

Don Bosco Inst of Tech ACM Student Chapter - Reporting Year 2019

Section 1 - Member Information

Total Number of Chapter Members - Student	56
Total Number of Chapter Members - Professional	0
Currency: <i>(Use this currency for all financial figures)</i>	Indian Rupee
Student Chapter Member Fee:	450.00
Professional Chapter Member Fee:	0
Number who are ACM Members:	3
Next Election Date:	01-Jul-2021

Section 2 - Meetings and Recent Activities

Number of general meetings in the 2018-2019 program year	3
Average meeting attendance	25

1. Annual Meeting

Number in Attendance: 25

Cost of General Admission: 0

Cost to Chapter: 0

Abstract: The agenda and events to be conducted this academic year will be discussed.

Start: 06-Aug-2018

End: 06-Aug-2018

2. Web Development

Number in Attendance: 25

Cost of General Admission: 40.00

Cost to Chapter: 0

Abstract: 1. The objective was to provide a basic understanding of the prerequisites required for React JS 2. The workshop was conducted by Raj Tiwary and Janhavi Patil. 3. The workshop was divided into three parts, it started with Janhavi Patil introducing HTML to the students. She listed the various tags used in HTML and also demonstrated the working of those tags. 4. The 2nd part was taken by David Varghese & Atharva Deshmukh. They explained the need of using CSS, after which they went on to demonstrating and explaining the various

tags and properties to the students, after which the students were given time to experiment with both the acquired skills. 5. The 3rd part was taken by Raj Tiwary. He concluded the workshop by explaining the basics of programming and the went on to explain the basic concepts of JS by demonstrating examples and exercises.

Start: 09-Aug-2018

End: 09-Aug-2018

3. CODE IT OUT

Number in Attendance: 19

Cost of General Admission: 30.00

Cost to Chapter: 330.00

Abstract: 1. Objective is to make students evaluate their technical aptitude through a competitive environment. 2. The purpose of the competition was to make students evaluate their technical aptitude through a competitive environment and also give them an idea of how actual competitive Coding events occur. 3. The questions of the competition were compiled into an easily accessible website which was hosted locally and was accessed through the LAN using the local server's IP address. 4. A total of 3 students were able to solve at least one problem out of the 4 given problems with the highest no. of problems solved, being 4. The competition was a good learning experience for the students.

Start: 13-Aug-2018

End: 13-Aug-2018

4. Photoshop and design workshop

Number in Attendance: 40

Cost of General Admission: 40.00

Cost to Chapter: 240.00

Abstract: 1. Ms Sherin Palamattam and Mr Clifford Fernandes trained the design team on the basics of Photoshop on 21st August '18 2. The purpose of the workshop was to impart knowledge of Photoshop to the ACM design team who would in turn use that knowledge to create posters for various events throughout the year. 3. It was divided into 2 sessions. The first session focused on the various tools used in Photoshop and their purpose. 4. The second session on the other hand, Was on how a poster is made from scratch. 5. Then on 24th August '18 the workshop was conducted for the students. This workshop was conducted by the whole Design team of ACM Don Bosco. 6. In the first session, the use of various Photoshop tools and how they are unique were demonstrated. Efforts were made to demonstrate the process in such a way that it would be easy to comprehend. 7. The second session focused on making a poster. A poster was made using the bottom up approach in which all the layers and their functionalities were explained in explicit detail.

Start: 21-Aug-2018

End: 21-Aug-2018

5. MongoDB

Number in Attendance: 23

Cost of General Admission: 40.00

Cost to Chapter: 250.00

Abstract: 1. The MongoDB workshop was conducted by ACM for the students of T.E Comps on 07th September 2018. 2. The workshop started with Glady Thomas introducing MongoDB to the students. She listed the various pros and cons of using MongoDB and also about the current usage of MongoDB and why it is essential to know how it works. 3. The various operations which can be performed on a database were demonstrated by Welisa Lewis & Jaffrey Joy. Welisa Lewis demonstrated instructions used to CREATE a Database and the remaining instructions such as READ, DELETE, and UPDATE were demonstrated by Jaffrey Joy and students were instructed to try the same on their computers. 4. This workshop aimed to provide an opportunity for students to connect the theoretical knowledge of DBMS with a practical application of MongoDB as well as giving the student an opportunity to level up their software development skills.

Start: 07-Sep-2018

End: 07-Sep-2018

6. Unity (Preparation for TEKNACK)

Number in Attendance: 16

Cost of General Admission: 100.00

Cost to Chapter: 0

Abstract: 1. The Unity Workshop was organized by the ACM and held on 25th September 2018. 2. The workshop was taken by Mr. Srijan Ramavat. It was divided into 2 sessions. The first session focused on 2D game development and Canvas understanding. 3. The second session was on developing a 3D android game with GameObjects, Scripts, Materials, and Physics in virtual environment. 4. In the first session, Srijan presented how a basic 2D text manipulation game works with the Arrow key controls. With this students understood the basic canvas nature suited for the android mobile window and how canvas works and introduced the students with the assets, they can use for developing Games in unity. Unity is a platform that provides its own assets to help users develop games at a faster rate. 5. In the second session, he taught the students how to Develop a 3D zigzag game which is available on the play store which was modified as our own custom games. This will enable students to visualize more and more possibility of the Unity environment to develop the games.

Start: 25-Sep-2018

End: 26-Sep-2018

7. Resume Workshop

Number in Attendance: 4

Cost of General Admission: 100.00

Cost to Chapter: 400.00

Abstract: 1. The purpose of the workshop was to help the students to make their CV and Resume easily and also provide them with an idea of how to convert their Resume to a successful Job opportunity. 2. The workshop was taken by Mr. Cherag Bachhawat, founder & CEO of cvDragon. It was divided into 2 sessions. 3. The first session focused on the tips & tricks for resume creation. Mr. Cherag presented the perspectives of both sides: Employer & Employee. He allowed the students to see how, even the minutest changes made to the Resume, affect the overall thought process of a Recruiter. He also introduced the students to cvDragon. cvDragon is an online platform that helps a person to create his/her resume quickly and professionally. Students were allowed to use the internet and make use of this tool to create their very own resume. 4. The second session on the other hand explored the importance of LinkedIn in a professional's career, regardless of their age, experience and domain. He taught the students how to utilise Linked In as a tool to expand their professional network. Not only would it help them secure their jobs, but also with their higher studies.

Start: 03-Oct-2018

End: 04-Oct-2018

8. Refractus

Number in Attendance: 65

Cost of General Admission: 0

Cost to Chapter: 0

Abstract: 1. The Refractus Leadership Program was organized by the Association for Computing Machinery (ACM) which was held over a span of three days starting from the 20th January 2019 right up to the 22nd January 2019. It involved an enthusiastic participation from both, the students from the Edith Cowan University (Australia) along with the students of Don Bosco Institute of Technology (Kurla). The three day program started with a very interesting visit to the Dharavi slums which happens to be one of the Asia's largest slum, which involved a 2 straight hours walking tour where the students were exposed to all the small scale industries and the slums in Dharavi, this session was quite an insightful and an inspiring visit for all the students who were a part of this program. 2. The second day, was scheduled for an intensive Leadership Program which was conducted at the Don Bosco Institute of Technology by Mr. Venkatesh a well known Entrepreneur. This Leadership program consisted of highly interactive sessions where the ECU students and ACM members of DBIT and various other colleges from Mumbai participated. The event also witnessed speeches given by Dr. Krishnamoorthy, Dr. Amiya Tripathi and Dr. Lisa

Armstrong, who happen to be the finest of speakers one can come across. The students also were divided further into small groups, every group was given a task to come up with a business model proposing a solution for any of the problems that an individual faces in their daily lives. After a short break, Mr. Venkatesh shared his personal experience in leadership and continued with the session helping the students understand the intricacies of setting up a business in the real world, understanding the role of an entrepreneur, how a business is run and thus in turn gaining the skills required to be a leader resulted in the success of this event. 3. The third and the final day, was a visit to the Reliance Corporate Park, Ghansoli. This visit comprised of a guided tour of one of the largest corporate parks in Maharashtra and also giving the students a once in a lifetime opportunity to learn and understand the various products and services offered by the Reliance Group, ending with a presentation of the stellar amount of work done by the Reliance Group in the educational sector along with the corporate sector, the milestones achieved and the future milestones which the company plans to achieve in the coming time.

Start: 20-Jan-2019

End: 22-Jan-2019

9. TEKNACK

Number in Attendance: 80

Cost of General Admission: 0

Cost to Chapter: 148000.00

Abstract: 1. Teknack is an annual two day online inter-college festival organized by the Association of Computer Machinery (ACM) Student Chapter of Don Bosco Institute of Technology, Kurla. 2. But this year Teknack was bigger than ever, the game was developed using the game development platform, Unity and the games developed were published on Google Play Store and Apple App Store. 3. This changed the face of teknack, from a simple gaming fest to Mumbai's first in-house college game development studio. 4. The event encourages undergraduate students to tap into their technical and creative genius by providing them with a common platform to exhibit their talents in a competitive environment. 5. An inaugural event was hosted for the launch of teknack, this event was hosted in the campus where multiple gaming booths were setup and the students were invited to play the games for FREE, and the winner or the person that reached the highest score was awarded with goodies and gifts. 6. The entire event was ingeniously managed, programmed and published by the students of ACM-DBIT. 7. About 3 months were given to develop the games and from march, 3 games were published at a time strategically on Play Store and App Store. 8. There were 9 games developed in Teknack 19. 9. This year Teknack gave importance to Marketing. Each game was promoted by making a video, posting these videos on every group, social media platforms, etc. All the games were a big success with hundreds of downloads in a day or two. Teknack provided a platform for the up and coming programmers and designers from DBIT to put their best hand forward. We spent hours trying to formulate new and

innovative ideas so that the users got a new adventure altogether. The budget for teknack was estimated at a lower limit of Rs. 1,65,500 to an Upper limit of Rs. 1,98,500.

Start: 06-Feb-2019

End: 07-Feb-2019

Section 3 - Upcoming Activities

1. Code It Out

Abstract: ? The Code it out competition was organized by the ACM Team held on 17th ? July 2019 .Sean D'Cruz, ACM Chairperson welcomed the students and explained the rules of the competition. ? The purpose of the competition was to create a competitive environment and show the students the basis of a coding competition. ? Through this competition the selected students will be given an opportunity of being a member of the ACM Technical Team for the year 2019-20. ? Every participant was given a separate PC with the proper setup(i.e. browser , compiler and text editor). They were seated in alternate PCs and were deprived of internet access to avoid malpractices. ? The questions of the competition were compiled and posted on HackerRank, a website used to host coding competitions. ? A total of 09 students were able to solve at least one problem out of the 4 given problems with the highest no. of problems solved being 4. ? The competition was a good learning experience for the students.

Start: 17-Jul-2019

End: 17-Jul-2019

2. Photoshop Workshop

Abstract: The workshop for training the design team was organized by ACM and held on 24th July 2019. 1. The purpose of the workshop was to teach the students, the basics of Photoshop and everything required to make simple edits to a picture and in the end learn how to make a poster. 2. At the end of this workshop a test was conducted where the students were given a task and on completion of that task, judged by their ability. 3. They were given an opportunity to sit for an interview which in turn would get them a spot in the ACM Design Team. 4. The workshop was taken by the heads of the ACM design team. 5. It was divided into 3 sessions. The first session focused on the various tools used in Photoshop and their purpose. The second session on the other hand saw how a poster was made from Scratch. The third session was the test for the students to join the design team. 6. In the first session, the use of various Photoshop tools and how they are unique were demonstrated. 7. Efforts were made to demonstrate the process in such a way that it would be easy to comprehend. 8. The second session focused on making a poster. A poster was

made using the bottom up approach in which all the layers and their functionalities were explained in detail.

Start: 24-Jul-2019

End: 24-Jul-2019

3. Wordpress/CMS Workshop

Abstract: 1. The CMS (Content Management System) workshop conducted for TE Comps Students by the BE Comps Students of ACM was held on 26th July 2019. 2. The Purpose of The workshop was to get a hands on experience on WordPress. This could help in future projects and tasks. 3. ? WordPress is an online, open source website creation tool written in PHP. But in non-geek speak, it?s probably the easiest and most powerful blogging and website content management system (or CMS) in existence today. 4. The Workshop consisted of two parts. First, The workshop started with a brief introduction about Cms , types of Cms and Application.Second, the basic functions of WordPress was explained and students were instructed to try and explore more functions of WordPress. 5. After which the students were given a task to create their first website. 6. This workshop was a success as the students showed a lot of sincerity, and were eager to create a website and show their skills Even though a few of the computers did not have proper internet access.

Start: 26-Jul-2019

End: 26-Jul-2019

4. First meeting of 2019-20

Abstract: First meeting of the new core team will be held

Start: 29-Jul-2019

End: 29-Jul-2019

5. Video Editing Workshop

Abstract: 1. ? ACM had organized a Workshop on Video Editing on 02nd Aug 2019. This Workshop was organized to help develop a Video editing Skills. 2. Video editing is important because it is the key to blending images and sounds to make us feel connected with the film. 3. This workshop was a colossal opportunity for student editors and was conducted on Adobe Premiere Pro. 4. ? Adobe Premiere Pro is a powerful, customizable and nonlinear editing software. 5. The Workshop was conducted by Mr. Calvin Castro. 6. ? First, the workshop started with an introduction to Premiere Pro. After that the basics of Video Editing such as cutting a video, dragging, laser tool and speed ofduration was

done. Second, the operation of audio and video together was taught. 7. Then a small animated video was made by the students. 8. Lastly, Mr. Calvin taught how to export the video and save it. 9. ? The students learned a lot in this workshop such as about how to use green screen and change the background of a video and make the video sci-fi.

Start: 02-Aug-2019

End: 02-Aug-2019

6. Java Applet Workshop

Abstract: 1. ? ACM had organized a Workshop on Java Applet on 21st Aug 2019. 2. This Workshop was organized to help develop the understanding of Java Applet in students. 3. An applet is a Java class that extends the java.applet.Applet class. 4. ? A Java Virtual Machine is required to view an applet. The JVM can be either a plug-in of the Web browser or a separate run-time environment. 5. This workshop was a colossal opportunity for the Students of Second year since it is a part of their current Syllabus. This will also help them get a better understanding and enhance their skills and interest in making their mini project. 6. The Workshop was conducted by Jordan Dsouza, Arjun Chavan and Soham Shinde. 7. First, the workshop started with an introduction to java applet students were given example projects and notes for further reference. 8. Towards the end of the workshop, the students were shown the java applet mini projects of the previous years .

Start: 21-Aug-2019

End: 21-Aug-2019

7. Sound Engineering Workshop

Abstract: 1. The workshop was conducted by Mr Wayne Fernandes, the software used in this workshop was Wavepad. 2. The purpose of this workshop was to give a hands on practise for mixing songs and basics of Djing. 3. The Workshop started with an introduction on sound engineering, the need of sound engineering, and the scope of sound engineering. 4. Secondly, the basics of Wavepad like trim a part, split, etc., was explained and also how to remove the noise disturbance and increase the quality of music. 5. Then the basics of how to make EDM was introduced using loops and gain. After that all the effects and features of Wavepad was explained like changing the pitch, omitting the vocals etc. 6. Later he gave the students a few moments to experiment these features of wavepad. Then he went forward and explained how to mix two or more songs, starting with the difference between virtual DJ and wavepad applications. 7. Then a small task was given to the students to use all the features and edit and mix songs. 8. A total of 13 students attended the workshop and this workshop was a good experience for the students and

gave a good learning opportunity about sound engineering.

Start: 27-Aug-2019

End: 27-Aug-2019

8. Web Development Workshop

Abstract: The Web Development workshop was a 3 day workshop conducted on the 3rd, 4th and 11th of September 2019. This was conducted as a participation of ACM in the skill development week. The workshop was conducted by Sagar, Jovin and Dheeraj. 3 Sept : HTML / CSS ? The first day the students were introduced to the simple HTML tags and a few examples were also shown, after that they explained the need of using CSS, after which they went on to demonstrating and explaining the various tags and properties to the students, and the students were given time to experiment with both. ? At the end of the day the speaker explained the basics of programming and then went on to explain the basic concepts of JS by demonstration. ? The students were given time to practice the basics in anticipation for the next day. 4 Sept: JavaScript ? The students were given time to experiment with the script tags and were also taught how to declare variables in JS. 11 Sept: MongoDB and PHP ? The third day was conducted by Jovin and Dheeraj they explained the difference between NOSQL and SQL and answered questions like where and why databases are used. ? They explained the Basics of MongoDB, and experimented with the different types of query statements. After every type of function the students were given time to practice and clear their doubts the second session was on PHP, here the speakers introduced the students to the concept of a web page and how HTML, PHP and databases are connected together. ? The workshop was conducted successfully, it was a huge benefit for the third year students since it is a topic related to their current syllabus. Since this will help them with their MINI Project. We have given them an assignment to finish within a deadline.

Start: 03-Sep-2019

End: 11-Sep-2019

9. Flutter Workshop

Abstract: Flutter is an open-source mobile application development framework created by Google. It is used to develop applications for Android and iOS. The flutter workshop was a 4 day workshop on the 24th, 25th, 26th and 27th of September 2019, conducted by ACM. Day 1: (Introduction to flutter and DART) ? Mr. Ajay Sharma Introduced the student about Hybrid apps and the importance and advantages of Hybrid apps over native apps. ? He also explained the Difference between react native and flutter, features of flutter, Android Studio and flutter application. ? Basics and Syntax of DART language

were also explained in detail. He also explained that the notable feature of the Dart platform which is its support for 'hot reload' where modifications to source files can be injected into a running application. How Flutter extends this with support for stateful hot reload, where in most cases changes to the source code can be reflected immediately in the running app without requiring a restart or any loss of state. This feature was implemented in Flutter which received widespread praise. Day 2: (Creating application using Flutter) The session was all about creating widgets on the phone for the application. It started with creating a sample Hello World widget using Dart code. Further the students were thought how to upload the code onto their phones using a USB cable and test the program. Utility skills such as making screens, changing the background color, modification of text such as writing text at any position of the screen with different fonts and font size was taught. The students were later given a task to create their own widgets. Day3: (Creating applications using Flutter Cont.) Details about Scaffold/app bar were explained. The speaker also taught how to give color to text and background. This session mainly focused on creating an app. The body and structure in general was explained. The features of the widget was also discussed in brief. The concept of Splash screen and app icon were also taken up for discussion. More detailed explanation was done regarding the widgets. Day4: (APK release) Students had to implement all the concepts explained taught till date. Afterwhich, the concept of Leading icons(icon on the left side), Trailing icons(icon on the right side), Difference between stateless Widget and stateful Widget were also explained. Making of multiple class and How to take input from user using textfield were also taught. Radio buttons and its functionality, Check box were implemented as well. The process of using val to declare variables was also showed. The speaker also discussed more about buttons and the show dialog box on button press using onPressed. And in the end when everyone had built their login app, he also showed how to release an apk file.

Start: 24-Sep-2019

End: 27-Sep-2019

10. Unity Workshop

Abstract: The Unity Workshop was organized by the ACM and held on 30th September and 1st November 2019. It's was a 2 day workshop. The purpose of the workshop was to help the students to make their games on UNITY for the upcoming Teknack fest. First day was divided into two sessions, first session was introduction to unity and c# and the second session, was about how to develop a 2D game. An endless runner game was taught. With this students understood the basic canvas nature suited for the android mobile window and how canvas works and introduced the students with the assets they can use for the development of Games in unity. Unity is a platform that provides its own assets to help users develop game at faster rate. Second day was also divided into sessions, first session was about the UI part of unity. Things like changing

scene's, making game over page and main menu page was taught. The second session was about how to develop a 3D zigzag game. This will enable students to visualize more and more possibility of the Unity environment to develop the games. ? The Workshop was very interactive and the feedback was also great.

Start: 30-Sep-2019

End: 01-Nov-2019

11. Teknack 2020

Abstract: Teknack is an annual two day online inter-college festival organized by the Association of Computer Machinery (ACM) Student Chapter of Don Bosco Institute of Technology, Kurla. ? this year Teknack was bigger than ever, the game was developed using the game development platform, Unity and the games developed were published on Google Play Store and Apple App Store. ? This changed the face of tekknack, from a simple gaming fest to Mumbai's first in-house college game development studio. ? The event encourages undergraduate students to tap into their technical and creative genius by providing them with a common platform to exhibit their talents in a competitive environment. ? Unfortunately, due to the recent pandemic we were unable to host an inaugural function like last year ? But that did not stop the students creative minds, ACM continued to host meetings on ZOOM(Video conference). And came up with a solution to host Teknack Online. <https://www.teknack.org/> ? The entire event was ingeniously managed, programmed and published by the students of ACM-DBIT. ? About 3 months were given to develop the games and from march, 3 games were published at a time strategically on Play Store and App Store There were games developed in Teknack 19. This year Teknack gave importance to Marketing. Each game was promoted by making a video, posting these videos on every group, social media platforms, etc. All the games were a big success with hundreds of downloads in a day or two.

Start: 10-Jan-2020

End: 30-May-2020

12. ACM Mumbai Hackathon 2019-20

Abstract: Association for Computing Machinery is the world's largest educational and scientific computing society ,delivering resources that advance computing and profession. ACM Hackathon 2020 is a platform where Coders/Developers/Innovators come together to collaborate on building tools that solve real industry problems. ? ACM Hackathon is a best place to oversee your talent and bring them into action. We are geared up for those who are passionate about Problem Solving , Building and Innovating . A 24hrs hackathon organized by ACM Mumbai chapters where we are trying to promote a strong programming and product building culture among students that will

help them to develop Critical Thinking and Software Development skills. It is an experience to take on challenging problems and crack them down. ? The event was conducted at M. H. Saboo Siddik College of Engineering on 7th march and ended on 8th march. 26 teams participated each of 2 to 4 members. The teams were allowed to have a mixed team of members from different colleges. 1 team from dbit participated. This event is traditionally a hackathon hence the students are locked in for the whole 24 hours and they are allowed to leave only after the time is up. Rest areas were provided to the students during the event. Dates and Deadlines:- 3rd feb - Release of Problem statement 3rd march - last date of abstract submission 5th march - announcement of selected teams 7th march - grand finale We are Proud to announce that team from DBIT won ACM Hackathon for the problem statement provided by Twin Tring, Build an android mobile app for cyclists to record, share and analyse their rides using GPS location tracking tool TEAM members- Soham Shinde, Nevil Dsouza, Rahul Pudurkar, Rizwan Shaikh.(Students of TE Comps)

Start: 03-Feb-2020

End: 07-Mar-2020

13. Semicode

Abstract: Semi code is a Coding Competition held by ACM student chapter. It is not only hosted by one college but it is in collaboration with 5 colleges of Mumbai. The participants will be coding in pairs. There are 3 rounds/levels. ? The aim to is to solve the given problem statements, with increasing difficulty as rounds progress. More than 8 different colleges will be competing in the finals. The final winners of Semicode will receive a Prize of up to 17,000rs. ? The colleges in collaboration are ACM DBIT, ACM SNTD, ACM SAKEC, ACM MPSTME and ACM MHSSCOE. There were around 20 students from every college that qualified for the second round. The first round was conducted in the respected colleges, students from KJ Somaiya and 2 other colleges also participated from our college. ? The first round for ACM DBIT was held on 4 th Feb 2020 at DBIT, Computer Center, 44 teams participated in the first round out of which 21 teams were selected. ? The second round was held at Mukesh Patel college of engineering on 23rd Feb. 21 teams participated in the second round from which 5 teams advanced to the 3rd and final round. ? The 3rd (final) round was held at Mukesh patel college of engineering on the same day as round two. 5 teams participated out of which Team Shubham Bhist and Sachin Sharma from DBIT won the final round securing 3rd place.

Start: 04-Feb-2020

End: 23-Feb-2020

Section 4 - Authorization & Signatures

Comments and Remarks:

No comments or remarks

I hereby certify that the above information has been examined by me and to the best of my knowledge I believe that it is true, correct, and complete, and made in good faith for the fiscal year stated.

Authorizing Officer: Sana Sheikh - Faculty Sponsor

Section 5 - Finalize Report

The 2019 Report has been finalized.