

# TECH NEWS

Official Newsletter of the department of MCA  
( P.E.S. Modern college of Engineering , pune )

## About Us...

**From the Principal's desk :** The aim of the institute is to develop not just top quality engineers but also well-developed persons. Our motto therefore is “the joy of excellence in a world of high technology ”As professionals you are required to gain knowledge and use it effectively even when you are exposed to pressure. You can surely face the challenges in the world with great courage if you can manage your valuable time and set your priorities, by having healthy competition and team spirit. Working in a team, effectively yields best results, even under tight deadlines. My congratulation to MCA Department for their consistent efforts in making newsletter and I wish that they will continue to do this in the years to come.

- Dr. Mrs. K. R. Joshi

**From the HOD's desk:** It 's a great pride to present our Master of Computer Application Department 's e- Newsletter “TechNews”, our very own newsletter which includes different activities articles and achievements of the MCA students. My congratulations to the team who took the responsibility for carrying out this task effectively

- Mrs. Pradnya A .Muley

**From the Editor's desk :** It gives me an immense pleasure to present our biannual e-newsletter “TechNews” for the current semester. I would like to thank our HOD and my colleague's for their support in making of this issue. We have worked hard to bring up an exhilarating flashback of the events, achievements during the session 2018-19 Term I. I hope you find it interesting.

- Miss. Mugdha Dharmadhikari

**About The Department :** The department of Master of Computer Application (MCA) has been started in the academic year 2003- 04 and is permanently affiliated to Savitribai Phule Pune University and recognized by AICTE and DTE. The mission of the department is to contribute to the growth of technical education and to lead to its enrichment and advancement.

**Department Vision:** To develop Competent Technocrats in the field of Computer applications imbued with human values.

**Department Mission :** It

- 1.. To impart knowledge in the field of Computer applications with a focus on developing the required competencies.
- 2.To improve technical skill of the students through practical and hands-on experience.
- 3.. To make students socially responsible citizens.
- 4.To enhance the quality of the students by collaboration with Alumni and Industry.

## **Programme Educational Objectives :**

1. Graduates will possess the broad knowledge of computer applications for successful careers in industry.
2. Graduates will exhibit professionalism, ethical attitude, communication skills, team work in their profession and adapt to current trends by engaging in lifelong learning.
3. Graduates will contribute as responsible citizens with a commitment to the sustainable development of society.

## **Program Outcomes (PO's):**

# **PROGRAM EDUCATION OBJECTIVES & PROGRAM OUTCOMES**

After completing MCA degree student will be able to:

1. Apply knowledge of mathematics, computer science appropriate for real world applications.
2. Identify, formulate, analyze and solve complex computing problems using relevant domain disciplines.
3. Design and evaluate solutions for complex computing problems that meet specified needs for real world applications.
4. Apply programming logic including design of algorithm, programs, analysis and interpretation of data to provide valid solutions.
5. Apply appropriate techniques and modern computing tools for development of real world applications.
6. Understand and commit to professional ethics and cyber regulations, responsibilities, and norms of professional computing practices.
7. Understand the need and develop the capacity to persistent learning for continual development as a computer professional.
8. Participate as a member and leader in a team and stand out in multidisciplinary environments to demonstrate computing and management skills.
9. Communicate effectively to comprehend and present effective technical Documentation.
10. Apply the computing knowledge efficiently & effectively with concern for societal, environmental, and cultural aspects relevant to professional computing practices.
11. To contribute effectively as an individual and as a member or leader in diverse teams and in multidisciplinary environments.
12. To identify a timely opportunity and innovation with entire effort to function as a successful entrepreneur.

# DIGITAL TRUST

Digital Trust is a concept that enables users to carry out business transactions in a safe, secure, ethical and reliable manner.

By Saakshi Jain

Digital Trust is a very important part of the expanding global economy which is becoming more and more reliant on connectivity, data use, and new technologies. In order to be trustworthy, technology must be secure as well as responsibly used. There is a lack of understanding regarding these two aspects that have led to people being suspicious of digitization. Lack of security, transparency, ethical questions, etc. are causing a growth in the distrust of digital technologies.

Globally, there isn't any agreement on what digital trust exactly means. There is also a clear lack of guidance to ensure that people can work together to rebuild digital trust. Another area that is lacking is an assessment backed by data, of what actually drives digital trust between people and technology.

## The 4 Pillars of Digital Trust

Frictionless experiences



Modern Security



Centralised Management



Speed to Market



General ideas about trust are not flexible enough to meet the demands of trust digital interactions. Digital Trust is therefore a reworking of the framework of traditional ideas of trust to meet the demands necessary for digital businesses.

## Digital Trust key area -

- **Privacy:** This ensures to your customers that you have the ability to carry out any transactions or data transfers without taking a peek into their personal data for longer than necessary.
- **Security:** This would be a company's power to guarantee that there is absolutely no threat to the data of any of the parties involved in the transaction.
- **Identity:** Our online presence does not do much to hide our "real" identity. Identity as a factor of digital trust means that customers are provided with anonymity unless stated explicitly by them.
- **Predictability:** A company's ability to use existing data to predict any risks that may befall them, and make extensive plans in case of a "what if" scenario. This shows their clients that a company with foresight is a company that can be trusted.
- **Risk Mitigation:** To be able to understand and plan out a way to minimize the impact of uncertain events brings in the approval of current and potential customers. A customer will be more willing to share their data when they know that all possible risks have been accounted for.
- **Data Integrity:** To keep your customers' trust, you must keep their data safe above all. Data Integrity is to ensure that all the data you have is complete and accurate, and also that it is being stored and handled appropriately.

# Departmental Activities 2021 – 22

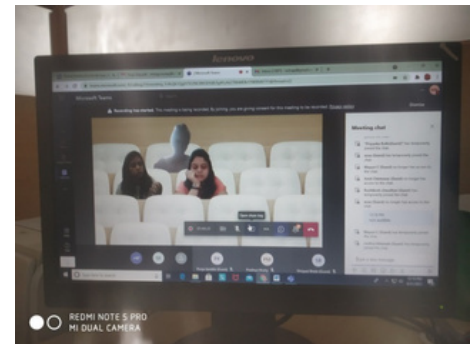
Activities Organized by MCA Department

**Title of the Activity :** A yoga session for “Boosting Immunity”

**Name of the speaker :** Neelam Bedmuttha

**Category of activity :** Extra-Curricular Social

**Objectives :** 1.To celebrate International Yoga Day.

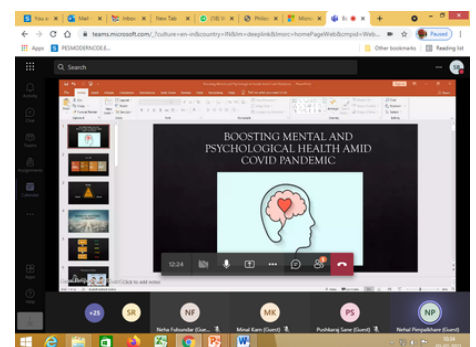


**Title of the Activity :** Boosting Mental and Psychological Health a mid Covid Pandemic

**Name of the speaker :** Mrs. Nehal Pimpal khare

**Category of activity :** Extra-Curricular Social

**Objectives :** 1.To boost the Metal & Psychological health. 2.To manage zoom fatigue. 3.To make acquainted with the technique of life balance in this pandemic.

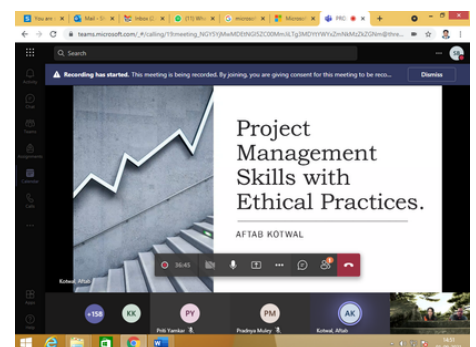


**Title of the Activity :** ”Project Management Skills with Ethical Practices.

**Name of the speaker :** Mr.AftabKotwal

**Category of activity :** Co-Curricular

**Objectives :** 1. To acquaint with Company Ethics.  
2.To introduce with industry project management.

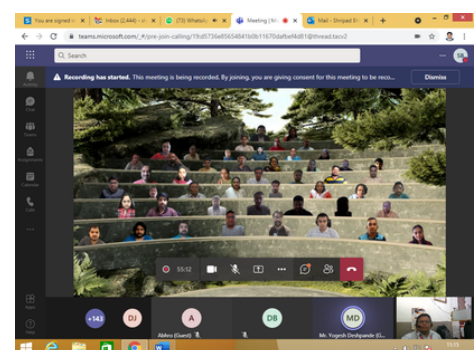


**Title of the Activity :** Centralized / Dept Virtual Alumni Meet (Batches upto 2018 passed out)

**Category of activity :** Extra-Curricular

**Objectives :** 1) To make alumni be intouch with the department as well as institute to increase the contribution at institute level.

2)To bring awareness among the follow students about the Career opportunities available in Industries.



# Departmental Activities 2021 – 22

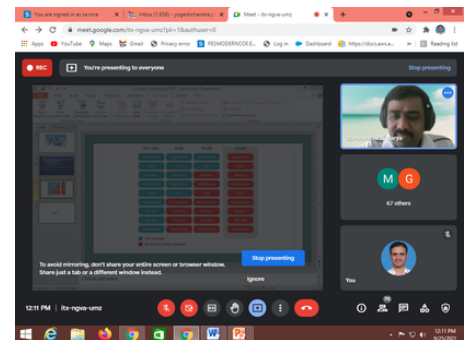
Activities Organized by MCA Department

**Title of the Activity :** Application and Career opportunities in Cloud Computing.

**Name of the speaker :** Mr.Santosh Ganacharya

**Category of activity :** Co-Curricular

**Objectives :** To Explain various application areas in Cloud Computing and Career opportunities in it.



**Title of the Activity :** “PAINTING COMPETITION” THEME-  
”SWACCHHATA ABHIYAN”

**Category of activity :** Extra-Curricular Social

**Objectives :** 1.To celebrate Mahatma Gandhi Jayanti  
2.To inculcate importance of cleanliness amongst students.

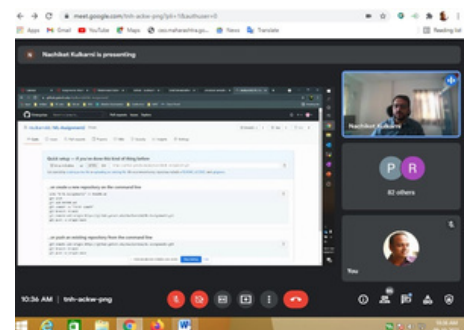


**Title of the Activity :** Selenium Web Driver Hands - on

**Name of the speaker :** Nachiket Kulkarni

**Category of activity :** Co-Curricular :

**Objectives :** Selenium is one of the most widely used open-source Web UI (User Interface) automation testing frameworks. It enables testers to execute tests across different browsers, platforms, and languages.

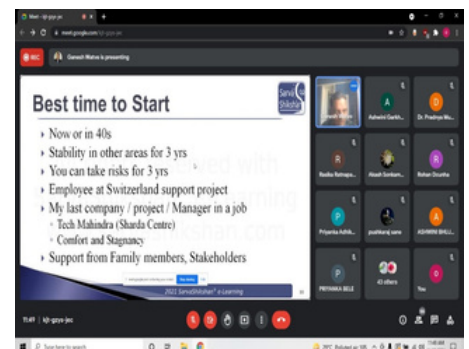


**Title of the Activity :** Essentials of Entrepreneurship:  
Thinking & Actions

**Name of the speaker :** Ganesh Watve

**Category of activity :** Co-Curricular / T & P / Institution's  
Innovation Council

**Objectives :** To help upcoming entrepreneurs to identify problem and design solution for the same using Double Diamond approach.



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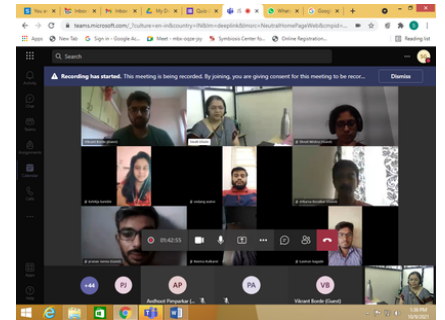
Activities Organized by MCA Department

**Title of the Activity :** JS Technologies

**Name of the speaker :** Vikrant Borde

**Category of activity :** Co-Curricular

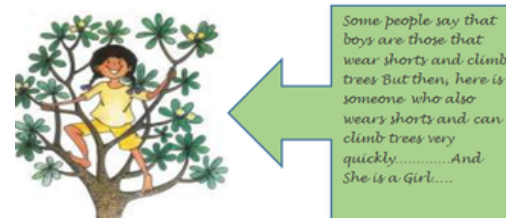
**Objectives :** To brief the students about JS Technologies.



**Title of the Activity :** Gender Sensitization and Awareness Quiz (International Men's Day)

**Category of activity :** Social

**Objectives :** 1.To enable the students to reflect on their understanding of gender To increase the comfort level of the students with these issues  
2.To make them aware about the different ways to encourage positive behaviors in boys towards building gender-equal relation.

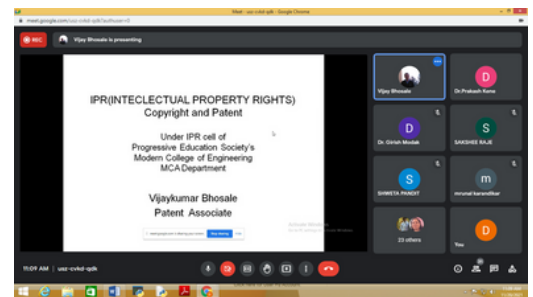


**Title of the Activity :** Introduction to Intellectual Property Rights.

**Name of the speaker :** Mr. Vijaykumar Bhosale

**Category of activity :** Co-Curricular

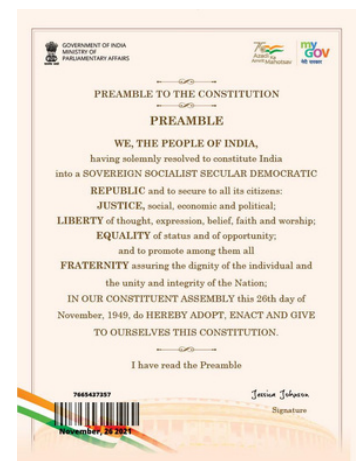
**Objectives :** 1.To create awareness on Intellectual Property Rights and Patents.  
2.To develop Academic and Industrial research perspective.



**Title of the Activity :** Constitutional Pledge

**Category of activity :** Extra-Curricular

**Objectives :** To make the students aware of their Constitutional values.



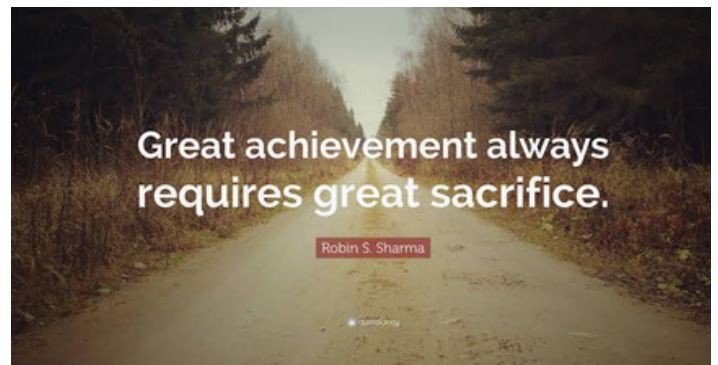
# STUDENT ACHIEVEMENT

Of the students of MCA Department

**Name of the Student :-** Vedang Watve  
**Name of the Event :-** Frolik2021  
**Organized By :-** Ashoka Business School,Nashik  
**Position:-** 2nd Prize  
**Level :-** National

**Name of the Student :-** Anjali Kapoor  
**Name of the Event :-** Federation Senior National  
**Organized By :-** Jharkhand Rollball association  
**Position :-** 2nd Place  
**Level :-** National

**Name of the Student :-** Anjali Kapoor  
**Name of the Event :-** Federation Westzone Senior National  
**Organized By :-** Madhya Pradesh Rollball Association  
**Position :-** 2nd Place  
**Level :-** National



## PUBLISHED FOR :

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MCA Department**

**Shivajinagar, pune-5**

**website: [www.moderncoe.edu.in](http://www.moderncoe.edu.in)**

**Facebook:**

**<https://www.facebook.com/mcoemca>**

**contact us :**

**[pradnya.muley@moderncoe.edu.in](mailto:pradnya.muley@moderncoe.edu.in)**



## EDUCATIONAL BOARD



**Dr. Prof. Pradnya Muley**

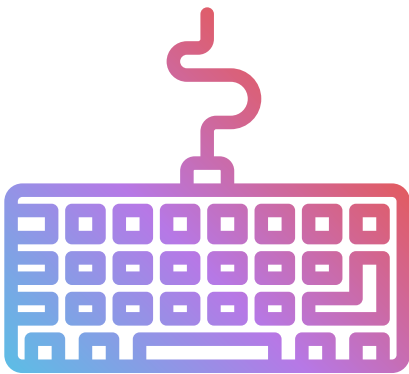


**Mr. Pradeep Prajapati**

# TECH FACTS :

Amazing Little Known Facts About Technology.

**The Firefox logo isn't a fox ! t's actually a red panda.  
It's a common misbelief that the Firefox logo is a fox (I mean...  
it is in the name), but it is actually a red panda!**



**The QWERTY keyboard was designed to slow you down.  
Typing too quickly would jam the keys. To prevent this from  
happening, QWERTY was introduced which placed common  
alphabets at a distance from each other and slowed typists  
down.**

**Over 90% if the world's currency is digital.  
Between credit cards, debit cards, online purchases,  
and cryptocurrency, only 8% of global currency is  
physical money.**



**The name Google was created accidentally.  
It was originally supposed to be named 'Googol'.  
The founders checked to see if that domain name was taken,  
but accidentally searched for 'google.com'. They liked that  
name even better and registered the domain name.**

**Humans now only make up 38.5% of internet traffic.  
The other 61.5% is non-human (bots, hacking tools, etc).**

