



MOBILE APP DEVELOPMENT CLUB

NEWSLETTER
ODD SEM(2021-2022)

PRAYUKTI



Mobile app development club conducted an event **Prayukti** on 26th October 2021, from 11:00 am onwards. It was conducted in the CSE department as the first offline mode event. The event was aimed at utilizing the information and skills imbibed in the event, prerequisites programming concepts and logic, that will strengthen the foundation of critical thinking and also gain knowledge on mobile app technology.

The event had three rounds firstly **Quiz It** (consisting of technical MCQ based on Mobile app technology), **Buzz It** (Buzzer and Dumb charades round) and **Battle It** (participants had to present on the given app development topics). There were 150 participants from all departments participated in the event. 24 students were selected for the round 2 and 10 students qualified for round 3.



The first round began at 10:00 am. The number of students that participated for round 1 was 150. All the participants were present in 3 of the CSE classrooms. The

first round included topics covering mobile app technologies in the form of MCQs, jumbled words and crossword. The participants were required to answer these questions in a span of 30 minutes. The questions were designed to check the general awareness of the participants on various technologies that exist in the world of Mobile App development. The event ended at 11:10 and 24 students were chosen for the second round.



The second round, Buzz It consisted of two parts. The first was a buzzer round based on a game show (Family feud) with technical questions in the field of computer science. The shortlisted 24 students were teamed up as groups of 4 members each.

The second part of Buzz It was Dumb Charades where one member of each team had to enact certain technical words while the other members guessed the word in given time. All team members were given a chance to enact technical words. The second round ended at 12:30 PM and 6 finalists were chosen based on their performance.



The final round began at 2:00 PM. The final round again had two parts. The first part of Battle was a logo round where participants had to guess the logos of different companies. The top 5 students who guessed the maximum number of logos went to the final presentation round. In the Presentation round, each participant picked a topic from the raffle of options. The participants were graded by a judge on their presentation skills and content.



The winners of the event were selected based on their combined score of both the parts of the finale. In first place was Gagan P (1NH19CS052) from CSE department. In second place was Jayavibhav NK (1NH20AI035) from AI&ML department and in third place was Shushank Balaji Reddy (1NH19CS170) from CSE department.

Technophilia

NEW HORIZON
COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TECHNOPHILIA

Round 1: **Brain Twister**

Round 2: **45.6**

19-11-2021
1:50 PM ONWARDS

CSE DEPARTMENT

MD Club

QR Code for Registration:

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The Mobile app Development club conducted the second event **Technophilia** on 19th November 2021, 02:00 PM in offline mode in two CSE classrooms. Technophilia was a technical competition of 2 Rounds. The event was aimed at utilizing the information and skills imbibed in the event prerequisites programming concepts and logic that will strengthen the foundation of critical thinking and gaining of the awareness of computer science.

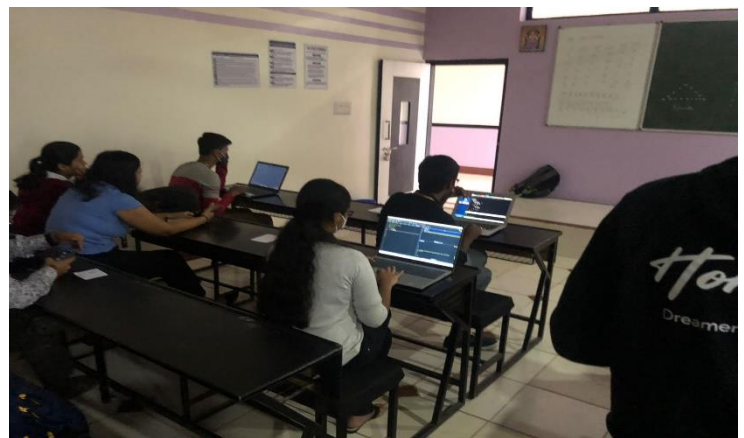
The first round was **Brain Twister** (MCQ round of technical and Aptitude questions) and the second round was **45.6** (Pattern queries). There were total of 100 participants from all departments.



The first round, Brain Twister consisted of 4-5 sections. Each section was named Output, Morse Code (morse code of technical words), Functions (coding functions were given where they had to find the output) and Pictures (Pictionary based on certain technical words). The participants had time limit to solve each

question. The round went on for 45 minutes. Twenty participants were promoted to the second round.

The second round, 45.6 consisted of two parts. The first part was Q&A of technical questions. The second part was a coding round where participants had to write the code for different patterns given to them. Each pattern had different points based on the difficulty of the pattern.



The winners were selected based on the points they gained in the final round. In first place was Jayavibhav NK (1NH20AI035) from AI&ML department. In second place was Gagan P

(1NH19CS052) from CSE department and in third place was Nikhil Ravi (1NH20CS141) from CSE department.