

K.S.Rangasamy College of Arts and Science
(Autonomous)

KSR Kalvi Nagar, Tiruchengode-637215
Namakkal Dist.

Issue #01
Aug 2019



Informatics

DEPARTMENT OF COMPUTER APPLICATIONS

Bi-Monthly Magazine

informatix

PATRONS

Lion.Dr.K.S.Rangasamy, MJF

Founder & President

Mr. R. Srinivasan

Vice chairman

Ms. Kavitha Srinivasan, M.A.,M.B.A.,

Executive Director

ADVISORS

Dr. V. Radhakrishnan, Ph.D.,

Principal

Ms. S. Padma, M.C.A., M.E., M.Phil.,

Head, Department of Computer Applications

EDITOR

Ms.A.Maheshwari M.C.A.,

Asst. prof, Department of Computer Applications

DESIGNERS

Mr. S. Sasikumar, III B.C.A-A

Mr. N. Ashok kumar, III B.C.A-B

Mr.M.Praveen, III B.C.A-C

Mr.D.Palanivel, III B.C.A-D

Editorial Board

1. A.Akilan, III B.C.A-A
2. S.Gokula Krishnan, III B.C.A-A
3. S.Sanjeep Kumar, III B.C.A-A
4. T.Prabhu, III B.C.A-B
5. R.Dinesh kumar, III B.C.A-B
6. M.Kavin, III B.C.A-B
7. M.Prathap, III B.C.A-D
8. K.Hariharan, II B.C.A-A
9. R.Suresh Kumar, II B.C.A-A
10. R.Priyanka, II B.C.A-A
11. P.Thenmozhi, II B.C.A-A
12. K.Shivani, II B.C.A-B
13. A.Suffaiyan, II B.C.A-B
14. K.Surendar, II B.C.A-B
15. L.Priyadharsini, II B.C.A-B
16. D.Sasinath, II B.C.A-C
17. S.Yoga priyadharsini, II B.C.A-C
18. G.Manikandan, II B.C.A-C
19. A.Kavitharasi, II B.C.A-C
20. M.Ashik anwar, I B.C.A-A
21. M.Dineshkumar, I B.C.A-A
22. P.Kumaresan, I B.C.A-B
23. A.Badhmanathan, I B.C.A-C
24. M.S.Loganayaki, I B.C.A-C
25. N.Dharani, I B.C.A-D
26. S.Deepika, I B.C.A-D

Editorial

We would like to wholeheartedly thank our honorable Chairman, Vice Chairman, Executive Director and Principal for their continuous encouragement and constant support for bringing out the magazine. We profoundly thank our Head of the Department for encouraging and motivating us to lead the magazine a successful one right from the beginning. Informat/x serves as a platform for updating and enhancing upcoming technologies in Information and Communication. We are grateful to all the contributors to this magazine so far. The magazine will be sent to almost 60 Institutions in and around Tamil Nadu.

We would be very pleased to receive your feedbacks. Please send your feedbacks to informatix@ksrcas.edu

By,

Editorial Board

ABOUT KSRCAS

K.S. Rangasamy College of Arts and Science strives to provide quality education by imparting discipline, value, knowledge and skills. It provide a vast array of courses in Information Technology, Life Sciences, Humanities and Management Studies with Co-curricular activities to enhance the soft skills of the students and created an excellent learning environment with positive support and direction for the growth of our students. The College is known for its academic excellence and character building, providing learner-centric education with high integrity, ethics, professional and societal commitments.



About the Department

The Department of Computer Applications was established in 1998. The department profile is strengthened by the students' strength of around 600 from different nations and 25 highly qualified faculty members and it has 10 well equipped laboratories with 800 workstations connected to Internet with a speed of 40Mbps. The department organized various Intercollegiate Meets, Guest Lectures, Seminars, Workshops, Symposium etc. in order to meet the parameters of the IT sector through the support of various funding agencies. The department also brings out a Bi-monthly magazine named "informatIx" to share knowledge and to get updated with the current innovations.



CONTENTS

S.NO	TOPICS	PAGE
1.	Latest Trends in Information Technology and Application Development	6
2.	Trending of Social Media	9
3.	Technology Trends you Need to Know to Work in any Industry	14
4.	Cloud Computing	17
5.	C Language Introduction	18
6.	Introduction of Python	19
7.	Placement Corner	22
8.	Types of Interviews	26
9.	Best Practices	30
10.	Alma Matter	31
11.	Faculty & Student Achievements	32

Latest Trends in Information Technology and Application Development

1. Augmented Reality (AR) Technology

The approach of regular applications or traditional games is completely changed with the help of Augmented reality. This technology in mobile application will receive new impetus in 2018 and probably become mainstream. The Apple and Google have launched their own augmented reality kits i.e. AR Kit and AR Core resp. And it helps app developers to create high-quality mobile apps.



2. Beacons

Among the common users, the technology of beacons becomes more widespread. More applications with beacon-based features will be created for users, and starting from informational sources, virtual guides and ending with location-based games and much more. However, it is unlikely that users expect a technical revolution in this direction. Beacons continue to expand in use cases covering more and more areas where a person could get all the necessary information in the right place without having an Internet connection.



3. Artificial Intelligence

Artificial intelligence seems to be a game changer in mobile app development. Apple allowed developers to integrate Siri into their application only in 2017. Soon, artificial intelligence will be utilized for a wide range of activities. So far, only large companies can afford to develop mobile application



with artificial intelligence onboard. In 2018, the rules must change.

4. Internet of Things(IOT)



The Internet of things isn't a mysterious technology anymore. Analysts predict significant changes in this area in 2018. Home appliances like smart electric kettles and everything that has the prefix "smart" can be combined into a single infrastructure for authorized users.

5. Block Chain

The block chain is so much more than just the technology behind cryptocurrencies. A digital account book of economic transactions that can be programmed to record not just financial transactions but virtually everything of value. Block chain can add value in so many ways to the way in which we currently go about our lives and do business. Expect to see this technology become more and more prevalent in everyday life and business.



6. Data And Security Applications

Probably the most important element on this list. New security requirements of Apple are changing mobile development . Google is likely to present something similar for android . The latest trends in this area are connected with blocking. Together with two factor authentication and other methods, you can significantly increase data protection.



7.Cloud Based App Development

Now a days a number of mobile app development companies are using cloud-based app development. so they have a better streamlined operation , collaboration and increased productivity . These type of mobile apps reduce the load on the internal memory by fetching the data from the cloud and therefore this can prove beneficial for app developers and business owners.



8.On-demand Mobile App Development

On-demand service are just one of the many things that are made possible thanks to the advancement of technology, in fact you could say that on-demand app at our convenient and at anywhere. The market for on-demand services is continuously improving and providing more and more services each better and faster than the last. Majority of on-demand app falls under the category as food ordering app, car cleaning app, taxi services, laundry service, renting app etc.



9.Digital Wallet Apps

While doing online shopping most of the people use internet banking or credit/debit cards for payments. Also, customer prefer to pay digital cash even doing offline shopping grocery stores or shopping malls. That payment is done through digital wallet apps. People gradually shifting to m-commerce with the introduction of Google wallet and apple pay. This trend is getting more stronger day by day in



2018. With this, the organizations can harvest data and offer in- depth analysis about clients in a good way.

10.Chat Bots

Chat Bots technology is growing very rapidly with the market growing at the CAGR of 37.11%. It is forecasted to reach a booming \$6 billion by the end of 2023. When business bots are combined with mobile app , offer a way of creating simulating customer interaction for business. According to the statistics ,in 2018 with 65% of us consumer are likely to interact with chat bots.



The mobile app industry is continuously expanding at the rapid speed with the introduction of these mobile app trends. Huge competition among the developers and mobile app makers will be there than ever in 2018. You must consider all these app development trends before you start working on your app otherwise you would be left behind in the race.

Trending in Social Media

1. Live video Continues to Thrive

Live video content made big waves in 2017. In one of my previous blog posts, I explained that you should jump on the live video bandwagon.It should come as no surprise that this continues to be a popular trend in 2018.In fact, live video content has become so popular that roughly 95% of brand executives say it will be a crucial part of their 2018 marketing strategy, according to a recent study.

Why? Consumers love it. Research shows that 80% of audiences prefer watching live video from brands as opposed to reading a blog. And 82% of consumers say they would rather watch live videos than read social media posts.

As a result, the most popular social media channels have implemented live streaming options. Brand marketers are taking advantage of this.

When it comes to live streaming, Facebook leads the way, according to the 2018 state of social media report from Buffer. In 2017, only 31% of businesses broadcasted live videos to promote their brands. I expect to see a much higher percentage by the end of this year.

Marketers aren't the only ones taking advantage of live streams. Regular people share live videos to interact with their friends and family on social media. The increasing popularity of live video means your company needs to get on board with this trend right now. Businesses need to recognize how this trend can help increase engagement with social media followers. Start going live on all your distribution channels. Respond to user comments in real time. This will help you maximize your reach and generate new leads for your company

2. Influencer Marketing is Evolving

Influencer marketing isn't a new concept either. But the way that it's being used on social media channels is definitely changing in 2018. More specifically, companies are starting to partner with micro influencers to increase their credibility.



What exactly is a micro influencer? They are people on social media channels who have a strong following but don't have a celebrity status.

While there is no exact threshold, micro influencers typically have anywhere between 1,000 and 90,000 followers. Once we start to reach the hundreds of thousands of followers line, we are entering macro influencer territory. And anything higher than a macro influencer is considered to be a celebrity. These are some of the top reasons why brands are partnering with these types of influencers:

Research shows that micro influencers have 60% higher engagement rates than traditional celebrity influencers. You can also expect to see 22.2% increase in average weekly conversions from this marketing tactic.

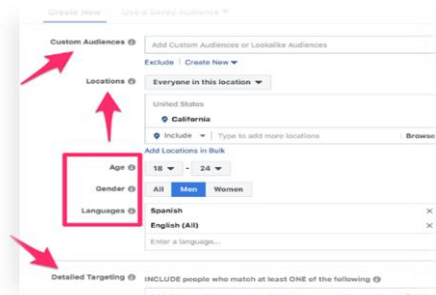
Another reason why brands are so drawn to micro influencers is because they are cost-effective compared to other advertising expenses. This is still a relatively new trend, so brands and influencers alike are unsure of how to come up with a standardized pay scale. As of now, it's anything goes.

I've seen some businesses that don't even pay their influencers. They just send them free stuff for social media posts. But as we continue moving forward in 2018, I'm expecting micro influencers to be more business savvy and demand pay for their efforts. They know their followers trust their opinions. So don't be hesitant to spend money on influencer marketing as the year continues.

3. Brands are taking Advantage of Paid Advertisements

It's 2018, so businesses know they need to have an active presence on social media. They have profiles on multiple platforms and update them on a daily basis. While this is definitely necessary for survival, it's not quite enough.

Companies that want to take their social media strategies to the next level also pay for advertisements. Facebook alone has more than six million advertisers on its platform. In September 2017, Instagram hit two million monthly paid advertisers. That's because it's become very easy to set up ads to target a specific demographic. It's hard for businesses to turn down this type of precision in targeting. Just look at how simple these options are for marketers who want to advertise on Facebook:



In addition to being able to reach such a precise audience, Facebook also makes it easy for you to set your budget. You can set it up on a daily or weekly basis. It's also possible for brands to manage their budgets based on

the lifetime of each ad. There are also many different options for the type of ad you want to run. It's easy to experiment to find out what works best for your company based on the demographic you're targeting.

Research shows that by the year 2020, social media advertisements will surpass newspaper ad spending. I anticipate that more companies will allocate a larger portion of their marketing budgets to paid social media ads in 2018.

4. Social Listening

Social platforms are listening to your conversations. Whether you want to believe this or not, it's the truth. I know you've seen it before. You're talking about something with your friends and then you see an advertisement for it on social media.



Creepy? Yes. But that's the reality of the world we live in right now. Marketing solutions like Sprout Social offer social listening tools to help brands analyze various audiences.

There are many ways in which businesses can take advantage of social listening. It gives you the opportunity to see what consumers say about your company. But you can also use this tool to monitor relevant keywords or hashtags used on social media. You can use this data to adjust your marketing strategy accordingly and make sure you're targeting the right audience.

5. Brands are Leveraging User-generated Content

User-generated content is basically like free advertising. It's one of the best ways to grow your business by doing less work. Get customers to talk about your company. Encourage them to use hashtags and post about your brand on social platforms. One of the simplest ways to accomplish this is by posting user content to your company's profile. If people see you are willing to feature user photos, more people will post about you in an effort to be selected.

No more followers will be encouraged to do this as well. It will broaden the reach of their products to a wider audience. When a customer posts about your company on their personal profile, it exposes your brand to all of their followers. Some of these people might not even know your brand exists. Plus, people trust recommendations from their friends and family. That's why leveraging user-generated content is a top lead generation strategy. Social media platforms are the perfect distribution channel for this type of content.

6. Ephemeral content

If you haven't heard of ephemeral content before, it doesn't mean you're not familiar with it. The definition of ephemeral content is something that is short-lived, lasting for up to 24 hours before disappearing forever. Of course, I'm referring to things like Snapchat and Instagram stories. After Snapchat came up with this concept, Instagram quickly recognized its popularity and implemented it on its platform as well. The reason why short-lived content is so popular is because people feel as though it is more authentic compared to a traditional sponsored advertisement.

Users love it and add such content to their personal profiles on a daily basis. But brands need to take advantage of this as well. It's a great alternative to live video streaming, but it has similar effects. It's an opportunity for you to post several times throughout a day without spamming your followers' timelines. For example, you may not want to post five pictures and videos per day on Instagram. Users who follow you may perceive this to be an annoyance. In fact, posting too frequently on social media can cause people to unfollow your profile.

But adding new content to your story isn't as annoying because it doesn't take up space on everyone's timeline the same way a picture or video would. Plus, these types of stories create the fear of missing out.

If your business starts to regularly share ephemeral content, users will make sure to check back frequently to make sure they aren't missing out on anything. I'd recommend using this strategy to run flash sales or other promotions to drive sales. We're going to see more businesses as well as regular people add more short-lived content to their social media profiles.



7. Referral traffic and organic reach are declining

Social platforms are changing their algorithms. This is impacting what users see on their timelines. As a result, homepages and timelines aren't flooded with as many posts and ads from brands. Instead, posts from family and friends are being prioritized. In previous years, these algorithm changes have caused organic reach on Facebook to drop more than 50%. So you can't rely on all your social media posts to drive traffic and clicks to your website.

That's why brands need to come up with alternative social media marketing methods such as paid ads and micro influencers to increase referral traffic.

8. Small businesses are increasing their social presence

Nobody can afford to ignore social media anymore. It's become a regular part of our everyday lives. Ten years ago, small business owners may have thought it was unnecessary to build a presence on social media, but now they are all realizing how important it is for staying competitive. In fact, 52% of small business owners post to social media on a daily basis.

While Facebook is still the most popular option, other social channels are seeing an increase in the number of small business users. With so many platforms to manage, business owners are being forced to change the way they operate. They are hiring social media marketing managers and using time-saving tools to help manage and schedule their posts with automation. Businesses without active social media profiles will struggle to survive in 2018.

TECHNOLOGY TRENDS YOU NEED TO KNOW TO WORK IN ANY INDUSTRY

1. Machine learning

Another exciting emerging technology is machine learning, which is essentially a computer's ability to learn on its own by analyzing data and tracking repeating patterns. For example, social media platforms use machine learning to get a better understanding of how



you're connected with those in your social network. They do this by analyzing your likes, shares and comments and then prioritizing content from your closest connections, serving you that content first.

How it's affecting industries: In addition to shaping your day-to-day interactions with friends on social media, machine learning is also changing the way companies do business with customers. According to Deloitte, companies like Google are using machine learning on mobile devices which can continue learning even when offline. The result? Machine learning is reshaping the way businesses interact with their customers in a big way by helping them anticipate and meet customer needs more easily.

2. Virtual reality (VR)

Remember watching movies about virtual reality and thinking how cool it would be if it was actually like that in real life? Well, it's about to be. Although VR has been around since the 1950s, until recently the technology wasn't able to deliver the fully immersive digital experience users have been craving. That's about to change with recent improvements to both hardware and programming, and the effects are going to be felt across almost every industry from retail to education.

How it's affecting industries: Virtual reality has been a popular component of video games for several years and this trend is continuing to expand. In addition to video games, VR is likely to affect companies across the board as they adopt the technology to help them engage customers more effectively and optimize their sales and marketing efforts. It's also a potentially useful tool for learning and is increasingly being adopted by educational organizations.

3. Touch commerce

Being able to buy anything you want with the touch of a finger may have seemed like a fantasy a few years ago, but it's now a reality. Merging touchscreen technology with one-click shopping, touch commerce allows consumers to buy products easily from their phones. After

linking their payment information to a general account and enabling the feature, customers are able to buy everything from clothes to furniture with just a fingerprint.

How it's affecting industries: According to Deloitte, this is one of the biggest things to hit eCommerce in recent years with purchases of this type expected to increase by 150% this year alone and retailers in almost every industry anticipating an increase in sales directly related to this new technology.

4. Cognitive Technology

Cognitive technology is in the same vein as machine learning and virtual reality except that it's a broader concept. For example, the cognitive technology umbrella includes things like natural language processing (NLP) and speech recognition. Combined, these different technologies are able to automate and optimize a lot of tasks that were previously done by people, including certain aspects of accounting and analytics.

How it's affecting industries: Although cognitive technologies have a broad range of applications, Deloitte predicts that the industry sector most affected by this trend initially will be the software sector with 95% of enterprise software companies projected to adopt these technologies by 2020.

With emerging technologies changing professional industries including banking, eCommerce, healthcare and education, staying up to date on the latest trends will give you a better understanding of your chosen industry and make you a more competitive candidate. Best of all, this knowledge might open up new doors within your field and others. Next, get more career tips for internships and entry-level jobs such as [Top 10 Things You Should Look For in a Company](#) and find answers to common interview questions such as [How to Answer: What Are Your Strengths?](#)

- Tags:

- job search,
- full-time job,
- underclassman,
- postgrad,
- senior,
- preparation

Cloud computing

It is the on-demand availability of computer system resources, especially data storage and computing power, without direct active management by the user. The term is generally used to describe data centers available to many users over the Internet. Large clouds, predominant today, often have functions distributed over multiple locations from central servers. If the connection to the user is relatively close, it may be designated an edge server.

- Clouds may be limited to a single organization (enterprise clouds), be available to many organizations (public cloud), or a combination of both (hybrid cloud).
- Cloud computing relies on sharing of resources to achieve coherence and economies of scale.
- Advocates of public and hybrid clouds 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.
- 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. By 2019,

Linux was the most used type of operating systems used, including in Microsoft's offerings and is thus described as dominant.

C LANGUAGE INTRODUCTION

C is a procedural language it was initially developed by dennis Ritchie between 1969 to 1973. It was mainly developed as a system programming language to write operating system. The main features of c language include low – level access to memory , simplest set of keywords , and clean style , these features make c language suitable for system programming like operating system or compiler development. Many later languages have borrowed syntax/features directly or indirectly from c languages. Like syntax of JAVA, PHP, JAVA script and many other languages is mainly based on c language (there are few programs that may compile in c, but not in c++).

STRUCTURE OF A C PROGRAM

HEADER	<code>#include<stdio.h></code>
MAIN()	<code>int main() {</code>
VARIABLE DECLARATION	<code>int a=10;</code>
BODY	<code>printf(“%d”,a);</code>
RETURN	<code>return 0; }</code>

- **HEADER FILES INCLUSION:** The first and foremost component is the inclusion of the header files in a c program. A header files with extension .h which contains c function declaration and macro definitions to be shared between several source files.
- **MAIN METHOD DECLARATION:** The next part of a c program is to declare the main() function. The syntax to declare the main function is `int main() {}`

- **VARIABLE DECLARATION** : The next part of any c programs is the variable declaration . it refers to the variables that are to be used in the function. Please note that in c program , no variable can be used without being declared . also in a c program , the variables are to be declared before any operation in the function.
- **BODY** : Body of a function in c program refers to the operations that are performed in the functions. It can be anything like manipulations, searching, sorting , printing ,etc.
- **RETURN STATEMENT** : The last of part in a c program is the return statement. The return statement refers to the returning of the values from a function . this return statement and return value depend upon the return-type of the function.

Introduction of Python

What is Python?

Python is a popular programming language. It was created by Guido van Rossum, and released in 1991.

It is used for:

- web development (server-side),
- software development,
- mathematics,
- system scripting.

What can Python do?

- Python can be used on a server to create web applications.
- Python can be used alongside software to create workflows.
- Python can connect to database systems. It can also read and modify files.
- Python can be used to handle big data and perform complex mathematics.
- Python can be used for rapid prototyping, or for production-ready software development.

Why Python?

- Python works on different platforms (Windows, Mac, Linux, Raspberry Pi, etc).
- Python has a simple syntax similar to the English language.
- Python has syntax that allows developers to write programs with fewer lines than some other programming languages.
- Python runs on an interpreter system, meaning that code can be executed as soon as it is written. This means that prototyping can be very quick.
- Python can be treated in a procedural way, an object-orientated way or a functional way.

There may be times when you want to specify a type on to a variable. This can be done with casting. Python is an object-orientated language, and as such it uses classes to define data types, including its primitive types.

Casting in python is therefore done using constructor functions:

- `int()` - constructs an integer number from an integer literal, a float literal (by rounding down to the previous whole number), or a string literal (providing the string represents a whole number)
- `float()` - constructs a float number from an integer literal, a float literal or a string literal (providing the string represents a float or an integer)
- `str()` - constructs a string from a wide variety of data types, including strings, integer literals and float literals

Python Operators

Operators are used to perform operations on variables and values.

Python divides the operators in the following groups:

- Arithmetic operators
- Assignment operators
- Comparison operators

- Logical operators
- Identity operators
- Membership operators
- Bitwise operators

Python Collections (Arrays)

There are four collection data types in the Python programming language:

- **List** is a collection which is ordered and changeable. Allows duplicate members.
- **Tuple** is a collection which is ordered and unchangeable. Allows duplicate members.
- **Set** is a collection which is unordered and unindexed. No duplicate members.
- **Dictionary** is a collection which is unordered, changeable and indexed. No duplicate members.

When choosing a collection type, it is useful to understand the properties of that type. Choosing the right type for a particular data set could mean retention of meaning, and, it could mean an increase in efficiency or security.

Python Conditions and If statements

Python supports the usual logical conditions from mathematics:

- Equals: `a == b`
- Not Equals: `a != b`
- Less than: `a < b`
- Less than or equal to: `a <= b`
- Greater than: `a > b`
- Greater than or equal to: `a >= b`

These conditions can be used in several ways, most commonly in "if statements" and loops.

An "if statement" is written by using the `if` keyword.

Placement Corner

Blood Relationship

1. Pointing to woman, Abhijit said “her Granddaughter is the only daughter of my Brother. ”How is the woman related to Abhijit?

- A. Sister
- B. Grandmother
- C. Mother-in-law
- D. Mother

2. Pointing to photograph Lata says “He is the son of the only son of my grandfather. ”How is the man in the photograph related to Lata?

- A. Brother
- B. Uncle
- C. Cousin
- D. Data is inadequate

3. Introducing a boy,a girl said,”he is the son of the daughter of the father of my Uncle. ”How is the boy related to the girl?

- A. Brother
- B. Nephew
- C. Uncle
- D. Son-in-law

1.Explanation: Daughter of Abhijit's brother→ niece of Abhijit. Thus the granddaughter of the woman is Abhijit's niece.

Hence, the woman is the mother of Abhijit

Answer: Option D

2. Explanation: The man in the photograph is the son of the only son of Lata's grandfather i . e., the man is the son of Lata's father. Hence, the man is the brother of Lata.

Answer: Option A

3.Explanation: The father of the boy's uncle→ the grandfather of the boy and daughter of the grandfather→ sister of father.

Answer: Option A

Seating arrangement

1. Who is sitting in the center of the row?

1.N

2.O

3.S

4.U

Answer & Explanation

Sol: Option 4

The arrangement of the persons is

QWMVNUSOTPR

U is sitting in the center of the row.

2. Which of the following people are sitting to the right of S?

1.OTPQ

2.OTPR

3.UNVM

4.UOTPR

Answer & Explanation

Sol: Option 2

The arrangement of the persons is

QWMVNUSOTPR

OTPR are sitting to the right of S.

3. Who are the immediate neighbours of T?

1.O, P

2.O, R

3.N, U

4.V, U

Answer & Explanation

Sol: Option1

The arrangement of the persons is

QWMVNUSOTPR

O and P are the immediate neighbours of T.

4. What is the position of R?

1.Second to the left of Q

2.Third to the right of U

3.To the immediate left of P

4. None of these

Answer & Explanation

Sol: Option 4

The persons are sitting in the following way:

Series Alphabet Reasoning

None of the options define the position of R

Technical C program

1. What will happen if in a C program you assign a value to an array element whose subscript exceeds the size of array?

- A. The element will be set to 0.
- B. The compiler would report an error.
- C. The program may crash if some important data gets overwritten.
- D. The array size would appropriately grow.

Answer & Explanation

Sol: Option C

If the index of the array size is exceeded, the program will crash. Hence "option c" is the correct answer. But the modern compilers will take care of this kind of errors.

Example: Run the below program, it will crash in Windows (Turbo C Compiler)

```
#include<stdio.h>
```

```
int main ()
```

```
{
```

```
int arr [ 2];
```

```
arr [ 3] = 10;
```

```
printf("%d",arr [ 3]);  
return0;  
}
```

Since C is a compiler dependent language ,it may give different output sat different platforms. We have given the Turbo-C Compiler(Windows)output.

Please try the above programs in Windows (Turbo-C Compiler) and Linux (GCC Compiler),you will understand the difference better.

2. In which header file is the NULL macro defined?

- A. stdio.h
- B. stddef.h
- C. stdio.handstddef.h
- D. math.h

Answer : Option C

Explanation:

The macro" NULL" is defined in locale.h, stddef.h, stdio.h, stdlib.h, string.h, time.h, and wchar.h.

Types of interviews

- The Telephone Interview.
- The Face-to-Face Interview.
- The Panel Interview.
- The Group Interview.
- The Sequential Interview.

- The Lunch / Dinner Interview.
- Competency Based Interview.
- Formal / Informal Interview.

TYPE	WHAT TO EXPECT	TIPS
Telephone Screening Interview	A call from an employer to eliminate candidates based on essential criteria. An employer may call you without an appointment.	Have your job search records organized and handy . Refer to your resume as needed.
In-Person Screening Interview	Used instead of a telephone screening interview , but with same basic purpose. Provides an initial impression of your attitude , interest , and professional style.	You may not be meeting with the final decision maker , but don't slack off. Sell yourself as you would in a "regular" interview.
Group or Panel Interview	Three or more people will ask you questions on your qualifications and evaluate how you fit in . It may include other candidates for the position.	Direct your answer to the person who asked the question , but try to maintain some eye contact with all group members. If other candidates are present , introduce yourself and be polite.
Selection Interview	In depth questions to evaluate your qualifications for the position and your ability to fit in. There may be more than one interview at this stage.	Establish a connection with everyone you meet (before and after the actual interview). Sell yourself as a natural addition to the team.

Interview Questions

1) Who is the founder of C language?

Dennis Ritchie.

2) When was C language developed?

C language was developed in 1972 at bell laboratories of AT&T.

3) What is the use of printf() and scanf() functions?

printf(): The printf() function is used to print the integer, character, float and string values on to the screen.

Following are the format specified:

- **%d:** It is a format specified used to print an integer value.
- **%s:** It is a format specified used to print a string.
- **%c:** It is a format specified used to display a character value.
- **%f:** It is a format specified used to display a floating point value.

scanf(): The scanf() function is used to take input from the user.

4) What are the features of the C language?

The main features of C language are given below:

- **Simple:** C is a simple language because it follows the structured approach, i.e., a program is broken into parts
- **Portable:** C is highly portable means that once the program is written can be run on any machine with little or no modifications.

- **Mid-Level:** C is a mid-level programming language as it combines the low-level language with the features of the high-level language.
- **Structured:** C is a structured language as the C program is broken into parts.
- **Fast Speed:** C language is very fast as it uses a powerful set of data types and operators.
- **Memory Management:** C provides an inbuilt memory function that saves the memory and improves the efficiency of our program.
- **Extensible:** C is an extensible language as it can adopt new features in the future.

C

```
1) #include <stdio.h>
   int main()
   {
   int arr[5]={1,2,3,4,5};
   for(int i=0;i<5;i++)
   {
   printf("%d ",arr[i]);
   }
   return 0;
   }
```

Find Output?

Ans: Output

1 2 3 4 5

```
2) #include <stdio.h>
   int main()
   {
   int *p;
   int a=5;
   p=&a;
```

```
printf("Address value of 'a' variable is %u",p);  
return 0;  
}
```

Find Output?

Ans: Output:

Address value of 'a' variable is 428781252

BEST PRACTICES

Creative Saturday celebration-(6/7/2019)

- Improvement of Class Co-Ordination
- Solving misunderstanding among the students
- Unforgettable days in college
- Conducting Fun Games
- Initiative program in Department
- Overcome the Stage Fear

1st Day of First Year-17/06/2019

Orientation given to the 1st year students by 3rd year students sharing information about college

Fresher's Day-29/06/19

- Friendly relationship between Seniors and Juniors
- Conducting Fun Games
- Identify the talents of the fresher's
- Clarifying the doubts about the College and Department
- Relief from Stage Fear

Alma Matter

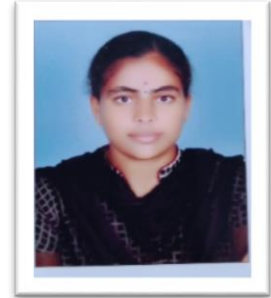
1.)

NAME: T.RUTHRAMANI

BATCH: 2016-2019

WORKING IN: VIRTUSA CONSULTING SERVICE

DESINATION: PRODUCTION SUPPORT ENGINEER LEVEL1:ASSOCIATE
TECHNOLOGY



2.)

NAME: L.RADHESH.

BATCH: 2016-2019

WORKING IN: VIRTUSA CONSULTANCY SERVICE

DESIGNATION: JUNIOR ASSOCIATE



FACULTY ACHIEVEMENTS

S.NO	NAME OF THE FACULTY	NAME OF THE PROGRAM PARTICIPATED
1.	Ms.S.Padma	<ul style="list-style-type: none"> • Participated as an invited teacher in the 30th mid-year meeting of Indian Academy of science held at IISC,Bengaluru. • FDP on intellectual property Rights at NIFTTEA on 20.06.2019
2.	Mr.J.Ramesh	FDP about students centric strategies conducted by PSG Tech on 28.6.2019
3.	Mr.E.Rajamanickam	FDP about students centric strategies conducted by PSG Tech on 28.6.2019
4.	Mr.V.Harikrishnan	Participated in Workshop about Cyber Security on 25.07.2019
5.	Mr.K.Murugesan	FDP on JGATE an electronic Gateway for Research on 10.06.2019
6.	MS.R.Vimala Devi	FDP Program on Analysis & Analytics of Data On 17.06.2019 to 21.06.2019
7.	Ms.A.Maheshwari	FDP on Intoduction to Python at Vellalar college on 26.06.2019 & 27.6.2019.
8.	Ms.S.Priyadharshini	<ul style="list-style-type: none"> • FDP on Using R-Program in our institute on 25.6.2019 to 27.06.2019 • Acted as a Resource person on Web development FDP on 30.06.2019 and 09.07.2019
9.	Mr.N.Sathyamoorthy	FDP on java script in our Insititute on 10.07.2019 , 11.07.2019 & 2.07.2019.

STUDENTS ACHIEVEMENTS

S.NO	NAME OF THE STUDENT	SECTION	NAME OF THE PROGRAM PARTICIPATED
1	S.Gokula Krishnan	III BCA A	Residential Internship on AI and APP Development at Sona college,Salem on 26.6.2019-28.6.2019
2	S.Sasikumar		
3	S.Sanjeepkumar		
4	R.Vishnu Bharathi		
5	M.Subash		
6	A.Chiranjivi		
7	S.B.Parveash Mushraff		
8	S.Sathya		
9	M.Fathima Thabasum		
10	M.Priyadharshini		
11	A.Akilan		
12	S.Nandhini	III BCA D	
13	M.Dineshkumar	III BCA A	Participated in one day Expo at Padmavani college of Arts and Science on 29.06.2019
14	P.Manikkandan		
15	A.Selvaraj	III BCA B	
16	G.Santhosh		
17	S.Anees Rahman		
18	K.Pradeep kumar	III BCA D	
19	M.Mohan kumar		
20	P.Lokesh kumar		
21	A.Arun kumar		
22	V.Punitha		
23	S.Kiruthika		

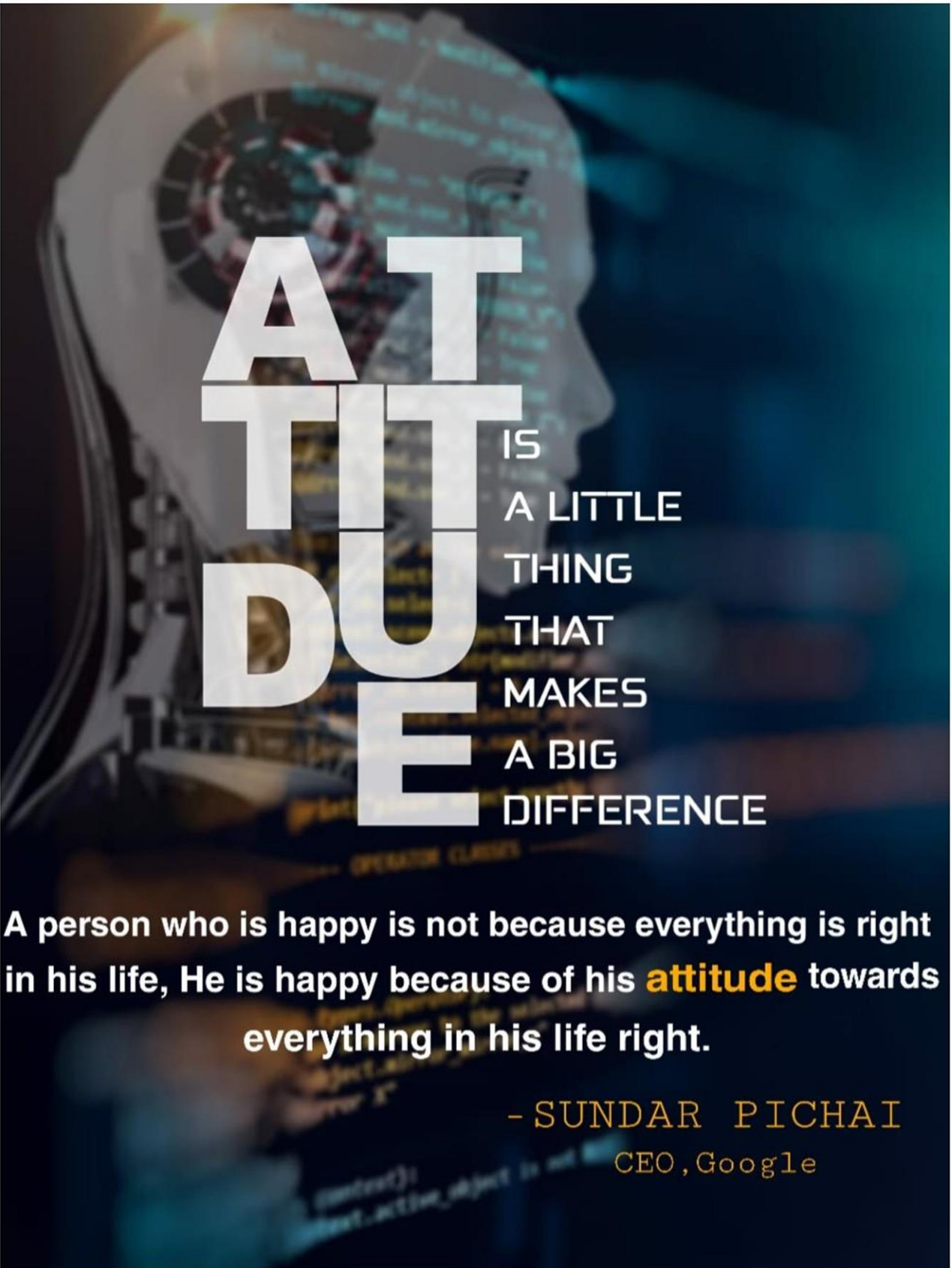
MAILING LIST – To Whom We Send



- **Mr.B.Murali, HOD of CS, PSG college of Arts and Science, Coimbatore- 14.**
- **Mr.P.Narendran, HOD of CS, Gobi Arts &Science College, Gobichettipalayam-53.**
- **Dr.PannirSelvam, HOD of CS, Erode Arts College (Autonomous), Erode - 09.**
- **Mr.S.SureshBabu, HOD of CS, Thiruvalluvar Government Arts College, Rasipuram.**
- **Dr.K.Thangavel, HOD of CS, Periyar University, Salem-11.**
- **Dr.P.Venkatesan, Principal, Vysya College of Arts and Science, Salem-03,**
- **Dr.P.Swaminathan, Dean, School of Computing, SASTRA University, Kumbakonam.**
- **Dr.S.K.Jayanthi, HOD of CS, Vellalar College for Women, Erode-9**
- **Dr.S.Krishnamoorthy, Dean, Anna University, Trichy-24.**
- **Dr. K. Rama, Deputy Adviser, NAAC, Bangalore.**
- **Dr.HannahInbarani, Asst Prof, Dept of CS, Periyar University, Salem-11.**

- **Dr.R.Balasubramaniam, Prof& HOD of CS, ManonmaniamSundaranar University, Tirunelveli.**
- **Dr.P.Jaganathan, Director, Dept of MCA, PSNA Engineering College, Dindugal-22.**
- **Dr.D.Venkatesan, SeniorAsst. Prof, Dept. of CS, School of Computing, SASTRA University, Tanjore-01.**
- **Dr. D.I. George Amalarethinam, Director, Department of MCA, Jamal Mohamed College, Tiruchirapalli – 20.**
- **Mr. B. Rajesh Kanna, Assistant Professor in Elect &Comm, Annamalai University, Chidambaram.**
- **Dr.H.FaheemAhmed, Asst Prof & HOD of CS, Islamiah College, Vaniyambadi – 02**
- **Dr. S. Leela, Controller of Examination, Periyar University, Salem-11.**
- **Dr. M.Manivannan, The Registrar, Periyar University, Salem-11.**
- **Prof.Dr.C.Swaminathan, Vice Chancellor, Periyar University, Salem-11.**
- **Dr.T.Santhanam, Reader& HOD of CA, Dwaraka Doss Goverdhan Doss Vaishnav College, Chennai –06.**
- **Dr.PremavathyVijayan, Vice Chancellor, Avinashilingam University, Coimbatore.**
- **Dr.R.S.Rajesh, Reader, Computer Science and Engineering, ManonmaniamSundaranar University, Tirunelveli-12.**
- **Dr.L.Arockiam, Associate Professor, Dept of CS, St. Joseph College, Tiruchirapalli-620002**

- **Mr.V.Saravanan, Associate Professor, Dept of CA, Hindustan College of Arts and Science, Coimbatore – 28.**
 - **Dr.R.Ravichandran, Secretary, Dept of CS, KGISL Institute of Technology, Coimbatore-35.**
 - **Dr. N.Sairam, Associate Dean, School of Computing, Sastra University, Tanjore – 01**
 - **Dr.T.Senthikumar, Asst Prof, Amrita Institute of Technology, Coimbatore - 12**
 - **Mr.S.T.Rajan, Sr. Lectr, Dept of CS, St. Josephs College, Trichy-02.**
 - **Dr.R.AmalRaj, Prof. Dept Of CS, SriVasavi College, Erode – 16.**
 - **Dr.R.Pugazendi, Assistant Professor, Dept. of CS, Government Arts and Science College, Salem-7.**
-



ATTITUDE IS
A LITTLE
THING
THAT
MAKES
A BIG
DIFFERENCE

A person who is happy is not because everything is right in his life, He is happy because of his **attitude** towards everything in his life right.

- SUNDAR PICHAI
CEO, Google