Mobile App Developmet Club

Newsletter,even Semester (2018-2019)

APPATHON2k19 -30th AUGUST 2k19

The event called 'Appathon2k19' was conducted on August 30, 2019 by Mobile App Development club of CSE Department. Around 93 members had enrolled for the event. The event had 3 rounds and the winner of the third-round bags the cash prices. The first prize was Rs 1500, the second prize was of Rs 500.

Official poster of Appathon 2K19

The first round was a 'technical quiz', based on Android. This round had 20 questions which had to be answered in 45 minutes. The quiz was multiple choice based with ranging questions predominantly related to android and other technical questions.20 students were filtered from this round and were moved to the next round

The second round was called 'Find the Logo'. In this round, various tech related logos were displayed, and the qualified 33 participants had to find the corresponding name. The duration of this round was 45 minutes. The participants who answered the most were qualified and entered the final round.

Participants attending 1st round

The final round is 'coding based on QR code'. For this round only 5 participants were qualified. QR codes with encoded messages were placed around the college, each QR Code had a link to the next QR code. on collection of all the five QR codes, the participants had to decipher the program hidden in the QR code and find the output of the program.

Participants attending 2st round

Participants attending 3st round

The first prize was won by S. Karthik of ISE department and second prize was won by Krithesh from CSE department.

PUBAPP-27th SEPTEMBER 2019

The event 'PUBAPP' was conducted on September 27th, 2019 by 'Mobile App Development Club' of CSE Department. Around 45members had enrolled for the event. The speaker of this event was Mr. Sivan Chakravarthy who had published multiple applications in the play store.

Official poster of PUBAPP

Sivan explained to the participants the method to publish an App in Google PlayStore. He also explained the minute details which had to be followed for easier publishing. The participants also had a hands-on session on the application publishing, during which participants faced multiple obstacles which were solved under the guidance of the speaker.

For two hours the process of publishing and signing was tutored. All the participants received an insight knowledge on the publishing applications in Google PlayStore.

Students listening to the Seminar.