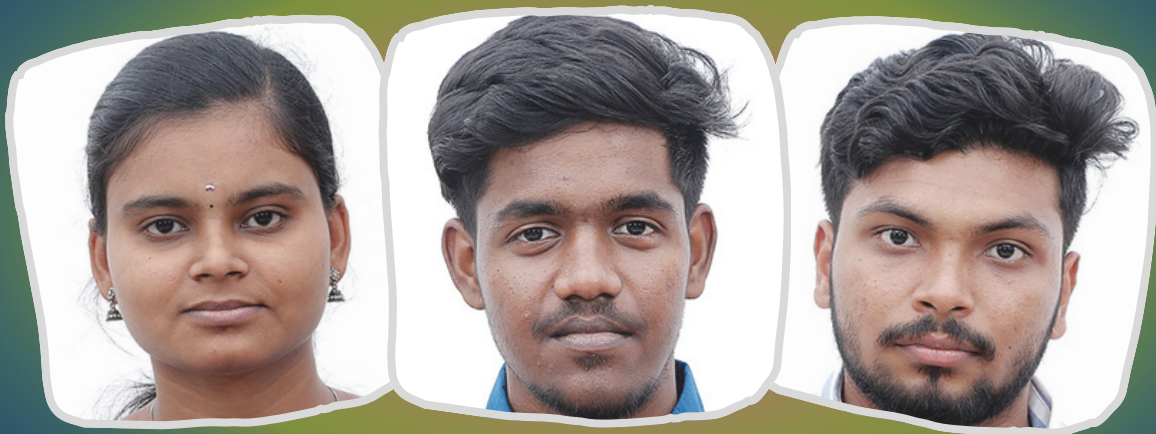
The Bitwise Hackathon is an exciting, fast-paced event that brings together developers, designers, and innovators to collaborate and create groundbreaking solutions in the tech space. Whether you're a seasoned pro or a first-time hacker, this hackathon offers a platform for you to unleash your creativity, learn new skills, and network with like-minded individuals.



Arun kumar K J

Won Third in Bitwise Hackathon by Kongunadu College of Engineering and Technology

The Bitwhackers Hackathon brings together developers, engineers, and tech enthusiasts from around the globe to create unique, impactful projects in a high-paced, competitive environment. This year's hackathon, conducted over a weekend, focused on pressing technological challenges, encouraging participants to integrate cutting-edge tools such as blockchain, artificial intelligence, machine learning, and cloud computing.



R.Hema Bharathi, K .J. Arun kumar, N .Agatheshwaran  
won First in Hackathon in Bitwhackers Hackathon by Kongunadu  
College of Engineering and Technology

We are thrilled to announce that Dharshini has won the Kongunadu College Hackathon 2021-2022! Her outstanding project, Creative knowledge in Machine language wowed the judges and set a high standard for innovation and creativity.



Dharshini S

Won Third in Hackathon by Kongunadu College of Engineering and Technology,



# Solo Achievements



Aruna A S

Won Third in HackWIE 2.0 by Maharaja Surrajmal Institute of  
Technology

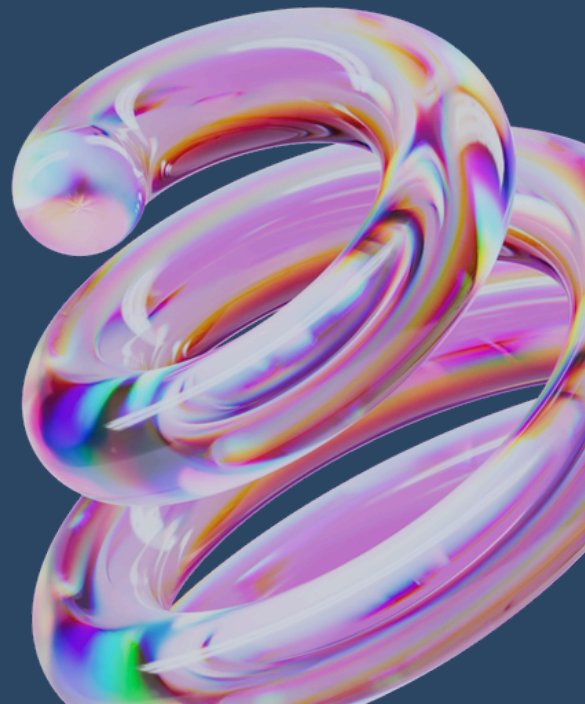


Sri Divya R J

won Third in Technical Quiz by Kongunadu College of Engineering and  
Technology, Trichy

**FACULTY**

**ACHIEVEMENTS**





# NATIONAL JOURNALS



**J. Yogapriya, C. Saravanabhavan, B. Elakkiya, and V. Chandran V published a paper titled “BRECNET: Breast Cancer Network for Histopathology Images Classification using Convolutional Neural Network” in the Journal of Algebraic Statistics. Their research focuses on using convolutional neural networks (CNNs) to improve the classification of breast cancer histopathology images, aiming to enhance diagnostic accuracy and support in oncology.**



**J. Yogapriya  
Professor & Dean(R&D)**



**C. Saravanabhavan  
Professor & Head**

**C. Saravanabhavan, T. Gangalakshmi, P. Ashok, N. Krishnaveni, & N. Gopinath. (2021). Preserving privacy using enhanced shadow honeypot algorithm for data retrieval in cloud computing. Journal of Design Engineering.**



**EXTRA**  
ACHIVEMENTS



# ARTS

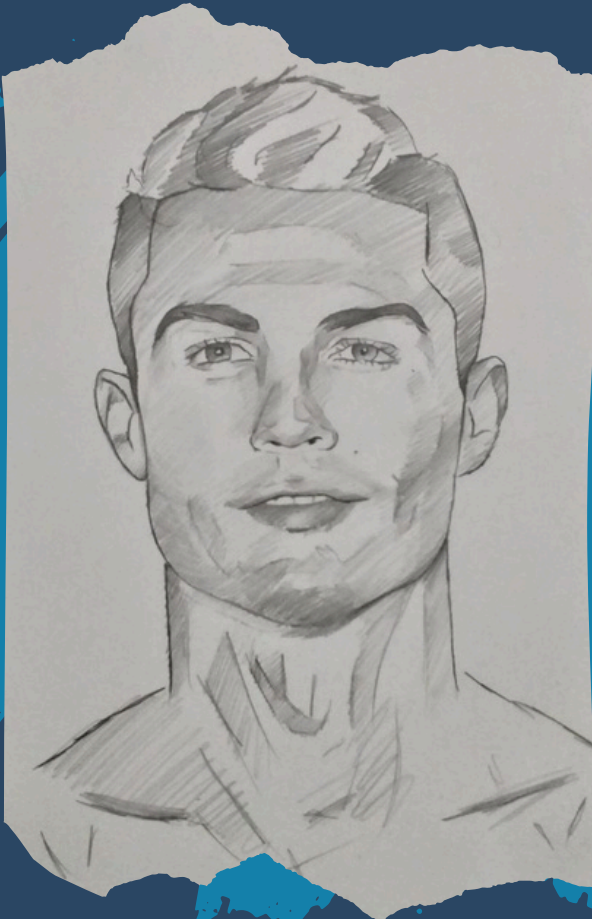
“Art  
brings  
imagination  
to  
life”

-robert lee munoz



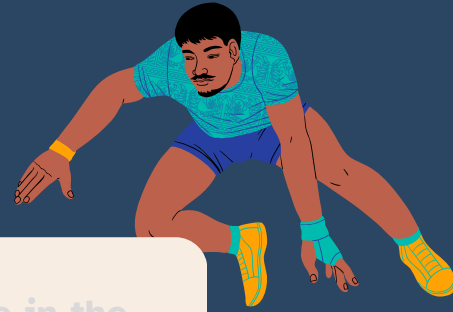
“

Art's beauty transcends mere aesthetics. It ignites a emotions, sparks the imagination, and connects us to artists, cultures, and even ourselves



Subashini P

# SPORTS



A Akilan

He won first place in the National Kabaddi Championship held at Dornakal Football Stadium and second place in the State Level Youth and Senior Boxing Tournament organized by the Friends Exercise Boxing and Silambam Club.



S Balayukesh



P Revathi

won Winner in Volley Ball organized by Kongunadu College of Engineering and Technology.



Hari Prasath R

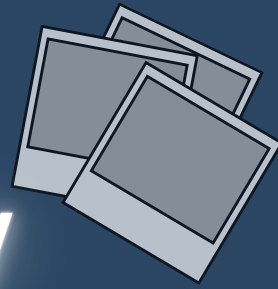


# Solo Achievements

Dharun S., a third-year student in the Computer Science and Engineering department, achieved second place in the 'Spotify Me' competition hosted by M. Kumarasamy College of Engineering

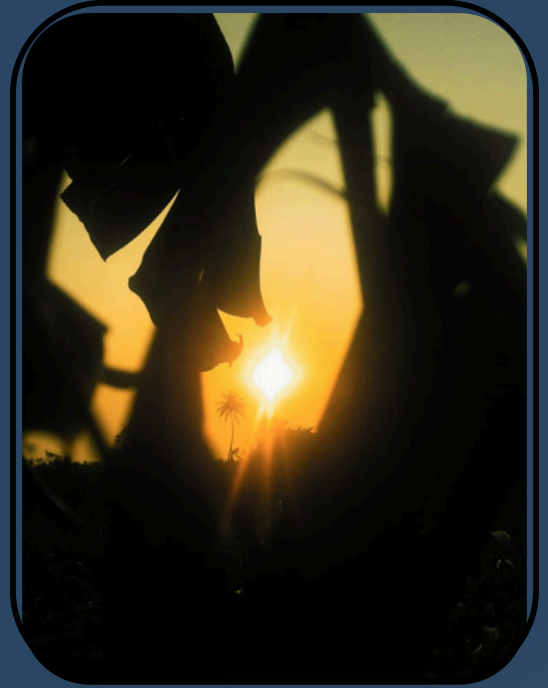


Sathyanath P., a third-year student in the Computer Science and Engineering department, secured third place in the 'HackWIE 2.0' competition held by Maharaja Surajmal Institute of Technology.



# Photography

Subashini P of III year won Third in Photography organized by Kongunadu College of Engineering and Technology,



Dharun S of III year won Second in Photography organized by Kongunadu College of Engineering and Technology,



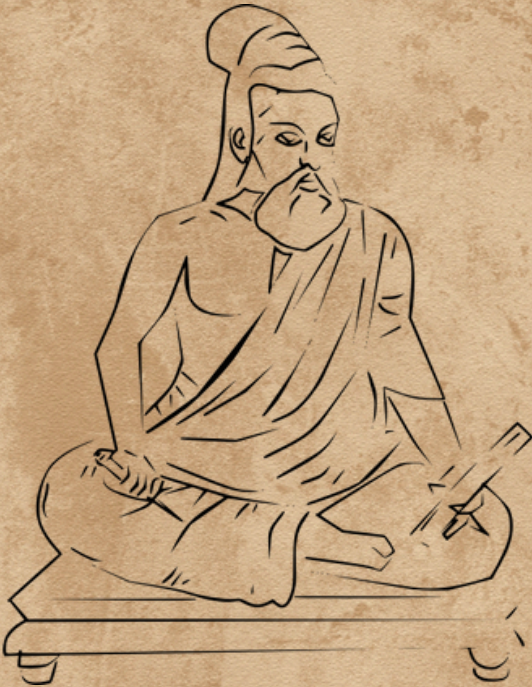
# கவிதை!



வெற்றி வந்தால்  
நம்பிக்கை வரும்.  
ஆனால் நம்பிக்கை  
இருந்தால் மட்டுமே  
வெற்றி கிடைக்கும்.  
அதனால்  
நம்பிக்கையை  
வளர்த்துக்கொள்.



-ஆர். பிரதியாங் கிரண்

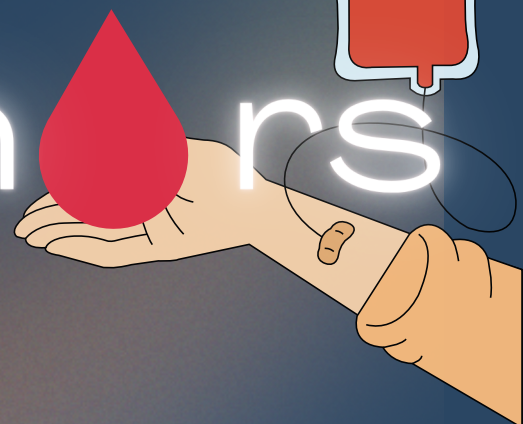


வலிகள் இல்லாமல்  
வழிகள் இல்லை.  
விழிகள் மூடினால்  
வெற்றிகள் இல்லை.  
முயற்சி இல்லாமல்  
மகிழ்ச்சி இல்லை.  
முயன்ற மனிதன்  
தோற்றது இல்லை.  
கோபம் கொண்டால்  
உறவு இல்லை.

-எஸ். ஆகாஷ்



# Blood Donors





# **FACULTY EDITOR**

**Dr.J.YOGAPRIYA**  
**DEAN(R&D)**

A faculty editor, contributing to a magazine offers a great opportunity to spotlight academic achievements, share insights, and inspire the community. Here's a sample outline and content suggestions to consider for a faculty editorial role. End with a note of gratitude to the contributors and readers, encouraging everyone to keep pushing boundaries and contributing to the magazine.



MAGAZINE  
**EDITORS!**



**HALITH**

**AKASH**

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 **04326 277571**