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"Siliconcoach"

Mr. Manav A. Gulhane	Prof. R.G. Anantwar
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Abstract :-Timewarp is a software program that allows you to watch delayed video playback of a movement immediately after it is performed. Once the required time delay is set, the operation is hands-free and provides instant visual feedback.

▪ Allows athletes to study their own technique
▪ Athletes can train on their own using technique guidelines prepared by a coach
▪ Easy to use, just set the required time delay
▪ Tag and loop video, watch in slow motion or pause for a closer look - all
whilst Timewarp continues to record 'live'.
▪ Simple to use drawing tools provide an onscreen reference for self-assessment.
▪ Capture and review using voice commands or remote control.
▪ Save and export clips to Siliconcoach Pro for detailed analysis.

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"QUANTUM COMPUTING"

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Abstarct:- A quantum computer is a computation device that makes direct use of quantum mechanical phenomena, such as the superposition and entanglement of atoms, photons, electrons etc., 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), quantum computation uses quantum properties to represent data and perform operations on these data. A theoretical model is the quantum Turing machine, also known as the universal quantum computer. Quantum computers shared theoretical similarities with non- deterministic and probabilistic computers [1, 5, and 8]. It has the potential to perform calculations, billions of time faster than any silicon based computer.

The basic unit of data in a quantum computer is the quantum bit, or qubit, that is the quantum state of electrons in an atom. Qubits can theoretically exist in several superposed states simultaneously, enabling them to carry far more information than id available using conventional two-state bits. The mathematical basis of the proportionality of qubit states is similar to that of the input weights of neural networks. There has been some successful development of quantum computer technology, but a great deal of research and development remains to be done before quantum computers become viable as a mainstream technology, and there are arguments as to why this eventuality can never be achieved.

"MACHINE LEARNING"

Mr. Mukesh Sharma	Prof. Pravin Kaware
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Abstarct:- Machine Learning Theory is both a fundamental theory with many basic and compelling foundational questions, and a topic of practical importance that helps to advance the state of the art in software by providing mathematical frameworks for designing new machine learning algorithms. It is an exciting time for the field, as connections to many other areas are being discovered and explored, and as new machine learning applications bring new questions to be modeled and studied.

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"Blockchain Technology"

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Abstarct:- With Bitcoin in 2009 the first widely known application help Blockchain Technology to make it appearance known globally. From that time there has been an increasing number of blockchain technology-based solutions. There is a lot of type around the technology, and many proposed uses for it. Technology which makes data secure, shared, distributed enabled trust without middle trusted parties. It is a technology with potential applications for organizations, enabling secure transactions without the need for a central authority.

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"Cloudflare Email Security Tools"

Mr.Kunwar Manish Chawande	Prof. Ritesh Anantwar
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Abstarct:- Cloudflare, Inc. (www.cloudflare.com / @cloudflare) is on a mission to help build a betterInternet. Cloudflare's suite of products protect and accelerate any Internet application onlinewithout adding hardware, installing software, or changing a line of code. Internet propertiespowered by Cloudflare have all web traffic routed through its intelligent global network, whichgets smarter with every request. As a result, they see significant improvement in performanceand a decrease in spam and other attacks. Cloudflare was named to Entrepreneur Magazine'sTop Company Cultures 2018 list and ranked among the World's Most Innovative Companies byFast Company in 2019.

"Predictive Analytics"

Mr. Vaibhav S. Athawale	Prof. Pravin Kaware
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Abstarct:- Predictive analytics, a branch in the domain of advanced analytics, is used in predicting the future events. It analyzes the current and historical data in order to make predictions about the future by employing the techniques from statistics, data mining, machine learning, and artificial intelligence [1]. It brings together the information technology, business modeling process, and management to make a prediction about the future.

Businesses can appropriately use big data for their profit by successfully applying the predictive analytics. It can help organizations in becoming proactive, forward looking and anticipating trends or behavior based on the data. It has grown significantly alongside the growth of big data systems [2].Suppose an example of an E-Retailing company, XYZ Inc. The company runs its retailing business worldwide through internet and sells variety of products. Millions of customer visit the website of XYZ to search a product of their interest. They look for the features, price, offers related to that product listed on the website of XYZ. There are many products which sells are dependent on season. For example demand of air increases in winter. The customers search for the product depending the season. Here the XYZ Company will collect all the search data of customers that in which season, customers are interested in which products. The price range an individual customer is interested in. How customers are attracted seeing offers on a product. What other products are bought by

customers in combination with one product. On the basis of this collected data, XYZ Company will apply analytics and identify the requirement of customer. It will find out which individual customer will be attracted by which type of recommendation and then approach customers through emails and messages. They will let the customer know that there is such type of offer on the products customer has on its website. If the customer come to the website again to buy that product then the company will offer the other products which have been sold in combination to other customers. If a customer start buying a frequently, then the company reduce offer or increase price for that individual customer. This is just an instance and there are many more applications of predictive analytics. Predictive analytics has not a limited application in retailing.

It has a wide range of application in many domains. Insurance companies collect the data of working professional from a third party and identifies which type of working professional would be interested in which type of insurance plan and they approach them to attract towards its products [3]. Banking companies apply predictive analytics models to identify credit card risks and fraudulent customer and become alert from those type of customers. Organizations involved in financial investments identify the stocks which may give a good return on their investment and they even predict the future performance of stocks based on the past and current performance. Many other companies are applying predictive models in predicting the sale of their products if they are making such type of investment in manufacturing. Pharmaceutical companies may identify the medicines which have a lower sale in a particular area and become alert on expiry of those medicines [4].

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"Fog computing"

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Abstarct:- Fog computing is not a replacement of cloud it is just extends the cloud computing by providing security in the cloud environment. Similar to Cloud, Fog provides data, compute, storage, and application services to end-users

Cloud computing promises to significantly change the way of use computers and store our personal and business information. With these new computing and communication paradigms arise new data security challenges. Existing data protection mechanisms such as Encryption have failed to protect the data in the cloud from unauthorized access

We proposed a different approach for securing data in the cloud using offensive decoy technology. We monitor data access in the cloud and detect abnormal data access patterns. When unauthorized access is suspected and then verified using challenge questions,

we launch a disinformation attack by returning large amounts of decoy information to the attacker. This protects against the misuse of the user's real data. Experiments conducted in a local file setting provide evidence that this approach may provide unprecedented levels of user data security in a Cloud environment.

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"STARLINK-INTERNET"

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Abstarct:- When you think of billionaire entrepreneur Elon Musk, chances are good that you think of his electric car company Tesla, his space exploration venture SpaceX or his stint hosting Saturday Night Live (to say nothing of his history of stirring up controversy on social media or smoking weed with Joe Rogan). Maybe you just know him as one of the richest peopleon Earth.Something you might be less familiar with is a venture called Starlink, which aims to sellinternet connections to almost anyone on the planet by way of a growing network of privatesatellites orbiting overhead.After years of development within SpaceX – and securing nearly $885.5 million in grant fundsfrom the Federal Communications Commission at the end of 2020 -- Starlink picked up thepace in 2021. In January, after three years' worth of successful launches, the project surpassed1,000 satellites delivered into orbit. And by June, SpaceX said the number was roughly 1,800.In February, Musk's company disclosed that Starlink was serving more than 10,000customers.Now,after expanding preorders to even more potential customers and exploring the possibilityof providing in-flight Wi-Fi for passenger aircraft, Musk says that Starlink has shipped more than 100,000 satellite internet terminals to customers in 14 countries. SpaceX said that it expected Starlink to reach global serviceability sometime in fall 2021 -- though regional availability will depend on regulatory approval. During a talk at Mobile World Congress in June 2021, Musk told an audience that Starlink would be available worldwide except at the North and South Poles starting in August. In September, Musk tweeted that Starlink would exit its initial beta phase in October, which indicates that the service is continuing to ramp up and expand -- though the budding broadband provider faces a backlog of prospective customers waiting to receive equipment and start service. Starlink isn't without its controversies. Members of the scientific community have raised concerns about the impact of Starlink's low-earth orbit satellites on night sky visibility. Meanwhile, satellite internet competitors including Viasat, HughesNet and Amazon's Project Kuiper have taken notice of Starlink's momentum, too, prompting plenty of regulatory jousting and attempts to slow Musk down.
All of that makes Starlink well worth keeping an eye on in 2021. For now, here's everything you should know about it.

"Internet of Nano Things"

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Abstarct:- Nanotechnology provides new solutions for numerous applications that have a significant effect on almost every aspect of our community including health monitoring, smart cities, military, agriculture, and industry. The interconnection of nanoscale devices with existing communication networks over the Internet defines a novel networking paradigm called the Internet of Nano- Things (IoNT). The IoNT involves a large number of nan sensors that used to provide more precise and detailed information about a particular object to enable a better understanding of object behavior. In this paper, we investigate the challenges and opportunities of the IoNT system in various applications. An overview of the IoNT is first introduced. This is followed by a discussion of the network architecture of the IoNT and various applications that benefit from integrating IoT with nanotechnology. In the end, since security is considered to be one of the main issues of the IoNT system, we provide an in-depth discussion on security goals, attack vectors and security challenges of the IoNT system

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"Cloud gaming"

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Abstract :- Cloud gaming, sometimes called gaming on demand or gaming-as-a-service, is a typeof that runs video games on remote servers and streams them directly to a user's device, or more colloquially, playing a game remotely from a cloud. It contrasts with traditional means of gaming, wherein a game runs locally on a user's video game console, personal computer, or mobile device.

Cloud gaming platforms operate in a similar manner to remot desktop and video on demand services; games are stored and executed remotely on a provider's dedicated hardware, and streamed to a player's device via client software. The client software handles the player's inputs, which are sent back to the server and executed in-game. Some cloud gaming services are based on access to a virtualized windos environment, allowing users to download and install service clients and games as they normally would on a local computer.

However, cloud gaming requires a reliable, high-speed connection to the Internet. This can be a limitation for users in areas with lack of such options or where data caps may limit usage. Even with high-speed connections are available, traffic congestion and other issues affecting network latency can affect the performance of cloud gaming. Further, the costs of cloud gaming shift from traditional distribution through retail outlets and digital storefronts to the data servers that run the cloud gaming services. Novel cost structures are required to cover these operating costs compared to traditional distribution. This had typically be a base subscription model but service have also included costs to buy games to be run on the cloud service, even through the user does not own the game in the same fashion as with retail or digital distribution.

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"5G WIRELESS TECHNOLOGY"

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Abstract :- 5G (fifth generation) technology is used to interconnect all terminals, networks, multiple wireless technologies, applications simultaneously which can also switch between them based on VOIP (Voice-over-IP), flat IP, and Internet Protocol Version 6 (IPv6), thus user experiences call volume services and high-level data transmission. 5G network is reliable and very fast with minimum delay, higher data rate, greater security, real-time data handling, less error rate, and few data losses. The core technologies used in 5G networks include cloud computing, Heterogeneous Network (Het Net), internet of things (IoT), Cognitive Radio (CR) network, software- defined networking (SDN), Multiple Input Multiple Output (MIMO), and massive MIMO. 5G produces different harmful effects such as human health issues, environmental issues, health issues on birds and animals, thermal effects, etc. Regulating agencies have to set a Specific Absorption Rate (SAR), its maximum levels for handsets, and every mobile phone must have a SAR rating. 5G technology is used as intelligent technology in which 5G mobile phones can also be used as a tablet PC. This paper presents a general review on 5G along with its comparison with 4G, the general architecture of 5G, a detailed explanation about core technologies of 5G, and also harmful effects on different issues using 5G.

"MI-FI & LI-Fi"

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Abstract :- Whether you're using wireless internet in a coffee shop, stealing it from the guy next door, or competing for bandwidth at a conference, you've probably gotten frustrated at the slow speeds you face when more than one device is tapped into the network. As more and more people and their many devices access wireless internet, clogged airwaves are going to make it increasingly difficult to latch onto a reliable signal. But radio waves are just one part of the spectrum that can carry our data. What if we could use other waves to surf the internet? One German physicist,DR. Harald Haas, has come up with a solution he calls "Data Through Illumination"—taking the fiber out of fiber optics by sending data through an LED light bulb that varies in intensity faster than the human eye can follow. It's the same idea behind infrared remote controls, but far more powerful. Haas says his invention, which he calls D-Light, can produce data rates faster than 10 megabits per second, which is speedier than your average broadband connection. He envisions a future where data for laptops, smartphones, and tablets is transmitted through the light in a room. And security would be a snap—if you can't see the light, you can't access the data. Li-Fi is a VLC, visible light communication, technology developed by a team of scientists including Dr Gordon Povey, Prof. Harald Haas and Dr Mostafa Afgani at the University of Edinburgh. The term Li-Fi was coined by Prof. Haas when he amazed people by streaming high definition video from a standard LED lamp, at TED Global in July 2011. Li-Fi is now part of the Visible Light Communications (VLC) PAN IEEE 802.15.7 standard. "Li-Fi is typically implemented using white LED light bulbs. These devices are normally used for illumination by applying a constant current through the LED. However, by fast and subtle variations of the current, the optical output can be made to vary at extremely high speeds. Unseen by the human eye, this variation is used to carry high-speed data," says Dr Povey, , Product Manager of the University of Edinburgh's Li-Fi Program 'D-Light Project'.

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"MERN STACK"

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Abstract :- MERN stack is a software stack that includes four open-source technologies: (MongoDB, Express.js, React, and Node.js). These components provide an end-to-end framework for building dynamic web sites and web applications. Among these technologies MongoDB is a database system, Node.js is a server-side runtime environment, Express.js is a web framework for Node.js and React is a client-side JavaScript library used for building user interfaces. Because all components of the MERN stack support programs that are written in JavaScript, MERN applications can be written in one programming language for both server-side and client- side execution environments.

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"BIG DATA"

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Abstract :- Big data is a broad term for data sets so large or complex that traditional data processing applications are inadequate. Challenges include analysis, capture, data duration, search, sharing, storage, transfer, visualization, and information privacy. The term often refers simply to the use of predictive analytics or other certain advanced methods to extract value from data, and seldom to a particular size of data set. Accuracy in big data may lead to more confident decision making. And better decisions can mean greater operational efficiency, cost reductions and reduced risk. Analysis of data sets can find new correlations, to "spot business trends, prevent diseases, and

combat crime and so on." Scientists, practitioners of media and advertising and governments alike regularly meet difficulties with large data sets in areas including Internet search, finance and business informatics. Scientists encounter limitations in e-Science work, including meteorology, genomics, connectomics, complex physics simulations, and biological and environmental research. Data sets grow in size in part because they are increasingly being gathered by cheap and numerous information-sensing mobile devices, aerial (remote sensing), software logs, cameras, microphones,

radio-frequency identification (RFID) readers, and wireless sensor networks. The world's technological per-capita capacity to store information has roughly doubled every 40 months since the 1980s; as of 2012, every day 2.5 Exabyte's ($2.5 \times 10\ 18$) of data were created; The challenge for large enterprises is determining who should own big data initiatives that straddle the entire organization. Work with big data is necessarily uncommon; most analysis is of "PC size" data, on a desktop PC or notebook that can handle the available data set. Relational database management systems and desktop statistics and visualization packages often have difficulty handling big data. The work instead requires "massively parallel software running on

tens, hundreds, or even thousands of servers". What is considered "big data" varies depending on the capabilities of the users and their tools, and expanding capabilities make Big Data a moving target. Thus, what is considered to be "Big" in one year will become ordinary in later years. "For some organizations, facing hundreds of gigabytes of data for the first time may trigger a need to reconsider data management options. For others, it may take tens or hundreds of terabytes beforedata size becomes a significant consideration.& quot;

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"SERVER Hardening Guide"

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Abstract :- Server hardening is a set of disciplines and techniques which improve the security of an 'off the shelf' server.Server Hardening is requirement of security frameworks such as PCI-DSS and is typically included when organizations adopt ISO27001. System hardening is the process of securing a server or computer system by minimizing its attack surface, or surface of vulnerability, and potential attack vectors. It's a form of cyberattack protection that involves closing system loopholes that cyber attackers frequently use to exploit the system and gain access to users' sensitive data.

"OWASP Web Security Testing Guide"

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Abstract :- The OWASP Testing Project has been in development for many years. The aim of the project is to help people understand the what, why, when, where, and how of testing web applications. The project has delivered a complete testing framework, not merely a simple checklist or prescription of issues that should be addressed. Readers can use this framework as a template to build their own testing programs or to qualify other people's processes. The Testing Guide describes in detail both the general testing framework and the techniques required to implement the framework in practice.

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"EDGE COMPUTING"

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Abstract :- The internet has change the way people access the information they needed. Weather it is individuals reading emails or watching videos, or factories utilizing automated fabrication devices the access and processing of data is totally different. As, new research areas are emerging. One of them is Internet Of Things (IOT). Which connect countless device to the internet as well as the data is generated and transferred. This increases bring several issues which cloud degrade the Quality of Service (QsS) with delays or even failed requests due to bandwidth limitation. Current tendency to solve problem that the cloud computing has is to perform computations close to the device as much as possible . This paradigm is called as Edge Computing.

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"5 pen pc technology"

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Abstract :- " 5 pen technology" is a recent discovery in the field of pen computing. Pen computing is a field that outlines computer like user interface that makes use of pen like devices that will be convenient to use in comparison to contemporary systems (such as laptops, desktops etc.). P-ISM (Pen-style Personal Networking Gadget Package), which is nothing but the new discovery, which is under developing, stage by NEC Corporation. P-ISM is a gadget package including five functions: 5 Pen PC technology consists of 5 pen like devices which are used for providing functions of a CPU, a projector, a virtual

keyboard, a camera, and communication functions of a cellular phone. All the 5 pens are connected to each other via wireless technology preferably Bluetooth The whole set of 5 pen technology is connected to the internet via the cellular phone pen.5 pen PC technology is also known as P-ISM i.e. Pen-style Personal Networking Gadget Package. This personal gadget in a minimalist pen style.

"ONLINE OXYGEN MANAGEMENT SYSTEM"

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Abstract :- Oxygen therapy is an essential medicine and core component of effective hospital systems .Oxygen management system as an information management system
that contributes to the management of oxygen cylinders.This system allowed an authorized oxygen management administrator
like hospital , supplier and user .

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"Sentiment Analysis on Amazon Product Reviews"

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Abstract :- Sentiment analysis is one of the fastest spreading research areas in computer science, making it challenging to research areas in computer science, making it challenging to keep track of all the activities in the area. We present a customer feedback reviews on product, where we utilize opinion mining, text mining and sentiments, which has affected the surrounded world by changing their opinion on a specific product. Data used in this study are online product reviews collected from Amazon.com. We performed a comparative sentiment analysis of retrieved reviews. This research paper provides you with sentimental analysis of various smart phone opinions on smart phones dividing them Positive, Negative and Neutral Behavior. Today, digital reviews play a pivotal role in enhancing global communications among consumers and influencing consumer buying patterns. E- commerce giants like Amazon, Flipkart, etc. provide a platform to consumers to share their experience and

provide real insights about the performance of the product to future buyers. In order to extract valuable insights from a large set of reviews, classification of reviews into positive and negative sentiment is required. Sentiment Analysis is a computational study to extract subjective information from the text. In the proposed work, over 4,000,00 reviews have been classified into positive and negative sentiments using Sentiment Analysis. Out of the various classification models, Naïve Bayes, Support Vector Machine (SVM) and Decision Tree have been employed for classification of reviews. The evaluation of models is done using 10 Fold Cross Validation.

"Using of Social Media Data Analytics for Applying Digital Twins in Product Development"

VAISHNAVI S. KALE	PROF.
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Abstract :- Product development as an iterative combination of different disciplines like design, process planning, engineering, manufacturing, logistics, marketing and sales is a challenging issue. Mostly, the communication channels with consumers are through Social Media (SM) which are usually unstructured and hard to be analysed. This research has investigated the importance and influence of the emotional behaviour of users in accepting new products through a social media analytical approach. The paper has developed a framework to relate the user emotions and new product feature development plan through SM platforms such as Twitter. The pre-launch and post-launch emotion Comparisons indicate the possibility of shifting users' behavioral focus for the new product while considering the required market indicators

"Digital Libraries"

Miss. DARSHANA N. ZADE	Dr. A. B. Raut
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Abstract :- Digital library provides access to digital information collections, and includes a combination of structured/unstructured, text/numeric/graphical data, scanned images, and graphics, audio and video recordings. Digital library is now-a-days the most widely accepted term and implemented in all libraries.

"Smart Card"

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Abstract :- In today's world carrying a number of plastic smart cards to establish our identity has become an integral segment of our routine lives. Identity establishment necessitates a pre stored readily available data about self and to the administrator to authenticate it with claimer's personal information. There is a distinct requirement of a technological solution for nationwide multipurpose identity for any citizen across the board. Number of options has been exercised by various countries and every option has its own pros and cons. However, it has been observed that in most of the cases Smart Card solution has been preferred by a user and administrator both.

The use of Smart cards are so prevalent that be it any profession, without incorporating its application, identity of any individual is hardly considered complete. In this paper, the principle aim is to discuss the viability of Smart Card technology as an identity solution and its ability to perform various functions with strong access control that increases the reliability of Smart Cards over other technologies.

It outlines the overview of smart card technology along with its key applications. Security concerns of smart card have been discussed through an algorithm with the help of a division integer proposition. Possibilities of upgrading it with evolving technology offer it as a universal acceptability of identification. Capability of storing desired amount of information by an administrator to compute multiple operations to authenticate a citizen dictates its widening acceptability and an endeavor has been made in this paper to explain it through a proposed system flow chart.

"SOFTWARE DEVELOPMENT LIFE CYCLE"

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Abstract :- This research concerned with the software management processes that examine the area of software development through the development models, which are known as software development life cycle. Software Development Life Cycle (SDLC) methodologies are mechanisms to assure that software meet established requirements. These methodologies impose various degrees of discipline to the software development process with the goal of making the process more efficient and predictable. This paper review & explain the heavyweight methodologies (Traditional SDLC) & Lightweight methodology (agile SDLC) and also draws a predictable comparison between both methodologies.

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"Python libraries for Data Science"

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Abstract :- Python is an interpreted high-level programming language for general-purpose programming. Created by Guido van Rossum and first released in 1991, Python has a design philosophy that emphasizes code readability, notably using significant whitespace. It provides constructs that enable clear programming on both small and large scales. In July 2018, Van Rossum stepped down as the leader in the language community after 30 years. Python features a dynamic type system and automatic memory management. It supports multiple programming, paradigms, including object-oriented, imperative, functional and procedural, and has a large and comprehensive standard library. Python interpreters are available for many operating systems. CPython, the reference implementation of Python, is open source software and has a community-based development model, as do nearly all of Python's other implementations. Python and CPython are managed by the non-profit Python Software Foundation.Python has a simple, easy to learn syntax emphasizes readability hence, it reduces the cost of program maintenance. Also, Python supports modules and packages, which encourages program modularity and code reuse

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"Heart Attack Detection By Heart Beat Sensing"

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Abstract :- We all know heart attack cankill your life in 3 attempts but now a days it can be dangerous in first attempt also. If checking our health regularly on daily basis then we can detect so many different diseases by detecting them previously, Life is precious. Many people among us lose their life to heart attack. This is because of their diet, age, less physical activity and many other factors. Heart attack is not easy to detect, To overcome and help our society from heart diseases and attack, we are developing such a system which will help to decrease the death rate and early detection a heart attack. In this system we are implementing a heartbeat monitoring and heart attack detection system using the Internet of Things. The sensor is then interfaced to a microcontroller that allows checking heart rate readings and transmitting them over Internet. The user may set the high as well as low level of heart

beat limit. After setting these limits, the system starts monitoring and also alerts for lower heartbeats. For this the system uses two circuits. One is the transmitting circuit which is with the patient and the other is the receiver circuit which is being supervised by the doctor or nurse. The system makes use of heart beat sensor to find out the current heart beat level and display it on the LCD screen. Key Words: Heart beat sensing, Heart Attack Detection, Internet of Things(IoT),Heart beat sensor, NodeMcu,…

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Computer Science & Engineering

"BLOCKCHAIN SECURITY"

Miss. Tejwal surendrapant londe	PROF. RAJESHREE R. SHELKE
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Abstract :- Blockchain is a peer-to-peer network; the word 'blockchain' is made up of two separate terms, 'block' and 'chain'. A block being referred to a collection of data, alias data records, and chain being referred to a public database of these blocks, stored as a list. These lists are linked using cryptography, making it the most essential and fundamental requirement for creating a blockchain. Blockchain is a growing list of records, and the blocks get appended to the list with time. Cryptography in blockchain can be a tricky concept, but we have tried to simplify it for your better understanding.

Cryptography is a method of developing techniques and protocols to prevent a third party from accessing and gaining knowledge of the data from the private messages during a communication process. Cryptography is also made up of two ancient greek terms, Kryptos and Graphein, the former term meaning "hidden" and latter being "to write". There are several terms related to cryptography, which are stated as follows: Encryption: It is a process of plaintext (normal text) to a ciphertext (random sequence of bits).

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"AUTOMATIC QUESTION PAPER GENERATION"

Miss. Mahima Pravin Raut	PROF. Y. R. Rochlani
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Abstract :- In today's age, education is the most important way of achieving success. When we discuss education, it is imperative to mention tests and examinations. Examinations prepare students in their quest for knowledge. So, having a proper examination paper and format is quite necessary. Now the traditional method of generating question papers has been manual. In this method certain officials chalk out the question paper. But this method can be ineffective at times owing to bias, repetition and security concerns. We have proposed an Automated process of Question Paper Generation which is fast, streamlined, randomized. Every task performed by this system is automated so that storage space, bias and security is not a concern anymore. Furthermore, we have proposed a new algorithm which ensures total randomization of questions and avoids repetitions. The proposed system can be helpful to many educational institutes and NGO based institutes.

• Preparing a question paper for examinations like internal and external is a very tedious job for staffs in college and universities.

• Automatic question generator system propose a new idea to reduce the paper work, analyze the type of question and marks for that question.

• In this system, Two or more staffs can prepare a question for same subject all the questions as store in the database.

• This system will give equal importance for each topic while generating question paper.

• The system provides different portals for teachers and students.

• Computing of total marks obtained by students after the evaluation and displaying the total marks in his portal which will be password protected.

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"Network-based intrusion detection system"

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Abstract :- -In computer network security, a Network Intrusion Detection (NID) is an Intrusion Detection mech- anism that attempts to discover unauthorized access to a computer network by analyzing traffic on the network for signs of malicious activity. There are many areas of research in this vast field of Network Intrusion Detection (NID) but in this survey paper, we will focus on its technology, development & strategic importance. Virus attacks, unauthorized access, theft of information and denial-of-service attacks were the greatest contributors to computer crime, a number of techniques have been developed in the past few years to help cyber security experts in strengthening the security of a single host or the whole computer network. Intrusion Detection is important for both Military as well as commercial sectors for the sack of their Information Security, which is the most important topic of research for the future networks. Index Terms-Network Intrusion Detection, Intrusion Detection System, Intrusion Detection**.**

"Computer Vision"

MRUNESH A. GANORKAR	PROF.
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Abstract :- Vision consists of a multiplicity of tasks, of which object identification is only one. We in the computer vision community have concentrated our efforts on object identification, and have thereby ensured that the formulation of the problem of vision provides methods which are not of general utility for vision. Ironically one consequence of this is that computer vision may not even be of use for object identification.

An analysis of why computer vision has become synonymous with object identification is presented. The implications of this analysis for object identification and for interpreting neurophysiological evidence in terms of 'feature detectors' are presented. A formulation of the problem of vision in terms of spatio-temporal characteristics is proposed.

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"ONLINEBLOODDISTRIBUTIONMANAGEMENTSYSTEM:A HEALTHCAREAPPLICATION"

Ms.ShibaKhanSalimKhan	PROF. RAJESHREE R. SHELKE
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Abstract :- Blood transfusion safety remains an important public health concern in India.The availability of blood products of all blood types and the provision of its safety ensure public trust of its excellent health care system. However, lack of availability of these blood products and provision of unsafe blood products still impact morbidity and mortality in the Sultanate. Through the use of online blood distribution management system, blood transfusion safety is expected to be enhanced or improved. Risks on improper blood donors 'documentation ,and misplaced records can be minimized or totally avoided. Also, processes involving blood bag collection ,storage, and inventory will be systematized and organized, hence, improving the health care management. Need of Blood distribution Management system was realized when we Had cases of urgency and appropriate donor was not found so in this case How to deliver the blood packets. The real problem was to keep record of all the Request ,their Blood group and save time so that lives can be saved.

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"BIG DATA"

Miss. Sayali Bhisekar	Prof. Pravin Kaware
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Abstract :- Big data is a collection of massive and complex data sets and data volume that include the huge quantities of data, data management capabilities, social media analytics and real-time data. Big data analytics is the process of examining large amounts of data. There exist large amounts of heterogeneous digital data. Big data is about data volume and large data set's measured in terms of terabytes or petabytes. This phenomenon is called Bigdata. After examining of Bigdata, the data has been launched as Big Data analytics. In this paper, presenting the 3Vs characteristics of big data and the technique and technology used to handle big data. The challenges include capturing, analysis, storage, searching, sharing, visualization, transferring and privacy violations. It can neither be worked upon by using traditional SQL queries nor can the relational database management system (RDBMS) be used for storage. Though, a wide variety of scalable database tools and techniques has evolved. Hadoop is an open source distributed data processing is one of the prominent and well known solutions. The NoSQL has a non-relational database with the likes of MongoDB from Apache.

"DevSecOps"

Mr. Rutvik M. Nandane	Prof. Swapnil Nehar
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abstract
Abstract :- DevSecOps—short for development, security, and operations—automates the integration of security at every phase of the software development lifecycle, from initial design through integration, testing, deployment, and software delivery. DevSecOps represents a natural and necessary evolution in the way development organizations approach security. In the past, security was 'tacked on' to software at the end of the development cycle (almost as an afterthought) by a separate security team and was tested by a separate quality assurance (QA) team. This was manageable when software updates were released just once or twice a year. But as software developers adopted Agile and DevOps practices, aiming to reduce software development cycles to weeks or even days, the traditional 'tacked-on' approach to security created an unacceptable bottleneck. DevSecOps integrates application and infrastructure security seamlessly into Agile and DevOps processes and tools. It addresses security issues as they emerge, when they're easier, faster, and less expensive to fix (and before they are put into production).Additionally, DevSecOps makes application and infrastructure security a shared responsibility of development, security, and IT operations teams, rather than the sole responsibility of a security silo. It enables "software, safer, sooner"—the DevSecOps motto–by automating the delivery of secure software without slowing the software development cycle.

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"Fuchsia O.S."

Mr. Prajwal M. Lokhande	Prof. Swapnil Nehar
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Abstract :- Fuchsia is an open source capability based operating system currently being developed by Google, LLC. It was made publically available on git in August 2016. No official announcement was done on this. As we know, Android is currently most popular and free of cost mobile operating system. Android is also product of Google. Android is based on Linux kernel and is open source operating system. Android is now also used in smart devices like watch, cars, televisions, etc. But there is a drawback. According to Google, Android will not be able to handle ever-upgrading hardware. So they have implemented plans to develop Fuchsia OS. Fuchsia is new card based user interface system which is based on new microkernel 'Zircon'. According to GitHub, Fuchsia can run on many platforms like Mobiles, tablets, computers & laptops, embedded smart systems and smart home appliances. On July 1, 2019, Google first time announced Fuchsia officially and homepage was made live which provided source code and usage documentation for Google for develop fuchsia O.S.

"Search Engine Optimization (SEO)"

Piyush Purushottam Nimje	Prof. R. G. Anantwar
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Abstract :- Search Engine Optimization (SEO), is the process which affect visibility of the website or a web page in search engine results. SEO helps the engine to figure out, what the page is about and how it may be useful for the users. Understanding abilities and limitation of search engine allows us to properly build web content

The visibility of a website can be paid or unpaid, but generally if a website wants to appear in the top position after an organic search then search engine optimization is the most important strategic tool to use. The whole internet marketing strategy circles around the SEO. The search engine optimization processes try to follow the working pattern of all the search engines and more specifically try to consider the algorithm used in search engines. SEO is part of the broader topic of Search Engine Marketing (SEM), a term used to describe all marketing strategies for search. SEM entails both organic and paid search. With paid search, you can pay to list your website on a search engine so that your website shows up when someone types in a specific keyword or phrase. Organic and paid listings both appear on the search engine, but they are displayed in different locations on the page.

The SEO implementation is also based on the searching process of people. It is very important to see and analyze the keywords that people are searching more. The SEO process for a website is required to upgrade or optimized periodically because the search engines are modifying their algorithms and trying to be more realistic in nature.

SEO is a technique for

➢ Designing and developing a website to rank well in search engine results.
➢ Improving the volume and quality of traffic to a website from search engines.
➢ Marketing by understanding how search algorithms work, and what human visitors might search.

"Anti-Cheat System in Online Games"

Mr. Ricky Waikhom	Prof. R. G. Anantwar
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Abstract :- Cheating has been a problem in multiplayer online video games since they were introduced. To provide a good game experience, game developers had to develop systems to detect and prevent cheating.These systems are collectively called anti-cheat programs. Building anti-cheat systems has always been a cat-and-mouse game because new cheats are constantly being developed to avoid detection by the game's anti-cheat technology. Detecting newly made cheat programs is the fundamental problem of anti-cheat development. For example, if there is cheat-detection code in the game client and the cheaters discover a new way to circumvent the detection, then the developer has to upgrade the anti-cheat again and this cycle will repeat as long as the game is online and active. In this aspect, anti-cheat development largely resembles anti-virus development.Video games have become more and more popular and the businesses of many companies revolve solely around their online games and the constant revenue that they generate. If a game has a large number of cheaters, it can ruin the reputation of the game or even that of the entire company, which can drive away other paying customers. The business impact of not having a proper anti-cheat system can be very high, which makes cheat detection ever more important. Nowadays many game tournaments also have prizes that range from tens of thousands to millions of dollars, so it is increasingly necessary to ensure the fairness of these competitions. Cheating can often unfairly influence the virtual economy of the game. The creators of the cheating programs also sometimes sell their cheats to make large amounts of money.

"Blockchain Technology"

Miss. AISHWARYA A. AMBADKAR	Prof.Y.R. ROCHLANI,
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Abstract :- Blockchain is the technology that can lead to significant changes in our business environment and will have great impact on the next few decades. It can change the way we perceive business processes, and can transform our economy. Blockchain is a decentralized and distributed ledger technology that aims to ensure transparency, data security and integrity, since it cannot be tampered or forged.

Most of the current research related to Blockchain Technology is focusing on its application for cryptocurrencies, such as Bitcoin and only a limited number of research is targeted at exploring the utilization of Blockchain Technology in other environments or sectors.

Blockchain Technology is more than just cryptocurrency, and it can have several applications in government, finance and banking industry, accounting and Business Process Management. Therefore, this study attempts to investigate and explore its opportunities and challenges for the current or future applications of Blockchain Technology. Thus, a large number of publishedstudies were carefully reviewed and analyzed based ontheir contributions to the Blockchain's body of knowledge.

"Internet of Behavior"

Mr. Aditya G Budh	Prof.Swapnil Nehar
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Abstract :- Earlier, a consumer's behavior and reactions towards a product or service would bethrough a concentrated group study. Here, consumers of different opinions and backgrounds would react to the use of a product or service. Once that sample study is collected, it would determine the faith of that product or service in the business.

Now, you do not need to hire a group and spend on a group of people to react or opine about your product or service. A concept like the Internet of Behaviours emerges, which uses technology and behavioral science to understand and influence people's mindset towards their products and services.

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"Comparison Between Different Supervised Machine Learning Algorithm for Disease Prediction"

Miss. Deval pramodrao Datir	Mr. Yogesh Rochlani
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Abstract :- Supervised machine learning algorithms have been adominant method in the data mining field. Disease prediction using health data has recently shown a potential application area for these methods. This study Aims to identify the key trends among different types of supervised machine learning algorithms, and their Performance and usage for disease risk prediction. Methods: In this study, extensive research efforts were made to identify those studies that applied more than one Supervised machine learning algorithm on single disease prediction. Two databases (i.e., Scop us and PubMed) were Searched for different types of search items.

Thus, we selected 5 articles in total for the comparison among Variants supervised machine learning algorithms for disease prediction. Conclusion: This study provides a wide overview of the relative performance of different variants of supervised Machine learning algorithms for disease prediction. This important information of relative performance can be used to aid researchers in the selection of an appropriate supervised machine learning algorithm for their studies. Keywords: Machine Learning, Supervised machine learning algorithm, Medical data, Disease prediction.

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"Introduction to Kubernetes"

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Abstract :- Kubernetes, at its basic level, is a system for running and coordinating containerized applications across a cluster of machines. It is a platform designed to completely manage the life cycle of containerized applications and services using methods that provide predictability, scalability, and high availability.

As a Kubernetes user, you can define how your applications should run and the waysthey should be able to interact with other applications or the outside world. You can scaleyour services up or down, perform graceful rolling updates, and switch traffic between different versions of your applications to test features or rollback problematic deployments.

Kubernetes provides interfaces and composable platform primitives that allow you to defineand manage your applications with high degrees of flexibility, power, and reliability.

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"Intrusion Detection System"

Rasika Anil Sawai	Prof. R. G. Anantwar
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Abstract :- Essentially, any system requiring security must be protected from attacks. Intrusion Detection Systems are used to detect unusual activity in a network of computer system to identify if activity is unfriendly or unauthorized in order to enable a response to that violation. It tries to detect attacks as they occur or after the attacks took place. IDS collect network traffic information to secure the network. There are mainly two types of detection: misuse detection or anomaly detection based. Misuse detection based IDSs can only detect known attacks whereas anomaly detection based IDSs can also detect attack patterns that deviates from network behavior.

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"Use of Big Data in Internet of Thing"

Ruchita Sanjay Anasane.	Prof. R. G. Anantwar
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Abstract :- The Internet of Things is generating an enormous amount of data. Analyzing and managing that data requires programming and statistical approaches. Big Data technology operates on this massive data and pushes new products, applications, future research and developments to improve decision making. In this paper, we explore Big data in IoT driven technologies and the issue of the four V's in Big Data. This paper also highlights the importance of pre-processing, metadata, data storage formats, data management and how big data is closely associated with IoT technologies. Today, with the rapid growth of IoT, everything is connected. To stay ahead of demands, new technologies such as Cloud Computing and Edge Computing are transforming IoT organizations. This paper discusses in which layers edge computing operates in the IoT reference model to achieve low- latency and greater efficiency solutions. This paper also reviews the IoT reference model layers that are associated with cloud computing, the structure of cloud computing architecture, data acquisition and data cleaning. This paper also discusses on various cloud-based IoT platforms such as AWS, Google Cloud IoT, Microsoft Azure, and Cisco IoT Cloud. We examined the importance of Big Data visualization, gives insights on various visualization tools and techniques. Lastly, this paper also addresses various significant challenges of Big Data in IoT, security issues and future research directions.

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"SECURITY AND PRIVACY IN SOCIAL NETWORKS"

Piyush Purushottam Nimje	prof.Swapnil Nihar
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Abstract :- This paper describes the expansion of social networks to the Internet. The change is still on pro-gress, so the report is about:

☐ an up-to-date overview about what these networks are
☐ how they will be used
☐ which consequences they have for their users
        An explanation of used terminology will help to understand the scope of these social networks. Fur-ther more a critical view on several developments like:
☐ cyberbulling
☐ the habits of the providers of these portals in the aspect of data aggregation
☐ the role of secret services will give detailed insight into this topic.

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"BRAIN PORT VISION TECHNOLOGY"

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Abstract :- The device which sends visual input through tongue in much the same way that seeing individuals receive visual input through the eyes is called the "Brainport Vision Device". BrainPort could provide vision-impaired people with limited forms of sight. To produce tactile vision, BrainPort uses a camera to capture visual data. The optical information – light that would normally hit the retina -- that the camera picks up is in digital form, and it uses radio signals to send the ones and zeroes to the CPU for encoding. Each set of pixels in the camera's light sensor corresponds to an electrode in the array. The CPU runs a program that turns the camera's electrical information into a spatially encoded signal. The encoded signal represents differences in pixel data as differences in pulse characteristics such as frequency, amplitude and duration. Technically, this device is underlying a principle called "electrotactile stimulation for sensory substitution", an area of study that involves using encoded electric current to represent sensory information and applying that current to the skin, which sends the information to the brain. The brain is capable of major reorganization of function at all ages, and for many years following brain damage. It is also capable of adapting to substitute sensory information following sensory loss (blindness; tactile loss in Leprosy; damaged vestibular system due to ototoxicity, or general balance deficit as result of stroke or brain trauma), providing a suitable human- machine interface is used (reviewed in Bach-y-Rita, 1995; in press). One such interface is the tongue BrainPort interface (Bach-y-Rita, et al 1998; Tyler, et al, 2003). The major objective of this study was to estimate feasibility and efficacy of an electro-tactile vestibular substitution system (ETVSS) in aiding recovery of posture control in patients with bilateral vestibular loss (BVL) during sitting and standing. Subjects used the BrainPort balance device for a period from 3 to 5 days. Subjects readily perceived both position and motion of a small 'target' stimulus on the tongue display, and interpreted this information to make corrective postural adjustments, causing the target stimulus to become centered. With two twenty minute sessions a day significant functional improvement lasts the whole day.

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"SECURITY AND PRIVACY IN SOCIAL NETWORKS"

Shraddha F.Bahoriya	prof.Swapnil Nihar Sir
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Abstract :- Social networks on the Internet play a big role in modern society's social interaction. The traditional way of communication will be substituted through the evolution of the Internet. Today, there are services available which copy the real world into cyberspace. This development pays its price in getting hard to control. The consequences are not fully researched. Maybe it is also to early to
 draw real conclusions for the behavior of human beings in that field. The explosive increase of social networks on the Internet are the product of the personalization of the Internet. According to this, the changes related to privacy are reaching a new level of transparency. Therefore, it is necessary to think about the habits of the people, which participate in these online communities. The intend of this report is to clarify the difference of social interaction on these portals. In relation to that, a categorization and explained terminology will be helpful to separate specific issues of each social network type available on the Internet. The huge number of users using these form of social networking is involved in a certain danger. Some social risks and threats are currently discovered and improvements will follow. Others con-sequences are possibly hidden and have to be fully researched. This paper will give a good over- view about what is going on on these portals and how to use them in a safe way. This report will be broken into three main sections. Firstly, a definition of the term social network site (SNS) will help to understand the main intent of those websites. Therefore, a separation between basic and related types is necessary. Secondly, an analysis of users' habits will reveal amain difference in comparison to habits outside of the Internet. After defining this new behaviour, adetailed description of the consequences including social threats and risks will follow. The last chapter deals with an after-effect which can develop into a bigger danger of the privacy of human beings. Nevertheless a privacy survival guide will recommend steps for users to feel safe to a certain extent while using SNSs.

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"Mobile Computing and its application"

Saurabh Umeshrao Jambhale	Prof. R. G. Anantwar
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Abstract :- Operation of computers (according to oxfords advance learner's dictionary) Mobile computing is a technical field that covers the design, development and evaluation of mobile application using appropriate solution that meet users requirements

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"Internet of Behaviors (IOB)"

Piyush Purushottam Nimje	Prof.
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Abstract :- Internet of Behaviors (IoB) aims to discuss how data are better understood and used to construct and promote new products from the view point of human psychology. The IoB can be used in a multitude of ways by public or private entities.

This technology will become a compelling new marketing and distribution platform for companies and organisations worldwide. IoB platform allows developing an in-depth understanding of clients that every company needs. For example, IoB connects all cell phones in the app and can then see their errors and get visual recommendations on strengthening their swing and stroke. The interconnection of devices produces many new data points and extends from the Internet of things (IoT). Businesses collect information from customers through 'sharing' between connected devices, monitored through a single computer in real life This paper is brief about the IoB and its role to fulfil customer requirements. This study also identifies and discusses IoB applications for better customer services. The aggregation of use and information from IoB devices gives helpful insight into consumers' comportments, desires, and tastes, something coined as a computer network. It encompasses many devices from phones to vehicles, exercise reloads, credit cards, to everything else literally connected to the Internet. Thus, The IoB's goal is to record, analyses, comprehend, and respond to all forms of human behavior in a way that allows people to be tracked and interpreted using developing technology advancements and advances in machine learning algorithm.

"Wireless Fidelity Wi Fi "

Akhilesh Raut	Prof.
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Abstract :- Wi Fi is the wireless technology used to connect computers, tablets, smartphones and other devices to the internet.

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"Google Glass"

Rushali Kolwate	Prof.
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Abstract :- Wi Fi is the wireless technology used to connect computers, tablets, smartphones and other devices to the internet.

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"Software Development Life Cycle(SDLC)"

Miss.Achal Rajkumar Wankhade	Dr. A. B. Raut
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Abstract :-SDLC, Software Development Life Cycle is a process used by software industry to design, develop and test high quality software's. The SDLC aims to produce a high quality software that meets or exceeds customer expectations, reaches completion within times and cost estimates. SDLC is the acronym of Software Development Life Cycle.It is also called as Software development process. The software development life cycle (SDLC) is a framework defining tasks performed at each step in the software development process.

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"Text Mining"

Abhilash Bawankule	Dr. A. B. Raut
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Abstract :- A large amount of text information can be analyzed objectively and efficiently with Text Mining. The field of text mining has received a lot of attention due to the ever increasing need for managing the information that resides in the vast amount of available text documents.

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"Deep learning "

Nikita N. Deshmukh	Dr. A. B. Raut
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Abstract :- Over the last years deep learning methods have been shown to outperform previous state-of-the- art machine learning techniques in several fields, with computer vision being one of the most prominent cases. This review paper provides a brief overview of some of the most significant deep learning schemes used in computer vision problems, that is, Convolutional Neural Networks, Deep Boltzmann Machines and Deep Belief Networks, and Stacked Denoising Autoencoders.

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