



SKN SINHGAD COLLEGE OF ENGINEERING

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

LATEX WORKSHOP

This was the two days' workshop conducted by Prof. A. A. Rajguru & Prof. N. M. Sawant to provide a hands-on introduction to Latex. This workshop was for Final Year students in which students were taught how to prepare a synopsis, design report and dissertation report of projects in Latex. Latex is a high-quality typesetting system; it includes features designed for the production of technical and scientific documentation. Latex is the de facto standard for the communication and publication of

scientific documents. Latex is available as free software. Latex can be

address special formatting issues such as complicated mathematical content or graphics.



The workshops are engaging and interactive, and students should bring their laptops in order to follow along with the instructors. Integrating both lecture and hands-on time, students will be

arbitrarily extended by using the underlying macro language to develop custom formats. Such macros are often collected into packages, which are available to

able to apply what they are learning and get individual help from the instructors.

This latex workshop is appreciated by IIT Bombay.

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An ACSES is the Association of Computer Science & Engineering Students, which was established in year 2012 with the spirit to spread technology of Silicon Valley at its easiest way. The main objective of the association is to provide a well platform for Computer Engineering Students where they face different level of Competition and also give them chance to show their talent.

OOMD Workshop



One Day OOMD Workshop

With full enthusiasm one day workshop on OOMD using Star UML was organized by CSE department of Sinhgad College of Engineering, Korti, Pandharpur.

The workshop was started by speech of Prof. A. A. Rajguru, HOD-CSE, SKNSCOE who encouraged students for active participation in the workshop with importance of such workshops

in the curriculum.

After that Prof. Somnath Thigale took the charge and started workshop.

The purpose is to give introduction of Software Design process with help Unified Modeling Language (UML) to students, so that they can prepare their Project Design Report and perform Foreword software Engineering process.

Students were provided complete kit containing workshop presentation slides, Notes, Problem Statement, Open Source Design tool- STAR UML.

LAN GAMING

Need for Speed, also known by its initials NFS, is a racing video



game franchise published by Electronic Arts and developed by sev-

eral studios including EA Black Box, Criterion Games and Ghost Games. Need For Speed Most Wanted is a racing game. Selection of cars improving car tunings and your own skills, these are main attributes to win any race. Improve your game play as per your car and track and race mode. It features open world racing, and most of the cars in the game are available from the start, hidden in different locations. It also features a blacklist of 10 instead of 15, and there is no story for the game.

It is powered by Auto log 2.0. Performance upgrades are available for all the cars in the game, such as chassis, tires, nitrous, and bodywork. Milestones and achievements are unlocked through a variety of ways, e.g. completion of races and breaking through billboards. It's a entertaining activity which organized for our & outsider students under "ACSES" i.e. Computer Science & Engg. Department's forum. Which we have conducted on 7 th Sept.2013 in CSE Department.

Software Project & its Scope

Topics covered in this discussion:

The features and functions that characterize a product, service, or result. Scope can be defined in various kinds of specification document, and using different approaches. A software product scope in Agile software development method is documented, defined, and utilized differently than a one in Waterfall method.

1. What is Software Project-Process-

Product?

2. Different phases of SDLC.

3. Importance of SCM in software Project.

Introduction about Resource was done by Prof.S.B.Thigale whereas Prof.M.B.Kulkarni delivered vote of thanks.

This Workshop conducted by

Mr. Vikrant Chavan

System Engineer, TCS Mumbai.



Sinhgad Central Placement Cell Process

Considering the large number of students pursuing various courses from all Sinhgad Institutes, a Central Placement Cell (CPC) has been constituted. The centralized Placement activity has resulted in maximizing resources of Placement teams providing ample opportunities for students and logistic convenience to the corporates.

The entire discussion was on Central

Placement Cell of Sinhgad Institutes.

What are the Companies coming for placement drive at CPC Pune? What are their criteria, how to prepare for same. Introduction and vote of thanks delivered by Prof.Somnath Thigale.



Skill Required for Software Engineers

Mr. Tulip has focused on following **11.Curiosity**

15 Points required for Software Engineers as:

1.Basic Computer Science Skills:

2.Passion for Code:

3.Fearless Refactoring:

4.Develops Quality:

5.Willing to Leverage Existing Code:.

6.Focus on Usable and Maintainable Code:

7.Can Code in Multiple Languages:

8.Vision:

9.Attention to Detail

10.Business Acumen:



12.Experience

13.Discipline.

14.Patience

15.Teamwork

Mr.Tulip Das Application Developer at iNautix A BNY Mellon

Company Pune,

Introduction & vote of thanks done by Prof.somnath Thigale

About Company

BNY Mellon Established in 2007 from the merger of Mellon Financial Corporation and The Bank of New York Company, Inc., BNY Mellon is a leading investment management and investment services company, uniquely focused to help clients manage and move their financial assets and succeed in the rapidly changing global marketplace. Headquartered in New York, BNY Mellon has \$27.1 trillion in assets under custody or administration and \$1.3 trillion under management.

Teacher's Day Celebration

