E&TC FLYER

Department of Electronics & Telecommunication Engineering
Sanjivani K.B.P Polytechnic, Kopargaon volume II ISSUE I October 2015
For internal circulation only

Vision of Department:-

To Create professionals & to provide developed and testing environment to meet ever changing and ever demanding needs of the Electronic Industry in particular, along with IT & other inter disciplinary fields in general so as to strengthen social economy.

Mission of Department:-

To Create & achieve an educational environment by which students can meet the challenges of modern Industrial society by giving them:

- Sound Technical Knowledge
- Analytical and Practical skills
- Innovative Ideas to work

Programme Educational Objectives (PEOs)

1. Identify, define and solve problems in the fields of electronics & communication engineering.
2. Employ necessary techniques and tools for advanced engineering applications, engage themselves in research and development and take up higher education.
3. Use their skills in ethical & professional manner to raise the satisfaction level of the stakeholders.

Programme Outcomes

a) Apply knowledge of mathematics, science, engineering fundamentals and core engineering specialization to the define and apply engineering procedures, processes, systems or methodologies to electronics & telecommunication engineering.
b) Identify, formulate & study literature to analyses electronics and telecommunication engineering problems in reaching substantiated conclusions using analytical tools.
c) Designing solutions for electronics and telecommunication engineering problems which helps in the design of systems, components or processes to meet specified needs with appropriate consideration for public health and safety, cultural, social, and environmental considerations.
d) Conduct investigations of problems, locate, search and select relevant data from datasheets, standard databases and literature review & open ended experiments.
e) Select and apply appropriate techniques, resources and modern engineering and IT tools, including prediction and modeling to electronics and telecommunication engineering activities with an understanding of the limitations.
f) Demonstrate understanding of the social, health, safety, legal and cultural issues through awareness among the society about environmental aspects, pollution control, conservation of resources and bio diversity.
g) Understand the impact of electronics and telecommunication engineering on the environment and possible remedies or precautions needs to be taken to protect the environment.
h) Demonstrate knowledge & understanding of engineering management principles, professional and ethical responsibilities.
i) Demonstrate and develop the abilities and skills to perform at highest degree of quality as an individual as well as a member of core group or team, which helps to enhance capabilities in the field of searching, assimilating information, managing task, handling people effectively.

j) Communicate effectively with engineering community and society at large through technical report writing, design documentation, project reports, and effective presentations and to give and receive clear instructions.

k) Demonstrate knowledge and understanding technologies of electronics and telecommunication engineering which are thrown up new opportunities that transforming talented and enterprising personalities by exploring their capabilities into business ventures.

l) Develop confidence in lifelong learning by adapting to rapidly changing technologies of electronics and telecommunication engineering and allied areas.

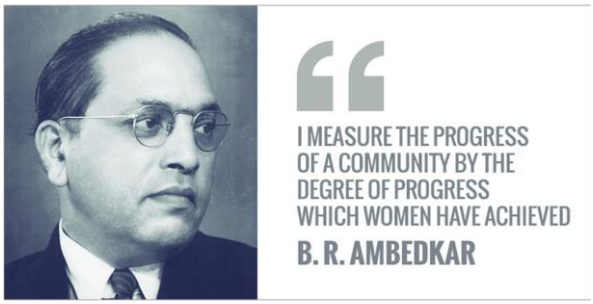
FROM H.O.D.'s DESK

Prof.V.V.Zalk

Dear Readers,

We very happy to inform that that our pride rests in our -"E&TC FLYER" which highlights the academic and non-academic activities of both staff and students of the department and keeps us all updated. Education has taken a whole new meaning and there is no doubt education coupled with

Quote:



enhance the quality of education. The E&TC FLYER has provided us an opportunity to celebrate and glorify our field through articles, news and departmental ventures, which helps us in our mission of continuous learning and cultivate a culture of innovation. This newsletter is just a small step in our mission to increase the employability of students by exposing them to industrial environment through various activities such as industrial visits, industry expert lectures, students' and faculty training, Industry based projects etc. I on behalf of my department once again congratulate the editorial board members and contributors for bringing out this issue of E&TC FLYER

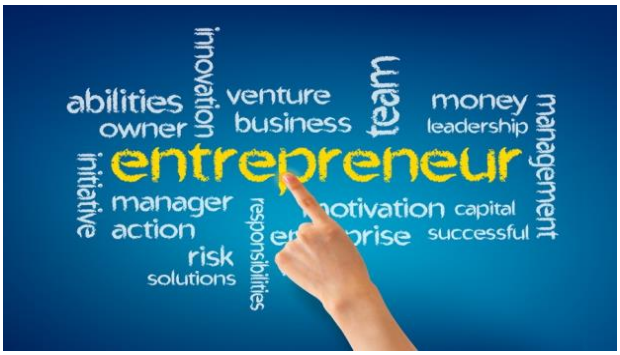
EDITORIAL

Prof.P.B.Khatkale

Dear Readers,

I am thankful to you and overwhelmed over the warm response to the previous issue of our Newsletter. The theme of this issue title as,

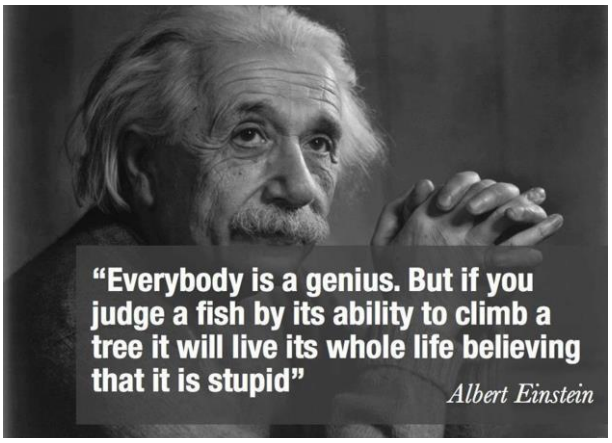
"**The Entrepreneur**" deals with the essential qualities required to be a successful entrepreneur. As all of us know setting up a new business is not an easy task, as it requires lots of hard work, knowledge and patience. Entrepreneurship otherwise known as self employment has increased in the recent years and has been offering tremendous job opportunities.



The basic quality of an entrepreneur is that he takes initiative of the job and the situation. He

takes care of actions that go beyond the basic requirement of the job. He should be able to generate unique ideas as required. He should understand the requirement of the job and should be able to guide his team. An entrepreneur should be opportunity seeking. He should freeze the opportunities at the earliest An good entrepreneur should not be affected by the obstructions coming in his way. Once he is given a work he should be committed to it and rather than giving up, should have the courage to solve the problems. Entrepreneur should collect all possible information about his industry. He should be up to date about what is happening in the market. He should go to the market to understand market situation and customer needs, so that when crisis come he will know how to overcome that.

Quotes



ARTICLE SECTION

Android

Android is a mobile operating system developed by Google, based on the Linux kernel and designed primarily for touchscreen mobile devices such as smartphones and tablets. A kernel is the central part of an operating system.

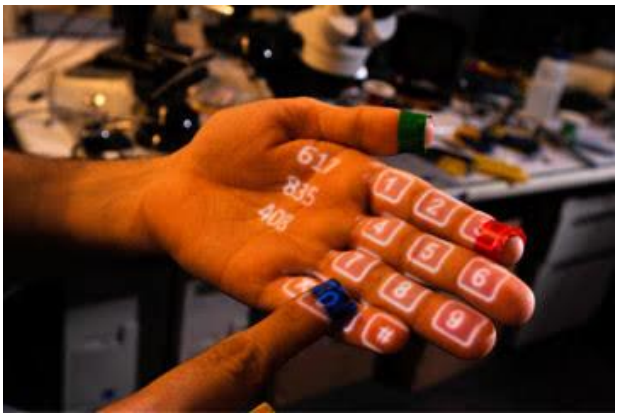
Android means - a robot with a human appearance.

It manages the tasks of the computer and the hardware. The Linux kernel is designed primarily for touchscreen mobile devices such as smartphones and tablets. Android's user interface is mainly based on direct manipulation, using touch gestures .In addition to touchscreen devices, Google has further developed for televisions, Android Auto for cars, and Android Wear for wrist watches, each with a specialized user interface. Variants of Android are also used on notebooks, game consoles, digital cameras, and other electronics. Android support 2D & 3D graphics .Supports multiple languages, faster web browser. It also supports MP4, 3GP.It lets you change your settings faster.it gives you more option to fit your budget. It also supports for extra large screen size.

- **Miss. Riddhi Patare (SYEJ)**

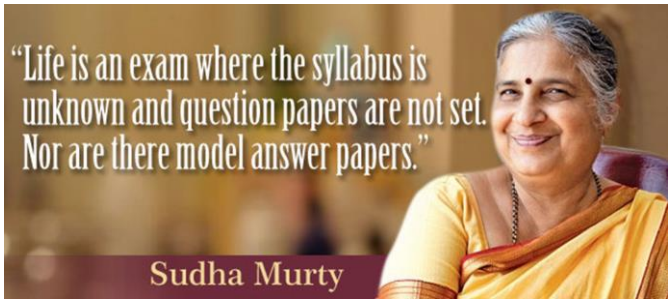
Augmented reality : (AR) is a field of computer research which deals with the combination of real-world and computer-generated data. Most of the AR research is currently concerned with the use of video imagery which is digitally processed and augmented by adding computer-generated graphics. Combines real and virtual world aspects Is

interactive in real-time Is registered in three dimensions.



One of the identifying marks of a virtual reality system is the head mounted display worn by users. These displays block out the entire external world and present to the wearer a view that is under the complete control of the computer. In Augmented Reality, the user must still be aware that he or she is present in the "real world." The basic idea of augmented reality is to superimpose graphics, audio and other sense enhancements over a real-world environment in real-time. The graphics will then change to accommodate the user's eye or head movements. There are three components needed in order to make an augmented-reality system work: Head-mounted display, tracking system, Mobile computing power. - **Mangesh B Shirshat (SYEJ)**

Quote:

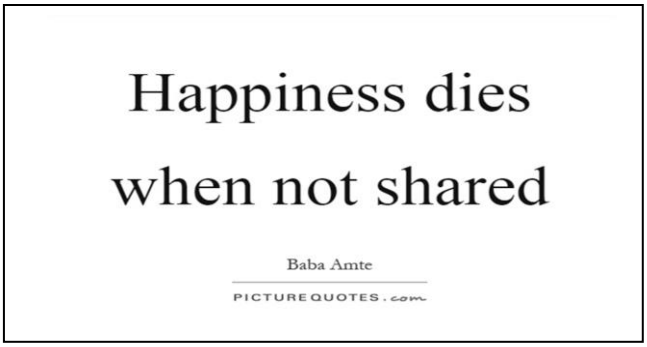


Robotics:

Robotics: deals with the design, construction, operation, and application of robots, as well as computer systems for their control, sensory feedback, and information processing. These technologies deal with automated machines that can take the place of humans in dangerous environments or manufacturing processes, or resemble humans in appearance, behaviour, and or cognition. Many of today's robots are inspired by nature, contributing to the field of bio-inspired robotics. The concept of creating machines that can operate autonomously dates back to classical times, but research into the functionality and potential uses of robots did not grow substantially until the 20th century.

Throughout history, it has been frequently assumed that robots will one day be able to mimic human behaviour and manage tasks in a human-like fashion. Today, robotics is a rapidly growing field, as technological advances continue; researching, designing, and building new robots serve various practical purposes, whether domestically, commercially, or militarily.

Miss. Tejaswini Pachpind (TYEJ)



NEWS AT GLANCE

- Heaty Congratulations to Riddhi Patare & Rahi More for winning 2nd position in State level Paper Presentation Competition, held at Ashoke Polytechnic Ashokenagar.
- Congratulations to Jha Nidni & Raut Vijay for winning 1st prize State level Paper Presentation Competition, held Shatabdi Inst. of technology.
- Congratulations to Jha Nidni participation in State level Elocution competition at MET Bhujbal Nashik.
- Congratulations to for winning 1st prize National level Paper Presentation Competition, held at Shatabdi Inst. of technology.
- Congratulations to Deshmuk Pooja & Pachpind Tejaswini for winning 1st prize State level Paper Presentation Competition, held at A.V.C.E Sangamner.
- Congratulations to for winning participating in National level Paper Presentation Competition, held at A.V.C.E Sangamner.

Class Toppers

	Name of Student	Percentage
F.Y.	Miss. Patare Riddhi U	87.57%
S.Y.	Miss.Khalhar Harshada B	84.63%
T.Y.	Mr. Gaikwad Pramod K	83%

Editorial board

Prof.V.V.Zalke	H.O.D
Prof.P.B.Khatkale	Editor
Prof.P.B.Khatkale	Staff member
Ashpak. M Pathan	Student Menmber
Mangesh B Shirshat	Student Member