

“The content of a book holds the power of education and it is with this power that we can shape our future and change lives.”

~ Malala Yousafzai

The spread of the novel coronavirus has disrupted the living style of people around the world. It has brought major changes in the way education is being imparted in India. Schools/Colleges are pushed to move towards a virtual base in the form of online education and E-Learning. It has led to technology penetration in India via smartphones, tablets, laptops, and computers. The computer science department of BPIT during the time of the pandemic has made tremendous efforts to ensure the smooth learning of students through online classes and supported the academic fraternity, researchers, and students by conducting international webinars and conferences since it is an opportunity to unlearn, learn and relearn.

Department's Vision

To emerge as a center of excellence producing globally competent and morally sound professionals in the field of Computer Science & Engineering who will practice commitment to their profession and dedicate themselves to the service of mankind.

Department's Mission

- To develop state-of-the-art laboratories providing relevant practical inputs to students.
- To provide a strong knowledge base to students in the area of Computer Science & Engineering and to train them as per requirements of industries and research organizations.
- To facilitate institute industry interaction to the benefit of stakeholders and to motivate teachers for continuous improvement of their academic standards.



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DEPARTMENT & ITS RESOURCES

With technology becoming increasingly integrated into every aspect of society the college provides education in the field of Computer Science. Computer Science & Engineering department has been dedicated to research and teaching. It provides a conducive environment where students are prepared to innovate and solve problems. The department coordinates career opportunities for its students with industry and government agencies. The department has diverse professional faculty members pertaining to different academic backgrounds to deliver and bring the best out of students.

RESOURCES

We have well-equipped labs in different domains for general programming and computational purpose. These are listed below:

1. Computer Fundamentals & Programming Lab
2. Network & Security Lab
3. Database & Data Mining Lab
4. Project Lab
5. Soft Computing Lab
6. High Performance & Ubiquitous Computing Lab
7. R & D Lab
8. Robotics & Embedded System Labs

To enhance the mastery of subject matter and collaboration of technology, the department aims to involve the students and faculty to build innovative applications in the areas of :

- * Machine Learning
- * Deep Learning
- * Computer Vision
- * Mobile Development
- * Natural Language Processing
- * Cyber Security.

It is imperative to have knowledge-driven growth based on innovation. Keeping this in view the students can perform their research work in various areas of computer science and technology.

HIGHLIGHTS OF THE DEPARTMENT

For the overall development of the students as well as faculty, the department of computer science and engineering organizes various guest lectures, and seminars. The industry interface enables students to analyze and understand the changing dynamics of the industry. These are as follows:

- Microsoft & Google Certification for Internships & 75% Scholarships for Students by Mr. Sandeep Jethani, Director of Institutional Collaboration on 16 March 2021
- Cross-Platform Mobile Application Development Program by Mr. Manish Singh, ATS solutions on 01 April 2021
- Hash Define in collaboration with Newton School conducted the "Grand Coding Contest" on 27th August . It was a 2.5 hour coding contest, covering important data structures. It helped students to get familiar with the coding environment and how to face healthy competition and code within the stipulated time limit.



- ShapeMySkills Webinar session (18th September 2021 – 19th September 2021)

CSI-BPIT in collaboration with ShapeMySkills conducted two webinars. On 18th September 2021 we have organized webinar on the topic Cloud (AWS) and on 19th September 2021 we have conducted webinar on IoT.



- In collaboration with Coding Ninjas and IOSD, a Webinar on roadmap to crack internship & Placement Interviews was taken by Shubhankar Gaikwad and Prachi Gupta on 08.08.2021



- **Webinar on awareness regarding Malnutrition**
NSS unit of Bhagwan Parshuram Institute of Technology organised a webinar on 19/09/2021 to spread awareness regarding malnutrition. The speakers Dr. Sidhaant and Mr. Yash Chauhan enlightened the students with knowledge regarding the cause, symptoms, cure and prevention of malnutrition. This not only enabled us to analyse our nutritional intake better but also inspired us to find out the ways to eradicate malnutrition.

- **Food Distribution Event**
NSS unit of Bhagwan Parshuram Institute of Technology organised an event to provide nutritional support which was conducted both in situ and ex situ. The on-campus distribution was to benefit the people surrounding the premises, whereas another drive was conducted in a different, densely populated zone to optimally administer the accumulated resources.



- **Food Distribution and Awareness Drive**
NSS unit of Bhagwan Parshuram Institute of Technology conducted a drive in collaboration with the NGO "chhoti si khushi" which included the distribution of a balanced meal for the children (having appropriate amounts of carbohydrates, fats, vitamins, minerals and roughage) along with awareness seminar conducted by the NSS coordinators explaining the importance of each type of nutrient in food, balanced diet, timing and regularity of food intake as well as hygiene precautions to be taken care of, while preparation and consumption of food.



STUDENTS CORNER

Virtual Reality

Virtual Reality, more commonly known as VR, is an advanced computer graphics technique that allows us to render a false reality into a 3-D space in which the user can also interact with the help of specialized visual and sensory equipment. Without going into the history of this technology, I would like to put emphasis on its impact on the current era. Previously, in order to experience telepresence (the illusion of being somewhere) through VR was an extremely difficult ordeal for an everyday Joe as most of the research was done under the guise of Government projects by universities and agencies like NASA.

It wasn't until recently that companies, like Google and Oculus, tried their hands on VR and managed to successfully bring it to the market and available to the common masses. Consoles like the Oculus Rift and HTC Vive are some of the most popular VR headsets that can provide user-friendly VR experiences at a more affordable price. Due to its interactive nature, medical and dental students have begun using VR to practice surgeries and procedures also VR.

Nowadays, even schools have begun using virtual reality tools with students in computer science lessons, and some classes even teaching students how to build their own virtual worlds. Nowadays, simple Google Cardboard headsets, often priced under \$10 or 731 rupees, allow students to access VR content when used in tandem with a smartphone.

