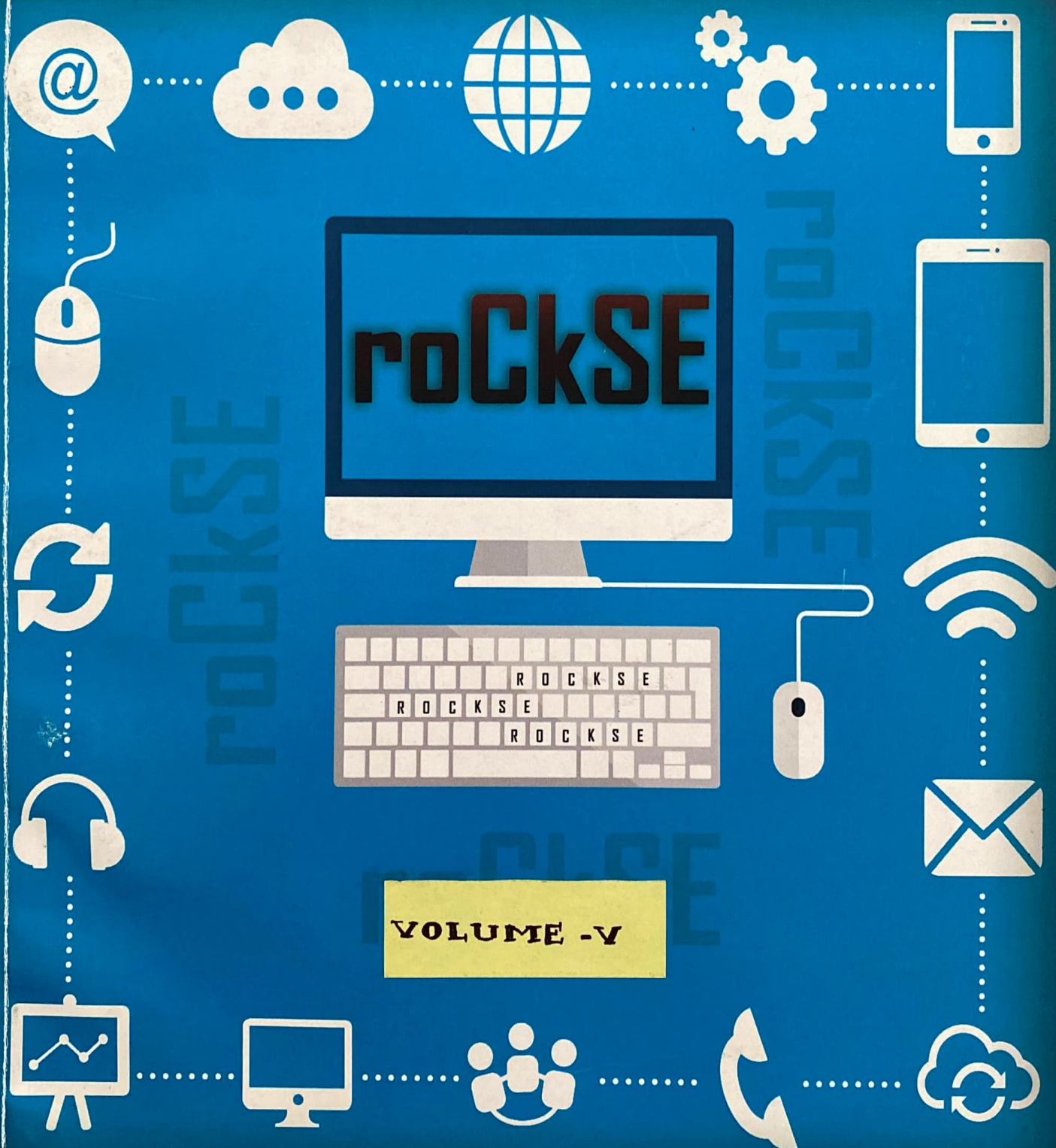


KAKATIYA INSTITUTE OF TECHNOLOGY & SCIENCE

An AUTONOMOUS INSTITUTE under Kakatiya University, Warangal

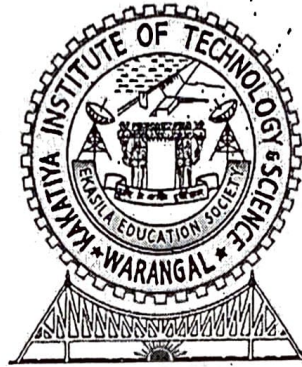
Department of COMPUTER SCIENCE & ENGINEERING



www.kitsw.ac.in

Kakatiya Institute of Technology & Science

Warangal-5006015.



Department of
Computer Science & Engineering
Presents....

roCkSE

Tech Magazine
March, 2015

Kakatiya Institute of Technology & Science

An AUTONOMOUS INSTITUTE under Kakatiya University, Warangal.

Approved by AICTE & Accredited by NBA, New Delhi.

Address: Opp. Yerragattu Hillock, Bheemaram, Hasanparthy, Warangal – 506015 (T.G.)

Editorial Board

Faculty

Chief Editor:
Editor In-charge:
Faculty Editors:

P. Niranjana Reddy
S. NagaRaju
K. Vinay Kumar
N.C.Santosh Kumar

Head, Dept. of CSE
Assoc.Professor
Chairman
Convenor

Students

B.Ram Bharath
R.Akhil
M.Chaitanya Kumar
A.Pramodh
K.Sai Akshitha
B.Pavan Sai

12016T0932
12016T0914
13016T0994
13016T0991
13016T1005
13016T0990

(IV/IV - CSE I)
(IV/IV - CSE I)
(III/IV - CSE II)
(III/IV - CSE II)
(III/IV - CSE II)
(III/IV - CSE II)



Contents:

- Preface
- Message
- Department & Staff Information
- Articles
- Latest Technologies



Kakatiya Institute of Technology & Science

(An Autonomous Institute under Kakatiya University, Warangal.)



Dr K.Ashoka Reddy
Principal

Message

I Congratulate the Department of Computer Science & Engineering for bringing out roCkSE, a Technical Magazine of the Department. It is a great initiative and I feel that such a Technical Magazine is very well required as it showcases the Strength of the Department faculty in research and inspires the Student Community towards research. I hope this Magazine will be well received by the Student Community and Faculty.



Kakatiya Institute of Technology & Science

(An Autonomous Institute under Kakatiya University, Warangal.)



P.Niranjan Reddy
Head, Dept. of CSE

Message

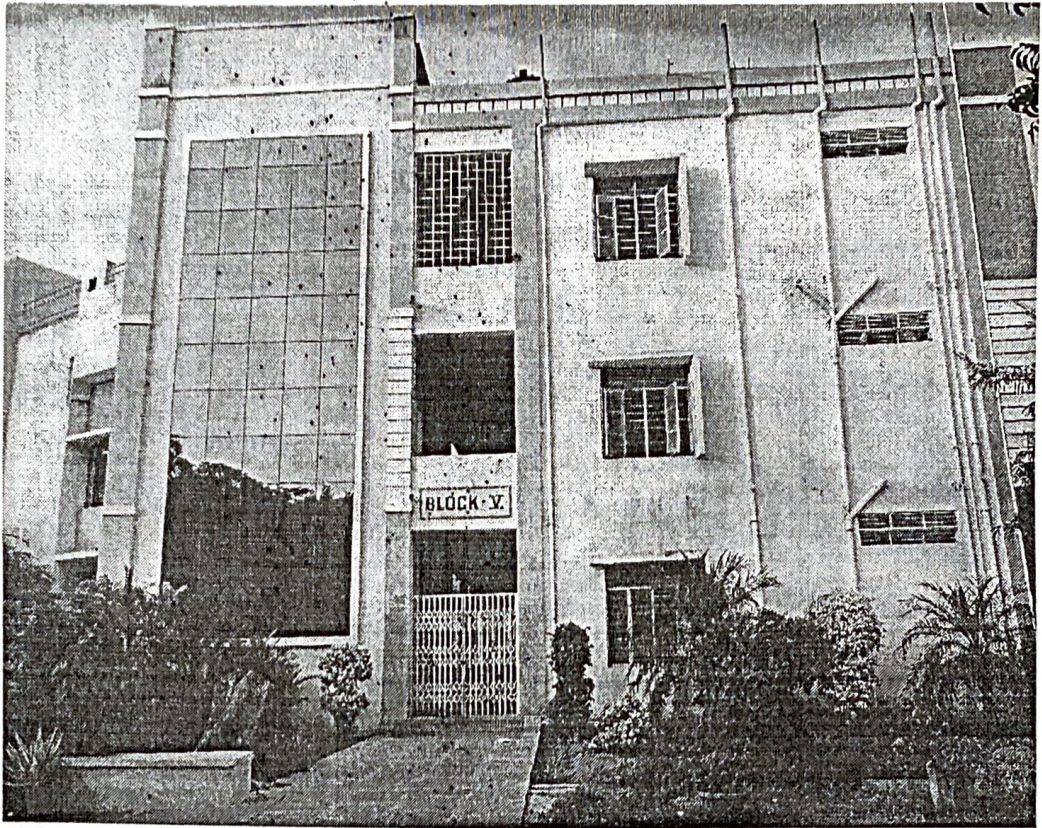
This Magazine Summarizes the Current State of Computer Science & Engineering, latest Technologies and also Information of Department and Faculty Members. Providing an arena for the Student community to showcase their Technical Talents is a Great Task. We took up the challenge to bring awareness to everyone in laying their career steps towards latest Technologies. Keeping in view of the present era of Technological revolution in the field of Engineering, the Students of CSE Department, KITS Warangal present you roCkSE.

P.Niranjan Reddy

HOD, Department of CSE

Department & Staff Information

CSE Department Profile



The department of Computer Science and Engineering is established in the year 1994. The Department aims at technical competency and aids in enhancing ethical and moral values among the students. With the Mission to produce top class engineers capable of working in Multinational companies the department motivate enthusiasm among the students to learn and work more.

The department is a center of excellence for budding engineers equipped with strong fundamental concepts in programming and problem solving skills and also inculcates leadership qualities to serve the society. The department is assisting the students in their career placements by setting up campus placements. With the support of 26 teaching and 13 technical staff the department caters about 580 students. The students are trained in academic excellence and encouraged to undergo various certification training programs to excel in their academic as well as technical competence. The department also arrange various guest lecturers from industry experts on latest technologies on computers.



Kakatiya Institute of Technology & Science

(An Autonomous Institute under Kakatiya University, Warangal.)

CSE Department Teaching and Non-Teaching & Support Staff

CSE TEACHING FACULTY

S.No.	Name of the faculty	Designation
1.	Dr. P. Niranjan	Professor & Head
2.	S. Naga Raju	Associate Professor
3.	V. Shankar	Associate Professor
4.	C. Srinivas	Associate Professor
5.	S. Venkatramulu	Associate Professor
6.	V.Chandhra Shekar Rao	Associate Professor
7.	M.S.B. Phridviraj	Assistant Professor
8.	B. Srinivas	Assistant Professor
9.	G. Sridhar	Assistant Professor
10.	K. Vinay Kumar	Assistant Professor
11.	M. Preethi	Assistant Professor
12.	S. Narasimha Reddy	Assistant Professor
13.	B. Raghuram	Assistant Professor
14.	B. Hanumanthu	Assistant Professor
15.	Md.Sharfuddin Waseem	Assistant Professor
16.	I. Sai Rama Krishna	Assistant Professor
17.	P. Rajitha	Assistant Professor
18.	V. Swathy	Assistant Professor
19.	Dr. P. Shireesha	Assistant Professor
20.	P. Suresh Kumar	Assistant Professor
21.	P. Vijay Kumar	Assistant Professor
22.	B. Sridhara Murthy	Assistant Professor
23.	N.C. Santosh Kumar	Assistant Professor
24.	S.Madhavi Sudha	Assistant Professor
25.	P.Srinivas	Assistant Professor
26.	B. Raju	Assistant Professor



Kakatiya Institute of Technology & Science

(An Autonomous Institute under Kakatiya University, Warangal.)

CSE NON-TEACHING FACULTY

S.No.	Name of the staff	Designation
1.	P.Sreenivasa Rao	Programmer
2.	B.Suresh	Programmer
3.	G.Rama Devi	Operator
4.	P.Murali	Operator
5.	V.Jaya Kumar	Programmer
6.	T.Kiran Kumar	Operator
7.	A.Devendra Prasad	Programmer
8.	D.Srilatha	Programmer
9.	Ch.Kiran	Programmer
10.	M.RamaRao	Programmer
11.	V.Kali Sita Gayathri	Jr. Assistant
12.	P. Venkata Chary	Attender
13.	D.Babu	Attender



Kakatiya Institute of Technology & Science

(An Autonomous Institute under Kakatiya University, Warangal.)

FACULTY PUBLICATIONS

S.No.	Names of the Staff	Designation	2014-15	2013-14	2012-13	2011-12	2010-11
1	Dr. P. Niranjan	Professor & Head	5	6	4	4	3
2	S. Naga Raju	Associate Professor	1	2	2	3	2
3	V. Shankar	Associate Professor	2	5	9	1	2
4	C. Srinivas	Associate Professor	4	7	1	1	0
5	S. Venkatramulu	Associate Professor	4	5	2	0	1
6	V.Chandhra ShekharRao	Associate Professor	2	2	2	1	1
7	M.S.B. Phridviraj	Assistant Professor	4	3	1	0	3
8	B. Srinivas	Assistant Professor	1	1	1	1	1
9	G. Sridhar	Assistant Professor	1	3	2	0	0
10	K. Vinay Kumar	Assistant Professor	1	5	2	0	0
11	M. Preethi	Assistant Professor	2	0	1	0	1
12	S. Narasimha Reddy	Assistant Professor	1	0	1	0	0
13	B. Raghuram	Assistant Professor	3	3	3	1	0
14	B. Hanumanthu	Assistant Professor	5	5	3	1	0
15	MdSharfuddin Waseem	Assistant Professor	--	--	--	--	--
16	I. Sai Rama Krishna	Assistant Professor	--	--	--	--	--
17	P. Rajitha	Assistant Professor	--	--	--	--	--
18	V. Swathy	Assistant Professor	2	--	--	--	--
19	Dr. P. Shireesha	Assistant Professor	5	2	--	--	--
20	P. Suresh Kumar	Assistant Professor	3	0	2	2	2
21	P. Vijay Kumar	Assistant Professor	1	--	--	--	--
22	B. Sridhara Murthy	Assistant Professor	1	0	1	1	0
23	N.C. Santosh Kumar	Assistant Professor	--	2	1	0	0
24	S.Madhavi Sudha	Assistant Professor	--	1	3	0	0
25	P.Srinivas	Assistant Professor	--	--	--	--	--
26	B. Raju	Assistant Professor	--	0	1	1	0

Research publications by faculty in INTERNATIONAL JOURNALS during the last 5 years:

S.N o	Name of the faculty member	Title of paper	Name of the Journal	DOI number
1.	P.Niranjan	A Novel Data Anonymization Technique for Privacy Preservation of Data Publishing	International Journal of Advanced Research in Computer Engineering & Technology	ISSN 2250-2459, Volume 5, Issue 8 – 2014 – 9
2.	P.Niranjan	Techniques for Efficient Keyword Search in Cloud Computing	(IJCSIT) International Journal of Computer Science and Information Technologies	ISSN 097-9646, Vol. 4 (1), 2013, 66 – 68, 2013
3.	P.Niranjan	Privacy Preserving the Relational Data Bases by Using Null Values and Secrecy Views	International Journal of Computer Science Information and Engineering Technology	ISSUE4-VOLUME3-SERIES2-2014
4.	P.Niranjan	Generic Approach to Systematically Model Culture and Infuse into Social Networks	International Journal of Computer Science Information and Engineering Technology	ISSUE4-VOLUME3-SERIES2-2014
5.	P.Niranjan	User Specific Search Histories and Organizing Problems	International Journal of Advance Computer Technology	Volume3, Number6, 2014
6.	P.Niranjan	An Integrated Classification Scheme For Efficient Retrieval Of Components	International Journal Of Computer Science, New York, USA	0.3844/jcssp.20 08.821.825
7.	P.Niranjan	A Mock-up Tool for Software Component Reuse Repository	International Journal of Software Engineering Applications (IJSEA)	ISSN: 09762221, EISSN: 09759018, April, 2010
8.	P.Niranjan	Design Patterns: A Resource for Reverse Engineering	International Journal of Computer Science and Engineering	ISSN: 1742-7185, Vol. 02, No. 03 — Year

9.	P.Niranjan	An Efficient Software Engineering Tool for Knowledge Sharing	International Journal of Computer science Issues	ISSN: 1694-0814, Volume 7, Issue 4	19-27
10.	P.Niranjan	Optimizing the Application-Layer DDoS Attacks for Networks	International Journal of Computer Science and Information security	ISSN: 1947-5500, DOI: IJCSIS-31051070	195-200
11.	P.Niranjan	Efficient IP-trace back through packet marking algorithm	International Journal of Network Security & Its Applications	ISSN: 0975-2307 , DOI : 10.5121/ijnsa.2010.2309	132-142
12.	P.Niranjan	A Multilevel Representation of Repository for Software Reuse	International Journal of Computer Science and Information Security	ISSN: 19475500, 2011, Volume: 9, Issue: 9	114-119
13.	P.Niranjan	A Model Software Reuse Repository with An Intelligent Classification and Retrieval Technique	International Journal of Computer Science and Engineering, Scientific & Academic Publishing	SAP- 108100002, ISSN:2163-1484, DOI: 10.5923/J.Computer.20110101.03	15-21
14.	P.Niranjan	Reusable Web Design Patterns for Online Derivatives Trading	International Journal of Computer Engineering and Technology	volume: 2, Issue: 2, ISSN: 0976-6367,	25-33
15.	P.Niranjan	A Resolved Retrieval Technique For Software Components	International Journal of Advanced Research in Computer Engineering & Technology	ISSN: 2278 – 1323, Volume 1, Issue 4	1011-1015
16.	S.NagaRaju	Density based multi feature background subtraction with support vector machine	International journal of research in information technology	Vol 2, Issue 11, Nov 2014(ISSN: 2001-5569)	
17.	S.NagaRaju	Onthology based ranking approach for web documents	Computational Journal Of Computer Science & research	Vol.2.No:1,ISSN:22490000	39-43
18.	S.NagaRaju	Web Personalization using Efficient Ontology Relations	International Journal of Computer & Electronics Research (IJCER)	Manual script ID: 24213, ISSN: 2250 – 3005, Vol.2	1329-1332
19.	S.NagaRaju	Parallel Genetic Algorithms	International Journal of Computer Science &	ISSN:0975-4660, Vol. 8 No. 4	223-228

			Information Technology		
20.	S.NagaRaju	A resolved IP trace-back through probabilistic packet marking algorithm	International Journal of Computer Science and Telecommunications	ISSN: 2047-3338, vol: 2 Issue 7	40-43
21.	S.NagaRaju	Density based multi feature background subtraction with support vector machine.	International journal of research in information technology	Vol 2, Issue 11, Nov 2014 (ISSN: 2001-5569)	
22.	V.Shankar	Ranking Adaptability Measurement Model For Domain -Specific Search	International Journal of Computer science and Information and Engg., Technologies	Issue 4, volume 3, series 2, 2014-002, ISSN 2277-4408	
23.	V.Shankar	A Novel Based Approach To Obtaining the Personal Name Aliases From The web	International Journal of Computer science and Information and Engg., Technologies	Issue 4, volume 3, series 2, 2014-007, and ISSN 2277-4408	
24.	V.Shankar	Fast IP routing using multiple routing configurations	International Journal on Computer Science and Technology (IJCST)	Vol.3, Issue-3, ISSN: 0976-8491,	45-58
25.	V.Shankar	Concise query processing in uncertain databases	International journal of computer applications (IJCA)	Vol.54, No:6, ISSN: 0975-8887	23-35
26.	V.Shankar	Game based analysis of DDOS attacks prevention using puzzle based defence strategy	Game based analysis of DDOS attacks prevention using puzzle based defence strategy	Vol.34, Issue.4	89-95
27.	C.Srinivas	A Novel Gaussian Based Similarity	ELSEVIER Int. jrl.	Vol.19,09-10	

		Measure for Clustering Customer Transactions Using Transaction Sequence Vector		October 2014	
28.	C.Sinivas	Design and Analysis of Novel similarity Measure for Software Component Clustering and Classification	ELSEVIER Int. jrl.	Volume 19 09-10 October 2014	
29.	C.Srinivas	Clustering software components for program restructuring and component reuse using hybrid XNOR similarity function	ELSEVIER Int. Jrl.2014	Vol.12, Jan 15 2014	
30.	C.Srinivas	A Modified Gaussian Similarity Measure for Clustering Software Components and Documents	ACM Int. jrl 2014	ISBN: 978-1-4503-2713-8, May 16, 2014	
31.	S.Venkataramulu	Preventing DDOS attack in Mobile Ad-hoc Network using a secure Intrusion Detection System	International Journal of Computer Science and Information Technologies	Volume 3 Issue 4, ISSN 2277-4408 01112014-015.	
32.	S.Venkataramulu	Defensive Approaches on SQL Injection and Cross-site Scripting Attacks	Global Journal of Computer Science and Technology(E), network, web security	Volume 14, issue 2, version 1.0 2014, ISSN 0975-4350	77-82
33.	S.Venkataramulu	Input Validation Vulnerabilities(SQLIA) and Defenses in Web Applications security	International Journal of Emerging Technology and Advanced Engineering	Volume 4, Issue 7 July 2014, ISSN 2250-2459	207-217
34.	S.Venkataramulu	Swarm Intelligence Based Warmhole Detection Technique For Under Water Sensor Networks	International Journal of Innovative Research in Computer and Communication Engineering	Vol. 3, Issue 5, May 2015, ISSN 2320-9801	
35.	S.venkataramulu	Secure Communication using two party authenticated quantum key distribution	International Journal of Computer Science and Network Security	ISSN : 1738-7906, Vol. 10, No. 8	233-238

		protocols			
36.	S.venkataramulu	Augmented Analysis for Network Attack Discovery	International Journal of Scientific and Research Publications	Vol 2, Issue 9, ISSN 2250-3153	1-4
37.	K.Chandra Shekar Rao	A Novel Based Approach For Secure Mining Of Association Rules In Horizontally Distributed Data Sets	International Journal of Computer Science and Information Technologies	Volume3,ISSUE 4, ISSN 2277-4408, 2014.	
38.	K.Chandra Shekar Rao	Privacy Preserving Mining Of Association Rules From The Outsourced Transaction Databases	International Journal of Computer Science and Information Technologies	Volume3,ISSUE4, ISSN 2277-4408, 2014.	
39.	M.S.B.Pridhviraj	A Novel Gaussian Based Similarity Measure for Clustering Customer Transactions Using Transaction Sequence Vector	ELSEVIER Int. jrl. 09-10	Vol. 38, Nº 1, 85 – 96, October 2014	
40.	M.S.B.Pridhviraj	A Tree based Approach with Ternary Function and Ternary Feature Vector.	Elsevier in Procedia Computer Science Journal.	ITQM2014	976-98
41.	M.S.B.Pridhviraj	Data mining – past, present and future – a typical survey on data Streams	Elsevier in Procedia Technology Journal.	The 7th International Conference Interdisciplinarity in Engineering (INTER-ENG 2013)	255-26
42.	M.S.B.Pridhviraj	A Novel Gaussian Based Similarity Measure for Clustering Customer Transactions Using Transaction Sequence Vector 8th	Elsevier in Procedia Technology Journal	International Conference Interdisciplinarity in Engineering, INTER-ENG 2014, 9-10 October 2014, Tirgu-Mures, Romania.	
43.	M.S.B.Pridhviraj	Exploiting Dynamic Resource allocation for query Processing in the cloud computing	IJCSIT	volume.3 September-, October 2012	5206 5209
44.	M.S.B.Pridhviraj	Reducing malicious	CEE 2010	October 2012	67-7

		packet losses using equal cost multipath routing			
45.	B.Srinivas	A Novel Bootstrapping Algorithm for Mining Comparable Entities	International Journal of Science and Technology Education Research -2014	March,2014	
46.	G.Sridhar	Network Data Aggregators for continuous aggregation queries by query planning	International Journal of computer science information and engineering technologies,	Volume3, ISSUE 4, ISSN 2277-4408, 2014.	
47.	M.Preethi	A Novel Approach to improve website structure through user Navigation	International Journal of Computer Science Information and Engineering Technologies	ISSN 2277-44081101112014-001	
48.	M.Preethi	Security Schemes in Distributed Data Storage using Proxy Re-encryption	International Journal of Advanced Research in Computer Science and Software Engineering	Volume 4, Issue 11, November 14, ISSN: 2277 128X.	
49.	M.Preethi	Optimizing the Application-Layer DDoS Attacks for Networks	International Journal of Computer Science and Information Security	ISSN: 1947-5500,DOI:IJCSIS-31051070	195-200
50.	M.Preethi	CEBKST: The Cost efficient based on keying and secure data transmission for wireless sensor network	International Journal of Computer Science and Information Technology	Vol.3(5), 2012 ISSN: 0975 – 9646	5285 – 5290
51.	M.Preethi	A novel strategy variance based intrusion detection and log management in cloud computing	International Journal of Electrical, Electronics and Computer Systems (IJECS)	Vol.9, 2012, Issue-2	23-33
52.	K.Vinay Kumar	Catalog Integration Using Taxonomy	Journal of Advanced Research in Computer Science & Technology	Vol.2,ISSUE4, ISSN : 2347 - 8446,	

			(IJARCST 2014)	2014	
53.	K.Vinay Kumar	Privacy protection for dynamic data through anonymization	International Journal of Scientific and Research Publication	Vol.2, Issue.9, ISSN: 2250-3153	68-7
54.	S.Narasimha Reddy	Robust Feature Extraction Technique for License Plate Characters Recognition	IETE Journal of Research	Volume 61, Issue 1, ISSN:0377-2063, DOI:10.1080/03772063.2014.985264, 2015.	
55.	B.Raghuram	Probabilistic Model to Access the Possible Information using Query Representation	International Journal of Computer Applications 107(2):40-44, December 2014. ISBN : 973-93-80884-15-2	DOI:10.5120/18726-9959	
56.	B.Raghuram	A Machine Learning Approach to Riddle Abused Scraps from OSN User Space	International Journal of Computer Applications 106(12):33-37, November 2014	DOI:10.5120/18575-9851 (ISBN:973-93-80883-74-4)	
57.	B.Raghuram	K-Means Clustering Algorithm based on Entity Resolution	International Journal of Computer Applications 108(6):41-44, December 2014	DOI:10.5120/18919-0254	
58.	B.Hanmanthu	A Novel Low Power Approach for Radix-4 commutator FFT Based on CSD Algorithm	International Journal of Engineering Research and General Science	Volume 3, Issue 2, March-April, 2015(ISSN 2091-2730)	
59.	B.Hanmanthu	Probabilistic Model to Access the Possible Information using Query Representation	International Journal of Computer Applications December, 2014	DOI: 10.5120/18726-9959 (ISBN: 973-93-80884-15-2)	107(2):40-44
60.	B.Hanmanthu	Ontological Semi Automatic Method for Web Data Tables Integration	International Journal of Computer Applications December, 2014	DOI:10.5120/18783-0109 (ISBN : 973-93-80884-22-7)	107(9):448

60.	B.Hanmanthu	Ontological Semi Automatic Method for Web Data Tables Integration	International Journal of Computer Applications December, 2014	DOI:10.5120/18783-0109 (ISBN: 973-93-80884-22-7)	107(9):4-48
61.	B.Hanmanthu	A Machine Learning Approach to Riddle Abused Scraps from OSN User Space	International Journal of Computer Applications, November 2014	DOI:10.5120/18575-9851 (ISBN: 973-93-80883-74-4)	106(12):33-37
62.	B.Hanmanthu	K-Means Clustering Algorithm based on Entity Resolution	International Journal of Computer Applications, December 2014	DOI:10.5120/18919-0254	108(6):41-44
63.	B.Hanmanthu	Infallible and upgradable Geo-environment based Multicasting protocol in MANETs	Published by International Journal of Computer Trends and Technology	Volume 3, Issue 4 -2012,	576
64.	V.Swathy	Aspect related to the specifications of software components	International Journal of Computer Science Information and Engineering Technologies	Vol.5, Mar2014, ISSN: 2229-3345.	
65.	V.Swathy	A novel method to detect SQL injection attacks based on static and dynamic methods	International Journal of computer science information and engineering technologies	Vol 3, ISSUE 6, Nov 2014, ISSN: 2319-1953	
66.	P.Suresh Kumar	A Study on impact of Untrustworthy and older recommendations over T-Grid Computational Model	Springer Int. Jrl. of Systems Assurance Engineering and Management,	October, 2014	
67.	P.Suresh Kumar	User Satisfaction based Quantification of Direct Trust in T-Grid Computational Model	Proc. Of IEEE Int. Conf. on Computer, Communication and Control Tech. (14ct2014), Langkawi, Kedah, Malaysia	ISBN:978-1-4799-4556-6, Sep 2014	
68.	P.Surellsh Kumar	A Novel Approach to earthquakedetection by using Twitter analysis	International Journal of computer Science Information and Engg., Technologies 2014	Vol 3, No 3	1-8

69.	P.Vijay Kumar	A Novel Approach to Efficient Text sanitization for Textual Documents.	International Journal of Computer Science Information and Engg., Technologies	Volume 3, Issue4, ISSN: 2277-4408, 2014	
70.	B.Sridhara Murthy	Access Control Policies for Online Social Networks by Using Advanced Techniques	International Journal of Computer Science Information and Engg., Technologies	ISSN 2277-4408, 2014	
71.	P.Shireesha	A Novel Data Anonymization Technique for Privacy Preservation of Data Publishing	International Journal of Advanced Research in Computer Engineering & Technology	ISSN 2250-2459, Volume 5, Issue 8	
72.	P.Shireesha	Techniques for Efficient Keyword Search in Cloud Computing			
73.	P.Shireesha	Privacy Preserving the Relational Data Bases by Using Null Values and Secrecy Views	International Journal of Computer Science Information and Engineering Technology	ISSUE4- VOLUME3- SERIES2-2014	
74.	P.Shireesha	Generic Approach to Systematically Model Culture and Infuse into Social Networks	International Journal of Computer Science Information and Engineering Technology	ISSUE4- VOLUME3- SERIES2-2014	
75.	P.Shireesha	User Specific Search Histories and Organizing Problems	International Journal of Advance Computer Technology	Volume3, Number6, 2014	



Kakatiya Institute of Technology & Science

(An Autonomous Institute under Kakatiya University, Warangal.)

Approved by AICTE & Accredited by NBA, New Delhi.

Paper presentations in international conferences

Sl.No	Name of the faculty	Title of Paper	Name of the Conference and place of conduct of the conference	Date
1.	P.Niranjan	Design of reusable components using drag and drop mechanism	Software Architectures and Components Integration IEEE-SACI	2006
2.	P.Niranjan	Rule Based work Flow Engine and Dynamic Adaption	International Conference on Information and Communication Technology IICT	2007
3.	P.Niranjan	Software Metric Tools for Object Oriented Design	International Conference On Emerging Technologies and Applications in Engineering	13-14 Jan, 2008
4.	S.Nagaraju	Rule Based Semantic Services	NCIIT,PSG, Coimbatore	2010
5.	V.Shankar	Predicting the class Lables of the given Training tuples through back propagation algorithm	GRIET-Hyderabad	26th-27th December, 2008
6.	V.Shankar	Efficient computation of Iceberg cubes based on user constraints	International Conference on Computational Systems & Communication Technology	May 5-6, 2010
	V.Shankar	Cache based iceberg query evaluation	International Conference on Computing and Communication Technologies	Dec,2014
	S.Venkatramulu	Preventing Input Type Validation Vulnerabilities Using Network Based Intrusion Detection Systems	International Conference on Contemporary Computing Informatics(IC3I),SJCE Mysore, India.	November 2014
9.	M.S.B.PridhviRaj	Peer to Peer data mining for the purpose of informationdiseliminationand file sharing	ICDM-2010,IEEE Conference in data mining, Sydney, Australia	2010

10.	M.S.B.PridhviRaj	Hardware Enhanced Association Rule Mining with Hashing and Pipelining	10th IEEE International conference on Data mining (ICDM'10) from December	17 Dec 2010
	M.S.B.Pridhviraj	Mining Top-K Rank Frequent Patterns in Data Streams A Tree Based Approach with Ternary Function and Ternary Feature Vector	The Second International Conference on Innovative Computing and Cloud Computing (Published by ACM)	December 01 - 02, 2013
	M.S.B.Pridhviraj	A Novel Similarity Measure for Clustering Customer Transactions Using Ternary Sequence Vector	Computer Science Online Conference 2015	
11.	B Hanmanthu	Fuzzy Associative Classifier for Distributed Mining	IJCA Proceedings on International Conference and workshop on Emerging Trends in Technology (ICWET 2012)	Mar 2012
12.	B Hanmanthu	Third Party Privacy Preserving Protocol For Partitioning Based Classification of Vertically Fragmented Databases	Else viewer Proceedings at ICECIT International Conference on Emerging Trends in Electrical, Communication & Information Technology being organized by SRIT Ananthapur	Dec-2012.
13.	B.Hanmanthu	SQL Injection Attack Prevention Based on Decision Tree Classification	IEEE Sponsored 9th International Conference on Intelligent Systems and Control (ISCO) 2015	
14.	B. Raghuram	Third Party Privacy Preserving Protocol For Partitioning Based Classification of Vertically Fragmented Databases	Else viewer Proceedings at ICECIT International Conference on Emerging Trends in Electrical, Communication & Information Technology being organized by SRIT Ananthapur	Dec-2012.
15.	B. Raghuram	Fuzzy Associative Classifier for Distributed Mining	IJCA Proceedings on International Conference and workshop on Emerging Trends in Technology (ICWET 2012) icwet(9):1-5	Feb 2012
16.	B. Raghuram	Privacy preserving associative classification on vertically partitioned databases	IEEE conference, ICACCT	August 2012.
17.	B. Raghuram	Mobile -agent based distributed fuzzy associative	International Conference on Intelligent Agent & Multi-	2009

Faculty Membership details in various clubs, workshops and FDPs attended.

Faculty Name	Memberships	FDPs & Workshops attended	Other details
Dr. P.Niranjana Reddy	Indian society for technical education, Computer Society of India	Attended 3 workshops in	Head of CSE
S.NagaRaju	Indian Society for Technical Education	Attended 2 workshops in	Network co ordinator,kitsw
V.Shankar	• Indian Society for Technical Education	Attended 2 workshops in 2010.	M. Tech coordinator from 2010
C.Srinivas	• Computer Society of India • Indian Society for Technical Education	• Attended 1 Workshop in 2010. • Attended 2 Workshops in 2012. • Attended 1 Workshop in 2013.	CSI coordinator
S.Venkatramulu	Indian Society for Technical Education	• Attended 1 Workshop in 2012. • Attended 4 Workshops in 2013.	• Departmental R&D Coordinator • SC/ST cell Faculty In charge
V.Chandra Shekar Rao	Indian Society for Technical Education		NCC coordinator,kitsw
M.S.B.Pridhviraj	1. Indian Society for Technical Education 2. IEEE	Attended 1 workshop 2011	Training and placement,CSE department
B.Srinivas	Indian Society for Technical Education	Attended 2 workshops in	

		classification rules : generation for OLAM	Agent Systems	
18.	B.Raghuram	Generalization Based associative Classification Rules Generation on Fuzzy Data Cubes	International Advanced Computing Conferences	06-07 March 2009
19.	B.Raghuram	SQL Injection Attack Prevention Based on Decision Tree Classification	IEEE Sponsored International Conference on Intelligent Systems and Control (ISCO)	9th9th January, and 2015 -10th
20.	B.Raghuram	Incremental Associative Classification on Distributed Databases	International Conference for Convergence of Technology- 2014, Pune, 2014	2014

G.Sridhar	Indian Society for Technical Education	Attended 2 workshops in	
M.Preethi	Indian Society for Technical Education	Attended 3 FDP's in 2013	
K.Vinay Kumar	Indian Society for Technical Education	• Attended 1 International conference in 2013 • Attended 1 workshop in 2013 • Attended 1 FDP in 2012 and 3 FDP's in 2013	News letter and dept magazine coordinator
B.Hanmanthu	Indian Society for Technical Education	• Attended 3 FDP's in 2013 • Attended 1 FDP in 2012 • Attended 1 FDP in 2010 • Attended 1 workshop in 2010	Dept library incharge
P.Rajitha	Indian Society for Technical Education	Attended 3 workshops in 2013	
V.Swathy	Indian Society for Technical Education	• Attended 4 FDP's in 2013. • Attended 1 FDP in 2012	
B.RaghuRam	1. Institute of engineers, Kolkata 2. Indian Society for Technical Education 3. Computer Society of India	• Attended 1 workshop in 2012 • Attended 1 workshop in 2013 • Attended 1 FDP in 2012	
S. Narasimha Reddy	1. Indian Society for Technical Education	• Attended 2 workshops	
Md.Sharfuddin Waseem	1. Indian Society for Technical Education	• Attended 2 workshops	

I. Sai Rama Krishna	1. Indian Society for Technical Education	• Attended 2 workshop	
Dr. P. Shireesha	1. Indian Society for Technical Education	• Attended 2 workshops	
P. Suresh Kumar	1. Indian Society for Technical Education	• Attended 3 workshop s	
P. Vijay Kumar	1. Indian Society for Technical Education	• Attended 2 workshops	
B. Sridhara Murthy	1. Indian Society for Technical Education	• Attended 3 workshops	
N.C. Santosh Kumar	1. Indian Society for Technical Education	• Attended 2 workshops	News letter and dep magazine coordinat
S.Madhavi Sudha	1. Indian Society for Technical Education	• Attended 2 workshops	
P.Srinivas	1. Indian Society for Technical Education	• Attended 3 workshops	
B. Raju	1. Indian Society for Technical Education	• Attended 3 workshops	

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
Details of the Faculty pursuing Ph.D and Awarded

S.No	Name of the Faculty	Year of registration	University	Area	Topic
1	Dr.P.Niranjana	2007	KU, Wgl	Software Engineering	An Integrated Approach Clustering and retrieval of reusable components
2	S.Naga Raju	2008	OU, Hyd	Symantec Web	Personalization of Public Service
3	V.Shankar	2007	KU, Wgl	Data Ware Housing	Efficient Ice berg C evaluation using compressed map Index technique in distributed data basis
4	C.Srinivas	2007	KU, Wgl	Software Engineering	Clustering & Reusing Components
5	S.Venkatramulu	2009	KU, Wgl	Network Security	Preventing Input Type validation using network based Intrusion Detection System
6	V.Chandra Shekar Rao	2011	JNTU, Hyd	Data Mining & Data Ware Housing	Query Evaluation
7	MSB Pridviraj	2009	KU, Wgl	Data Mining	Clustering data stream customer transactions data
8	B.Srinivas	2015	KL University	Big Data Analytics	Community Structure mining Big Data Social media network with Mapreduce
9	K.Vinay Kumar	2011	Karunya University	Data Mining	Data Stream mining
10	Narasimha Reddy Soora	July, 2012	VNIT, Nagpur	Image Processing	Online Detection of Video Providing Analytics
11	B.Raghuram	2011	JNTU, HYD	Data Mining	Fuzzy generalized classifier distributed knowledge discovery
12	V. Swathy	2012	OU, HYD	Software Engineering	A component based software through genetic approach.
13	Dr. P. Shireesha	2009	KU,wgl	Software Engineering	An integrated classification technique to represent reusable components
14	Dr. P. Suresh Kumar	2008	JNTU,Hyd	Grid Computing	Trust Management in Computing
15	P.Vijay Kumar	2012	JNTU, Hyd	Cloud Computing	An efficient load balancing method in cloud environment
16	N.C.Santosh Kumar	2011	GITAM,	Spatial Data Mining	Clustering spatial point data
17	B.Raju	2015	KL University	Data Mining	Big Data Analytics



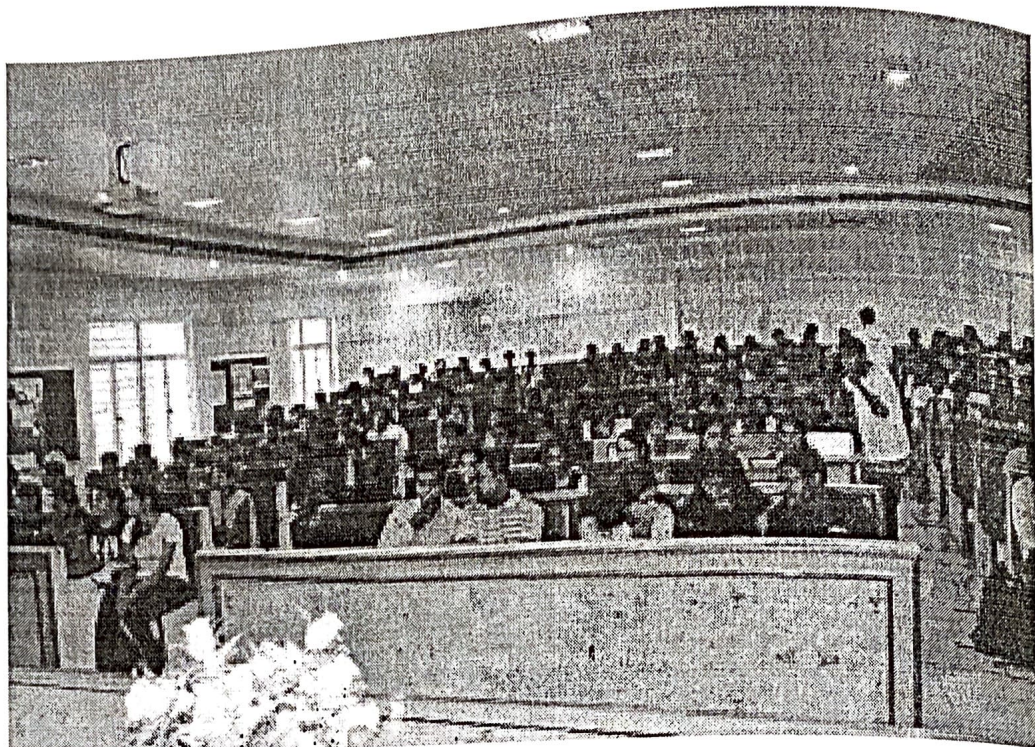
Kakatiya Institute of Technology & Science

(An Autonomous Institute under Kakatiya University, Warangal.)

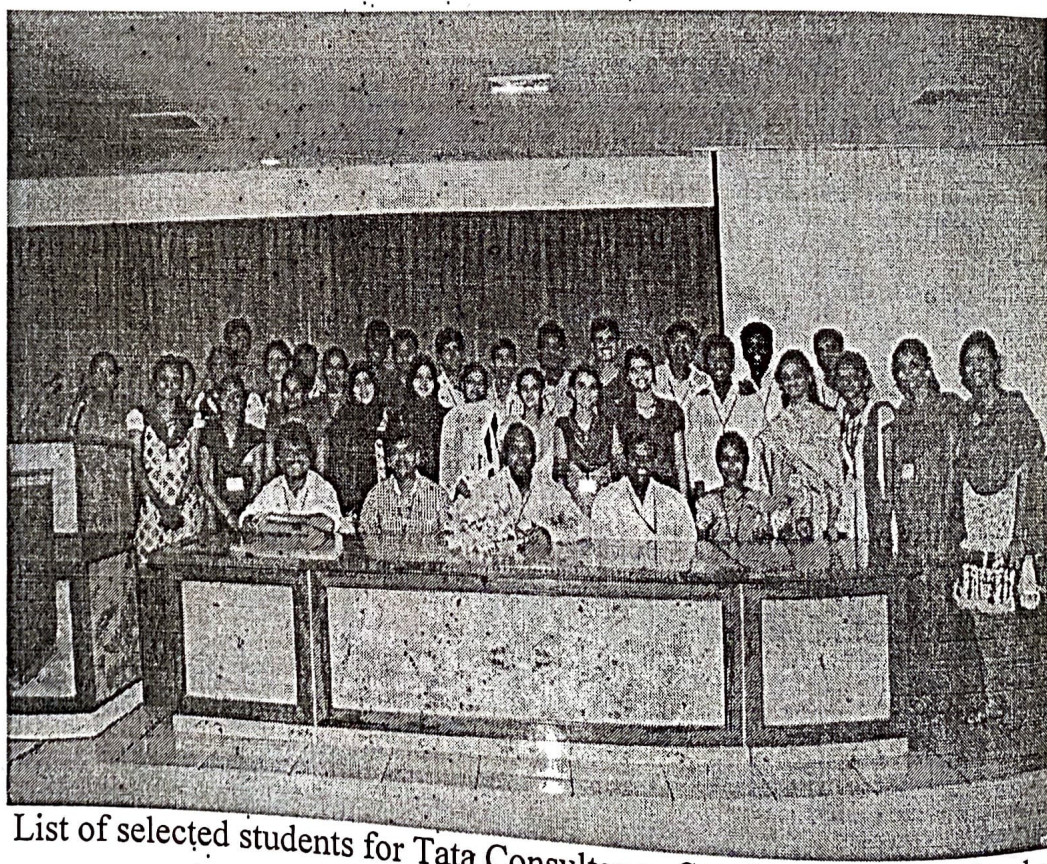
Approved by AICTE & Accredited by NBA, New Delhi

Organized Programs & Events in Academic Year 2014-15

S.No.	Program Name	Dates	No. of students attended
1.	Seminar on "Design Patterns"	6 th August, 2015.	80
2.	Seminar on "Innovative Societal Applications of BIG DATA and Massively parallel processor architecture of Data Warehousing"	13 th March, 2015.	40
3.	Technical seminar on "E-Learning"	23 rd Jan, 2015.	35
4.	Seminar on "Creating Awareness on Open Web and Opportunities at MOZILLA" (KITZILLA'15)	10 th Jan, 2015.	46
5.	Workshop on "Oracle Front End Tools"	24 th -25 th Sep, 2015.	200
6.	Seminar on "Cloud Computing"	12 th Sep, 2014.	110
7.	A Technical Seminar on "Normalization in Database"	22 nd Aug, 2014.	80



Oracle workshop conducted on 24th - 25th September 2014



List of selected students for Tata Consultancy Services(TCS), Hyderabad.



Technoplexus'14: A student technical symposium conducted on 24th - 25th September 2014

KITZILLA'15, organized by ISTE & CSE



INDIAN SOCIETY FOR TECHNICAL EDUCATION (ISTE) KITS WARANGAL STUDENT CHAPTER (APO 16) KAKATIYA INSTITUTE OF TECHNOLOGY AND SCIENCE

(AN AUTONOMOUS INSTITUTE UNDER KAKATIYA UNIVERSITY, WARANGAL.
WARANGAL - 506015, TELANGANA, INDIA.)



KITSW FOX CLUB PRESENTS

KITZILLA'15 10 JANUARY



PRINCIPAL:

DR. K. ASHOKA REDDY

CONVENER:

DR. P. NIRANJAN REDDY

PROF & HEAD

DR. K. V. RAGHU BABU

CHAIRMAN, ISTE

SMT. B. RAMADEVI

FACULTY I/C ISTE

FACULTY CO-ORDINATORS:

S. NAGARAJU

N. C. SANTOSH KUMAR

STUDENT CO-ORDINATORS:

T. SAI SPURTHI

S. NAVEENA

G. SUSHMITHA

G. SHARANYA

M. CHAITANYA KUMAR

B. PAVAN SAI

SUPPORTED BY:



VISIT US:

WWW.KITZILLAROCKS.BLOGSPOT.COM

CONTACT US:

9849456388

9441513898



mozilla
Firefox



mozilla
reps



mozilla
Webmaker

INTRODUCTION:



mozilla
Firefox®

Mozilla, the mission-based organization dedicated to promoting openness, innovation and opportunity on the Web, today announced new developments that show the power and flexibility of Firefox OS and the Web platform across device categories and user experiences.

Firefox Student Ambassador (FSA):

Firefox Student Ambassadors are individuals who are passionate about Mozilla, the open web and the many benefits of Firefox and its products including Firefox OS. They are a global pack of do-gooders and dedicated defenders of the Web! Creative and resourceful, FSAs lead campaigns and projects at their colleges and in their communities to encourage others to contribute to the Mozilla mission and utilize our products. Not just that, *Firefox Student Ambassadors* are web educators and strives to keep the power of the Web in hands of users everywhere. Student Ambassadors are given the opportunity to learn new skills, earn recognition, and advance their leadership in not just the Mozilla community, but in their school and local community.

The Firefox Student Ambassadors program exists to empower students with the tools and resources needed to:

- Promote Firefox (Desktop & Android)
- Support the successful launch of Firefox OS in communities (and campuses!) around the world
- Educate others about Mozilla's mission
- Teach the web and increase web literacy
- Do good and change the world

Event tagline: "Creating Awareness on Open Web and Opportunities at MOZILLA".

Initiation of the MOZILLA FOXCLUB at KITS, Warangal named – KITSWARANGAL FOX CLUB.

Venue : New Seminar Hall, Block-II, Room No. 202, KITS WARANGAL.

Date & Time: 10th JAN 2015, 11:00am-5pm.

ABOUT THE EVENT:

Dr. P. Niranjan Reddy, Head of Department of CSE, Inaugurated the FoxClub of Warangal. Sri S. Naga Raju and Sri N.C. Santosh Kumar were the Faculty Coordinators, Dr. K. Raghubabu, Chairman ISTE, KITSW Student chapter, Smt B. Ramadevi, Faculty-Incharge ISTE, Sri C. Srinivas, Faculty Co ordinator, CSE Department were main guests.

All the faculty members of CSE, mozillians from MOZILLA CLUB WARANGAL and about students from the various departments of the college attended the function.

Inaugural started by welcoming guests on to dias. Dr. P. Niranjan Reddy addressed the gathering encouraged the organizers and spoke about history of MOZILLA. Later Sri Raghubabu addressed gathering. Sri. S. Naga Raju spoke about FSA and open source softwares. Smt. B. Ramadevi encouraged the student members for initiating such event under the ISTE banner. Sri C. Srinivas and Sri N. Santosh motivated the students to organize and participate such like events.

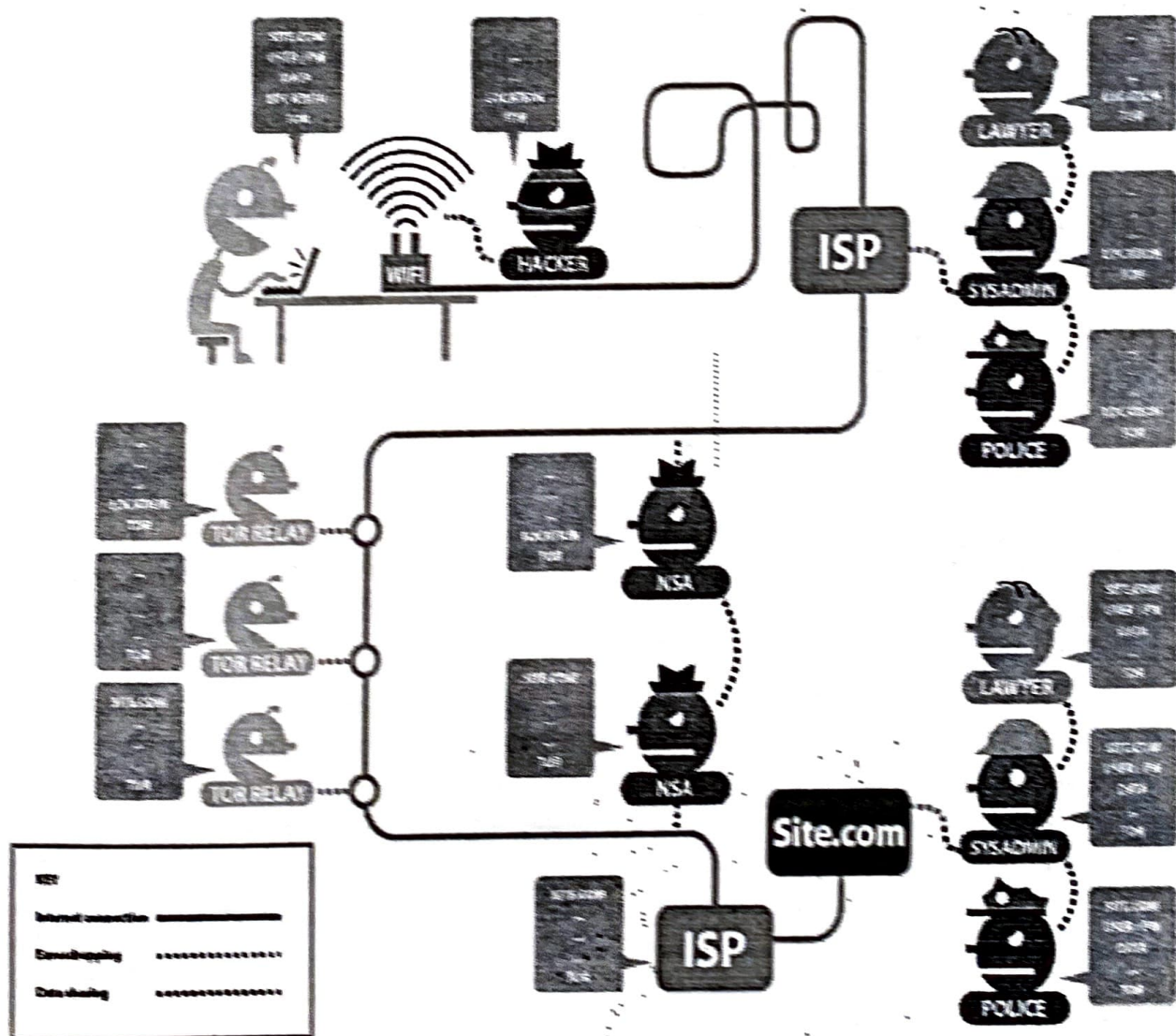
Later, T. Sai Sphurthi, student coordinator & FSA gave a brief introduction to MOZILLA'S aim and manifesto. Organizers presented MOZILLA tags and swags to guests. Inaugural ended with vote of thanks by S. Naveena.



KITSW FOX CLUB team with guests.

TOR THE ONION ROUTER

Tor is free software for enabling anonymous communication. The name is an acronym derived from the original software project name *The Onion Router*. Tor directs Internet traffic through a free, worldwide, volunteer network consisting of more than six thousand relay to conceal a user's location and usage from anyone conducting network surveillance or traffic analysis. Using Tor makes it more difficult for Internet activity to be traced back to the user: this includes "visits to Web sites, online posts, instant messages, and other communication forms". Tor's use is intended to protect the personal privacy of users, as well as their freedom and ability to conduct confidential communication by keeping their Internet activities from being monitored. An extract of a Top Secret appraisal by the National Security Agency (NSA) characterized Tor as "the King of high-secure, low-latency Internet anonymity" with "no contenders for the throne in waiting", and the Parliamentary Office of Science and Technology deemed it, with approximately 2.5 million users daily "by far the most popular anonymous internet communication system."



Onion routing is a technique for anonymous communication over a computer network. In an onion network, messages are encapsulated in layers of encryption, analogous to layers of the vegetable onion. The encrypted data is transmitted through a series of network nodes called onion routers, each of which "peels" away a single layer, uncovering the data's next destination. When the final layer is decrypted, the message arrives at its destination. The sender remains anonymous because each intermediary knows only the location of the immediately preceding and following nodes.

In 2013, Jacob Appelbaum described Tor as a "part of an ecosystem of software that helps people regain and reclaim their autonomy. It helps to enable people to have agency of all kinds; it helps others to help each other and it helps you to help yourself. It runs, it is open and it is supported by a large community spread across all walks of life."

In June 2013, whistleblower Edward Snowden used Tor to send information about PRISM to the Washington Post and The Guardian.

In 2014, the Russian government offered a \$111,000 contract to "study the possibility of obtaining technical information about users and users' equipment on the Tor anonymous network"

USAGE

Tor enables users to surf the Internet, chat and send instant messages anonymously, and is used by a wide variety of people for both licit and illicit purposes. Tor has for example been used by criminal enterprises, hacktivism groups, and law enforcement agencies at cross purposes, sometimes simultaneously; likewise, agencies within the U.S. government variously fund Tor (the U.S. State Department), the National Science Foundation, and (through the Broadcasting Board of Governors, which itself partially funded Tor until October 2012), Radio Free Asia, and seek to subvert it.

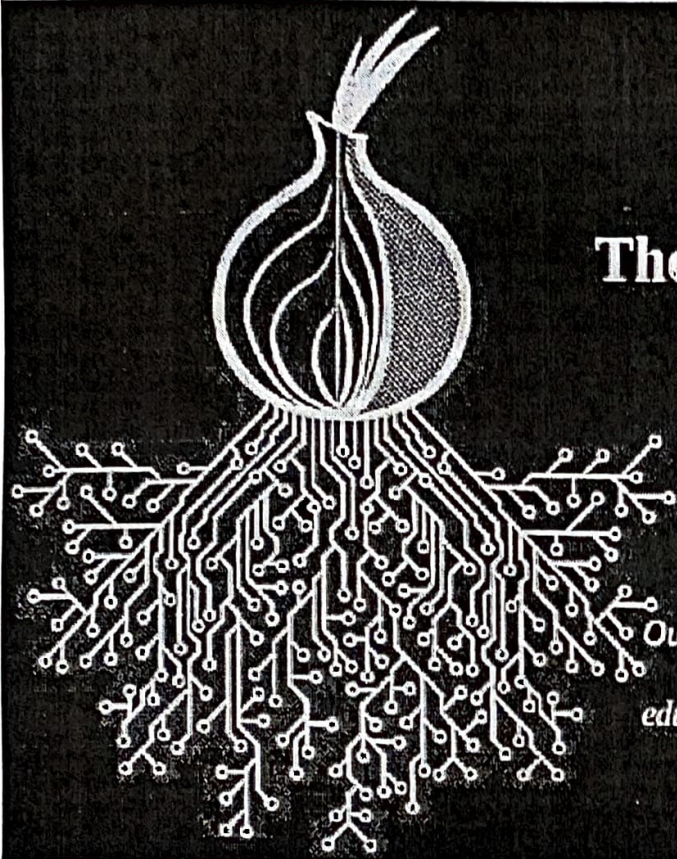
Tor is also used for illegal activities, e.g., to gain access to censored information, to organize political activities, or to circumvent laws against criticism of heads of state.

LIMITS

Like all current low-latency anonymity networks, Tor cannot and does not attempt to protect against monitoring of traffic at the boundaries of the Tor network (i.e., the traffic entering and exiting the network). While Tor does provide protection against traffic analysis, it cannot prevent traffic confirmation (also called end-to-end correlation).

In spite of known weaknesses and attacks listed here, Tor and the alternative network system JonDonym (Java Anon Proxy, JAP) are considered more resilient than alternatives such as V. Were a local observer on an ISP or WLAN to attempt to analyze the size and timing of the encrypted stream going through the VPN, Tor, or JonDo system, the latter two would be harder to analyze, as demonstrated by a 2009 study.

Researchers from the University of Michigan developed a network scanner allowing identification of live Tor "bridges" with a single scan.



The Tor Project, Inc.

Our mission is to be the global resource for technology, advocacy, research and education in the ongoing pursuit of freedom of speech, privacy rights online, and censorship circumvention.

SITE: WWW.TORPROJECT.ORG

PRAMODH A

13016T0991



BITCOIN

Bitcoin uses peer-to-peer technology to operate with no central authority or banks; managing transactions and the issuing of bitcoin is carried out collectively by the network. **Bitcoin is open source; its design is public, nobody owns or controls Bitcoin and everyone can take part** Through many of its unique properties, Bitcoin allows exciting uses that could not be covered by any previous payment system.

Bitcoin is an online payment system invented by Satoshi Nakamoto, who published his invention in 2008, and released it as open-source software in 2009. The system is peer-to-peer; users can transact directly without needing an intermediary. Transactions are verified by network nodes and recorded in a public distributed ledger called the block chain. The ledger uses its own unit of account, also called bitcoin. The system works without a central repository or single administrator, which has led the US Treasury to categorize it as a decentralized virtual currency. Bitcoin is often called the first cryptocurrency, although prior proposals existed. Bitcoin is more correctly described as the first decentralized digital currency. It is the largest of its kind in terms of total market value.

UNIT:

The unit of account of the bitcoin system is bitcoin. As of 2014, symbols used to represent bitcoin are BTC, XBT, and ₿. Small multiples of bitcoin used as alternative units are millibitcoin (mBTC), microbitcoin (μBTC), and satoshi. Named in homage to bitcoin's creator, a satoshi is the smallest multiple of bitcoin representing 0.00000001 bitcoin, which is one hundred millionth of a bitcoin. A millibitcoin equals to 0.001 bitcoin, which is one thousandth of a bitcoin. One microbitcoin equals to 0.000001 bitcoin, which is one millionth of a bitcoin. A microbitcoin is sometimes referred to as a bit.

On 7 October 2014, the Bitcoin Foundation revealed a plan to apply for an ISO 4217 currency code for bitcoin, and mentioned BTC and XBT as the leading candidates.



Transaction fees

Paying a transaction fee is optional, but may speed up confirmation of the transaction. Payers have an incentive to include such fees because doing so means their transaction will likely be added to the block chain sooner; miners can choose which transactions to process and prioritize those that pay fees. Fees are based on the storage size of the transaction generated, which in turn is dependent on the number of inputs used to create the transaction. Furthermore, priority is given to older unspent inputs.

In early February 2014, one of the largest bitcoin exchanges, Mt. Gox, suspended withdrawals citing technical issues. By the end of the month, Mt. Gox had filed for bankruptcy protection in Japan amid reports that 744,000 bitcoins had been stolen. Originally a site for trading Magic: The Gathering cards, Mt. Gox had once been the dominant bitcoin exchange but its popularity had waned as users experienced difficulties withdrawing funds.

M CHAITANYA KUMAR

13016T0994

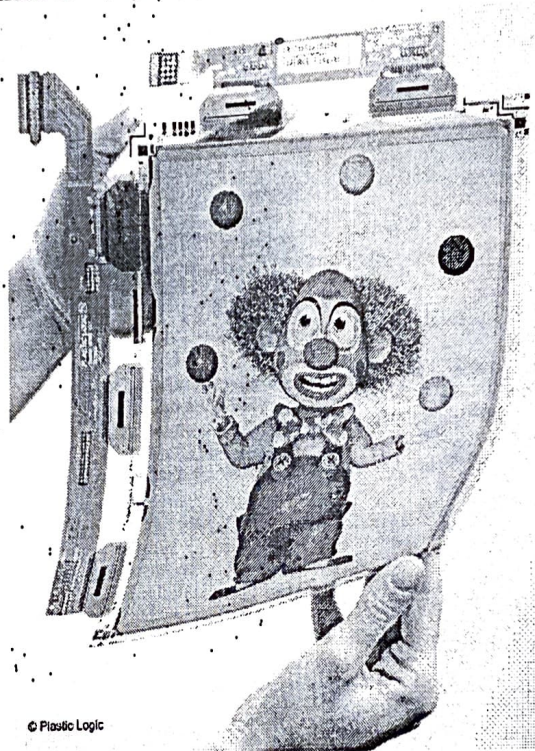
1. PAPER TABLET-THE NEXT GENERATION GADGETS

Telephone-Mobile-Smartphone-Tablet

Technology never stops its expansion. Here comes Paper Tablet.

The next generation kids may not use the regular paper any more.

At the Consumer Electronics Show-2013(CES-2013) the Plastic Logic Ltd unveiled the Paper Tablet: Plastic Logic Ltd boasts that it established the world's commercial organic electronics factory.



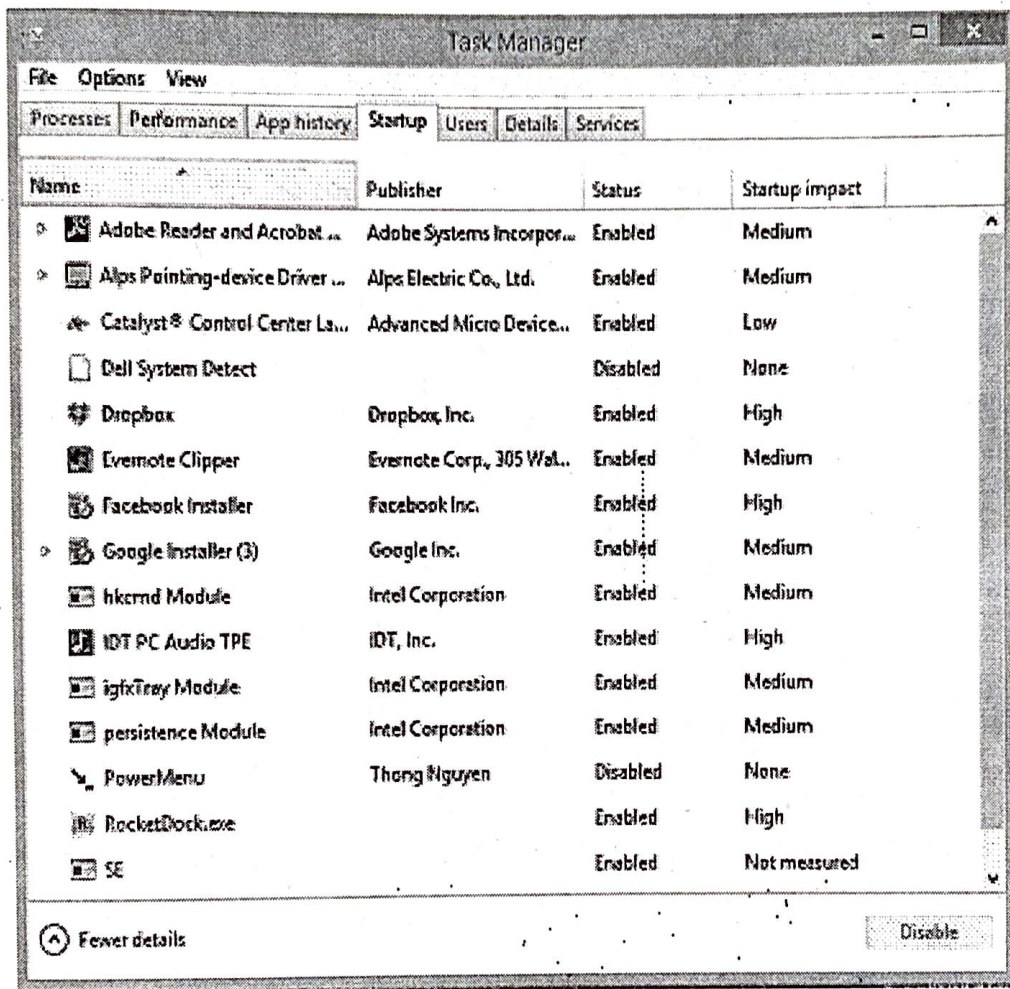
Twist the paper tablet as you like to see the different content on it. Paper Tablets have many advantages compared to conventional display devices. Paper tablets are ultra portable and durable. They are daylight readable and consume very little power to operate.

I will definitely vote for this revolutionary technology.

Within the next five years all the display devices will be replaced with Paper display technology. This kind of technology will always be human-friendly at the same time Eco-friendly :)

10 Best Ways to save and improve your Laptop's Battery Life

1. You can use your laptop with removing battery from it too. Yes! your laptop can work directly from AC supply. When you are going to use your laptop for a long time at home try this method. This will helps a lot to save your battery life as removing battery from laptop won't heat your battery anymore. But be careful if you have regular power cuts in your area.
2. Avoid using the DVD drive when you are in travel and if you want to use your laptop for maximum time.
3. Reduce the number of start-up programs. When you are about to travel with your laptop check your laptop's start-up applications once and remove unnecessary programs which run in background and eats your battery life.



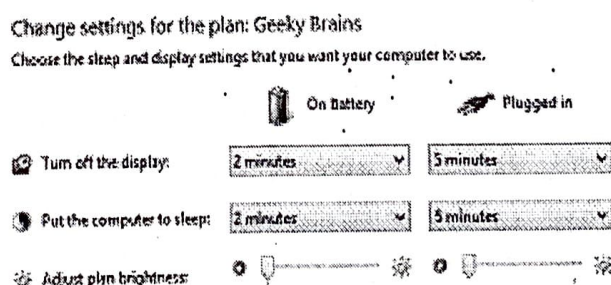
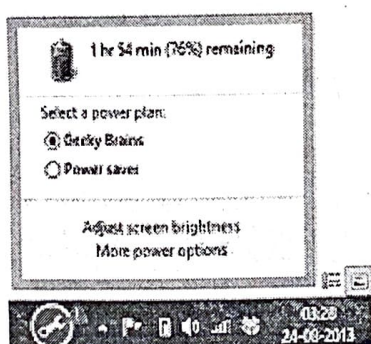
Remove unnecessary start up programs to save your laptop battery

4. If you don't need wireless connections like Wi-Fi and Bluetooth immediately turn off them. Most of the laptops have a common switch for both Wi-Fi and Bluetooth. Although we use Wi-Fi regularly there is no use of Bluetooth. So check whether Bluetooth is turned on or not.
5. Using Headphones instead of laptop's speakers will give long battery life.

6. Some web applications like Skype, DropBox(or any other sync tool), GTalk etc. will run in background always. Quit them or change their settings accordingly.
7. Don't plugin and leave your adapter turned on: This will increase the time to charge your laptop battery to 100%. I made this mistake and damaged my adapter. Now I bought a new adapter for my laptop and the time required to charge my battery to 100% has reduced significantly. So never plug-in and leave your adapter.
8. Web browsers consume most of the power after screen. So avoid using so many browsers at a time and close the tabs which you don't want to use.
9. If you are on Windows 7 then avoid using desktop gadgets. They will drain your battery life. Also if you are using any desktop customization software disable them
10. If you are a Windows user then check which power plan you are running on from the below list.
 - Balanced: Offers full performance when you need it and saves power during periods of inactivity. This is the best power plan for most people.
 - Power saver: Saves power by reducing system performance and screen brightness. This plan can help laptop users get the most from a single battery charge.
 - High performance: Maximizes screen brightness and might increase the computer's performance in some circumstances. This plan uses a lot more energy and will reduce the amount of time that a laptop battery lasts between charges.

Never use High performance option when you are outdoor. Try to keep your laptop in power saver mode.

You can even create your own power plan also. I recommend you to create your own power plan with as shown in the following screenshot.



Click on battery icon

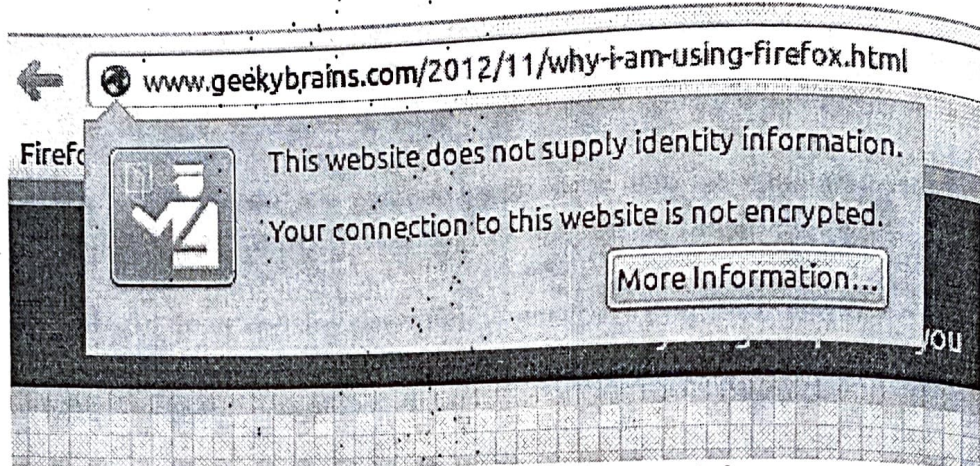
Choose the options as per your needs

I hope you like these tips for saving laptop battery.

3. Do you know how many times you have visited a WEBSITE?

I am addicted to social networks and browsing the web after I started blogging. So I want to count how many times I have visited a website through my browser (I am a die-hard fan of Firefox).

There is a direct way in Firefox to count the number of visits to a particular website.

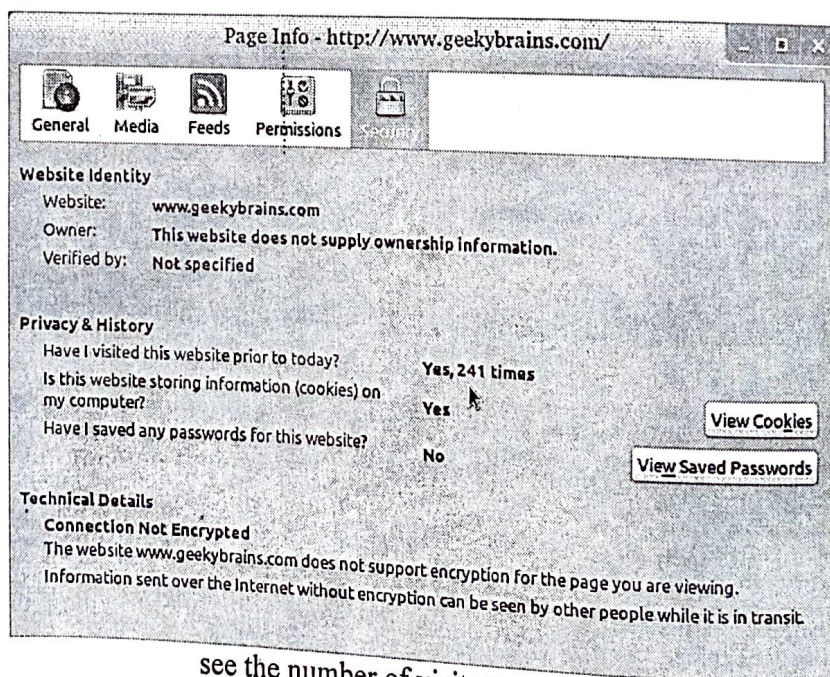


click on the globe icon (or some unique icon) present on top left corner of your browser

Go to any of your favorite website and click on the globe icon or lock icon (for encrypted websites) to view identity information of the particular website.

Now click on 'more information' option, which pops a window showing a bunch of info regarding the website.

Now you can see the number of visits to the website as shown below



see the number of visits to a website

Now go to your favorite website and try this cool feature. Try this on facebook to know whether socializing a lot or not.

Not only this alone, with this menu you can control your browser effectively for a particular website. Go to 'permissions' and choose your desired configuration for a website. You can stop a website from opening a pop-up windows(ADs), or ask a website not to store cookies(what is a cookie ?) on your website and many more.

PS: This works with most of the other browsers include chrome. Chrome can give the date when you visited a website for the first time.

4. Best Websites for FREE EBOOKS



Technology is making things simple. Now a days most of the books are available on electronic format like PDF, epub etc.

But finding free and open e-books is still an issue. So Geeky Brains is giving a list of websites where you can download free E-books

1. project Gutenberg : it is the number one open e-book resource available on the web. Michael Hart, founder of Project Gutenberg, invented eBooks in 1971 and still working in this project to make e-books open. More than 40,000 e-books are available for free download. there are many options to download e-books like e-pub, kindle, html formats.

You can also download your e-book into dropbox directly (need more dropbox space for free ?) You may also try ManyBooks which is basically working from the database of Gutenberg. It gives more options for downloading the e-books in different formats

2. OpenLibrary : One web page for every book ever published. This site is especially for classic book lovers. The user interface is good with a digital reader feel in the browser itself. It can read the text aloud for you.

3. BookYards : Try searching for your book here. you will get some good downloads and resources here.

4. Daily Lit : Choose a book here and read it directly in your mailbox. The Daily Lit team will send you book in parts to your mail so that you can read it on your workstation or mobile. good idea. Isn't it ?

5. Get Free eBooks : scroll down and see right side panel for categories. You will find some latest collection here.

6. e-book directory is a good website which gives download links to various e-books for free. This is not illegal website as it provides homepage link for each book to download.

7. The Online Books page : over 1 million books are listed here for free. Some of the banned books are also included in this site.

8. Questia : you can browse for some free books here.

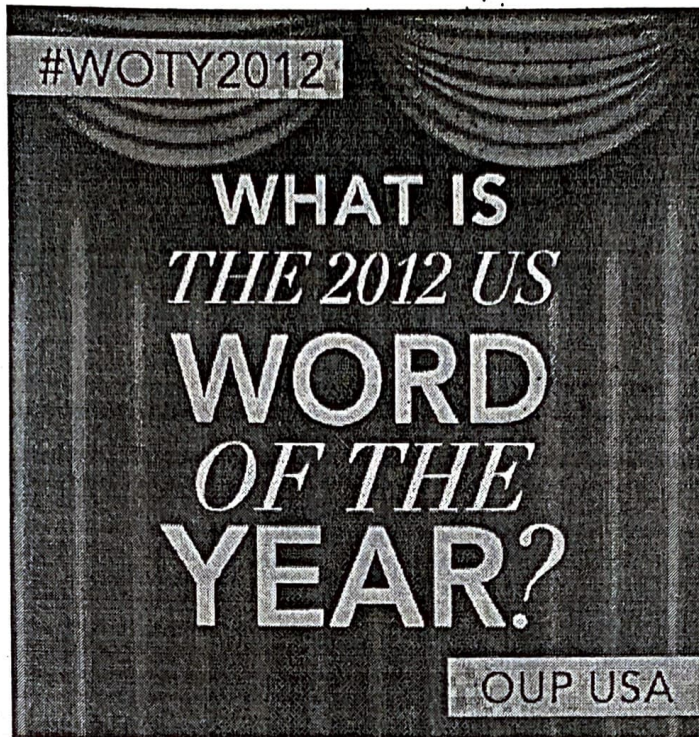
9. ObookO : Sign in and download your favorite e-book in epub format. Scroll down and see on the left

panel to choose your desired category.

10.FeedBooks : Although all the books are not free here, still there are thousands of books which we can download for free.

11.Bartleby : You can get fiction, non-fiction and reference e-books for free.

- eBook Cafe
 - eBook Junkie
-



a GIF image by OXFORD Press Blog

Coming to the point the word “GIF” has been selected as word of the year. Also the concept of GIF image has completed 25 years by this year.

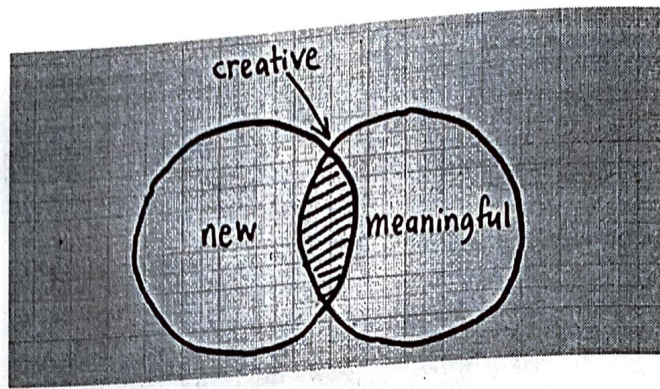
So I have decided to write an article how to make a GIF image with simple steps.

For creating a GIF image you can have many options but GeekyBrains recommends you to choose a standard application “GIMP”. GIMP is one of the best open source graphics editor. You can download it from gimp.org site. Basically it is a Linux application but it has Windows compatibility version also. So download GIMP. It is useful in so many ways.

As we know that GIF image is a visual loop between several images. As a result we will get a feel of watching a moving image. So choose your images from which you want to create a gif image.

10 CREATIVE AND FUNNY WEBSITES YOU MUST VISIT

Creativity has no limits, now with the help of digital technologies and Web, Artists are turning into crowd-pullers. Geeky brains has made a list of 10 websites based on the content, quality and dedication towards their work. You can visit these sites and relax for sometime



1. theoatmeal.com : I have never imagined that a site can be made like this. Matthew Inman has turned his art into webpages. I am sure you will like this ! Read the comic about Nikola Tesla [here](#). You can't just leave site.
 2. savagechickens.com: Made out of 30 characters, you can definitely spend some time here
 3. bigeyeddeer.wordpress.com : Visit for some for fresh cartoons.
 4. hyperboleandahalf.blogspot.com : I think this is one of the most seen blog running on blogger. According to its facebook page "Hyperbole and a Half is not really a web comic, but it isn't really a blog either. Basically has lots of pictures and words and it really tries hard to be funny" Cool description!
 5. nedroid.com: I found some high quality drawings here. Later I found that all the drawings are Digitally made using Wacom tablet. check it out once.
 6. wumocomicstrip.com: I don't recommend this if you want clean comics. But some drawings will definitely make you laugh. Don't forget the facebook [page](#).
 7. aniboom.com- See animation movies made by professionals all over from the world.
 8. drawn.ca : seems to be a good choice if you want to think in different way while drawing.
 9. thefunnyblog.org Collection of some best funny pics. and videos around the web.
- last but the least
10. robbinwaldemar.com : Designed by two art directors, this blog contains some beautiful content.

5 BEST ONLINE RESOURCES TO BUILD YOUR VOCABULARY

Learning is always fun. Building vocabulary is easy nowadays with the help of lot of online resources. We are giving you a list of 5 websites which will help you to build your English vocabulary.

These websites will help you to improve your day to day vocabulary as well as for preparing competitive exams like SAT, GRE, GMAT, TOEFL etc.

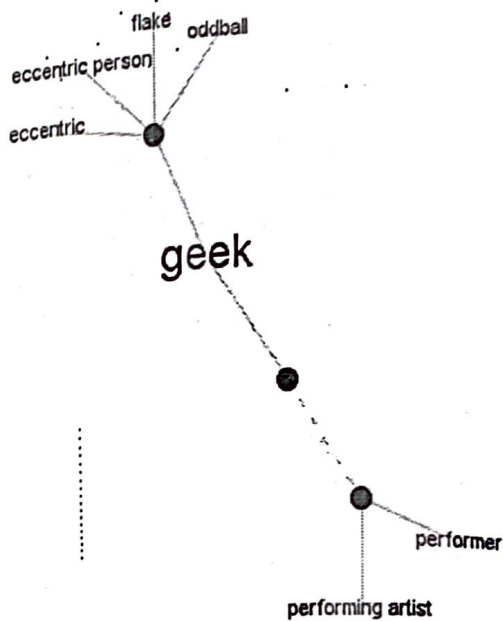
Vocabulary.com : This is my all time favorite website for vocabulary building. If you are preparing for SAT, GRE or any other English exam you must bookmark this website. You can login (with facebook also) and save your learnings. You can even create vocabulary lists and save them as PDFs. This is a best option if you are trying to revise your vocabulary learning offline. I have used this website for preparing GRE.

The best part of this website is it is AD free and has a very nice design.

BBC learning English : The name itself says about its brand. Yeah ! It is a BBC product. Go to the downloads page and get the past week's learnings. It has some good feature like "6 minutes English", "Words in the News" etc.

Visual Thesaurus : This is really a cool website with mind mapping kind of learning. If you search for a word the website will pop a window where the meaning and similar words are connected as shown in the image below.





Visual thesaurus

Word Dynamo : This is a very useful resource for GRE, SAT, TOEFL etc exam aspirants. professional persons can also build their vocabulary here. This website is a sub domain Dictionary.com. You can sign in with

Facebook to track your learning day by day.



Definr : Simply beautiful website. No Ads. No clutter. looks for the word you enter with high speed. Go to tools and see the tips to use this website effectively. Happy learning :)

HOW TO SHUTDOWN YOUR PC

AUTOMATICALLY

Sometimes it is required keep the PC running even after we go to sleep particularly while downloading some files through torrentz. If you forget to shutdown the PC for long time it will effect the PC and battery (for laptop users) performance.

We will learn a simple task scheduler trick.

Task scheduler is basically used to run both periodical and nonperiodical tasks by operating system or by the user. We can create any task so that a particular program starts at a particular point of time.

Follow the following instructions:

1. Open task scheduler from control panel (control panel-->system and security-->administrative tools-->task scheduler)
2. Click on "Action" button on top left corner.
3. Click on "create basic task"
4. Give some name and description. Give the trigger as "one time"
5. Give date and time (when you want to shutdown your PC)
6. Choose start program.
7. Now click on browse for "shutdown.exe"(Local disc(c:)-->Windows-->system32). Choose it and open. Click next
8. Add the argument "/s /f" (without any quotes)
9. Click next and finish creating the auto shutdown task.

Now you can see your task in "Task scheduler library" by clicking on it.

Note : in the above mentioned instructions at 8th step we are adding the argument /f for force shutdown. It may not be required every time. If some program is continuously running until the time you have mentioned in the task then it will be forcefully closed to proceed the shutdown operation. If you are using windows 7 you can skip it by choice.

The same task can also be done by a simple command in command prompt also. But I have explained this lengthy procedure to introduce the concept of task scheduling to you. With this tutorial you can easily create another task also.

We have created a simple task to shutdown the PC automatically :)

Next time don't leave your PC turned on for a download. Create your own task to do the automatic stuff.

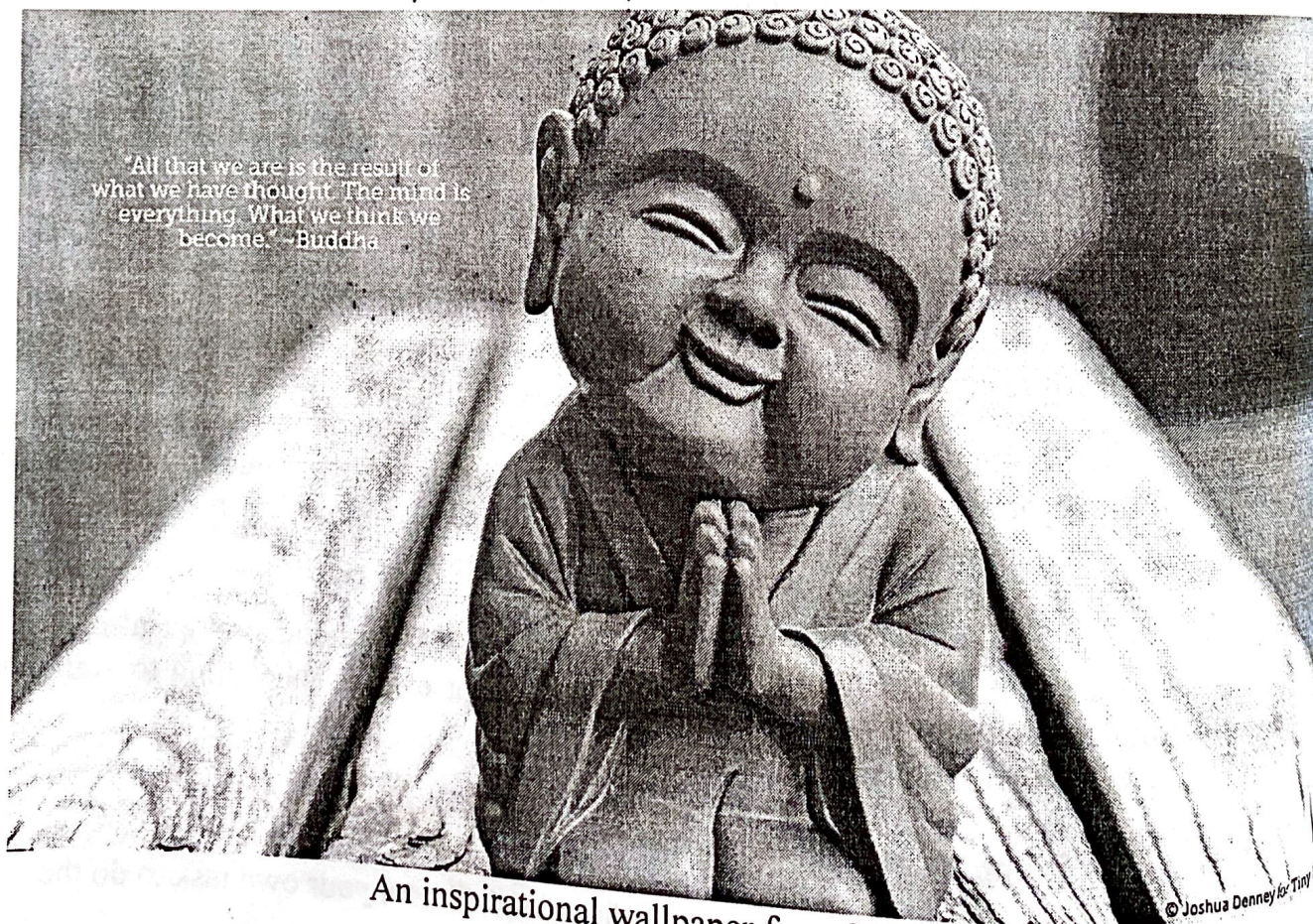
5 WEBSITES TO CHANGE YOUR WAY OF THINKING AND HABITS

I love books. They can (and they will) change the way we think. Now a days most of the books are available in e-book formats. Thanks to smart phones and tablets ! You can carry them anywhere with the help of smart phones.

Now lets come to blogs and websites. As blogging is much simpler than publishing a book, of the writers considering writing their own blog. As a blogger I have come across websites and blogs to read some quality blog posts and to know about design issues. In search of good websites I have found some useful self-help websites and blogs. Most of the blogs are written by experienced writers and speakers.

Zen Habits : You will love this website at first visit itself. no Advertisements, no banners, no nonsense. The author believes only in writing self-help articles which really inspire readers. The website displays only one post on the homepage, So in order to browse articles click on archive link displayed at the bottom of the blog.

Zen habits is the best self-improvement blog I have come across till today. I suggest you follow this blog for change your habits and lifestyle for a healthy way of living.



An inspirational wallpaper from Tiny Buddha

An inspirational wallpaper form Tiny Buddha

Tiny Buddha : In this blog you will find posts about happiness, motivation, inspiration, love, relationships, meaning, possibilities, mindfulness, and letting go.

Personal Excellence : This blog is founded by a girl Celestine Chua, who retired at 28 years. She loves to inspire people through her blog and speakings.

Life Hacker : I love the Do It Yourself stuff and downloads list which really makes your everyday things simple. You will get a lot interesting material here to hack your life.

Pick the Brain : More than 200 bloggers contribute to this personal improvement blog. Motivation, Self-improvement, Productivity and Health are the main themes of this blog

BY: P.PALLAVI

3RD YR, CSE-1.

Roll No:11016T0906.

CLOUD COMPUTING

Cloud computing is a business model that harnesses the web as the ultimate business platform. Cloud computing is impregnated with immense potential for array of practical application. Cloud computing is the latest of computing paradigms. It promises to change the way people use computing resources. Using Internet as the backbone, cloud computing asserts that it is possible to provide computing as a "utility" to end users "as and when needed" basis.

Cloud computing has a potential to serve users of all kinds: individual users, institutions, industry and large. This report cover issues such nature and scope of cloud computing, its applications, business rationale etc. The model is expected make computing needs available via web on retail basis and is called cloud computing. Cloud computing intends to make the Internet the ultimate home of all computing resources- storage, computations, applications and allow end user to available them in quantities of her choice, location of their preferences, for duration of their liking. In other world web become the provision store for all your computing needs.

Cloud computing is a term used to describe both a platform and type of application. A cloud computing platform dynamically provisions, configures, reconfigures, and the provisions servers as needed. Servers in the cloud can be physical machines or virtual machines. Advanced clouds typically include other computing resources such as storage area networks (SANs), network equipment, firewall and other security devices.

Cloud computing infrastructure allows enterprises to achieve more efficient use of their IT hardware and software investments. Cloud computing can increase profitability by improving resource utilization. Pooling resources into large clouds drives down costs and increases utilization by delivering resources only for as long as those resources are needed. Cloud computing allows individuals, teams, and organizations to streamline procurement processes and eliminate the need to duplicate certain computer administrative skills related to setup, configuration, and support. IT allows enterprises to achieve more efficient use of their IT hardware and software investments. Cloud computing can increase profitability by improving resource utilization. Pooling resources into large clouds drives down costs and increases utilization by delivering resources only for as long as those resources are needed. Cloud computing allows individuals, teams, and organizations to streamline procurement processes and eliminate the need to duplicate certain computer administrative skills related to setup, configuration, and support.

M.SUJAY - 13016T1009
CSE-2

Microsoft SKYPE TRANSLATOR

Microsoft released a beta version of the real-time translator for Skype that works on windows 8.1 and windows 10.



Languages have always been a communication barrier that many have tried to overcome. Microsoft is one of the companies that are searching for a convenient solution that would allow people who speak different languages to easily talk to each other. The IT giant has gotten one step closer to its goal by releasing a publicly available version of the Skype translator.

First advertised in March 2014, the Skype Translator is a tool that is supposed to provide real time translations for users who are communicating either via instant messaging or through Skype calls. Up to this point, a program that can translate not your voice in real time was something incredibly hard to imagine and implement, if not impossible, but from what i have seen, this tool can actually do the job. Currently, Skype translator only works on PC's running Windows 8.1 or the preview version of Windows 10. In this beta version, the part used for IM chatting supports over 40 languages, but voice communication translations are limited to English and Spanish.

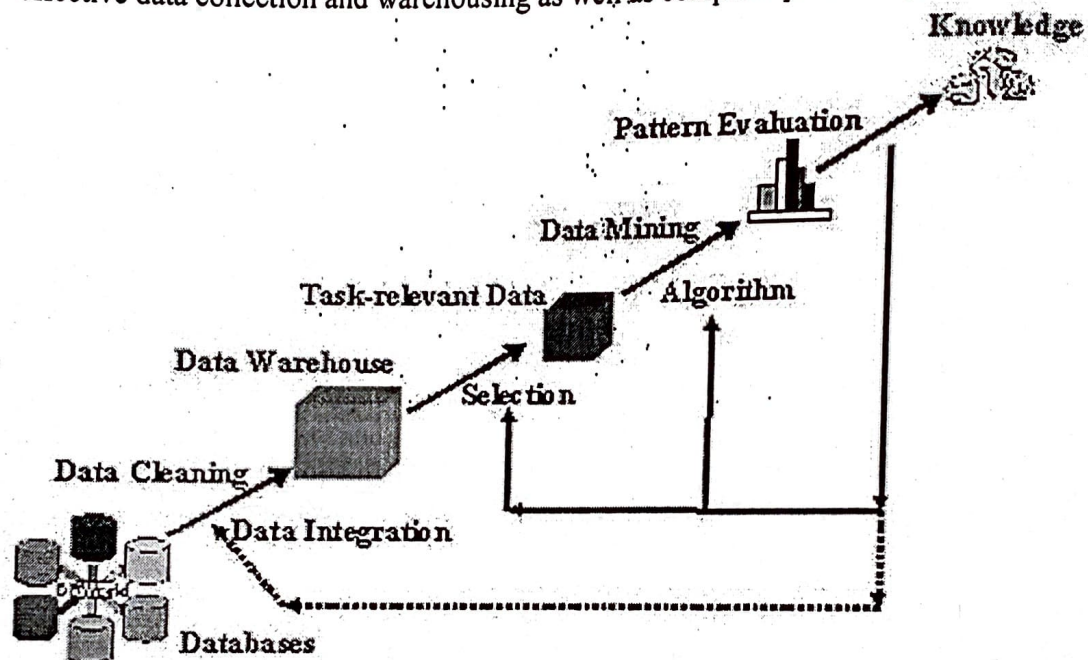


If you're interested in how the real-time voice translation feature works I will tell you; it's actually pretty simple for the user. You just speak in your native language and a computerized voice will offer the translation for the other party. In case you want to test yourself, you will first have to use one of the previously mentioned operating systems and get your hands on an invitation from Microsoft. In order to apply for an invite, all you have to do is put down your name and a few additional details on the Microsoft's Skype Translator Website.

By sugam modem

DATA MINING

Data mining has been always a sensitive and vast subject. To get the main concepts and terminologies, may be the first step would be to acquire a clear bird-eye view about the whole domain. Let's quickly start with a definition! As there are couple of hundreds of definitions for data mining, let's choose two of them. The first and classic one says that data mining is the nontrivial extraction of implicit, previously unknown and potentially useful information from data (by W. Frawley). The second one says that data mining is nothing else than torturing the data until it confesses, and if you torture it enough, you can get it to confess to anything (by Fred Menger). According to me, Data mining is a process used by companies to turn raw data into useful information by using softwares and it depends on effective data collection and warehousing as well as computer processing.



Data mining is widely used in diverse areas. Let's have a look at data mining applications.

- Financial Data analysis
- Retail Industry
- Telecommunication Industry
- Biological Data Analysis
- Other Scientific Applications
- Intrusion Detection

Data mining is a tool that is used by governments and corporations to predict and establish trends with specific purposes in mind. The TIA and ADVISE use data mining as an anti-terrorist measure by looking for specific data to identify terrorists before a terrorist attack.

As this tool has so many advantages, there are dis-advantages too. There are privacy risks in data mining. Governments recognized the privacy risks involved with data mining and have developed legislation to provide recourse to individuals against potential privacy violations.

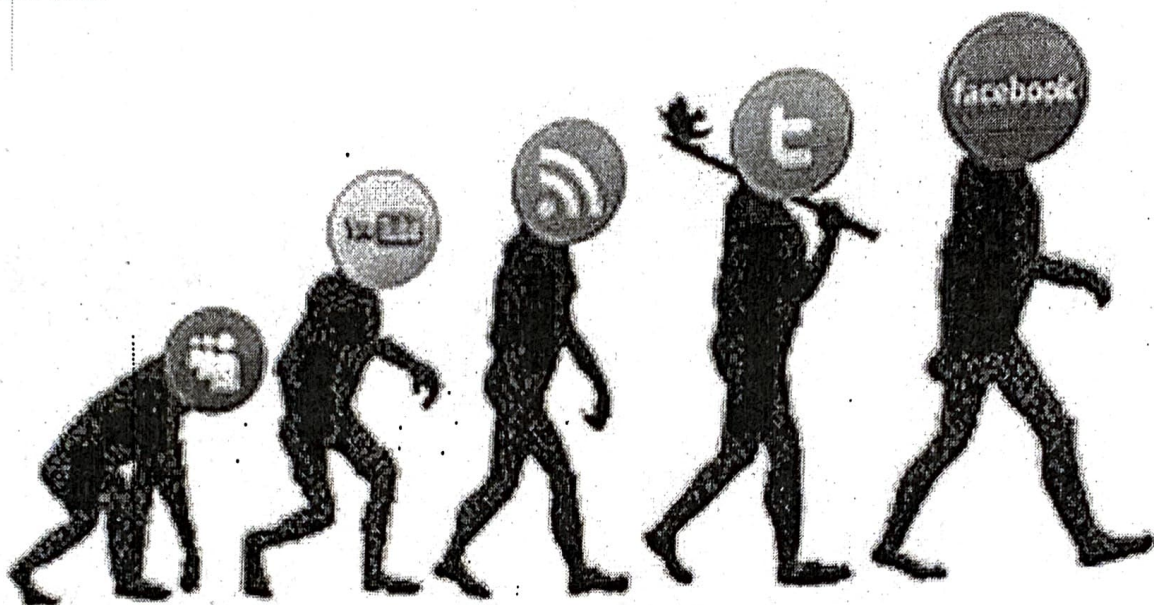
I conclude by saying that data mining is a "decision support" process in which we search for patterns of information in data and the result of mining is to discover "NEW" information which hopefully can be very useful in each and every field.

NAME : E.SHANTHI

Roll.No : 12016T0930

SOCIAL NETWORKING

A social networking service is an online service, platform, or site that focuses on facilitating the building of social networks or social relations among people who, for example, share interests, activities, backgrounds, or real-life connections. Most social network services are web-based and provide means for users to interact over the Internet, such as e-mail and instant messaging. Online community services are sometimes considered as a social network service, though in a broader sense, social network service usually means an individual-centered service whereas online community services are group-centered. Social networking sites allow users to share ideas, activities, events, and interests within their individual networks.

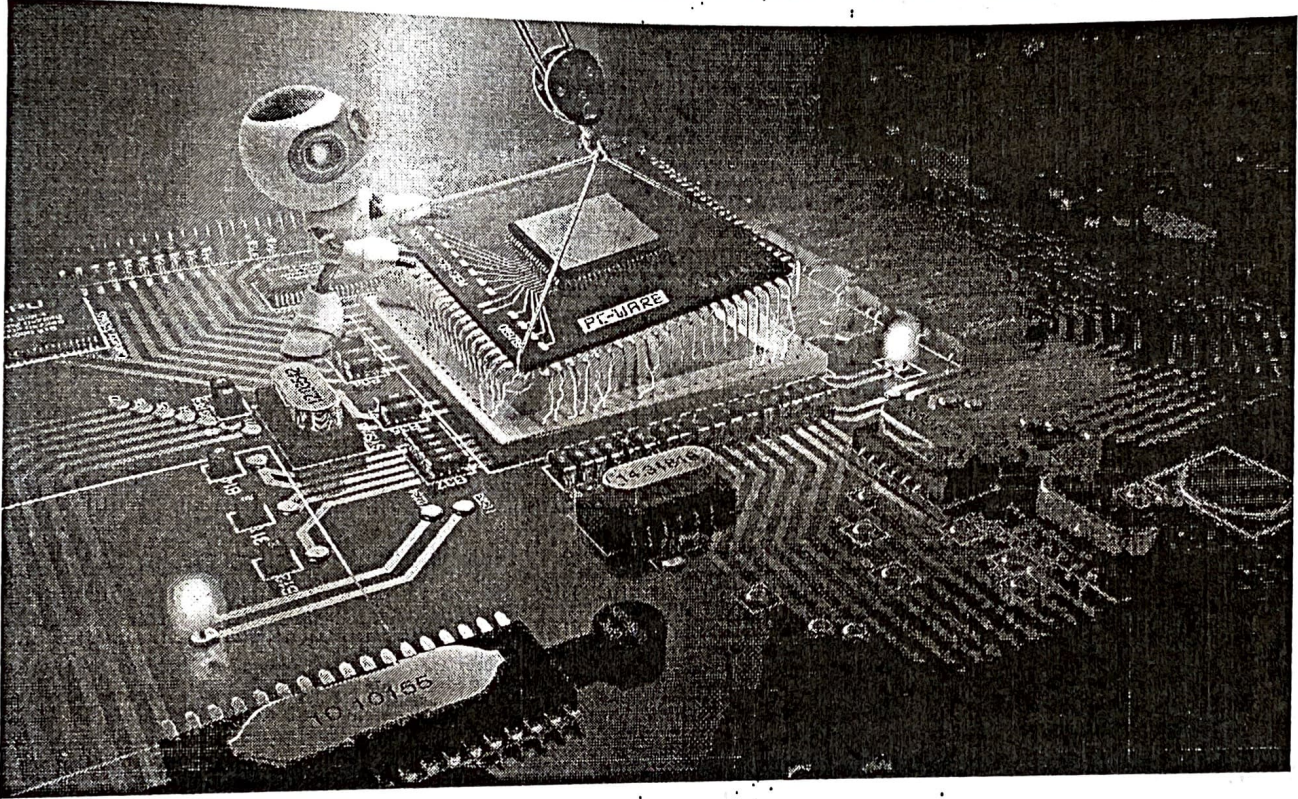


I personally think social networking has become a boon as well as a bane to the teenagers. I ask a kid who is 14 years old "how often do you email(texting)?" 250 times a day or something" he tells me. Shocking! There are anti-social networking apps which can help parents to keep their kids away from social networking but how far can they restrict them? On the good side, social networking brings awareness among people. They get to know everything going on in every part of the world. Everything has a good side and a bad side, it completely depends on how we use it. If used efficiently, it can result in a positive way but if we use it carelessly it can consequently result in bad way. Social networking is a good thing but our minds have tried to make it a bad one.

NAME : Avinash Thadamatha
Roll.No : 12016T0958

TECHNOLOGY

Technology is the collection of tools, including machinery, modifications, arrangements and procedures used by humans. Engineering is the discipline that seeks to study and design new technologies. Technologies significantly affect human as well as other animal species. I think Technology has affected society and its surroundings in a number of ways. In many societies, technology has helped develop more advanced economies and has allowed the rise of a leisure class.



Philosophical debates have arisen over the present and future use of technology in society, with disagreements over whether technology improves the human condition or worsens it. Technology in modern world can harm the environment and alienate people; proponents of ideologies such as transhumanism and techno-progressivism view continued technological progress as beneficial to society and the human condition.

Advantages of technology are: We can reach larger audience from greater geographic locations, help disabled and geographically isolated students, improving the educational skills and knowledge of the people, freedom to work at home on their own time, decrease over-crowded class rooms, promoting "Green Revolution" and many other advantages.

Like any other possible thing on this planet Technology has dis-advantages too like, instructors and students need training to learn how to use technology; as the people are relying more on technology, they become lazy; The basic way of studying is by books which they tend to forget gradually as they keep surfing internet for information and technology can effect people physically too, like, when people use computers too much their eyes are effected.

Technology makes modern life easier and helps us to connect people around the globe. As we discussed earlier, there are dis-advantages too. We need to strive to make good use of technology and at the same time reduce the side-effects and dis-advantages of technology.

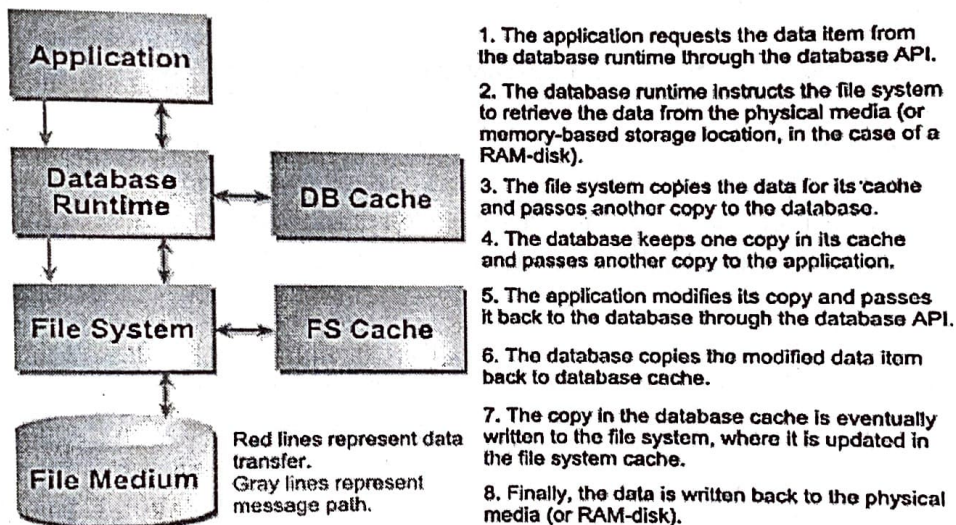
NAME : A.AKSHAY REDDY

Roll.No : 12016T0957

ADVANTAGES OF IN-MEMORY DATA BASE

In-Memory Data Base systems (IMDS) are a growing sub-set of a database management system (DBMS) software. In-memory databases emerged in response to new application goals, system requirements, and operating environments. In-memory database (IMDB) also known as a main memory database (MMDB) is a database whose data is stored in main memory to make easy quicker response times. Source data is loaded into system memory in a condensed, non-relational form. It is nothing but another form of database management system that stores data entirely in main memory. This contrasts to traditional (on-disk) database systems, which are designed for data storage on persistent media. Because working with data in memory is much faster than writing to and reading from a file system, IMDSs can perform applications data management functions an order of magnitude faster. Because their design is typically simpler than that of on-disk databases, IMDSs can also impose significantly lower memory and CPU requirements.

In-memory databases streamline the work involved in processing queries. An IMDB is one type of analytic database, which is a read-only system that stores historical data on metrics for business intelligence/business analytics (BI/BA) applications, typically as part of a data warehouse. These systems allow users to run queries and reports on the information contained, which is regularly updated to include recent transaction data from an organization's operational systems. In addition to providing extremely fast query response times, in-memory analytics can trim down or eliminate the need for data indexing and storing pre-aggregated data in OLAP cubes or aggregate tables. This capacity reduces IT costs and allows faster implementation of BI/BA applications.



*12016T0951 - Computer Science Department (III/II), KITS, Warangal.

ACID (atomicity, consistency, isolation, durability) Support:

In simplest form, main memory databases store data on unstable memory devices. These devices lose all stored information when the device loses power or is reset. In this case, IMDBs can be said to lack support for the "durability" portion of the ACID properties. Volatile memory-based IMDBs can, and often do, support the other three ACID properties of atomicity, consistency and isolation.

In-memory data base – traditional (on disk) data base:

The optimization objectives of an on-disk database system are diametrically opposed to those of an in-memory database system. With an on-disk database system, the primary burden on performance is file I/O. Therefore an on-disk database system seeks to reduce that I/O, and it will trade off memory consumption and CPU cycles to do so. This includes using extra memory for a cache, and CPU cycles. On-disk DBMSs also keep a lot of superfluous data around. For instance, duplicate data is kept in index structures, to enable the on-disk database system to fetch records from the index, rather than "spending" an I/O navigating from the index to the data itself. Disk space is cheap, so designers of on-disk database systems proceed with the assumption that storage space is virtually limitless.

In stark contrast, an in-memory database system carries no file I/O burden. From the start, its design can be more streamlined, with the optimization goals of reducing memory consumption and CPU cycles. Though memory has declined in price, developers rightly treat it as more precious—and because memory equals storage space for an in-memory database system.

Applications that employs IMDBS:

In-memory databases are most commonly used in applications that demand very fast data access, storage and manipulation, and in systems that don't typically have a disk but nevertheless must manage appreciable quantities of data. An important use for in-memory database systems is in real-time embedded systems. IMDSs running on real-time operating systems (RTOSs) provide the responsiveness needed in applications including IP network routing, telecom switching, and industrial control. IMDSs manage music databases in MP3 players and handle programming data in set-top boxes. In-memory databases' typically small memory and CPU footprint make them ideal because most embedded systems are highly resource-constrained.

Non-embedded applications requiring exceptional performance are an important growth area for in-memory database systems. For example, algorithmic trading and other applications for financial markets use IMDSs to provide instant manipulation of data, in order to identify and leverage market opportunities. Some multi-user Web applications—such as e-commerce and social networking sites—use in-memory databases to cache portions of their back-end on-disk database systems. These enterprise-scale applications sometimes require very large in-memory data stores, and this need is met by 64-bit IMDS editions.

Due to its fastest and stable results, many programmers taking advantage of this data base.

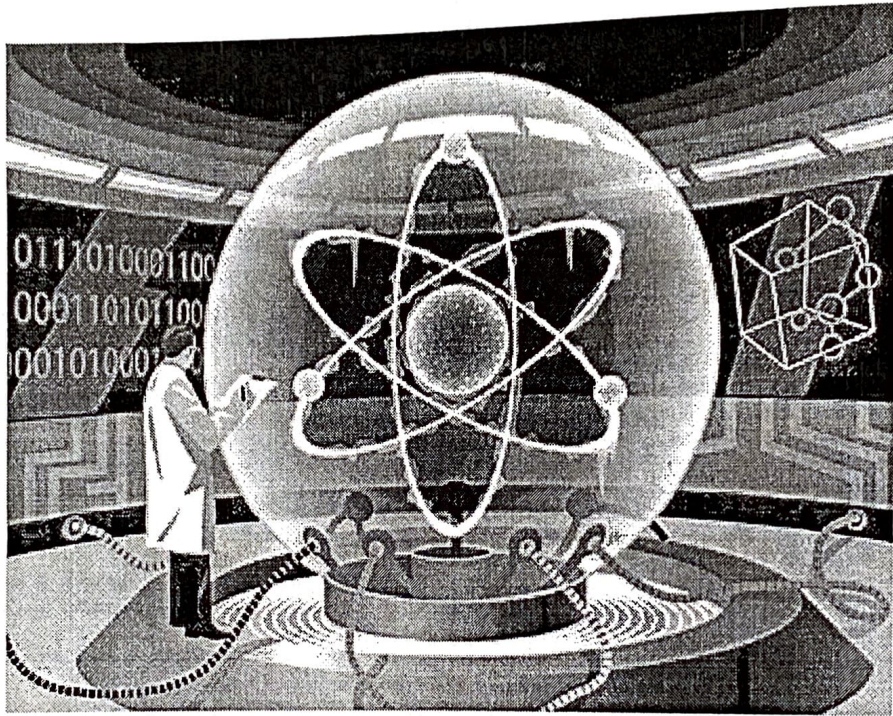
M. Madhumitha

Quantum computing

Quantum computing studies theoretical computation systems (quantum computers) that make direct use of quantum-mechanical phenomena, such as superposition and entanglement, to perform operations on data.

Quantum computers are different from digital computers based on transistors. Whereas digital computers require data to be encoded into binary digits (bits), each of which is always in one of two definite states (0 or 1), quantum computation uses qubits (quantum bits), which can be in superpositions of states. A quantum Turing machine is a theoretical model of such a computer, and is also known as the universal quantum computer.

The field of quantum computing was first introduced by Yuri Manin in 1980,^[2] and Richard Feynman in 1982.



DEVELOPMENT

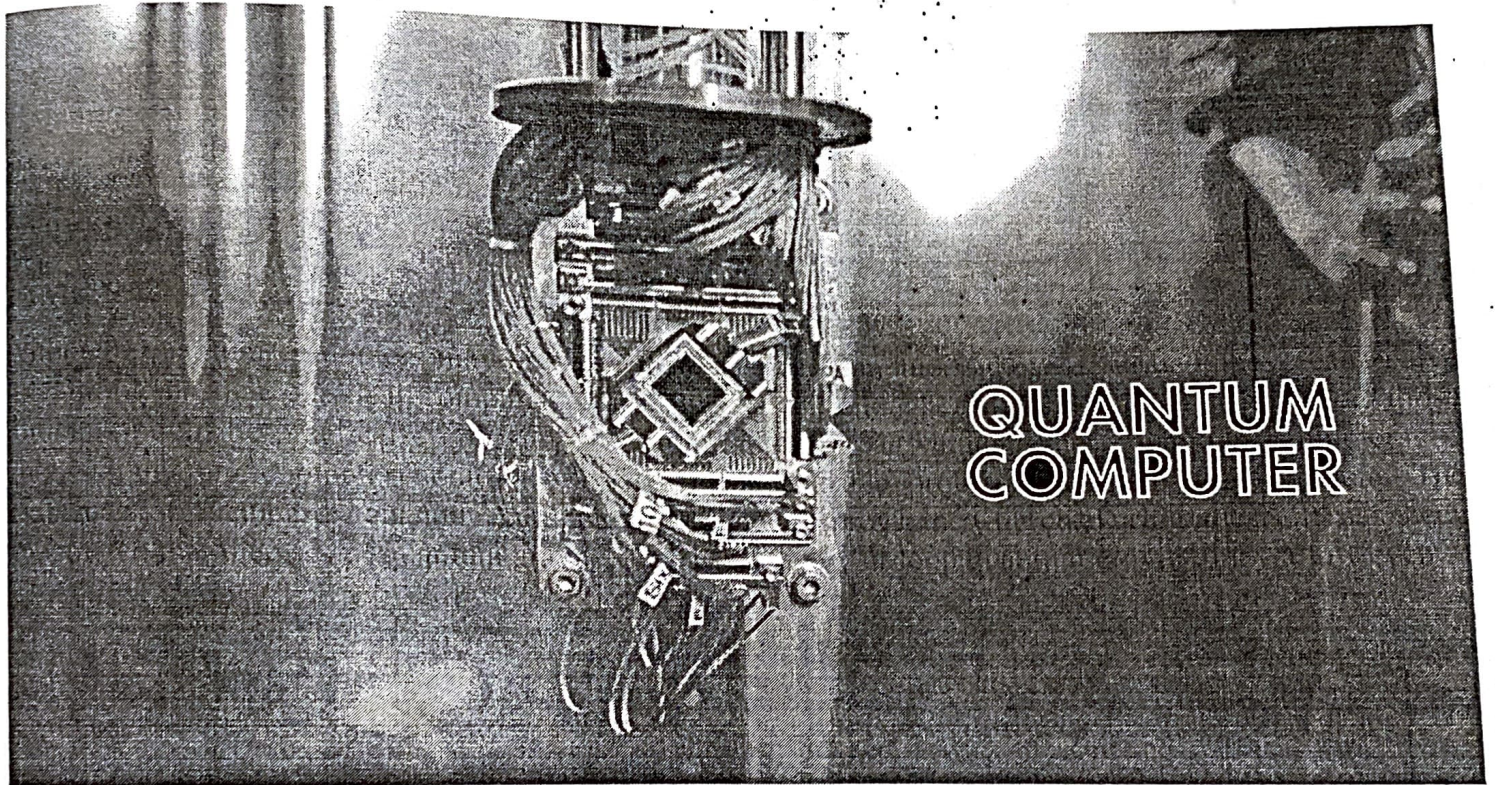
In May 2013, Google announced that it was launching the Quantum Artificial Intelligence Lab, hosted by NASA's Ames Research Center, with a 512-qubit D-Wave quantum computer. The USRA (Universities Space Research Association) will invite researchers to share time on it with the goal of studying quantum computing for machine learning.

In early 2014 it was reported, based on documents provided by former NSA contractor Edward Snowden, that the U.S. National Security Agency (NSA) is running a \$79.7 million research program (titled "Penetrating Hard Targets") to develop a quantum computer capable of breaking vulnerable encryption.

In 2014, a group of researchers from ETH Zürich, USC, Google and Microsoft reported a definition of quantum speedup, and were not able to measure quantum speedup with the D-Wave Two device, but did not explicitly rule it out.

LIMITS:

Although quantum computers may be faster than classical computers, those described above can't solve any problems that classical computers can't solve, given enough time and memory (however, those amounts might be practically infeasible). A Turing machine can simulate these quantum computers, so such a quantum computer could never solve an undecidable problem like the halting problem. The existence of "standard" quantum computers does not disprove the Church-Turing thesis. It has been speculated that theories of quantum gravity, such as M-theory or loop quantum gravity, may allow even



faster computers to be built. Currently, *defining* computation in such theories is an open problem due to the problem of time, i.e., there currently exists no obvious way to describe what it means for an observer to submit input to a computer and later receive output.

Centre for Quantum Computation

Why quantum computation?

The history of computer technology has involved a sequence of changes from one type of physical realisation to another - from gears to relays to valves to transistors to integrated circuits - and so on. Today's advanced lithographic techniques can create chips with features only a fraction of micron wide. Soon they will yield even smaller parts and inevitably reach a point where logic gates are so small that they are made out of only a handful of atoms.

Every 12 months, the number of transistors in a typical microprocessor doubles.

On the atomic scale matter obeys the rules of quantum mechanics, which are quite different from the classical rules that determine the properties of conventional logic gates. So if computers are to become smaller in the future, new quantum technology must replace or supplement what we have now. The point is, however, that quantum technology can offer much more than cramming more and more bits onto silicon and multiplying the clock-speed of microprocessors. It can support an entirely new kind of computation with qualitatively new algorithms based on quantum principles.

What are qubits?

From a physical point of view a bit is a physical system which can be prepared in one of the two different states representing two logical values: 1 (no or yes, false or true, or simply 0 or 1).

Classical Bit

0 or 1

Quantum Bit

0 or 1 or $\frac{1}{\sqrt{2}}(0+1)$

Quantum bits, called qubits, are implemented using quantum mechanical two state systems; these are not confined to just two basic states but can also exist in superpositions, effectively this means that the qubit is both in state 0 and state 1.

What are Quantum Computers?

Any classical register composed of three bits can store in a given moment of time only one out of eight different numbers. A quantum register composed of three qubits can store in a given moment of time all eight numbers in a quantum superposition.

Classical register

101

Quantum register

$\frac{1}{\sqrt{8}}(101+010+110+111+001+000+100+011)$

Once the register is prepared in a superposition of different numbers one can perform operations on all of them.

101

001

010

011

100

101

110

111

Quantum Processor

$F(x)$

1001

1010

1011

1100

1101

1110

1111

The quantum computers can perform many different calculations in parallel: a system with N qubits can perform 2^N calculations at once! This has impact on the execution time and memory required in the process of computation and determines the efficiency of algorithms.

How powerful are quantum computers?

For an algorithm to be efficient, the time it takes to execute the algorithm must increase no faster than a polynomial function of the size of the input. Think about the input size as the total number of bits needed to specify the input to the problem - for example, the number of bits needed to encode the number we want to factorise. If the best algorithm we know for a particular problem has the execution time (viewed as a function of the size of the input) bounded by a polynomial then we say that the problem belongs to class P.

Exponential

$Exp(L)$

Polynomial

L^4

Polynomial

L^4

Exponential

$Exp(L)$

Please visit the website cam.qubit.org

Can we build quantum computers?

As the number of quantum gates in a network increases we quickly run into some serious practical problems. The more interacting qubits are involved, the harder it tends to be to engineer the interaction that would display the quantum properties. The more components there are, the more likely it is that quantum information will spread outside the quantum computer and be lost into the environment, thus spoiling the computation. The process is called decoherence. Thus our task is to engineer robust microscopic systems in which qubits affect each other but not the environment.

What are the most promising techniques?

It is not clear which technology will support quantum computation in the future. Today simple quantum logic gates involving two qubits are being realised in laboratories. Current experiments range from trapped ions...

...via atoms in an array of potential wells created by a pattern of crossed laser beams...

...to electrons in semiconductor...

The next decade should bring control over several qubits and, without any doubt, we shall already begin to benefit from our new way of harnessing nature.

UNIVERSITY OF
CAMBRIDGE

B.PAVAN SAI - 13016T0990

Hadoop

Apache Hadoop is an open source software framework for storage and large scale processing of data-sets on clusters of commodity hardware. Hadoop is an Apache top-level project being built and used by a global community of contributors and users. It is licensed under the Apache License 2.0.

Hadoop was created by Doug Cutting and Mike Cafarella in 2005. It was originally developed to support distribution for the Nutch search engine project. Doug, who was working at Yahoo! at the time and is now Chief Architect of Cloudera, named the project after his son's toy elephant. Cutting's son was 2 years old at the time and just beginning to talk. He called his beloved stuffed yellow elephant "Hadoop" (with the stress on the first syllable). Now 12, Doug's son often exclaims, "Why don't you say my name, and why don't I get royalties? I deserve to be famous for this!"

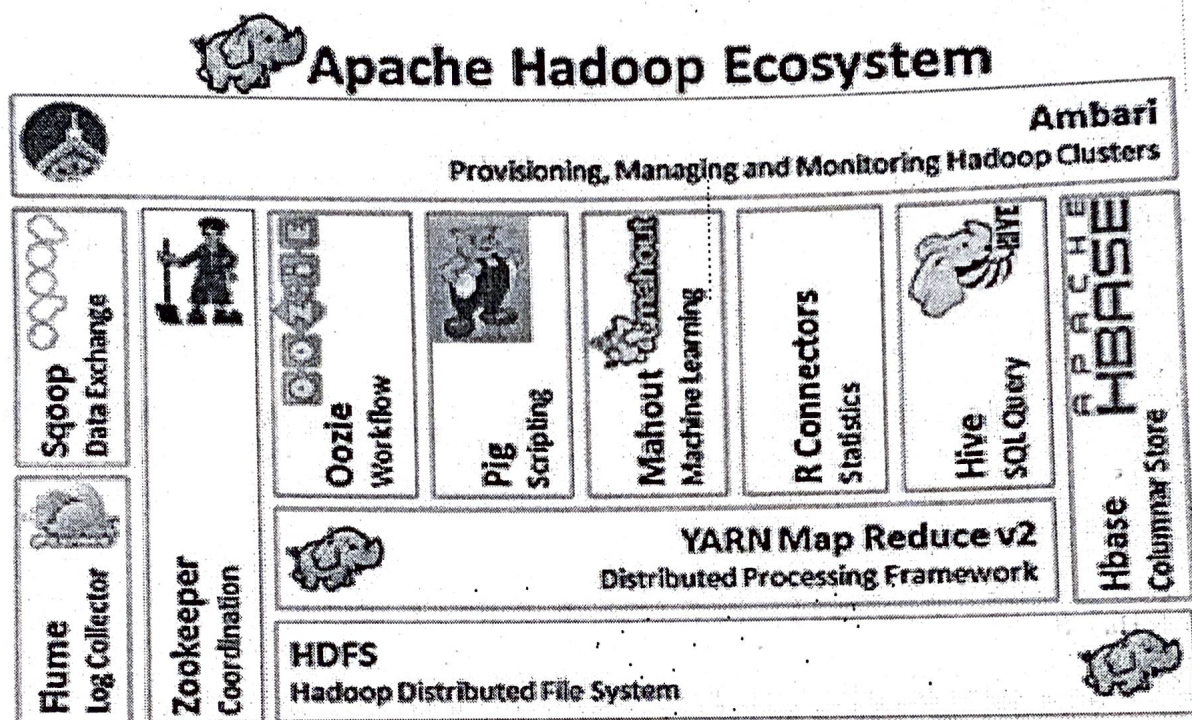
The Apache Hadoop framework is composed of the following modules

1. Hadoop Common: contains libraries and utilities needed by other Hadoop modules
2. Hadoop Distributed File System (HDFS): a distributed file-system that stores data on the commodity machines, providing very high aggregate bandwidth across the cluster
3. Hadoop YARN: a resource-management platform responsible for managing compute resources in clusters and using them for scheduling of users' applications

4. Hadoop MapReduce: a programming model for large scale data processing

All the modules in Hadoop are designed with a fundamental assumption that hardware failures (of individual machines or racks of machines) are common and thus should be automatically handled in software by the framework. Apache Hadoop's MapReduce and HDFS components originally derived respectively from Google's MapReduce and Google File System (GFS) papers.

Beyond HDFS, YARN and MapReduce, the entire Apache Hadoop "platform" is now commonly considered to consist of a number of related projects as well: Apache Pig, Apache Hive, ApacheBase, and others.



For the end-users, though MapReduce Java code is common, any programming language can be used with "Hadoop Streaming" to implement the "map" and "reduce" parts of the user's program. Apache Pig and Apache Hive, among other related projects, expose higher level user interfaces like Pig latin and a SQL variant respectively. The Hadoop framework itself is mostly written in the Java programming language, with some native code in C and command line utilities written as shell-scripts.

HDFS and MapReduce

There are two primary components at the core of Apache Hadoop 1.x: the Hadoop Distributed File System (HDFS) and the MapReduce parallel processing framework. These are both open source projects, inspired by technologies created inside Google.

Internet Social Networking Risks

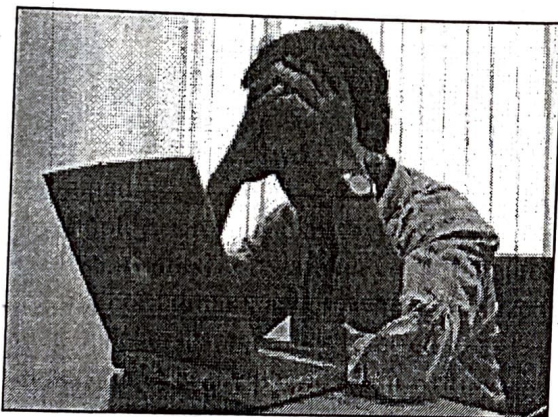
Internet-based social networking sites have created a revolution in social connectivity. However, con artists, criminals, and other dishonest actors are exploiting this capability for nefarious purposes.

There are primarily two tactics used to exploit online social networks. In practice, they are often combined.

1. Computer savvy hackers who specialize in writing and manipulating computer code to gain access or install unwanted software on your computer or phone.
2. Social or human hackers who specialize in exploiting personal connections through social networks. Social hackers, sometimes referred to as "social engineers," manipulate people through social interactions (in person, over the phone, or in writing).

Humans are a weak link in cyber security, and hackers and social manipulators know this. They try to trick people into getting past security walls. They design their actions to appear harmless and legitimate.

Falling for an online scam or computer hack could be damaging for an individual victim as well as the organization the victim works for. Such risks include:



Vulnerability of Social Networking Sites

Social networking sites are Internet-based services that allow people to communicate and share information with a group.

Risks:

Once information is posted to a social networking site, it is no longer private. The more information you post, the more vulnerable you may become. Even when using high security settings, friends or websites may inadvertently leak your information.

Personal information you share could be used to conduct attacks against you or your associates. The more information shared, the more likely someone could impersonate you and trick one of your friends into sharing personal information, downloading malware, or providing access to restricted sites. Predators, hackers, business competitors, and foreign state actors troll social networking sites looking for information or people to target for exploitation.

Information gleaned from social networking sites may be used to design a specific attack that does not come by way of the social networking site.

Tactics:

Baiting - Someone gives you a USB drive or other electronic media that is preloaded with malware in the hope you will use the device and enable them to hack your computer. Do not use any electronic storage device unless you know its origin is legitimate and safe. Scan all electronic media for viruses before use.

Click-jacking - Concealing hyperlinks beneath legitimate clickable content which, when clicked, causes a user to unknowingly perform actions, such as downloading malware, or sending your ID to a site. Numerous click-jacking scams have employed "Like" and "Share" buttons on social networking sites. Disable scripting and iframes in whatever Internet browser you use. Research other ways to set your browser options to maximize security.

Cross-Site Scripting (XSS) - Malicious code is injected into a benign or trusted website. A Stored XSS Attack is when malicious code is permanently stored on a server; a computer is compromised when requesting the stored data. A Reflected XSS Attack is when a person is tricked into clicking on a malicious link; the injected code travels to the server then reflects the attack back to the victim's browser. The computer deems the code is from a "trusted" source. Turn off "HTTP TRACE" support on all web servers. Research additional ways to prevent becoming a victim of XSS.

Doxing - Publicly releasing a person's identifying information including full name, date of birth, address, and pictures typically retrieved from social networking site profiles. Be careful what information you share about yourself, family, and friends (online, in print, and in person).

Elicitation - The strategic use of conversation to extract information from people without giving them the feeling they are being interrogated. Be aware of elicitation tactics and the way social engineers try to obtain personal information.

Pharming - Redirecting users from legitimate websites to fraudulent ones for the purpose of extracting confidential data. (E.g.: mimicking bank websites.)

Watch out for website URLs that use variations in spelling or domain names, or use ".com" instead of ".gov", for example. Type a website's address rather than clicking on a link.

Example:

Most computer infections come from websites. Just visiting a website can expose your computer to malware even if you do not download a file or program. Often legitimate sites may be unknowingly infected. Websites with information on popular celebrities or current sensational news items are frequently hijacked by criminals, or criminals may create such websites to lure victims to them.

Phishing - Usually an email that looks like it is from a legitimate organization or person, but is not and contains a link or file with malware. Phishing attacks typically try to snag any random victim. Spear phishing attacks target a specific person or organization as their intended victim.

Do not open email or email attachments or click on links sent from people you do not know. If you receive a suspicious email from someone you know, ask them about it before opening it.

Example:

In March 2011, hackers sent two spear phishing emails to a small group of employees at security firm, RSA. They only needed one employee to open an infected file and launch the malware. The malware downloaded information from RSA that then helped the hackers learn how to defeat RSA's security token. In May and June 2011, a number of defense contractors' networks were breached via the compromised RSA token.

Phreaking - Gaining unauthorized access to telecommunication systems.

Do not provide secure phone numbers that provide direct access to a Private Branch Exchange or through the Public Branch Exchange to the public phone network.

Scams - Fake deals that trick people into providing money, information, or service in exchange for the deal.

If it sounds too good to be true, it is most likely a scam. Cybercriminals use popular events and news stories as bait for people to open infected email, visit infected websites, or donate money to bogus charities.

Example:

Before the 2010 World Cup, cybercriminals offered tickets for sale or sent phishing emails claiming you won tickets to see the event.

After the death of Osama Bin Laden, a video claiming to show Bin Laden's capture was posted on Facebook. The video was a fake. When users clicked on the link to the video, they were told to copy a JavaScript code into their browser bar which automatically sent the hoax to their friends, and gave the hackers full access to their account.

Spoofing - Deceiving computers or computer users by hiding or faking one's identity. Email spoofing utilizes a sham email address or simulates a genuine email address. IP spoofing hides or masks a computer's IP address.

Know your co-workers and clients and beware of those who impersonate a staff member or service provider to gain company or personal information.

URL shortening (obfuscation)

Another form of hoax involves the obfuscation, or shortening, of URLs in email messages or on websites such as our favorites: Facebook, LinkedIn and Twitter. The posting of hyperlinks is obviously not specific to these sites, but the frequency with which we let down our guard when using them is a big concern. Social networking and security risks often times, the links that we want to post can get very long, making them unwieldy or impossible to type in the small space allotted by the network sites. To get around this, third-party services such as <http://tinyurl.com/> or <http://bit.ly/> will "encode" the URL into a much shorter version. For example, the URL of this article, <http://www.fieldbrook.net/TechTips/Security/SocialNetworking.asp>, has a length of 64 characters but can be shorted by TinyURL to have only 25 characters: <http://tinyurl.com/m34rkp>. Which URL would you rather type when you have a limit to the number of characters that you can enter? Although the benefit of URL shortening is obvious, there is also a security risk associated with it, in that the shortened URL really does not tell you the true destination of the link. You only find out once you get there, which may be too late if that site happens to contain drive-

by malware or content which should not be viewed by "sensitive" eyes. Therefore, make certain that you click on shortened URLs only if you trust the sender. Never click on them if they are contained in spam messages or on sites that you have any reason to consider suspicious. Also consider obtaining a third-party browser or mail client add-on that will reveal the URLs' full path so that you know where your browser is actually directing you.

Examples of websites or software that will perform this task can be found at <http://longurl.org/> and <http://www.longurlplease.com/>.

Preventive Measures at Work:

- "Defense in Depth" – use multiple layers of security throughout the computer network.
- Identify ways you have lost data in the past, and mitigate those threats. Educate employees about those threats and how to change their behavior, if necessary, to prevent future loss.
- Constantly monitor data movement on your network.
- Establish policies and procedures for intrusion detection systems on company networks.
- Establish policies about what company information can be shared on blogs or personal social web pages. Enforce the policy.
- Educate employees about how their own online behavior could impact the company.
- Provide yearly security training.
- Ask employees to report suspicious incidents as soon as possible.

Additional Preventive Measures:

- Do not store any information you want to protect on any device that connects to the Internet.
- Always use high security settings on social networking sites, and be very limited in the personal information you share. Monitor what others are posting about you on their online discussions.
- Use anti-virus and firewall software. Keep them and your browser, and operating systems patched and updated.
- Change your passwords periodically, and do not reuse old passwords. Do not use the same password for more than one system or service. For example, if someone obtains the password for your email, can they access your online banking information with the same password?
- Do not post anything that might embarrass you later, or that you don't want strangers to know.
- Verify those you correspond with. It is easy for people to fake identities over the Internet.
- Do not automatically download, or respond to content on a website or in an email. Do not click on links in email messages claiming to be from a social networking site. Instead go to the site directly to retrieve messages.
- Only install applications or software that come from trusted, well-known sites. "Free" software may come with malware. Verify what information applications will be able to access prior to enabling them. Once installed, keep it updated. If you no longer use it, delete it.

- Disable Global Position System (GPS) encoding. Many digital cameras encode the GPS location of a photo when it is taken. If that photo is uploaded to a site, so are the GPS coordinates, which will let people know that exact location.
- Whenever possible, encrypt communications with websites. It may be a feature social network sites allow you to enable.
- Avoid accessing your personal accounts from public computers or through public WiFi spots.
- Beware of unsolicited contacts from individuals in person, on the telephone, or on the Internet who are seeking corporate or personal data.
- Monitor your bank statements, balances, and credit reports.
- Do not share usernames, passwords, social security numbers, credit cards, bank information, salaries, computer network details, security clearances, home and office physical security and logistics, capabilities and limitations of work systems, or schedules and travel itineraries.

No legitimate service or network administrator will ask you for your password.

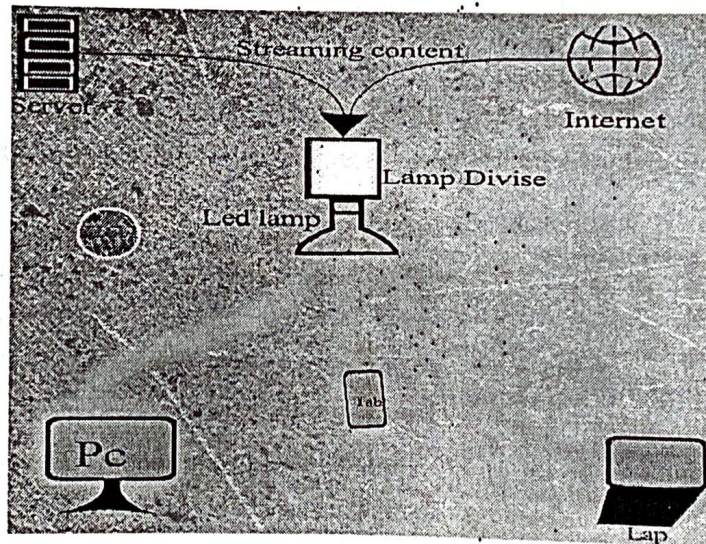
- Do not provide information about yourself that will allow others to answer your security questions—such as when using “I forgot my password” feature.
- Be thoughtful and limit personal information you share such as job titles, locations, hobbies, likes and dislikes, or names and details of family members, friends, and co-workers.

LI-FI (LIGHT-FIDELITY)

B. Sridhara Murthy, Assistant Professor, Dept. of CSE

Li-Fi stands for Light-Fidelity, this term was introduced by Harald Haas. Li-Fi is transmission of data through illumination by taking the fiber out of fiber optics by sending data through a LED light bulb that varies in intensity faster than the human eye can follow. It is fast and cheap wireless-communication system. The concept of Li-Fi is currently attracting a great deal of interest, not least because it may offer a genuine and very efficient alternative to radio-based wireless. As a growing number of people and their many devices access wireless internet, the airwaves are becoming increasingly clogged, making it more and more difficult to get a reliable, high-speed signal. This may solve issues such as the shortage of radio-frequency bandwidth and also allow internet where traditional radio based wireless isn't allowed such as aircraft or hospitals. This can even work underwater where Wi-Fi fails completely.

LI-FI is a term, one used to describe visible light communication technology applied to high speed wireless communication. It acquired this name due to the similarity to WI-FI, only using light instead of radio. WI-FI is great for general wireless coverage within buildings and li-fi is ideal for high density wireless data coverage in confined area and for relieving radio interference issues. Li-Fi comprises several optical wireless technologies such as optical wireless communication, navigation and gesture recognition applied for natural user interfaces.



Some New features added in JDK 1.7

In this article let us discuss some of the new features introduced in JDK 7.

1. Underscores in numeric literals
2. Binary integer literals
3. Strings in switch cases.
4. Try-with-resources.

1. Underscores in numeric literals:

- From JDK 7, we can use underscore symbol in the middle of a numerical literals.

For example:

```
int x=123_654_321;
```

- With the help of this underscore symbol we can read the number very easily without any difficulty.
- When such literals are compiled the underscore are discarded and only numeric is considered.
- The use of underscore is to only separate the digits. We cannot use them at the beginning or at the end of a numerical literal.
- We can use more than one underscore between two digits as below.

```
int x=123__654__321;
```

- We can use this underscore even in the float literals, even in the fractional part.

For example:

```
float y=125_658.1_0_9;
```

2. Binary integer literals

- From JDK 7 we can specify the integer literals using binary.
- For this we need to prefix the value with 0b or 0B.

For example:

Integer 10 can be specified in binary as follow.

```
int x=0b1010; //which is equal to int x=10;
```

- This feature makes it easier to enter values used as bitmasks.
- We can specify the underscore symbol even in the binary values.
- Using underscore we can provide visual grouping when specifying binary literals.
- Binary values are often grouped in four-digit units.

```
int s=0b1101_0100_0010;
```

3. Strings in switch cases

- Before JDK 7 the switch case can only be integer/character constants.
- In JDK 7, switch was added with a new feature i.e., switch case can also be a string literal.

Syntax:

```
switch(String constant or String variable)
{
    case "circle":
        .....
    case "line":
        .....
    case "oval":
        .....
}
```

- We cannot use string reference variables in switch cases. We can use only string literals.
- Here the switch expression and case values will be matched with case-sensitive.
- This type of switch with strings can be used very effectively in some situations where, we need to compare a string with some set of strings and do a task.
- The above program will generate error if we compile with JDK 6 or with before versions.

4. Try-with-resources

- Generally when we open a resources(like file), then we need to close it after its use. Otherwise there may be any lose of data.
- In JDK6 or previous versions, when we open a file in a try block, we use to close the file in finally block as follow.
- In JDK 7, a new feature is introduced which is called as “**try-with-resources**”. When such try block ends, the resources which are opened will be automatically closed. There is no need of finally block to close the resources.

//Code till JDK 6.

```
try
{
    //opening file(s) or resources
}
catch (IOException)
{
    //handling exceptions
}
finally {
    //closing file(s) or resources
}
```

//supporting from JDK 7

```
try( open resource here)
{
    //try block code.
    //can use the resource that opened.
}
catch( Exception)
{
    //handling exceptions
}
//after try ends, the resource will close
//automatically.
```

- With this **try-with-resources**, we need not to write the code to close the resources in the finally block.

- We can declare one or more resources in a try-with-resources statement. Every resource should be separated with a semicolon as show below.

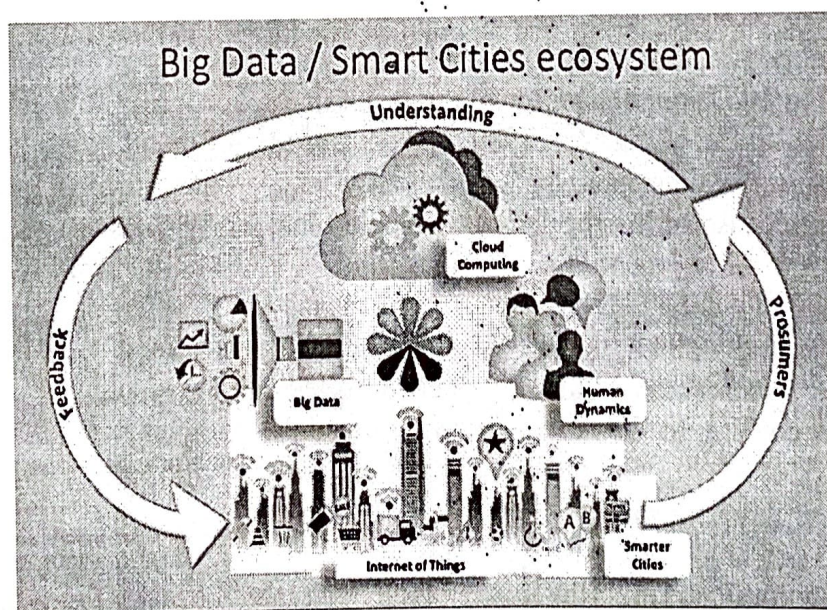
```
try( FileReader fr=new FileReader("myfile.txt"); FileWriter fw=new FileWriter("newFile.txt")
{
    //body of try
}
catch(Exception e)
{
}
```


Smart Cities get intelligence with Big Data analytics

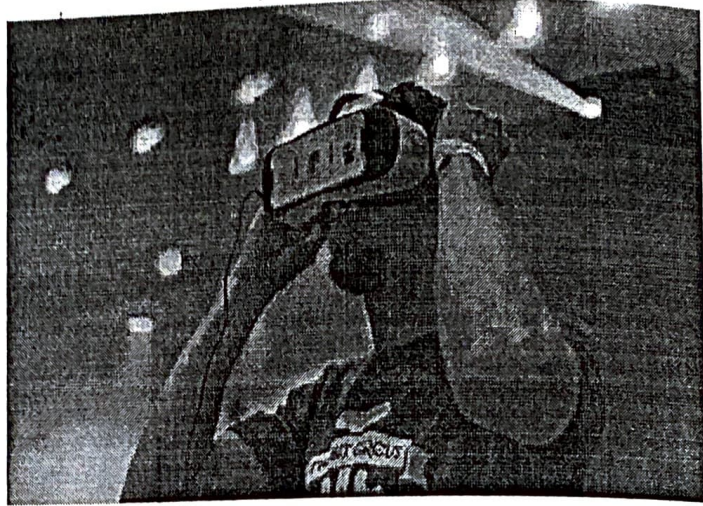
Dr P. Suresh Kumar, Assistant Professor, Department of CSE

'Smart cities' is a term that has gained traction in academia, business and government to describe cities that, on the one hand, are increasingly composed of and monitored by pervasive and ubiquitous computing and, on the other, whose economy and governance is being driven by innovation, creativity and entrepreneurship, enacted by smart people. In *Smart Cities*, urbanist and technology expert *Anthony Townsend* takes a broad historical look at the forces that have shaped the planning and design of cities and information technologies from the rise of the great industrial cities of the nineteenth century to the present. Smart traffic management, smart energy grids, water resources management, global market analysis and forecast etc., are the issues in smart cities. Now-a-days cities are being instrumented with digital devices and infrastructure that produce 'big data'. Smart cities will dwarf the volume of data that's on the Internet today with internet of things (IOT). Big data analytics will process it, fast enough, to make decisions in minutes, not weeks or months. Big data analytics can be used to provide integrated, realtime city data analytics, such as web sites, apps and dashboards to provide a powerful means of living in the city, and for envisioning and predicting future scenarios.

The latest report on smart cities from Navigant Research forecasts that annual smart city technology investment will reach \$27.5 billion by 2023, with total cumulative investment over the next decade reaching almost \$175 billion. So, there is a vast scope in the field of smart cities. In conclusion, internet of things offers a new ways to analyze and measure city life in smart cities. This infrastructure (internet of things) can be analyzed and managed to identify options for saving resources and cutting costs with the help of big data analytics. Forward-thinking leaders recognize that although tight budgets, scarce resources and legacy systems frequently challenge their goals, new and innovative technologies can help turn challenges into opportunities. Big data analytics gives intelligence to the leaders to take decisions to provide better life for citizen.



Why Does Virtual Reality Make Some People Sick?



Virtual reality, long the stuff of sci-fi movies and expensive, disappointing gaming systems, appears poised for a breakout. Facebook CEO Mark Zuckerberg spent \$2 billion in 2014 to acquire Oculus VR and its Rift virtual-reality headsets. Google now sells a boxy cardboard viewer that lets users turn their smartphone screens into virtual - reality wonderlands for a mere \$15. And YouTube just introduced live, 360-degree streaming video.

There's a big barrier to the widespread use of this technology, though: Virtual reality often makes people sick.

Virtual-reality sickness isn't a new problem. It's been known as long as test pilots, test drivers and potential astronauts have been practicing their skills in mock vehicles, though it was called simulator sickness in those cases. Not unlike motion sickness or seasickness, VR sickness has its roots in the mismatch between the visual and vestibular systems, said Jorge Serrador, a professor of pharmacology, physiology and neuroscience at Rutgers New Jersey Medical School.

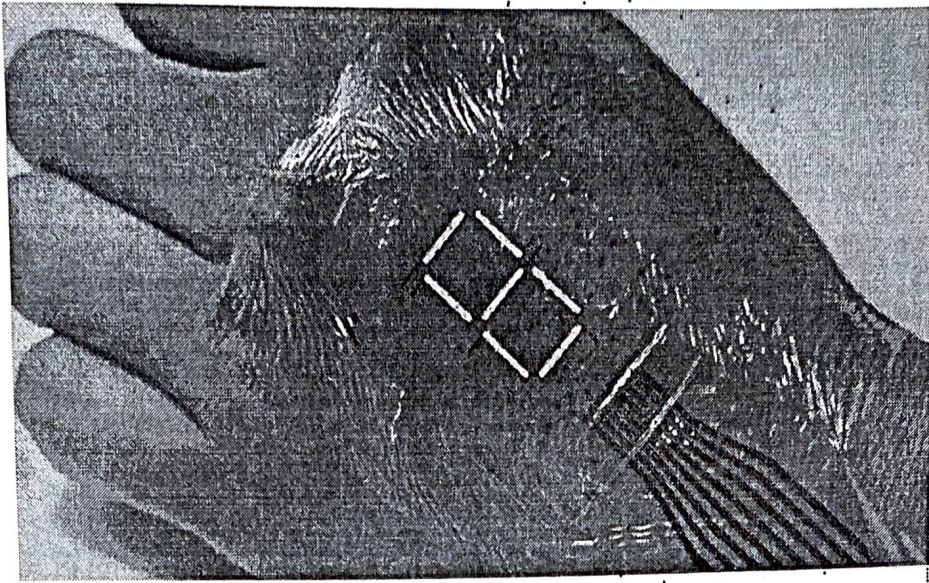
Unlike seasickness or car sickness, virtual-reality sickness doesn't require motion at all. It was first reported in 1957 in a helicopter-training simulator, according to a 1995 U.S. Army Research Institute report on the topic. One 1989 study found that as many as 40 percent of military pilots experienced some sickness during simulator training — an alarming number, according to the Army report, because military pilots are probably less likely than the general population to have problems with "motion" sickness.

Because of simulator sickness, early simulator developers started to add motion to their models, creating plane simulators that actually pitched, rolled and moved up and down a bit. But sickness still occurs, according to the Army report, because the computer visualization and the simulator motion might not line up completely. Small lags between simulator visuals and motion remain a problem today, Serrador said.

"You go into a simulator and [the movements] don't match exactly the same as they do in the real world," he said. "And all the sudden, what you'll find is you just don't feel right."

- S. NAGARAJU (Associate Professor, CSE)

Ultrathin 'E-Skin' Turns Your Hand into an Electronic Display



Your smartphone could one day be replaced by an electronic display laminated to the back of your hand, if the inventors of a new ultrathin "e-skin" have their way.

For the first time, Japanese scientists have demonstrated a super flexible electronic skin (or e-skin) display, made from organic electronics, that doesn't degrade when exposed to air. And crucially, the researchers used processes similar to the way organic light-emitting diode (OLED) displays are manufactured for conventional smartphones and TVs.

Organic electronics, made from carbon-based polymers, hold huge promise for wearable devices because they are far lighter and more flexible than traditional electronics made from inorganic materials, such as silicon and gold. But OLEDs and organic light detectors normally degrade in air, so they typically need bulky protective coatings that decrease their flexibility. [Body Bioelectronics: 5 Technologies that Could Flex with You]

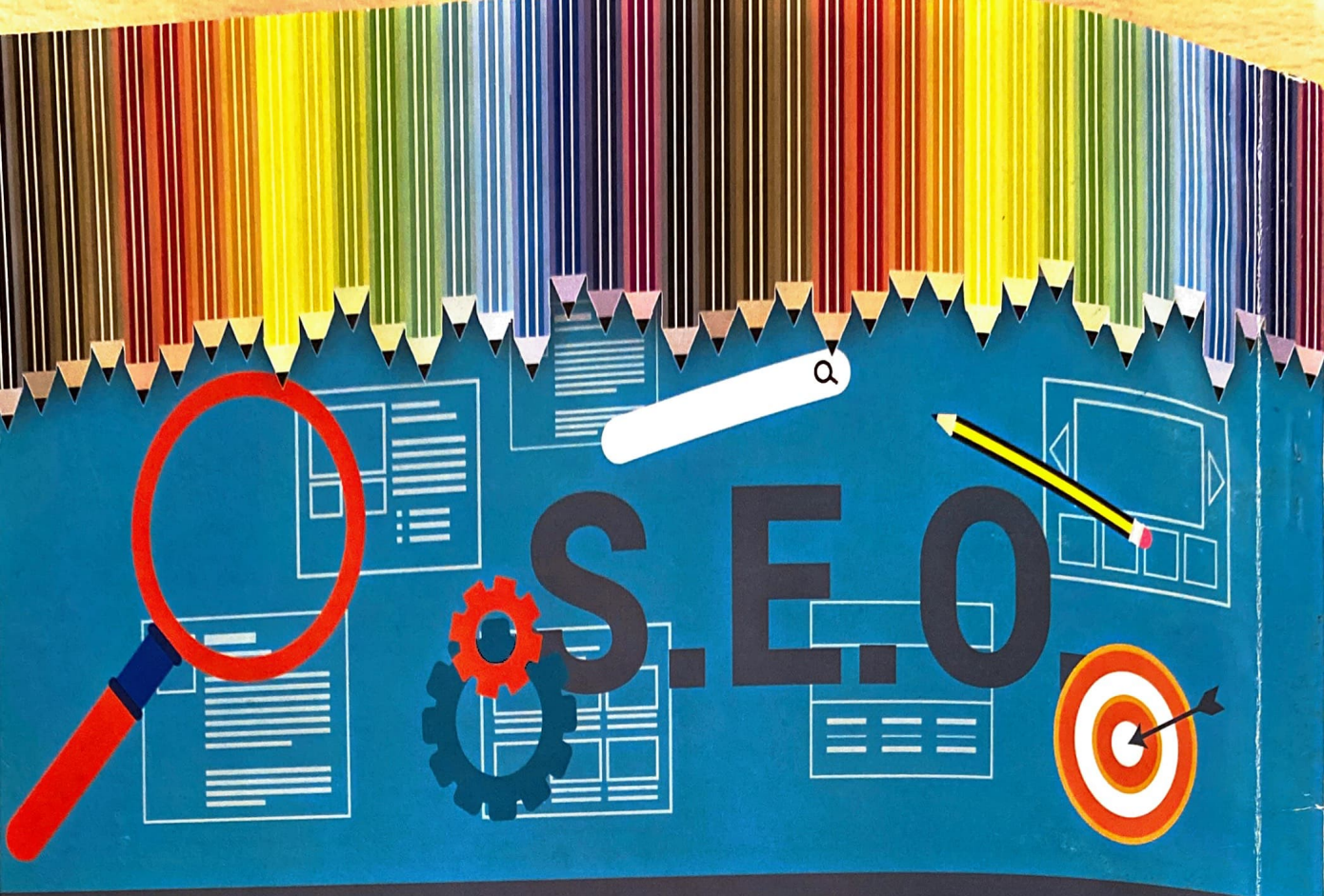
Now, a team from the University of Tokyo has developed a unique method to create a protective coating that can shield the electronic components from the air while remaining thin enough to stay flexible.

"Our e-skin can be directly laminated on the surface of the skin, allowing us to electronically functionalize human skin," said Takao Someya, a professor in the Department of Electrical and Electronic Engineering at the University of Tokyo, and author of a paper on the new device published April 15 in the journal Science Advances.

"We think that functionalizing the skin may replace the smartphone in the future," Someya told Live Science. "When you carry an iPhone, it is a bulky device. But if you functionalize your

own skin, you don't need to carry anything, and it's easy to receive information anywhere, anytime."

- N.C.SANTOSH KUMAR (Assistant Professor, CSE)



KAKATIYA INSTITUTE OF TECHNOLOGY AND SCIENCE

Opp: Yerragattu Hillock, Vill: Bheemaram, Mandal: Hasanparthy, Warangal-506015, Telangana