MOBILE APP DEVELOPMENT CLUB

NEWSLETTER, EVEN SEMESTER(2018-2019)

An event called hackathon was conducted on March 11, 2019 in collaboration with MD Club, BIT Club and ACE Club of CSE Department. Around 150 members had enrolled for the event. The event had 3 rounds, and cash prices. The first prize was Rs 4000, the second prize was of Rs 2000 and the third prize was Rs 1000. The first round was aptitude test which had 20 questions which had to be answered in 45 minutes. Each question had 4 options out of which 1 option was correct. The second round was called error checking. For this round, only 43 participants had qualified. In this round, there was 30 questions

which were lines of code. The participants had to write the output or find out the error and correct it. The duration of this round was 45 minutes. The next round is called coding under pressure. In this round, there were 13 teams comprising of 2 members each. There were 2 questions.The first question was displayed for 5 minutes within which the participants had to try to solve the problem and report it to the invigilators. After 5 minute, the second program will be displayed and the students must stop solving the first question and attempt the second question. If they complete the second question then they can continue with their first question or otherwise they have to wait for 5 minutes and just stop solving both problems. The first 6 teams were selected for the final round. The final round is called pattern recognition. This round had 6 teams who were qualified. In this round, the teams are given 3 complicated patterns of characters or numbers and the teams were supposed to write a program which gives the pattern as the output. First prize was won by Sahnmathi Kailasam and Mervin Shibu George team of ISE department,

second was won by Suhas S Kamath and Ruman Ahmed Shaikh team of CSE department and third prize was won by team of Rahul Verma from CSE and Jeevan K from ECE department.

The Mobile app Development club conducted an event, the Android App Development Workshop, on 11th of April 2019. The workshop was conducted by Sivan Chakraborthy, a student of Dept of Computer Science & Engineering, NHCE.

This was the third time our club organized this workshop. Registration links and download details of Android studio were sent to the students. The idea of Android App Development is booming nowadays and so students of NHCE were very enthusiastic regarding the event.

The first half comprised of Sivan giving an introduction to the students about Android, the tools and software involved in the process of android app development.

Then they were explained

how to develop a simple 'Calculator' application. He taught them about the UI/UX design and gave them a clear picture of how to make the UI interactive. He simultaneously developed the Calculator App with the students so that they do not face any difficulty.
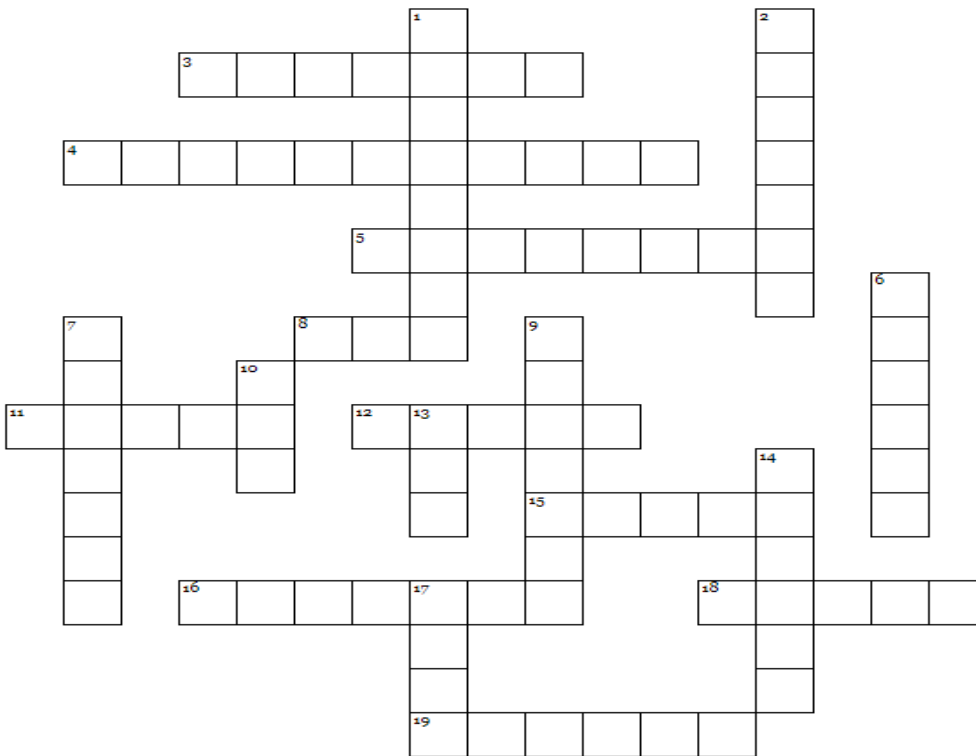
TEASER 1 – SUDOKU

	7				2			
		8				3		
	4	1			8		5	2
	8			7		9		
	5						3	
		7		1			4	
9	3		4			6	8	
		2				4		
			9				2	

TEASER 2 – CROSSWORD

Across

3. A group of files or documents that are stored together by a title on your computer.
4. The main circuit board of a computer that holds together many of the important components of a computer.
5. where you can find the physical components of an electronic device.
8. An disk that contains usually a video recording or computer data.
11. A brief comment or explanation.
12. A small picture on a computer screen that represents a program or function that can be opened.
15. A set of facts or figures that can be displayed through a computer, especially in columns.
16. An electronic device that can intensify speeches, music, etc., and made audible throughout a room, hall, or the like.
18. A small device that is connected to a computer that you move with your hand to help you click on items on the computer screen.
19. where you can find the images on your electronic device.

Down

1. The set of keys that are used to type words on a computer or typewriter.
2. A machine that is used for printing documents, pictures, etc.
6. To look up something.
7. a computer program where you can look up and information on the internet.
9. A screen that displays an image that is being generated by a computer.
10. A special kind of cord that enables you to connect a computer to another device.
13. or the Central Processing Unit is the component of a computer system that processes and exchanges data with the peripherals.
14. Booting a computer system again usually due to a problem.
17. are on a keyboard to help you enter information on the computer.