

DIGIT-ALL

Dept. of Computer Science and Engineering,
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DIGIT-ALL

THE E-MAGAZINE, EXPLORES THE TECHNICAL SKILLS OF STUDENTS & FACULTIES. THE MAGAZINE HAS ARTICLES ON LATEST TECHNOLOGIES, CARTOONS, QUIZZES AND MANY MORE FUN FACTS.

EDITORS:

Prof. Sitanath Biswas (Faculty)

Ms. Ritun Bal (Student)

Mr. Aditya Kumar Nanda (Student)

Vision of the Institute.

To suffice for educational demand of the globe, by achieving excellence through a systematic edifice of performance and service revolving around intellectual, personal and professional growth by encouraging innovation and research built upon tradition of unparalleled quality.

Mission of the Institute.

- ✦ To advance knowledge in major paradigms of technology and to create a distinctive culture of research and innovation among the budding engineers with collaboration of faculties, technocrats, funding agencies and experts from other premier institutes for generating a pool of professionals.
- ✦ To generate a pool of eco-preneurs with the ability to address the industry and social issues of highest standard with inherent concern for environment.
- ✦ To meet the expectations of our society by equipping our students to stride forth as resourceful citizens and conscious of the immense responsibilities to make the world a better place to live in.
- ✦ To create at least one center of excellence within upcoming two academic years in one of the specialized engineering domain.

From HOD's desk:



Dear Readers,

Greetings from Department of Computer Science & Engineering!

It brings me immense pleasure to bring the second issue of the DIGIT-ALL to you. DIGIT-ALL has only just begun to explore the potential of the new digital media. I look forward to some awesome output from our students in the coming years. And I wait with bated breath for Best of this year's to have a laugh, turn a thought, and to try and form a mental picture of what we really are like.

Campus magazine is important not just for capturing the currents and moods of the time, but also because they are an archive we can visit later to view ourselves from the distance that the years will bring. I am glad DIGIT-ALL is putting together literary pieces and reviews of the major contributions of GIFT.

DIGIT-ALL is by the students, of the students and for the students to bring out their creative skills.

I can just thank and congratulate everyone involved in making this effort a grand success by contributing their articles to spread knowledge and to all of those who have put their heart into this.

Thanks & Regards,

Dr. Sujit Kumar Panda

H.O.D, CSE

Gandhi Institute For Technology, Bhubaneswar

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ARTICLES

Jim Berners-Lee on the making of new world

By: Sailinkan Mohanty (CSE-1801298277)



The Internet should be open.

This was the message from Sir Tim Berners-Lee during his keynote address Sunday. Berners-Lee, knighted for his invention of the World Wide Web, spoke to the assembled crowd during the SXSW Interactive Conference in Austin. Sir Tim Berners-Lee on August 24, 2012 in Berlin, Germany. (Clemens Bilan) Prior to that talk, Berners-Lee sat down with The Washington Post to discuss a variety of topics, including the town hall held Friday recognizing the life and work of Aaron Swartz, the 26-year old programmer and activist who took his own life in January. Swartz, founder of the activist group Demand Progress, faced multiple charges for taking the content of numerous scientific journals off JSTOR, a subscription-based service, and making them available to the public.

Berners-Lee, who had mentored Swartz, participated in the panel discussion at an open town hall on Friday during the conference.

“He realized,” said Berners-Lee of Swartz, “he had to fight for the open Web.”

Berners-Lee went on to call Swartz an “ethical person – a thinker.” “He thought; he blogged, and he took action,” said Berners-Lee during the town hall. “I mention this because there aren’t that many people doing it effectively, doing it sincerely. ... If you’re wondering how to spend your time, I recommend: Do like Aaron.” Berners-Lee sat down with the Post the following day. Asked to give his assessment of the event, he said he felt there was “some considered discussion about some serious topics. I think there are a lot of strong feelings.” The inventor was there along with Karen Bartleson, president of the IEEE Standards Association, which in partnership with the World Wide Web Consortium (W3C) was launching its “Open Future Series,” of events headlined by Berners-Lee. In that vein, when asked about what he was paying the closest attention to at the conference, Berners-Lee said it was HTML5. “The main wave from the point of view of the open standards is obviously HTML5, which is the current flavor,” said Berners-Lee of the open Web platform, which makes every Web page a computer. “This is a platform for all kinds of massive platform innovation. ... It’s also cool because it lets you program for a browser – and browsers run everywhere.”

Asked whether it could be rendered obsolete by virtue of innovation in hardware technology, Berners-Lee said it was possible, if only because disruption was endemic to the Web. But what of the nature of the competitors and the barriers many face when it comes to learning code? Berners-Lee was encouraging, but practical. “I think in how you get on with coding really does depend on what you’ve been exposed to and to a certain extent, how you’ve been wired,” he said. “But I wouldn’t try to pre-judge anybody, and I don’t think you should pre-judge yourself. I think the important thing is people are exposed to it.” That said, Lee says there are two digital divides now – the more widely acknowledged divide between those who don’t have digital tech and those who use it every day, and then, of the people to whom the technology is accessible, those who code and the people who don’t.

“And that is an important digital divide,” said Berners-Lee, going on to say that girls, especially, should be encouraged to code, “because it’s a lot of fun, and the boys aren’t always [smarter].” As for Berners-Lee’s vision for the future of the Web, he said the openness of the Web has meant he hasn’t had to think about it very much. But he did have a prediction, given the presence of HTML5. “What we will see,” said Berners-Lee, “we will see obviously some large platforms written. People will be developing new platforms on top of the open Web platform, and when they do that, the sky is the limit. It will be up to their imagination again”. “We’re making new worlds. We’re building new societies. And we’re going to have to make some very powerful, democratic fair societies for the future, or we won’t be able to solve the massive problems that we have out there.”

Microsoft unveils self-sketching whiteboard prototype

Mr. Ganesh Chandra Dalai (CSE-1901298125)

Microsoft is working on an interactive whiteboard that aims to interpret users' sketches to complete the diagrams they were drawing.

The firm will unveil the prototype as part of Techfest - an annual event where its researchers reveal some of the projects they are working on.

The digital canvas is designed to help workers make sense of "big data" - the growing amount of information available from sensors and other sources.

The project is still at an early stage. However, one analyst suggested there would be significant demand for such a product if Microsoft was able to overcome the hurdles involved in bringing it to fruition.

Microsoft spent \$9.8bn (£6.5bn) on research and development in its last financial year. That is less than Samsung Electronics' \$10.5bn investment but more than Apple's \$3.4bn, Sony's \$4.6bn and Google's \$6.8bn R&D tallies.

The demonstration of Sketch Insight will be hosted by Bongshin Lee at the company's headquarters in Redmond, Washington. The user interface expert has worked on interactive display technologies since joining the firm in 2006.



She will show how a user could draw an image on a large touch screen to call on pre-loaded data to create interactive charts, maps or other diagrams. One example she has rehearsed involves research into people's energy use. By drawing stick figures Dr Lee can bring up a graph showing the spread of the population covered by the study, and then by sketching a battery alongside it she can bring up another chart illustrating how specific groups of people use different amounts of power. Microsoft suggests the facility would be preferable to current presentation software, including its own PowerPoint program, in which such graphics must be prepared in advance of a presentation. The project is one of several large-screen technologies under development by Microsoft which it believes will become more common both at work and home in the future. "As computers grow more capable of handling massive amounts of data, they also need to become more intuitive to use," Kevin Kutz, spokesman for Microsoft Research, told the BBC. "We're all about bringing that to life with new ways to engage with technology that emphasize voice, touch and gesture."

The malfunction of E-Governance in developing countries

Ms. Sagarika Tripathy (CSE-1901298181)

In this article, the aim was to analyze the possible profound factors that must be avoided to increase success ratio in the implementation of electronic governing procedures. It has been proven that the societies with the flexibility of choosing the uprising technologies vociferously cultivates more rapidly. Despite advancement in other scientific branches, the invention of computer science has galvanized the whole society by proposing the new escalated trading ways , communication means and the education systems. The primary challenge is the inclusion of computer technology to govern the institutions. However, it is appalling that developing countries are not slicked enough to hook such fast and useful technology to bring revolution in administration and governess procedures. According to the survey and poll results, the success rate of e-government projects in the developing countries is only 15% , 50% of the project face total failure and 35% get the partial success. In this article, the aims will be to discover the possible reason behind malfunction of electronic government.

(a).The first and the most imminent problem is the appointment of a project leader. It is a common practice in every country, that a person is employed to lead a project that is not related to his area of expertise. For instance, if an individual is veteran to operate and debug a machine of kind 'x', it does not mean that the same person has the similar skills to control or operate the machine of the kind 'y'. For instance, a naïve project leader frequently urges for the rapid software development. As the development of a computer software follows a per-defined orchestrated life cycle. Hence, the rapid development results in low quality and could face the failure in implementation phase due to traumatic issues regarding the up gradation and maintains.

(b).Despite experience, a software project also requires the entrenched planning including the clear objectives, hiring of staff and their responsibilities, resource management and financial distributions. Hence, forged planning vicariously leads to the abortive implementation.

(c).The higher expectation from a software product is another dilemma that can strain its success rate. For instance, the worker expects the automation to an imaginary threshold limit that is insuperable to achieve. Hence, consolation is mandatory to educate the users before the implementation.

(d).The uncertainties, for instance, financial and technical may teeter the project life and also entail to its failure. The project financial deals with the expenses such as the payment of salaries and rejuvenation of hardware and software produces. The technical aspect is more daunting and comes when the team is struggling to complete a project due to lack of technological experience. Such situations can be avoided by using the feasibility study.

(e).The project must be able to provide the job security to the employees along with carrier growth. Frequently, the workers leave the organization when receive a better carrier oriented opportunity. This affect the progress of ongoing development in addition, the organization lost its experienced slick. Similarly, the new member may need some time to get synchronized with the ongoing development.

(f).Generally, undergoing projects are more profound in documents. Infect no project is 'failure' when it comes to documentation. Hence, the outcome of a project must be measured in terms of an object-oriented way rather than document oriented

(g).The project must be free from the political influences of employees working inside the organization. It is axiomatic that the peoples with competing interests are tends to more critical and objective for their counterparts.

(h).The worker or end users (the persons that use the computer software) are the real assets within an organization. Even perfect software cannot get the success without the participation of working community. In this context, the followings are the additional parameters that persuade to the project failure after the implementation.

(i) Psychological

Psychologically, the workers don't want to lose their ownership that they hold on the manual processing procedures. The electronic file processing method curbs the social influence inside organization.

(ii) Technical.

The technological transformation for a person who worked on the manual files throughout his life is another astounding issue. This problem can be solved by introducing special detailed training sessions by providing the training kits in Urdu.

(iii) Economical

The economic factor deals with the inclusion of special salary increments to the employees working on the new technology. This will provide a motivation and workers will try to learn fast and increase the success of product.

Great Quotes:

"A computer does not smell ... if a book is new, it smells great. If a book is old, it smells even better... And it stays with you forever. But the computer doesn't do that for you. I'm sorry."

— Ray Bradbury

"Computers are incredibly fast, accurate, and stupid; humans are incredibly slow, inaccurate and brilliant; together they are powerful beyond imagination."

— Albert Einstein

TECHNICAL QUIZ

Mr. Ashutosh Ananda (CSE-1901298087)

⊕ *Where would you find the letters QWERTY?*

- A. Mouse
- B. Keyboard
- C. Numeric Keypad

⊕ *How did the computer mouse get its name?*

- A. Because it squeaks when move
- B. It is cable looks like a tail
- C. It has ears

⊕ *What are you most likely to use when playing a computer game?*

- A. Touch screen
- B. Light pen
- C. Joystick

⊕ *A digitizing tablet can be used for?*

- A. Printing letters
- B. Tracing diagrams
- C. Reading bar codes

⊕ *Which of the following is a pointing device used for computer input?*

- A. Touch screen
- B. Hard disk
- C. CD-ROM drive

⊕ *What does a light pen contain?*

- A. Refillable ink
- B. Pencil lead
- C. Light sensitive elements

⊕ *What would be the best way to move around a 3-D environment?*

- A. Use a space mouse.
- B. Use a tracker ball.
- C. Use a keyboard.

⊕ *What input device can be used for marking a multiple choice test?*

- A. Mouse
- B. Bar code reader
- C. Optical mark reader

⊕ *What input device could tell you the price of a bar of chocolate?*

- A. Mouse
- B. Bar code reader
- C. Optical mark reader

⊕ *Where would you find a magnetic strip?*

- A. Credit card
- B. Speakers
- C. Smart card

⊕ *What do the abbreviations VAB stand for?*

- A. Voice activated broadcasting
- B. Voice answer back
- C. Visual audio board

⊕ *What are the individual dots which make up a picture on the monitor screen called?*

- A. Colored spots
- B. Pixels
- C. Pixies

⊕ *A daisy wheel is a type of...?*

- A. Printer
- B. Storage device
- C. Pointing device

⊕ *The amount of data that a disk may contain is known as the disk's...?*

- A. Volume
- B. Size
- C. Storage capacity

⊕ *You can _____ protect a floppy disk.*

- A. Read
- B. Write
- C. Read and Write

Answers
1. B
2. B
3. C
4. B
5. A
6. C
7. C
8. C
9. B
10. C
11. B
12. B
13. A
14. C
15. C

CARTOONS

Mr. Bibeka Nayak (CSE-2001298078))



Computers may save time but they sure waste a lot of paper. About 98 percent of everything printed out by a computer is garbage that no one ever reads.

Andy Rooney

The most compelling reason for most people to buy a computer for the home will be to link it to a nationwide communications network. We're just in the beginning stages of what will be a truly remarkable breakthrough for most people - as remarkable as the telephone.

Steve Jobs



"The computer is claiming its intelligence is real, and ours is artificial."

POETRY:

Ms. Sushree Tamanna (CSE-2001298338)

Crying Me

On a lonely, grey and dying day,
When the winds have just begun to play,
& the shadows have emerged from the trees;
If you see me crying alone on the seas. .
Don't look at the reflections from the past,
Don't try to remember the memories that are dying fast.
Please don't feel guilty when you face the breeze,
Just because you saw me crying alone on the seas.
Live your life the way you vowed,
Live a life that will make me proud.
Don't ruin it all just trying to appease,
The guy you saw crying alone on the seas.