

SUMMER 2015

Department of Computer Engineering  
**NEWSLETTER**



Shanti Education Society's

A.G. PATIL POLYTECHNIC INSTITUTE, SOLAPUR

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## Welcome

The department focuses on developing future software professional who strive towards inculcating good academic skills along with industrial exposure. Computer Industry is one of the full grown and still fastest growing industries in the world today.

Computer Engineering is a discipline that integrates several fields of computer science and electrical engineering required to develop computer hardware and software.

Computer engineering professionals have expertise in a variety of diverse areas such as software design, electronic engineering and integrating software and hardware. This year also department maintained the reputation in academic performance with placing the student in different organizations by training and placement cells.

Ms.P.S.Patil.  
Head of the Department

## Vision

To create skilled and technically competent diploma computer professionals to meet the need of industry, business & society.

## Mission

- 1.To cope up with rapid changing technology in the field of Computer Engineering. .
- 2.To build team work, innovation & professionalism among students. .
- 3.To develop competency for meeting needs of business & society.

## Program Educational Objectives (PEOs)

- 1.To practice as computing professionals conducting research, designing, developing and maintaining projects in various technical areas.
2. To apply the ethical and social aspects of modern computing technology to fulfill the needs of society.
- 3.To work effectively as a team member and/or leader in an ever changing professional challenges.

## Find us....

18/2/2 A, Vijapur Road, Opp. SRP Camp, Solapur-8.

Tel: 0217-6450740, 2341899

Web: [www.agppi.com](http://www.agppi.com)

# Academic Performance

## High Flyers

### Third year

Name of Student	Percentage	Rank
Narayankar shrikant Prakash	89.63	First
Upalanchi Aishwarya Shrinivas	87.44	Second
Kulkarni Shraddha Digambar	85.50	Third

### Second Year

Name of Student	Percentage	Rank
Adhyapak Snehal Chandrakant	78.71	First
Mulla Asma Rabibal	76.25	Second
Navale Disksha Sharad	75.46	Third

### First Year

Name of Student	Percentage	Rank
Khed Mayuri Mallikarjun	90.15	First
Tele Aishwarya Shridhar	89.26	Second
Ningadalli Soundarya Yallapa	80.43	Third



## Co-Curricular Activities

1. Upalanchi Aishwarya & Metri Rupali (T.Y) won first Prize in Scrabble (Quiz Competition) Adhyapak Snehal(S.Y) won first Prize in Pocket Tank (LAN Gaming Competition) , Soft insignia held at A G Patil Polytechnic, Solapur.

2. Aishwarya Shirame has won gold medals & bronze medal in Kick ball & rounder ball at national & international level.

3. Telgi Zeba & Shirame Aishwarya (S.Y) won second Prize in Pixel (Movie Making Competition) .

## Extra Curricular Activities



1. Tele Aishwarya ,Potdar Laxmi,Aynure Varsha Bobe (F.Y.) have participated in Vollyball(Girls) , IDSSA zonal.

2. Waghmode Asharani ,Karande Sampada ,Jadhav Aishwarya,Wadane Geeta ,Balvatkar Nirmala (F.Y.) have participated in Kho-Kho(Girls) , IDSSA zonal

3. Mane Renuka ,Nayar Sushmita,Apoorva Chavan (S.Y.) have participated in Badminton(Girls) , IDSSA zonal. Chabukswar Seema(S.Y.) has participated in Carrom(Girls) , IDSSA zonal.

4. Chavan Kiran(T.Y.) & Wadhiya Dinesh(S.Y.) have participated in Cricket , IDSSA zonal.



## Memorandum of Understanding (MoU)

During this academic year department has made two Memorandum of Understanding (MoU) with,

- Dwij IT Solutions, Pune.

This will help our students to improve their practical knowledge by easily visiting these industries.

## Master Talks (Expert Lectures)

1. “ Introduction to Cloud Computing ” on 30th Aug 2014 by Mr. Mayur A. Gandhi for second year students.
2. “ Resume Preparation & College to Industry Migration ” 30 Aug 2014 by Mr. Nikhil P. Sarda for third year students.
3. “ Introduction to Raspberry Pi Technology ” on 9th Sept 2014 by Mr. Ganesh Bhosale for third year students
4. “ Personality Development “ on 7th Aug 2014 by Mr. Rajesh Chavan for second and third year students.
5. “ Personality Development “ 19th Jan 2015 by Mr. Sagar T. Sarda for second and third year students.

## Industrial Visits

**Third year students** visited to the following industries during their academic year.

1. Customer 1st Tele-Services Pvt. Ltd.

While visits for **Second Year Students** were carried out to following industries.

1. Iping BPO , Suchetan Commercial & Marketing Pvt.Ltd
- 2.D-Mart,Networking Cell

## Workshops Conducted

1. Windows Programming using VC++ on 20<sup>th</sup> and 22<sup>th</sup> September, 2014 for Third Year Students.
2. Computer Hardware and Networking on 16<sup>th</sup> and 18<sup>th</sup> January, 2015 Second Year Students.
3. Android Application Development on 6<sup>th</sup> to 8<sup>th</sup> February, 2015 Third Year Students.

## Faculty Achievements

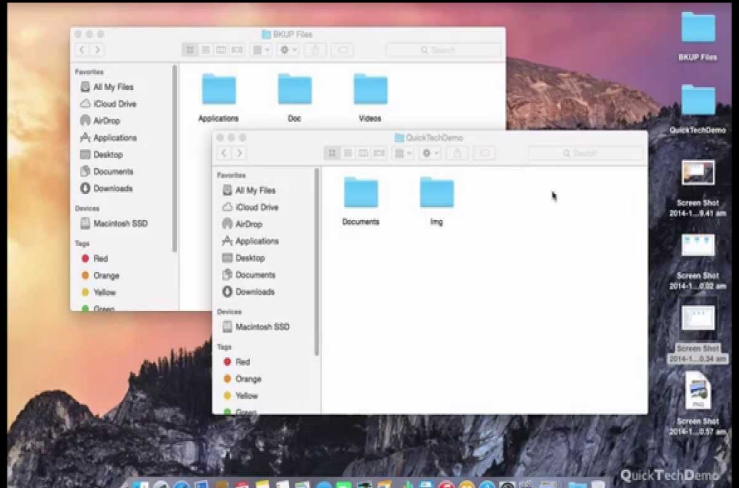
### Workshops/Training Attended

1. Ms. Patil P S attended Spoken English Project Workshop.
2. Ms. Sarvade K. D. attended Computer Hardware & networking Workshop.
4. Mr. Patil T L attended Personality Development Workshop.
5. Ms. Shabade S. D. attended Linux Programming Workshop.
- 6.Ms. Belle T M attended Android Workshop
- 7.Ms. Agrawal V R. attended Computer Hardware & networking Workshop.

## Other Achievements

1. Mr. Patil T L & Ms. Belle T. M.has successfully completed M.Tech from Jawaharlal Nehru Technological University,Hyderabad.
2. Ms. Sarvade K D ,Ms. Shabade S. D.,Ms. Tambe V T ,Mr Sarda A. T are persuing their Master Degree.
3. Ms. Sarvade K D has published paper on “Data Mining future trends, security and application areas” in international research conference at B P Sulakhe College,Barshi.
4. Ms. Shabade S. D. has published papers on “Dual-Link Failure Resiliency through Backup Link Mutual Exclusion” & “Privacy Preserving Public Auditing for shared data in the Cloud ” in International Journal of Engineering and computer Science.

# “Digital Lab and Screenshot Grabber”



To increase the quality of students work, every college does the job evaluation on students work. In this way to get the ranking of the departments, the existing evaluates fine print is very trivial, the data needed is vast and the evaluated method is much subjective.

This paper applies factor analysis method which can find the main factors that influence the achievement of students work from a great deal of data.

The proposed system is user friendly because the retrieval and data storage is very fast and efficient. Reports can be easily generated in proposed system so user can generate report as per the requirements of user.

User can give notice to the students so he/she become regular.

The proposed system has very less paper work. Computer operator control will be there so no chance of errors. The project is developed by the consideration of increasing the performance of college. It include new and latest generation technologies, adopting traditional ways to take attendance as well as sending or displaying notices.

There are different principles of projects i.e. work of labs as much as possible paperless, time saving in taking attendance of every students daily, keeping track of each and activities of students during the lab session, ease of way to generate the reports, keep in contact with students.

The administrator starts the server according to lab session. students should login to start the activities. Server traced the students login time

At the end of practical session students perform the logout activity. Administrator can then generate the report of the attendance. At the end of week the attendance status of students are forwarded on respective parents mobile.

This software can used in any organization like colleges, schools.

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Mr.Narayankar Shrikant P.  
Mr.Sutar sudarshan D.  
Mr.Mane Aniket s.  
Mr.ambekar Priyanka M.

Ms.AgravalV.R.

# “Detection and Localization of Multiple Spoofing Attacks in Wireless Network”



In wireless transmission medium most of the attacks are common. Spoofing attacks can further facilitate a variety of traffic injection attacks. Most existing approach to address potential spoofing attacks employ cryptographic systems. However the applications of the cryptographic schemes require reliable key distribution ,management and maintained mechanism. It first divides networks into different zones. and detect untrustworthy zones by using sequential probability ratio test .

The main principle of project is detecting spoofing attacks. Determining the number of attackers when multiple nodes pretend as a same node identity. It reduces additional infrastructure overhead and computational power associated with management. Localizing multiple adervertise. This project is proposed to reduce spoofing attacks in wireless networks.

Localizing the node is necessary for many higher level networks and computational power associated with distributing and maintaining cryptographic keys. This project found distance between the access points in signal space is a good test for effective attack detection.

The approach utilizes the received signals strength measured across set of success points to perform spoofing detection and localization. Result of this project is that it found spoofing attacks. It can localizing multiple adversaries. Wireless spoofing attacks are easy to launch and can significantly impact the performance of networks. Although the identity of a node can be verified through cryptographic authentication, conventional security approaches are not always desirable because of their overhead requirements.

As more wireless and sensor networks are deployed, they will increasingly become tempting targets for malicious attacks. Due to the openness of wireless and sensor networks, they are especially vulnerable to spoofing attacks where an attacker forges its identity to masquerade as another device, or even creates multiple illegitimate identities .Spoofing refers tricking or deceiving computer systems or other computer users.

So, We can conclude that provide theoretical analysis using RSS from wireless network.

Ms.Shivsharan P.A.

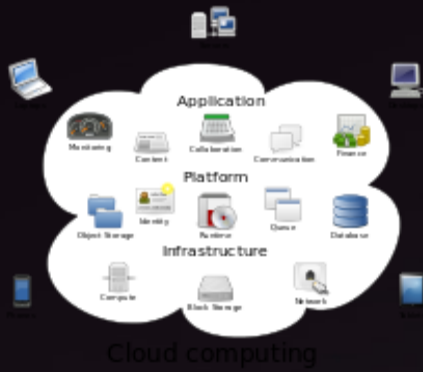
Ms.Kore A.C.

Ms.Khadakhade S.A.

Ms.Aland P.V.

Ms. Vedpathak A.R.

Ms.AgravalV.R.



# Cloud Computing



Adhyapak Snehal Chandrakant  
SY CO

**Cloud computing** is an information technology (IT) paradigm that enables ubiquitous access to shared pools of configurable system resources and higher-level services that can be rapidly provisioned with minimal management effort, often over the Internet. Cloud computing relies on sharing of resources to achieve coherence and economies of scale, similar to a public utility.

Third-party clouds enable organizations to focus on their core businesses instead of expending resources on computer infrastructure and maintenance. Advocates note that cloud computing allows companies to avoid or minimize up-front IT infrastructure costs. Proponents also claim that cloud computing allows enterprises to get their applications up and running faster, with improved manageability and less maintenance, and that it enables IT teams to more rapidly adjust resources to meet fluctuating and unpredictable demand. Cloud providers typically use a "pay-as-you-go" model, which can lead to unexpected operating expenses if administrators are not familiarized with cloud-pricing models.

Since the launch of Amazon EC2 in 2006, the availability of high-capacity networks, low-cost computers and storage devices as well as the widespread adoption of hardware virtualization, service-oriented architecture, and autonomic and utility computing has led to growth in cloud computing.

While the term "cloud computing" was popularized with Amazon.com releasing its Elastic Compute Cloud product in 2006, the phrase "cloud computing" appeared as early as 1996, with the first known mention in a Compaq internal document.

The term *cloud* was used to refer to platforms for distributed computing as early as 1993, when Apple spin-off General Magic and AT&T used it in describing their (paired) Telescript and PersonalLink technologies.

During the 1960s, the initial concepts of time-sharing became popularized via RJE (Remote Job Entry);<sup>[14]</sup> this terminology was mostly associated with large vendors such as IBM and DEC. Full-time-sharing solutions were available by the early 1970s on such platforms as Multics (on GE hardware), Cambridge CTSS, and the earliest UNIX ports (on DEC hardware). Yet, the "data center" model where users submitted jobs to operators to run on IBM mainframes was overwhelmingly predominant.

Cloud computing extended this boundary to cover all servers as well as the network infrastructure. As computers became more diffused, scientists and technologists explored ways to make large-scale computing power available to more users through time-sharing. They experimented with algorithms to optimize the infrastructure, platform, and applications to prioritize CPUs and increase efficiency for end users.<sup>[16]</sup>

Cloud computing also leverages concepts from utility computing to provide metrics for the services used. Cloud computing is a kind of grid computing; it has evolved by addressing the QoS and reliability problems. Cloud computing provides the tools and technologies to build data/compute intensive parallel applications with much more affordable prices compared to traditional parallel computing techniques.

Cloud computing shares characteristics with:

**Client-server model**—*Client-server computing* refers broadly to any distributed application that distinguishes between service providers (servers) and service requestors (clients).<sup>[36]</sup>

**Computer bureau**—A service bureau providing computer services, particularly from the 1960s to 1980s.

**Grid computing**—"A form of distributed and parallel computing, whereby a 'super and virtual computer' is composed of a cluster of networked, loosely coupled computers acting in concert to perform very large tasks."

**Fog computing**—Distributed computing paradigm that provides data, compute, storage and application services closer to client or near-user edge devices, such as network routers. Furthermore, fog computing handles data at the network level, on smart devices and on the end-user client side

