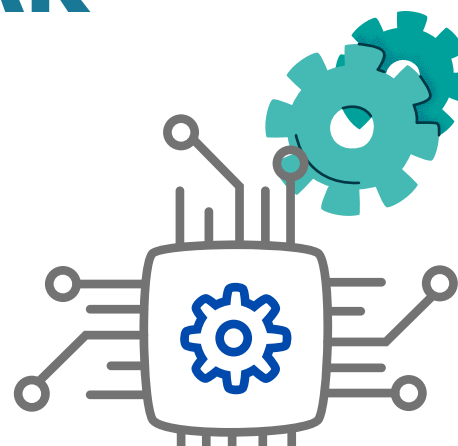


JANUARY TO JUNE
2021

NEWSLETTER 2021

COMPUTER ENGINEERING DEPT.
GEC, GANDHINAGAR



Message From Our Principal



Dear faculty, staff & students,

To those who see with loving eyes, life is beautiful.

To those who speak with tender voices, life is peaceful.

To those who help with gentle hands, life is full.

And to those who care with compassionate hearts, life is good beyond all measure!"

I Dr. Sweta P. Dave as the Principal of the prestigious educational organization, Government Engineering college of Gandhinagar, with a compassionate heart Invites you to have an Initial peak of our organization's vision & values. Government Engineering college Gandhinagar primarily stands to nurture the shelved potential hidden in the young talent. We intend to provide a platform to the students to let out their creativity and channelize their knowledge and young inspirational energy.

At GEC Gandhinagar, the joyful experience of academics and the energetic bursts of co-curricular activities Integrate to create an all-round experience for fellow students and attendees. Our highly qualified faculties and management makes sure our fellow students become capable to stand out of the competition in the outside world. We believe in not only educating but also empowering our students to make sure they feel like the representatives of our prestigious organization and create meaning experience for them during their time period at the college.

GEC Gandhinagar brings a holistic academic as well as a practical approach for the students to become compatible and knowledgeable to the market needs. And we believe In this statement a lot, our faculties are well qualified and trained to deliver the knowledge in a playful form and not letting students just to mug up.

At last, I want to convey that we focus on the overall development of our students. We also look after the staff members and the college resources to provide students with the highest quality of academics value. I will heartily invite you to join our prestigious organization and become part of our family.

- Dr. Sweta Dave
Principal of GEC, Gn

Message From Our HOD



The Department of Computer Engineering, established in 2004, has recorded a consistent improvement in its academic, research, and placement performance till now. I am elated to tell you that the department stands on the strength of experienced and well-qualified faculty who are very dedicated to teaching and also involved in the up-gradation of knowledge. Their research experience will help to cultivate the future of our students.

The B.E. Computer engineering program includes computer operations on different languages, data generation, collection and utilization of information.

The course imparts all the basics as well as the latest knowledge pertaining to the rapidly developing field of computers. The course is designed to keep students at pace with the practical field.

The mission of the department is to produce and impart theory, principles, practice, and know-importance of computing in the information age. This is required for the critical analysis, design, evolution, and improvement of the computing system in the context of computers and industry services.

To provide students with a strong foundation in the mathematical, scientific, and engineering fundamentals necessary to formulate, solve and analyze engineering problems and to prepare them for graduate studies.

Design, development, testing, and evaluating computer based systems by applying standard software engineering practices and strategies in the area of algorithms, web design, data structure, and computer network are the Program-specific outcomes.

- Dr. D. A. Parikh
HOD of CE Dept.

WHAT IS COVERED IN THIS ISSUE

1. About GEC,GH

2. About CE Department

**3. Vision and
Mission of Institute**

**4. Vision and Mission of
Department**

5. PEO & PSO

6. Faculties of CE Dept

7. Infrastructure Details

8. Achievements

- NPTEL Swayam Local Chapter - GEC-Gn

- Student Activities

- Alumni Activities

- Creative Corner

- Faculty Activities

- Placement Activities

- IDE Club Activities



About GEC, Gandhinagar

- Established in 2004, Government Engineering College, Gandhinagar (GEC-Gn) takes pride in its highly motivated students. Our students are life-long assets that help this institute to continuously evolve and work towards its Vision. Approved by AICTE.
- The College is administrated by Directorate of Technical Education, Gujarat State, Gandhinagar. GEC Gn is affiliated to Gujarat Technological University.
- GEC-Gn offers its students a wide range of courses to choose from. This helps them to become multi-skilled personalities who can handle the challenges that industry and society will pose before them as future engineers. Committed, to deliver excellence in everything that it does, our institute works towards reducing the gap between industry and education.
- GEC-Gn endeavors to educate its students in a manner that offers them an opportunity not only to excel in academics but to be completely aware of their future industrial needs for professional expertise through innovative and flexible curriculum. This trains the students of this campus to reach their highest potential.
- The highly dedicated faculty members of GEC-Gn are experts in their professional fields. Their professional skills and industry linkages help the students by grooming them to become competent engineers who will contribute to the society and economy in the long run.



About Computer Engineering Department

- Department of Computer Engineering is well posed to cater the needs of the course. It is equipped with well-developed laboratories to satisfy the course curriculum of various subjects related especially to the Computer field.
- The main backbone of the course is educating knowledge of computer and its engineering . Almost all fields are computerized to have ease of handling the problems of designing, manufacturing, maintenance, servicing, researching, marketing and accounting.
- The B.E. Computer engineering program includes computer operations on different languages, data generation , collection and utilization of information.
- The course imparts all the basics as well as latest knowledge pertaining to the rapidly developing field of computers. The course is designed to keep students in pace with the practical field.
- The mission of the department is to produce and impart theory, principles, practice and know-importance of computing in the information age.
- This is requires for the critical analysis, design, evolution and improvement of computing system in context of computers and industry services. It is our objective that students should be able to pursue advanced studies in computer engineering and information technology on a competitive universal basis.
- The college has well established computer labs which are facilitated with IBM, X series Xeon & dual processor Pentium servers, Compaq server and several hundred work stations connected in LAN & WAN.



Vision And Mission of Institute

Vision

- To be a premier engineering institution, imparting quality education for innovative solutions relevant to society and environment.
- Important elements at the beginning. However, you don't have to do this for feature stories, where you're allowed to be more creative.

Mission

- To develop human potential to its fullest extent so that intellectual and innovative engineers can emerge in a wide range of professions.
- To advance knowledge and educate students in engineering and other areas of scholarship that will best serve the nation and the world in future.
- To produce quality engineers, entrepreneurs and leaders to meet the present and future needs of society as well as environment.



**Government
Engineering
College, ,Sector-28
GIDC, Sector-28,
Gandhinagar,
Gujarat 382028**



079 2321 5167



**[http://www.gecgh
.cteguj.in/](http://www.gecgh.cteguj.in/)**



Vision and Mission Of Department

Vision

- To achieve excellence for providing value based education in Computer Engineering through innovation, team work and ethical practices.

Mission

- To produce computer science and engineering graduates according to the needs of industry, government, society and scientific community.
- To develop partnership with industries, government agencies and R & D Organizations
- To motivate students/graduates to be entrepreneurs.
- To motivate students to participate in reputed conferences, workshops, symposiums, seminars and related technical activities.

"Education is the most powerful weapon you can use to change the world."

- Nelson Mandela.



Program Educational Outcome (PEO)

- To provide students with a strong foundation in the mathematical, scientific and engineering fundamentals necessary to formulate, solve and analyze engineering problems and to prepare them for graduate studies, R&D, consultancy and higher learning.
- To develop an ability to analyze the requirements of the software, understand the technical specifications, design and provide novel engineering solutions and efficient product designs.
- To provide exposure to emerging cutting edge technologies, adequate training & opportunities to work as teams on multidisciplinary projects with effective communication skills and leadership qualities.
- To prepare the students for a successful career and work with values & social concern bridging the digital divide and meeting the requirements of Indian and multinational companies.
- To promote student awareness on the life-long learning and to introduce them to professional ethics and codes of professional practice

Programme Specific Outcomes

- By the completion of Computer Engineering program the student will have following Program specific outcomes.
 - Design ,develop, test and evaluate computer based systems by applying standard software engineering practices and strategies in the area of algorithms, web design, data structure, and computer network
 - Apply knowledge of ethical principles required to work in a team as well as to lead a team

Faculties of Computer Engineering Department



Dr. S.P. Dave

Let's bring a holistic academic as well as practical approach for the students to become compatible and knowledgeable to the market needs.



Dr. D.A. Parikh

An optimised learning is to solve the problem without any damage or wastage of resources.



Prof. J.S. Dhobi

Without following the solution procedure, how can anyone transform the question into the answer?



Prof. P.J. Patel

Life is the precious gift of a god. Live life in a way which differentiate you from the rest of animals. Try to understand the glory of the human life of what dignity you are supposed to live during your lifespan.



Dr. P.A. Barot

Operating system is an administrative bridge between the software and hardware.



Prof N.K. Prajapati

Hardware is a body with its strengths and weaknesses. A better body can perform better.

Faculties of Computer Engineering Department



Prof. N.S. Shroff

Making the machine to think and decide will help to improve the quality of human life.



Prof. D.P. Khem

To improve performance in less time theoretical understanding is must.



Prof. B.U. Ghadia

A Class is structural design of the Data-Type and procedure, while the Object is the memory occupied by the DATA Values.



Prof. Mihir Maheta

Teaching is a discovery. When you discover something from students, you don't need to prove anything.



Prof. Hemani Shah

It's time that becomes the Teachers who can teach/train the machines.



Prof. Ashvin Prajapati

A Class is structural design of the Data-Type and procedure, while the Object is the memory occupied by the DATA Values.

Faculties of Computer Engineering Department



Prof. N.D. Shah

Always set a high milestone. Milestone will force you to come available/required in the market.



Prof. Nikhil Singh

It's time that becomes the Teachers who can teach/train the machines.



Prof. Hemani Shah

It's time that becomes the Teachers who can teach/train the machines.



Prof. Nitin Raval

To get employment, it is essential to learn the advanced skills points.



Prof. Yogendra Tank

Risk is everywhere if you notice. Once you have noticed there is no risk.



Mr. RAMIZ PARMAR

Ultimately success is up to you so believe in yourself first.

Infrastructure Details

Programming Lab



- The laboratories are equipped with a number of desktop computers. The current software resources includes open source programming SDKs. The lab is used for the course subjects like C, C++ programming etc.

PG Research Lab

- The ability of a computer or other machine to perform those activities that are normally thought to require intelligence. The branch of computer science concerned with the development of machines having this ability. Early AI projects, such as playing chess and solving mathematical problems, are now seen as trivial compared to visual pattern recognition, complex decision making, and the use of natural language.



Infrastructure Details

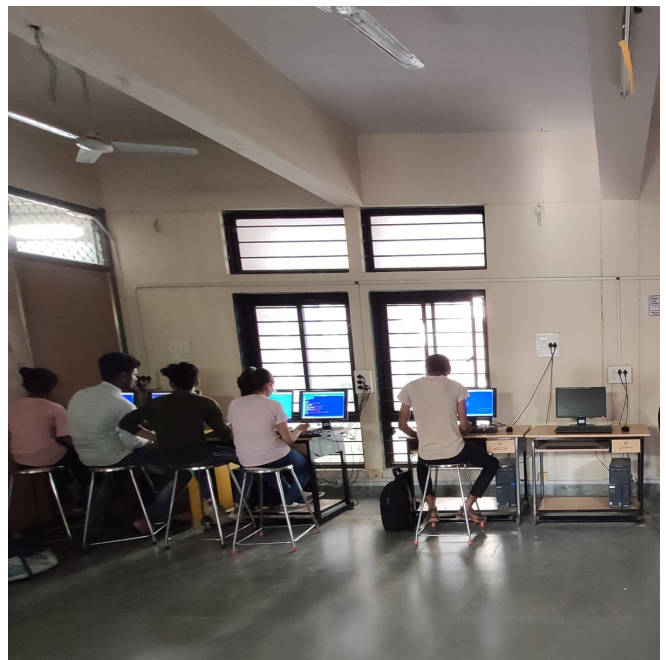
Database Lab



- A database management system (DBMS) is computer application software that provides a way to manage data. The requirement of modern days is to have an automated system that manages, modifies and updates data accurately. This is achieved by a DBMS in robust, correct and non redundant way. DBMS lab aims at practicing and achieving this aim by using various software's such as SQL, ORACLE, and MS – Access etc

Application Development Lab

- Website Development includes both designing (front end user interface) and code development (back end) including database management and dynamic functionality of website as per the user actions. Although we work with various tools/languages to achieve this functionality such as - ASP.NET, PHP, JSP but we primarily focus on .NET.



Infrastructure Details

Network Lab



- Networking is a key area in the field of computers that deals with the physical connectivity of computers which is monitored by a combination of special hardware and software. The course curriculum provides from the coverage of basics to advanced applications and services, while providing a platform for hands-on practical experience and soft-skills enhancement

OOP LAB

- The laboratory is equipped with a number of desktop computers. The current software resources include a number of Object Oriented Programming SDKs, Integrated Development Environment like Eclipse, EditPlus etc. and Object Oriented Software Engineering tools



Achievements:

NPTEL Swayam Local Chapter - GEC-Gn

- We are pleased to inform you all that our institute is now a part of SWAYAM NPTEL Local Chapter. Our NPTEL Local chapter id is 4181.
- Swayam portal facilitates hosting of all the courses, taught in classrooms from Class 9 till post-graduation to be accessed by anyone, anywhere at any time. All the courses are interactive, prepared by the best teachers in the country and are available, free of cost to any learner. More than 1,000 specially chosen faculty and teachers from across the country have participated in preparing these courses.
- The courses hosted on SWAYAM are in 4 quadrants – (1) video lecture, (2) specially prepared reading material that can be downloaded/printed (3) self-assessment tests through tests and quizzes and (4) an online discussion forum for clearing the doubts.
- Please visit <https://swayam.gov.in/about> for more details
- Please visit <https://nptel.ac.in/Brochures/> for available courses, offered by SWAYAM NPTEL.

Achievements:

NPTEL Swayam Local Chapter - GEC-Gn

Details on SWAYAM-NPTEL Local Chapters							
List of SWAYAM-NPTEL Local Chapter				Rating of Local Chapter			
Show <input type="text" value="10"/> entries				Search: <input type="text" value="4181"/>			
College Name	LC Id	Status	Address	State Name	SPOC Name	SPOC onboarded	Co-ordinated By
GOVERNMENT ENGINEERING COLLEGE, GANDHINAGAR	4181		NR-ANIMAL VACCINE INSTITUTE, SECTOR-28, GANDHINAGAR, GUJARAT 382028 GANDHINAGAR-382028 GUJARAT	GUJARAT	ASHVINKUMAR RAMESHBHAI PRAJAPATI	onboarded	IIT BOMBAY



Petron
Dr. Sweta P. Dave



(HOD/Senior Advisor)
Dr. Dhaval Parikh



Prof. Ashvin
Prajapati (Sem 6)

Achievements:

Faculty Activities

- **Prof. B.U. Gadhia, Prof. N.D. Shah had attended FDP on Inculcating Universal Human Values in Technical Education organized by AICTE**
- **Prof V.R.Patel and Y.P.Tank had attended FDP on Inculcating Universal Human Values in Technical Education organized by AICTE**
- **Prof N.S.Shroff had attended FDP on PhpMySQL organized by IIT Bombay**
- **Dr. Pinal J. Patel attended FDP on "Security and Privacy: Trends and Directions", 28-4-2021 to 4-5-2021**
- **Dr. Pinal J. Patel Attended Training on Gujarat State Wide Indicator Frame work Tool (GSWIFT) , 23-3-2021 to 25-3-2021**
- **Dr. Pinal J. Patel attended training on mobile and cloud security : challenges and directions, 3/6/2021 to 9/6/2021**
- **Expert Talk by Dr. Pinal J. Patel on "Hands-on Machine Learning with Python" on 24th February, 2021 sponsored by GUJCOST**
- **Dr. Pinal J. Patel published research paper on " brain Tumor Detection and Segmentation"**

Achievements:

Student Activities

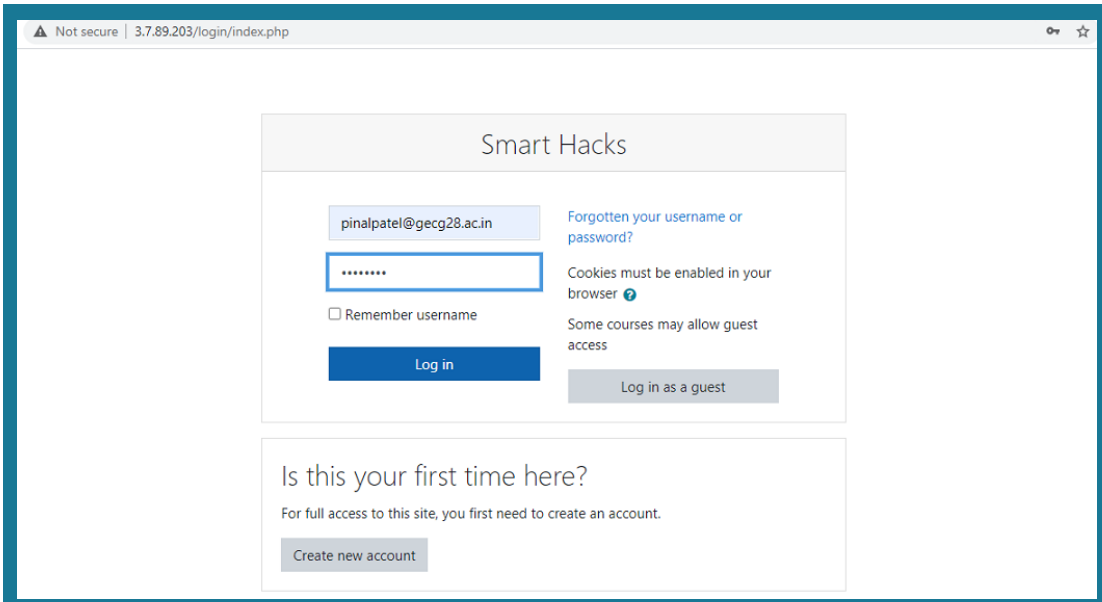
- **"SMART HACKS – 2020-21"**
 - **Date:** 8th January, 2021
 - **Time:** 10 a.m. to 10 p.m.

Head of the department:

- Dr. D.A. Parikh

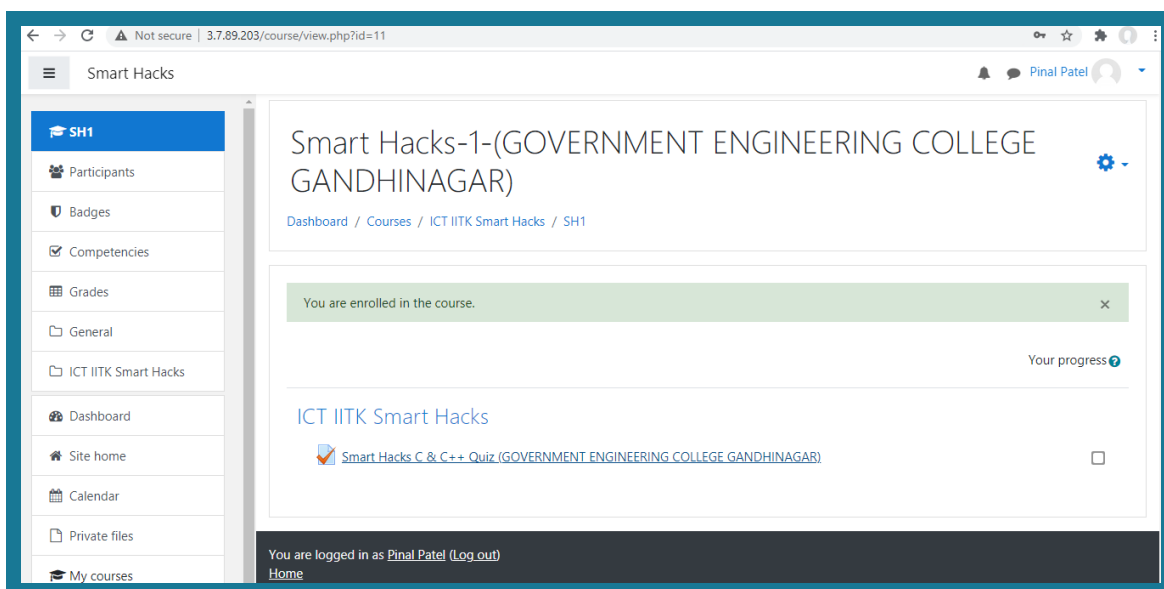
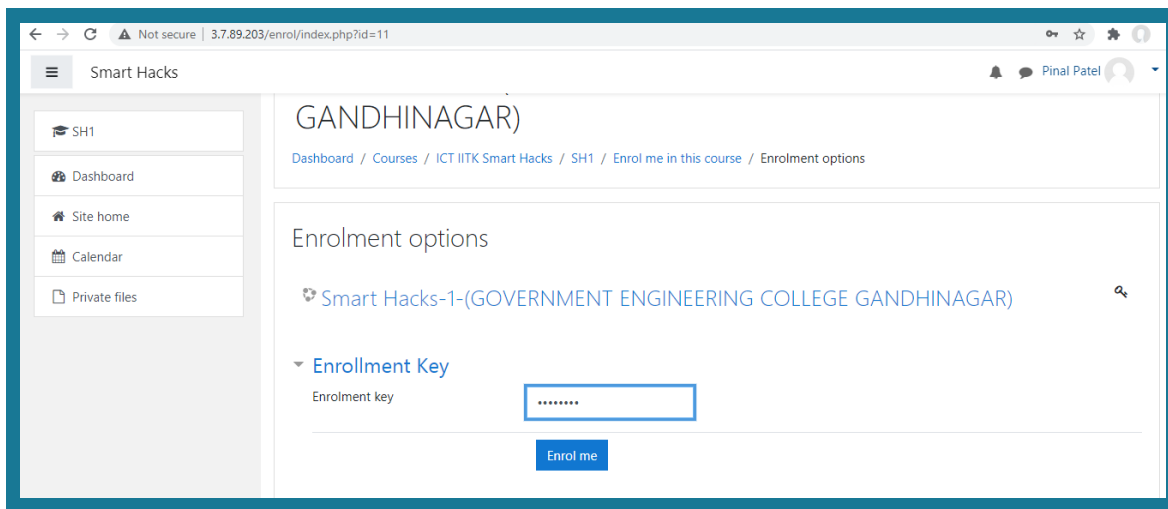
Coordinators of this event:

- Dr. Pinal J. Patel Assistant Professor, CE Dept. GEC – Gn (pinalpatel@gecg28.ac.in)
- Prof. Ashvin Prajapati Assistant Professor, CE Dept. GEC – Gn (ashvinkumar@gecg28.ac.in)
- Online Programming Quiz **"SMART HACKS – 2020-21"** that **EICT Academy- IIT, Kanpur** has organised at various colleges across the country. Our prestigious institution participated in this event. It was a two-stage competition based on coding and was meant for the students. The purpose of it was to evaluate the students' competence in basic programming skills.



The screenshot shows a web browser window with the address bar displaying "Not secure | 3.7.89.203/login/index.php". The page title is "Smart Hacks". The login form includes a text input field for the username containing "pinalpatel@gecg28.ac.in", a password input field with masked characters "*****", and a checkbox for "Remember username". There are two buttons: a blue "Log in" button and a grey "Log in as a guest" button. To the right of the form, there are links for "Forgotten your username or password?", a message "Cookies must be enabled in your browser" with an information icon, and a note "Some courses may allow guest access". Below the login form, there is a section titled "Is this your first time here?" with the text "For full access to this site, you first need to create an account." and a grey "Create new account" button.

- "SMART HACKS – 2020-21"



Student Activities

- **MATHS E-TALK SERIES** By Dr. Pinal J. Patel (Total 7 Talks by Experts)
- **Date:** 19 – 26 February 2021



CE Dept. of GEC-Gn brought to you a



MATHS E-TALK Series

Get ready for a deep dive from **Knowledge** to **Application**

Dr. Prakash Vihol
Graph Theory: From the Fundamentals to the Application
19/2/2021 3.30pm to 5pm

Prof. Yamini Parmar
Graph Labeling
20/2/2021 11.30am to 1pm

Dr. Daksha Diwan
Hidden Maths of Everyday Life
22/2/2021 11.30am to 1.00pm

Dr. Hemangini Shukla
Linear and Non Linear Transformations for Computer Application
23/2/2021 2pm to 3.30pm

Dr. M. A. Patel
Application of Laplace
24/2/2021 2pm to 3.30pm

Prof. A.K.Rathod
Basic Concepts of Eigenvalue and Eigenvector
25/2/2021 2pm to 3pm

Dr. N.D.Patel
Hands on Session: "LATEX"
26/2/2021 11.30am to 1.30pm



Registration Link
<https://forms.gle/hYFsViBSDHpp5B9c9>



Webinar Link
http://tiny.cc/math_etalk_series

Organized by Computer Engineering (CE) Department


 Dr. Shweta Dave
Principal


 Dr. D. A. Parikh
H.O.D. CE Dept.


 Prof. J. S. Dhobi


 Dr. Pinal Patel
Event Coordinator

- **Student coordinator**



Ayushi Patel



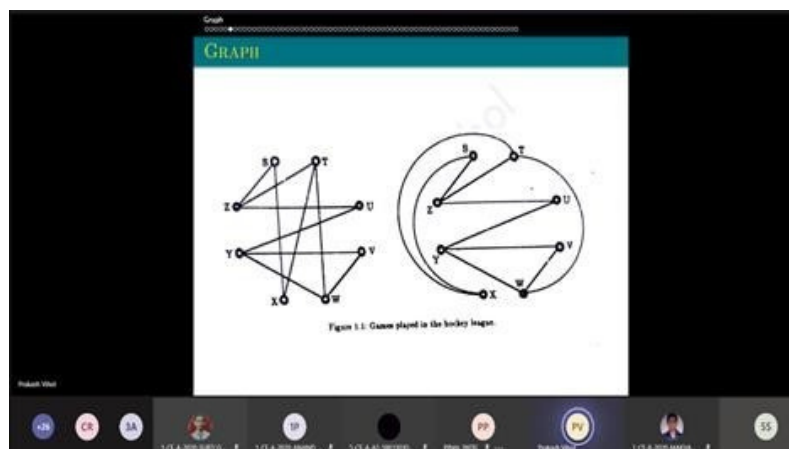
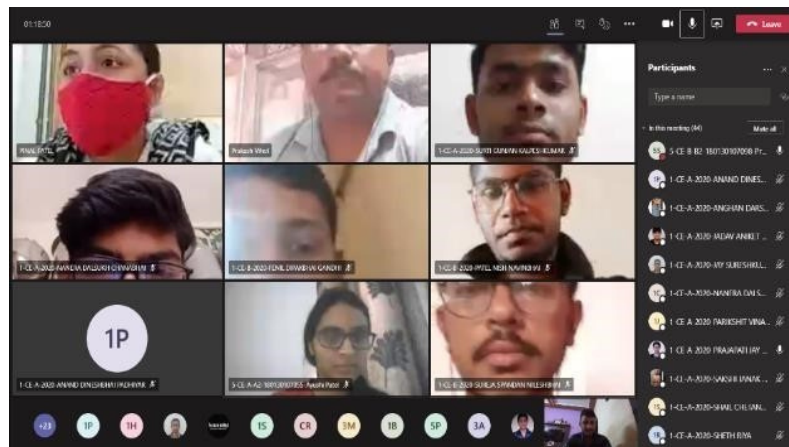
Akhil Jethva



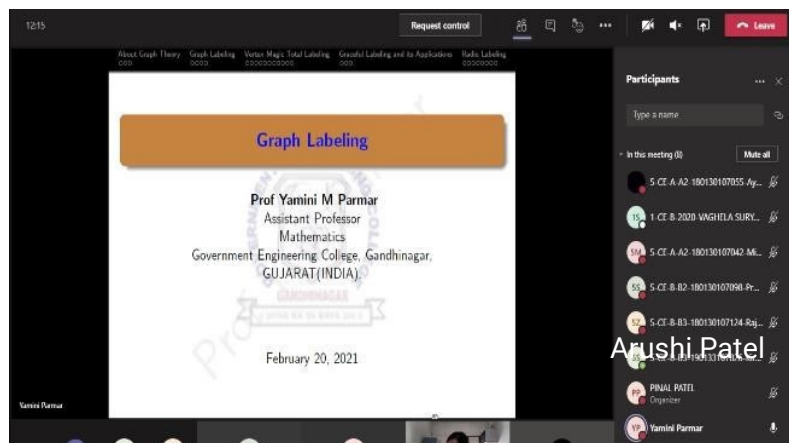
Pratik Shah

Student Activities

- **MATHS E-TALK SERIES By Dr. Pinal J. Patel (Total 7 Talks by Experts)**
 - Day 1: Graph Theory: From Fundamentals to the Application

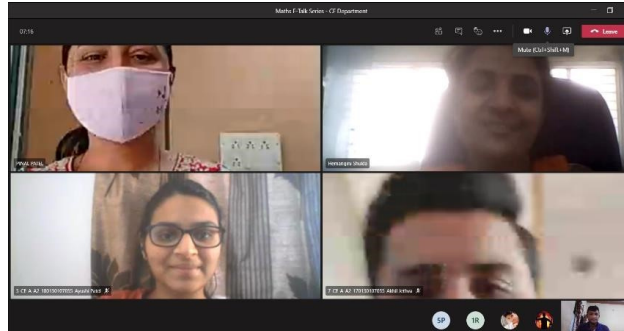


- Day 2: Graph Labeling

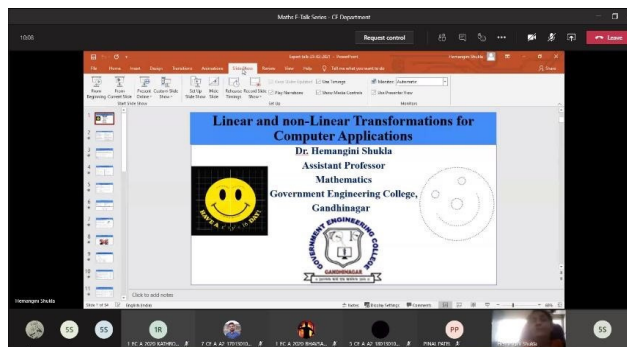


- **MATHS E-TALK SERIES By Dr. Pinal J. Patel (Total 7 Talks by Experts)**

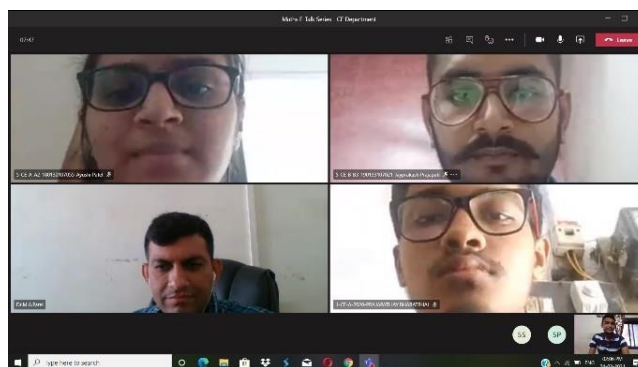
- Day 3: Hidden Maths of Evreyday



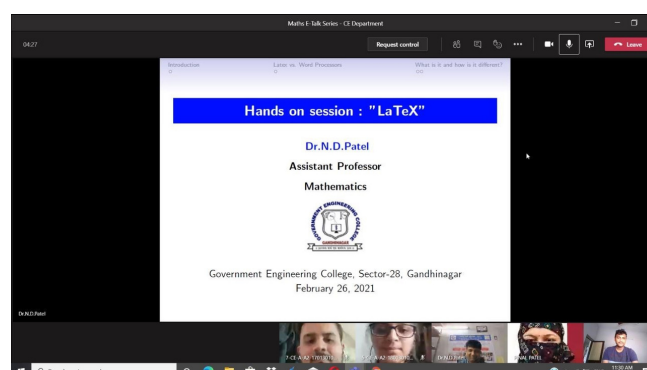
- Day 4: Linear and Non Linear Transformation for Computer



- Day 5: Application of Laplace



- Day 6: Basic Concept of Eigenvalue and Eigenvector



Student Activities

- **MIND MERGER E- MEET by Dr. Pinal J. Patel (Total 7 Talks by Experts)**
- **Date: 1 – 6 MARCH 2021**

MIND MERGER E-MEET
- let's merge the urge

LIVE WEBINAR

Application of material science in computer engineering
Prof. Devang Mahant
1/3/2021
3 PM to 4 PM

Hands on session: Microstrap patch antenna design using simulator
Dr. Shahid Modasiya
2/3/2021
3 PM to 4.30 PM

Spectrum sensing techniques in cognitive radio
Prof. Avani Vitthalani
3/3/2021
3 PM to 4.30 PM

VLSI : from introduction to application
Prof. Devendra Patel
4/3/2021
2 PM to 3.30 PM

Recent trends in wireless network
Prof. Nilesh Banker
5/3/2021
2 PM to 3.30 PM

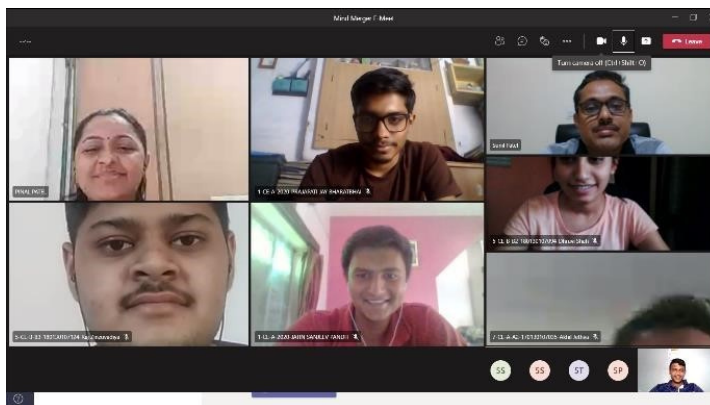
Hands on session: Microcontroller Interfacing
Prof. Suhas Patel
6/3/2021
11 AM to 12.30 PM

REGISTER HERE
<https://forms.gle/xrHjKmPH6Bd1oWi19>

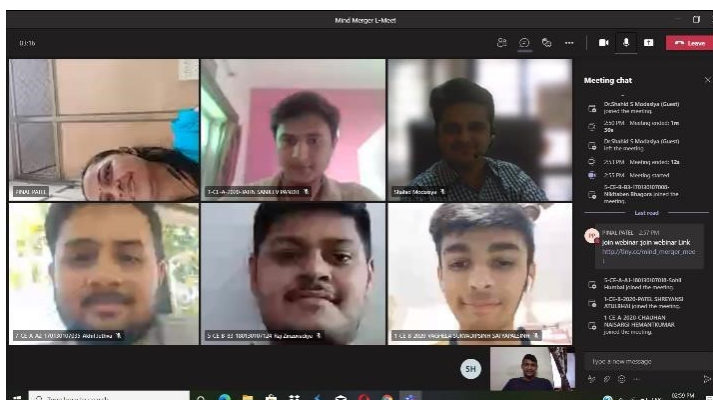
JOIN US
http://tiny.cc/mind_merger_meet

Dr. Shweta Dave Principal
Dr. D.A. Parikh HoD, CE
Prof. J.S. Dhobi
Dr. Pinal Patel Event Co-ordinator
Designed by Viveena Rathi

Day 1: Application of material science in computer engineering

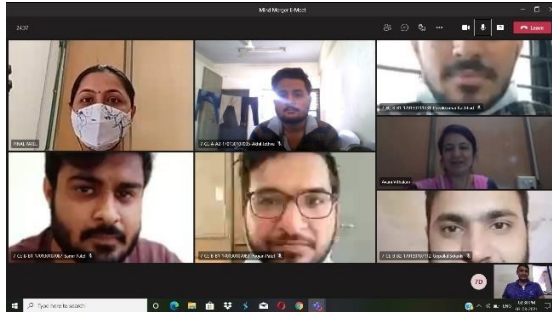


Day 2: Hands on session: Micro strap patch antenna design using simulator

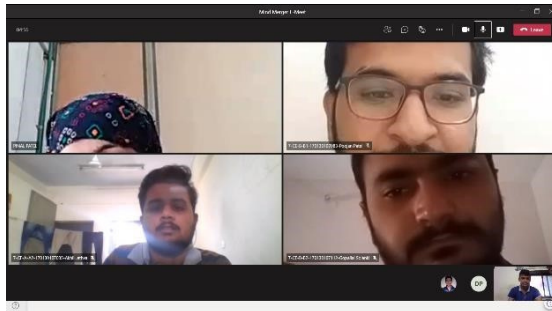


- **MIND MERGER E- MEET by Dr. Pinal J. Patel (Total 7 Talks by Experts)**

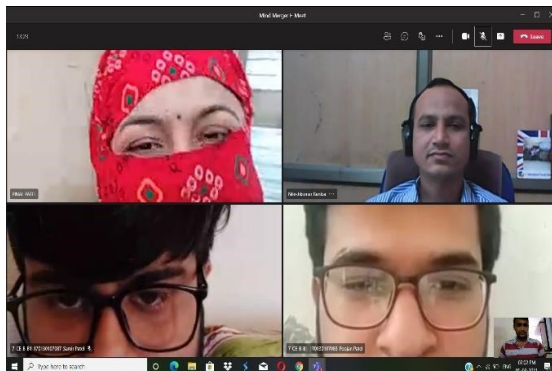
Day 3: Spectrum sensing techniques in cognitive radio



Day 4: VLSI : from introduction to application



Day 5: Recent trends in wireless network



Day 6: Hands on session: Microcontroller Interfacing



Student Activities


- **Techno Pull Talk Series - Let's pull the techno tool (GEC-Gn - IIT Knapur Handshake) by Dr. Pinal J. Patel, Prof. Ashwin Prajapati ,Total 3 talks by experts**

TWO weeks Webinar on Recent Technology

TECHNO PULL TALK SERIES

~Let's pull the techno tool

GEC - Gn -- Elan IIT, Kanpur handshake

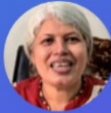


PYTHON
Mr. Kuldeep Gusain
16th & 17th April
02:00pm to 04:00pm


MACHINE LEARNING
Mr. Jeetendra Singh
19th to 23rd April
02:00pm - 04:00pm

DATA ANALYTICS
Mr. Rahul Gupta
24th, 26th & 27th April
02:00pm - 04:00pm


CYBER SECURITY
Mr. Rahul Gupta
28th to 30th April
02:00pm to 04:00pm




Dr. Shweta Dave
Principal




Dr. D.A. Parikh
HoD, CE



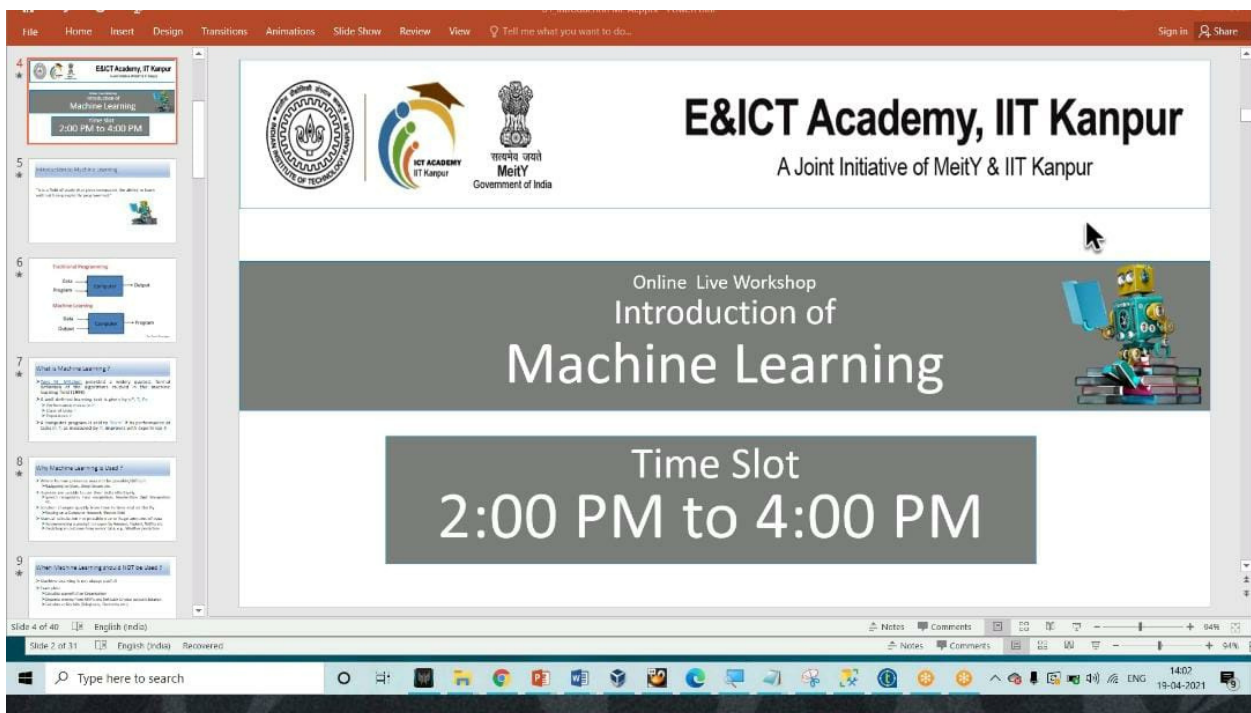
Prof. J.S. Dhobi
Co-ordinator



Dr. Pinal Patel
Co-ordinator



Prof. Ashwin Prajapati
Co-ordinator



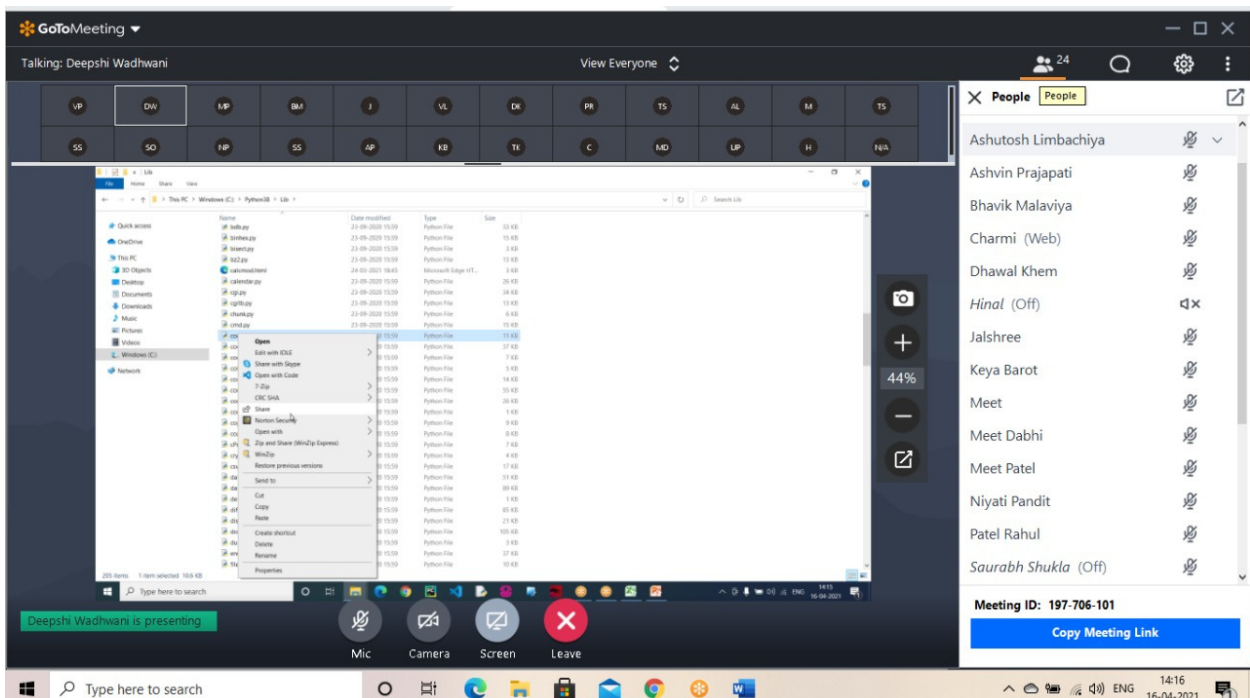
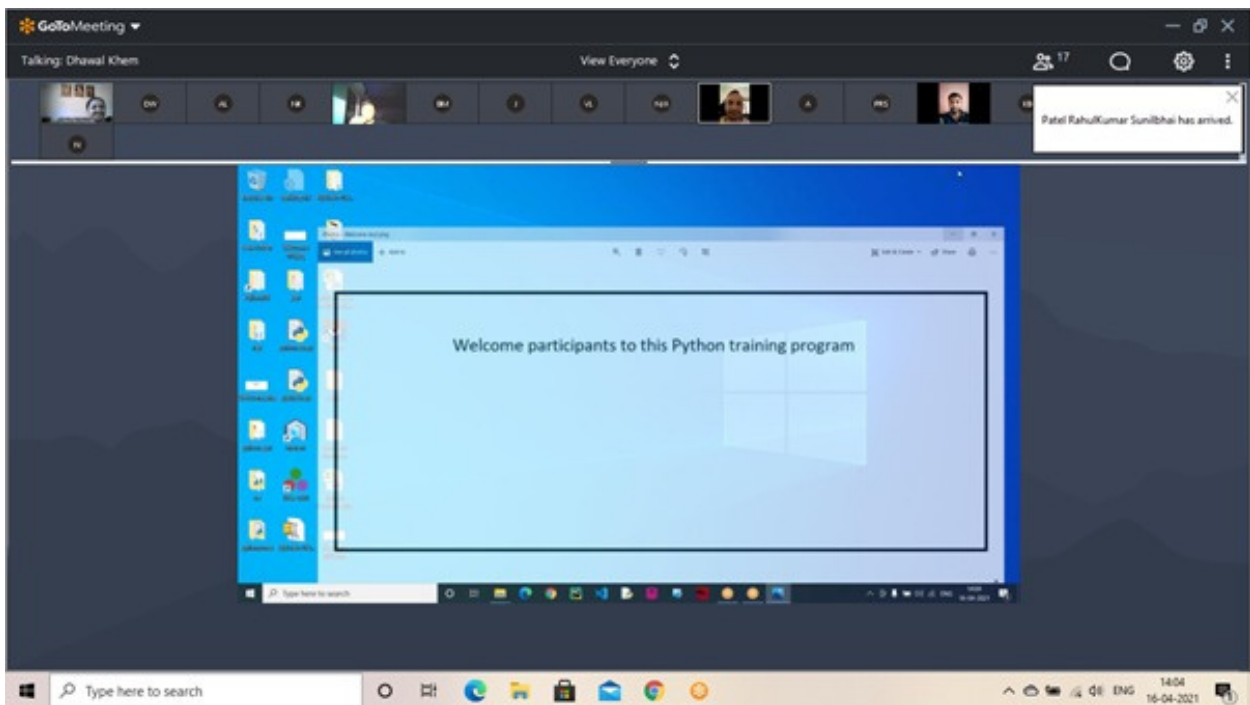
E&ICT Academy, IIT Kanpur
A Joint Initiative of MeitY & IIT Kanpur

Online Live Workshop
Introduction of Machine Learning

Time Slot
2:00 PM to 4:00 PM

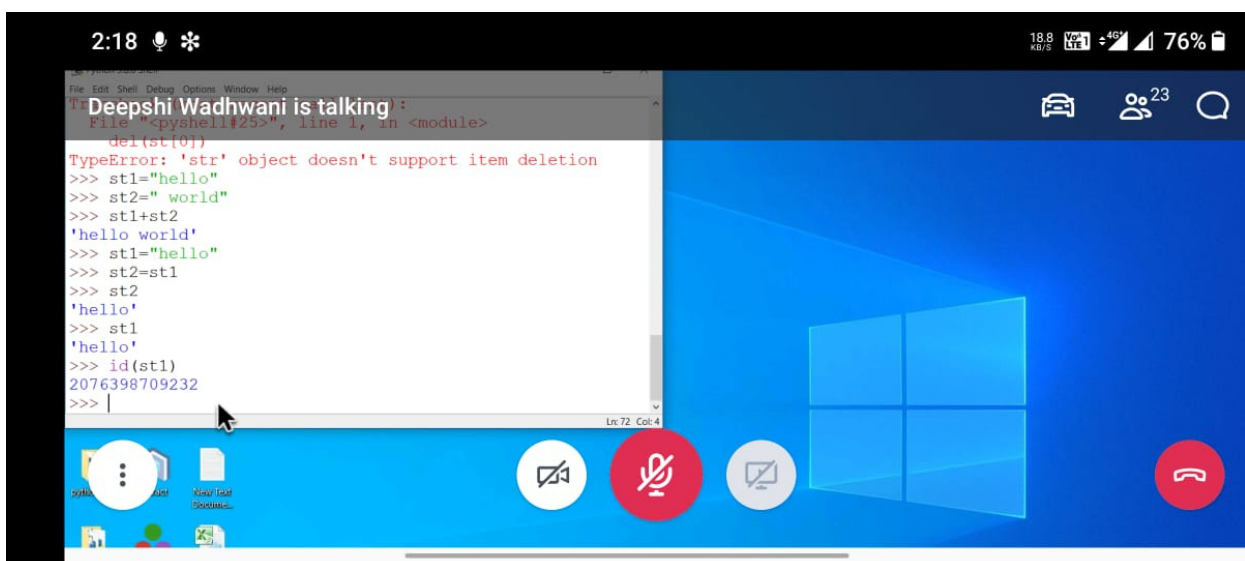
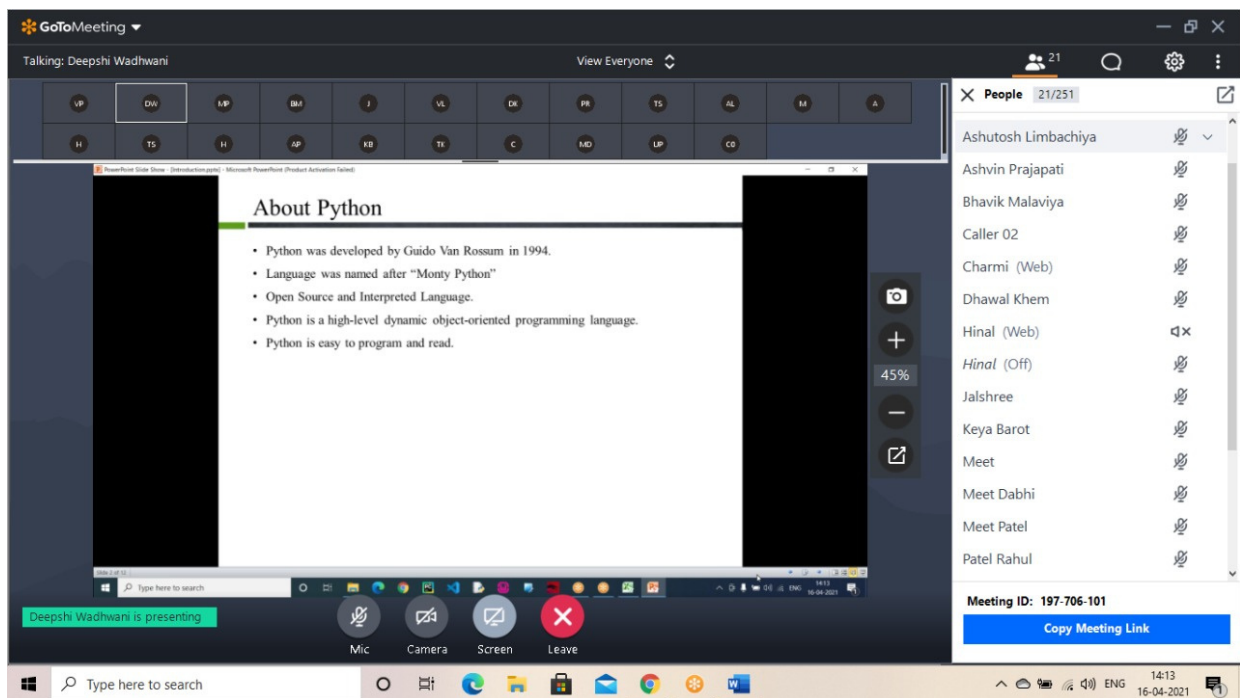
Student Activities

- **Techno Pull Talk Series - Let's pull the techno tool (GEC-Gn - IIT Knapur Handshake) by Dr. Pinal J. Patel, Prof. Ashwin Prajapati ,Total 3 talks by experts**



Student Activities

- **Techno Pull Talk Series - Let's pull the techno tool (GEC-Gn - IIT Knapur Handshake) by Dr. Pinal J. Patel, Prof. Ashwin Prajapati ,Total 3 talks by experts**



Student Activities

• Artificial Intelligence: All new digital future



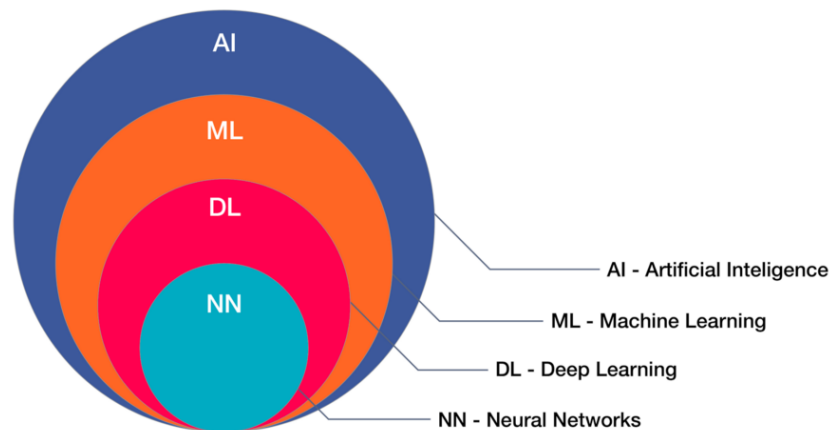
• What is Artificial Intelligence?

- Artificial intelligence is a branch of computer science that aims to create intelligent machines. It has become an essential part of the technology industry.
- Research associated with artificial intelligence is highly technical and specialized. The core problems of artificial intelligence include programming computers for certain traits
- Such as:
 - Knowledge
 - Reasoning
 - Problem solving
 - Perception
 - Learning
 - Planning
 - Ability to manipulate and move objects

Student Activities

- **Artificial Intelligence: All new digital future**

- **Sub fields of AI**

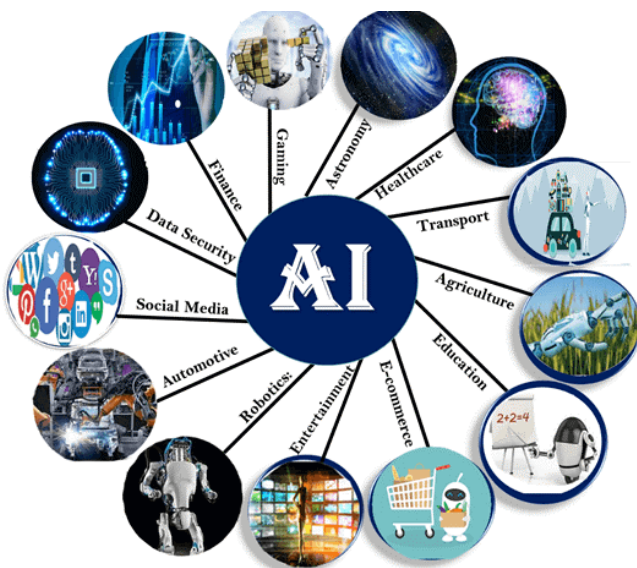


- Like humans, AI systems aren't born perfect. They have to learn and adapt, and all of that is done just like how humans learn and adapt: by taking in information, or data, processing it, and storing it for future reference. It's like when a young kid touches a hot stove. Their brain registers the pain and makes note to not do it again. AI isn't much different.
- Digging in deeper, AI itself is actually the largest and outermost circle in a series of four concentric circles. The next circle nested within AI is ML, or Machine Learning. ML is, unsurprisingly, the learning part of AI, but ML is itself reliant on the next circle within it, or Deep Learning (DL). But it doesn't stop there, the fourth and innermost circle, and the one that every other circle is counting on, is the idea of Neural Networks.
- Every part of AI is inspired by the human mind, but Neural Networks are the most clear and tangible application of that thinking. A functioning human brain is so impressive because it is made of lots of things that have simple jobs, but layers them together to make big things happen. The brain has billions of neurons that are linked together by trillions of synapses. The sheer scale of the operation makes it very difficult to replicate, but that's exactly what scientists, mathematicians, and experts are trying to do through Neural Networks.

Student Activities

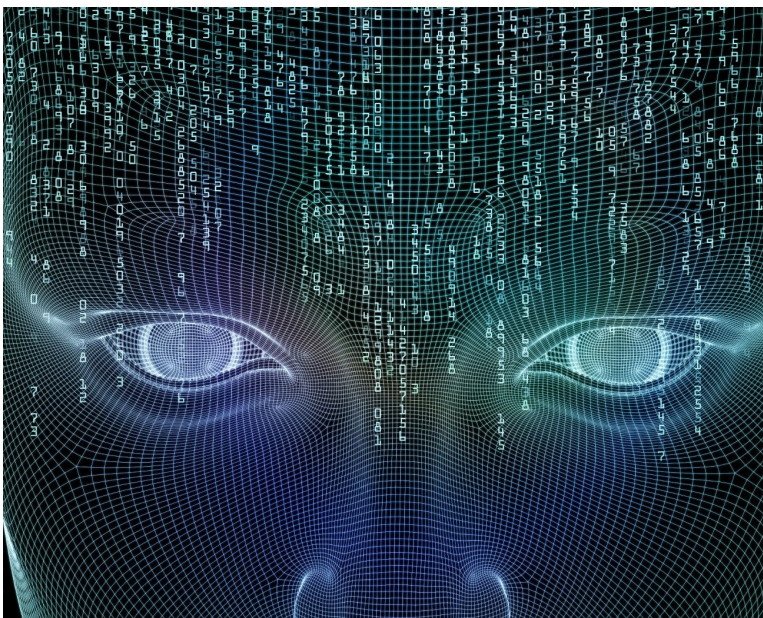
- **Artificial Intelligence: All new digital future**

- **Applications of AI**



- AI in healthcare
- AI in business
- AI in education
- AI in finance
- AI in law
- AI in manufacturing
- AI in banking
- AI in transportation
- Security

- **How can AI be dangerous?**



- Most researchers agree that a super-intelligent AI is unlikely to exhibit human emotions like love or hate, and that there is no reason to expect AI to become intentionally benevolent or malevolent. Instead, when considering how AI might become a risk, experts think two scenarios most likely:

Student Activities

- **Artificial Intelligence: All new digital future**

- **1.The AI is programmed to do something devastating:** Autonomous weapons are artificial intelligence systems that are programmed to kill. In the hands of the wrong person, these weapons could easily cause mass casualties. Moreover, an AI arms race could inadvertently lead to an AI war that also results in mass casualties. To avoid being thwarted by the enemy, these weapons would be designed to be extremely difficult to simply “turn off,” so humans could plausibly lose control of such a situation. This risk is one that’s present even with narrow AI, but grows as levels of AI intelligence and autonomy increase.
- **2.The AI is programmed to do something beneficial, but it develops a destructive method for achieving its goal:** This can happen whenever we fail to fully align the AI’s goals with ours, which is strikingly difficult. If you ask an obedient intelligent car to take you to the airport as fast as possible, it might get you there chased by helicopters and covered in vomit, doing not what you wanted but literally what you asked for. If a super-intelligent system is tasked with a ambitious geoengineering project, it might wreak havoc with our ecosystem as a side effect, and view human attempts to stop it as a threat to be met.
- As these examples illustrate, the concern about advanced AI isn’t malevolence but competence. A super-intelligent AI will be extremely good at accomplishing its goals, and if those goals aren’t aligned with ours, we have a problem. You’re probably not an evil ant-hater who steps on ants out of malice, but if you’re in charge of a hydroelectric green energy project and there’s an anthill in the region to be flooded, too bad for the ants. A key goal of AI safety research is to never place humanity in the position of those ants.

- By Suryadipsinh Vaghela
Computer Engineering

Student Activities

• AR/VR



- Today's world everyone has heard AR/VR or immersive technologies. Now Let us Understand what is AR/VR and Immersive technologies and what does it include. VR is called Virtual Reality and it emerges us in a new virtual world that is completely different from our real-life or say real world. The first VR device was Sensorama and it was the earliest stage of VR. Today VR works on HMD i.e. Head Mounting Model and we can perform things beyond our imagination using VR.
- Today VR is used by connecting the high power processor with HDM instruments which is non-portable and also there is another way that connecting your mobile phone with HDM instruments which is covenant and portable also.

- AR/VR



- This device can only give us a streaming experience and a pre-defined view. However, connecting it with the motion trackers and AI will make it user-defined which will provide a great experience to the user. These motion tracking devices are omnidirectional treadmills, joysticks, haptic gloves, full VR body suits such as Tesla Suit. These all devices are at the early stage of their development and one more problem with it is we humans feel motion sickness and that cannot be solved using these devices. However, a Chinese company has launched the project of a customer-centered VR treadmill called CatWalk C and they claim that it tracks all the movements of the user and will provide a great user experience of gaming and many other fields.
- AR is called Augmented Reality which can be said that mixing or augmenting virtual objects in the real life. This provides users with a great experience of the respective business. In today's world AR is more popular and widely used because it can be used within your device only whether it can be your laptop, mobile, or tablet. A general example of AR is Instagram filters which we use that is mixing of a layer with the real-world face. AR is also used in defence areas where Air Force pilots are given helmets in which they can easily detect and attack another aircraft or drone and which helps them to react easily and fast to the enemy's move. This indicates how much AR is used from we using filters for no such reason to the defence pilot operating the attacking system.
- Smart Glasses will exactly look like normal glasses we wear but they will be connected to powerful processors and sensors that will create virtual objects for us. AR glasses will include layers in which projections of the object will be made at a certain angle and that will directly hit our rating without causing any strain. It can be also mixed with movement trackers which will take our work and user experience to next level.

• AR/VR

- There is a third term included in immersive technologies that is Mixed-Reality and we can say that MR is the combination of AR and VR in which a person can interact with virtual objects of the real world. MR improves working with AR and VR both and which is in an early stage of its development and Microsoft is coming with its glasses called Hololens.
- Immersive Technologies are not only affecting the Tech industry but also have a large impact on the media and graphics industry. Where you can watch the first-person view of your favourite movie character and using AI films can be created in a single room only without investing in locations. Also to give a great experience to the user a real-world graphics have to be more precise and realistic. Graphics are the only components to achieve a full in-depth immersive experience.
- This was about how AR/VR is used and what it can do now you might get a thought that it all was for users what about developers?..... The answer is to deal with AR/VR you need to know multiple technologies based on Graphics and programming Let's discuss them
- You need to know the basics of a programming language and also the libraries of that language.

1. Software Development :-

- You are going work on devices and systems where you need to connect the real world with the virtual or create a virtual world to do so you need to know Software Development as well. Also, you will be using software development kits for AR/VR, and for that knowledge of SD is important.

2. Machine Learning / Artificial Intelligence :-

- Every time your device gets any situation you want to make it react or create an object automatically for that ML/AI is the key.

- AR/VR



3.SDKs for AR and VR:-

SDKs means Standard Development Kits for AR. They are pre-defined frameworks and they are like ARkit, RealityKit, etc. For VR every headset has its own so you need to learn different frameworks for different headsets

4.Game Engines:-

- Either it is AR or VR Game engines are going to be used and for that, you need to learn any of the following but based on the programming language you know there can be a better choice like Unity used C# and Unreal used C++ these are two popular engines. You can choose differently if you want.

5.Graphics and Designing :-

- This is a whole different area than development or programming. It includes 3D-Modelling, 3D Animations using apps like Blender.
 - It also includes UI/UX designing which is quite different from normal UI/UX designing and which includes 3D designing also.
 - Here you also need to know graphics rendering using computer graphics-based languages.
- This XR Industry is growing exponentially year by year and has a very bright future and also great inventions are to be done in the industry.

- By Parth Parmar

Placements Activities

- CE/IT dept did Placement Process for Simplilearn, eDelta and Velox Core.
- CE/IT dept did Placement Process for Argusoft, ICT infracon, Xceltech and Plushive.
- Started Placement Process for Sterlite, Abyojanand, Neosoft, and Infostrech.
- Started Placement Process for Teksun, Congo and Envision Infotech Solutions.
- Started Placement Process for Maruti Techlabs.
- Started Placement Process for Argusoft and The One.
- Conducted meeting regarding placement."
- **Placements Awareness**



Alumni Activities

1. **Title of the Programme** : Online Alumni Meet 2021
2. **Category** : Alumni meeting and Expert Talk
3. **Date/s and Duration** : 11th April 2021 From 09:00AM To 12:00PM
4. **Venue** : Virtual Meeting on Microsoft Team Platform
5. **Alumni speaker / Expert** :

Talk Timing	Speaker Name	Speaker Details
9.00 AM to 12.00 PM	Mr. Yash Shah GECG CE BE student (2012-2016)	Sr.Security Engineer ,BAELLE Technologies,USA
	Kum. Malti Devnani GECG IT Student (2011-2015)	Compusense Front End Developer Canada
	Mr.Kaitav Mehta GECG CE Student(2012-2016)	Data Engineer Canada

Alumni Activities

6. Program Summary :

- The Department of Computer Engineering and Information Technology had organized an alumni meeting for all batches on 11th April 2021 on the Microsoft Team Platform. The meeting started at 09.00 a.m. with a prayer. Dr D A Parikh, HOD, Department of CE/IT welcomed the gathering. He handed over to Prof. D P. Khem, Prof. C. M. Kapadia and Akul Upadhyay (Student). They compered the program.
- Expert talks on different topics were delivered by alumni experts. Below are the statistical detail of the alumni from all batches, students and faculties who had worked here are participated in the event.

Online Alumni Meeting 2021 11-4-2021, 9:00AM to 12:00PM (IST)		
Attendees		
Students	CE	IT
Sem-4	68	28
Sem-6	36	20
Sem-8	16	40
ME	5	
Alumni Joined	24	
Faculty Joined	21	
Total	258	

- The alumni students and staff shared their memories, most of them volunteered to render services for the benefit of the current students of CE/IT departments. The event was stimulating and enjoyable and simultaneously profitable as all insights came up.

Alumni Activities

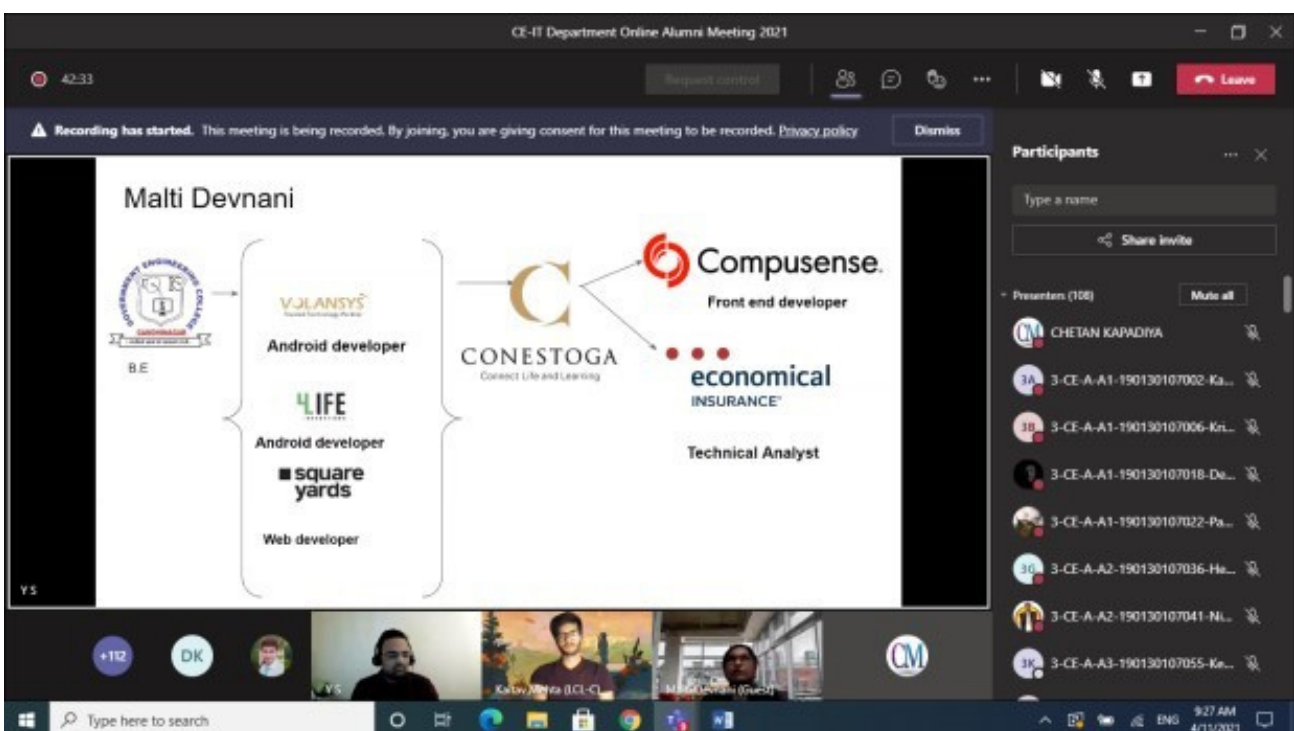
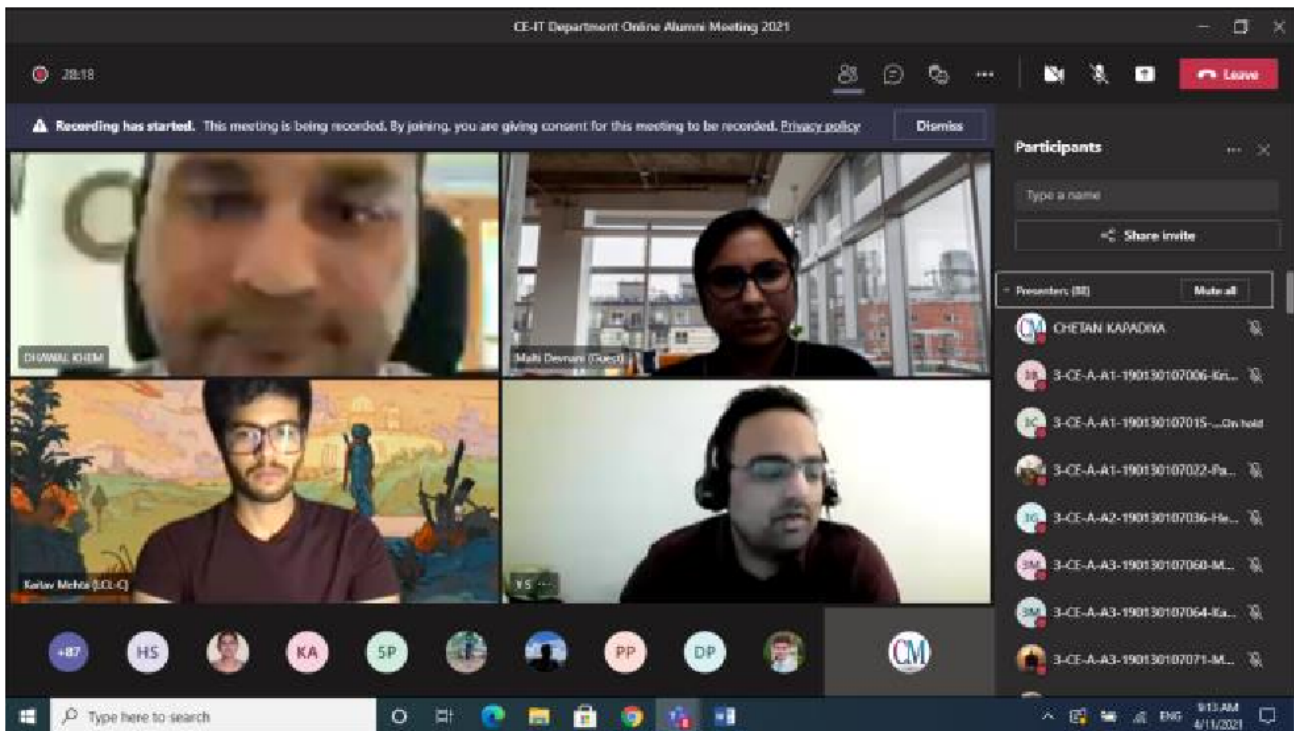
- At the end, the CE/IT alumni coordinators sincerely expressed its gratitude to the honorable Principal Madam and Head of CE/IT Department for their guidance and support to make this event a grand success and thanks to Prof. B. V. Buddhadev, Prof. J S Dhobi, all Faculties, Staff Members and Alumni for attending Alumni Meet and contributing towards making it such an unforgettable holiday.

7. Some Images of Alumni Meeting :



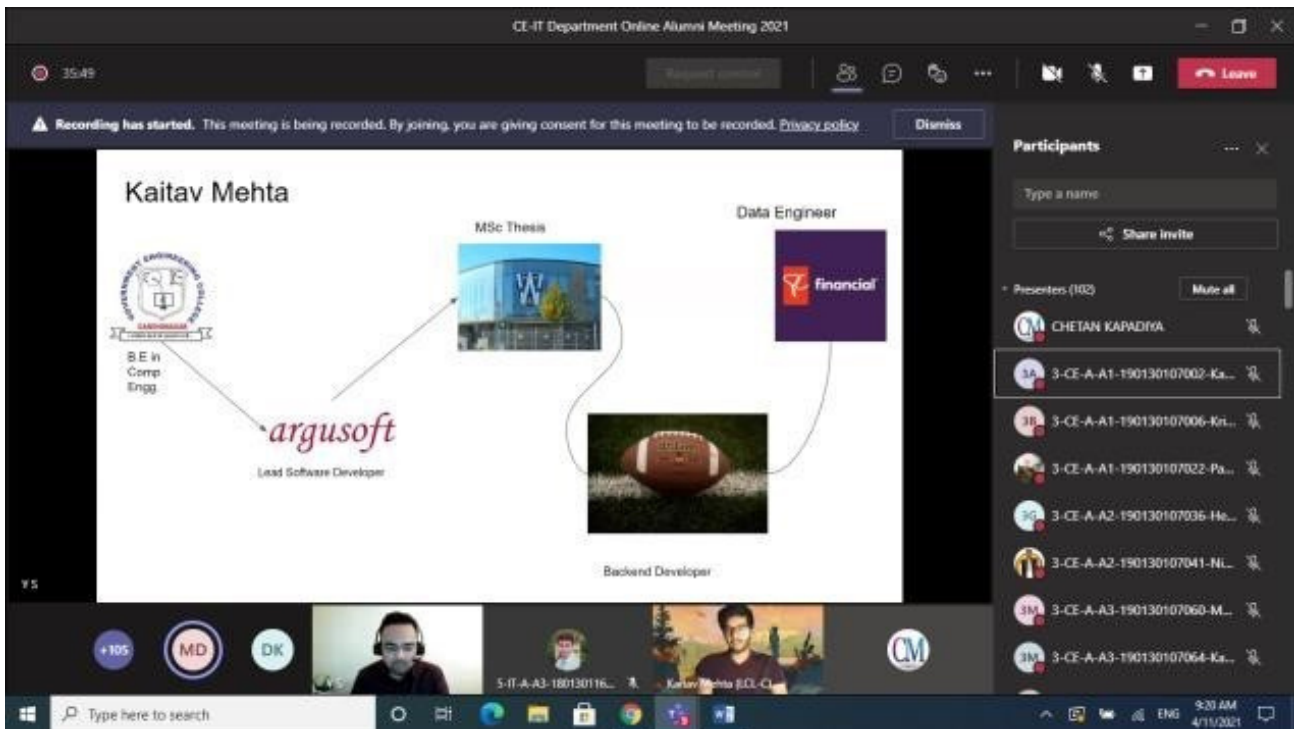
Alumni Activities

7. Some Images of Alumni Meeting :



Alumni Activities

7. Some Images of Alumni Meeting :



IDE Club Activities

- **The IDE Club Faculty Coordinators**



Petron
Dr. Sweta P. Dave



(HOD/Senior Advisor)
Dr. Dhaval Parikh

- **Faculty Coordinator**



Prof. Yogendra Tank
(Sem 4)



Prof. Ashvin
Prajapati (Sem 6)

- **The IDE Club Student Coordinators**



Param Radadiya (CE-
Sem 5)
President



Pooja Ranpara (CE-
Sem 5)
Vice President



Keyur Unadkat (CE-
Sem 5)
Secretary



Senior Student Chair
Nigam Patel (IT-Sem
7)



Senior Student Chair
Akul Upadhyay (IT-
Sem 7)



Documentation Head
Bhakti Trivedi (CE-
Sem 5)



Event Head
Shubham Jitiya (CE-
Sem 5)



Web Development
Group Lead
Akshat Shah (CE-
Sem 5)



Android Development
Group Lead
Hiren Pokar (CE-Sem 5)



Entrepreneurship/Start
-Up Group Lead
Naresh Purohit (CE-
Sem 5)



AI ML Group Lead
Krutik Patel (IT-Sem 5)



Comp Prog. Group Lead
Divyesh Vyas (CE-Sem 5)

IDE Club Activities

- **A club by the students and for the student.**
- The students felt a need of setting up a community wherein they can discuss, share and collaborate on co-curricular activities. So, The IDE Club was set up with the help of faculties and students. In this club, many activities are held every week such as webinars, discussion sessions, coding contests etc.
- **Vision & Mission of The IDE Club:**

Vision:

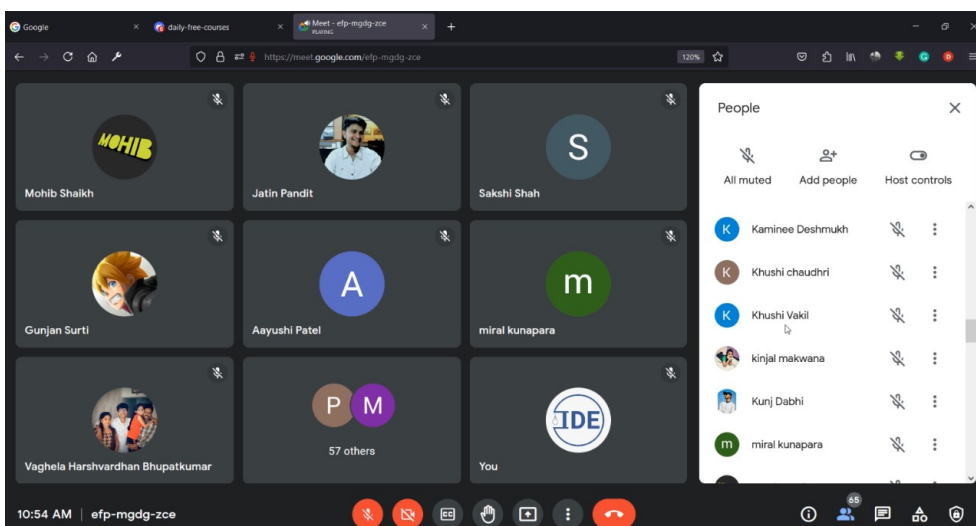
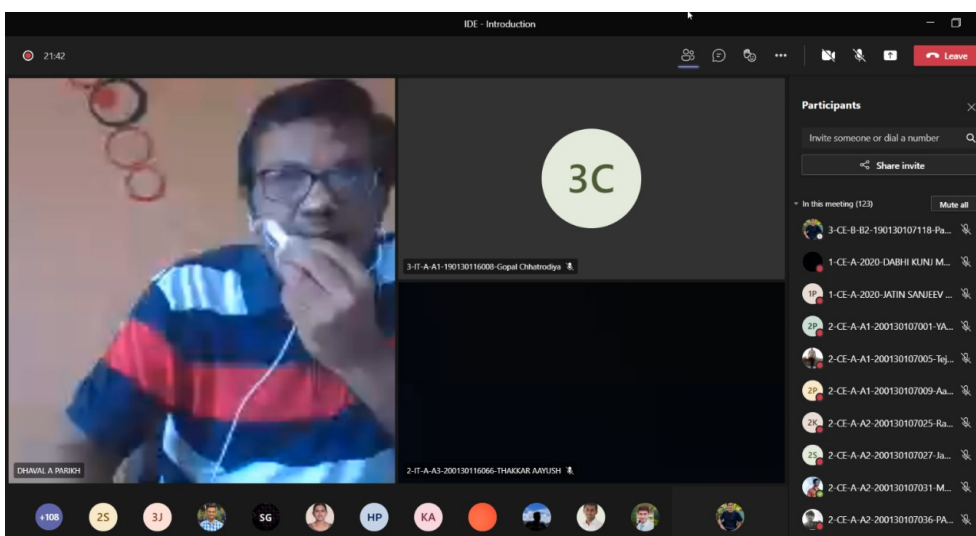
- To develop competencies in the field of technology among the students and help them get deeper dive in the field of research and entrepreneurship.

Mission:

- To enlighten the students with the topics and depth details of the leading and advancing technical concepts.
- To establish an environment where students can explore and replenish their technical abilities and skills and improve and learn unique concepts about various technologies through our club/ community.
- To motivate students to participate in various conferences, workshops, seminars and related technical activities.
- To help/motivate students for their idea and implement it into the real product.

IDE Club Activities

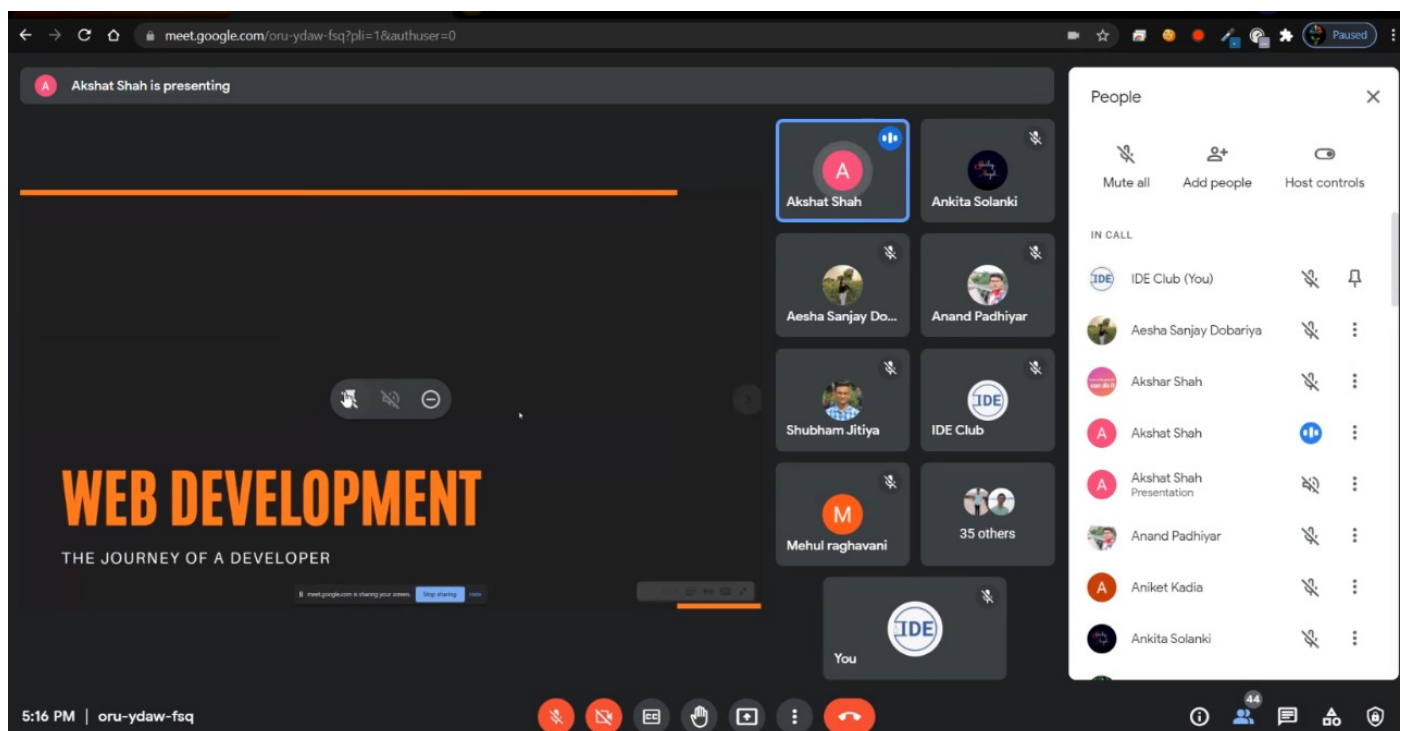
- On 29th May 2021, we conducted the first session to discuss club activities and introduced the club coordinators. There were around 180+ attendees including students and faculties. After the session, we started a discord server for students who are willing to become members of the club. As of today, we have 200+ members on the discord server who are actively participating in club activities.



- In the first week, we conducted webinars to introduce the club groups. In these sessions, students were given a brief idea about each domain. This helped students to decide whether to join a specific group or not.

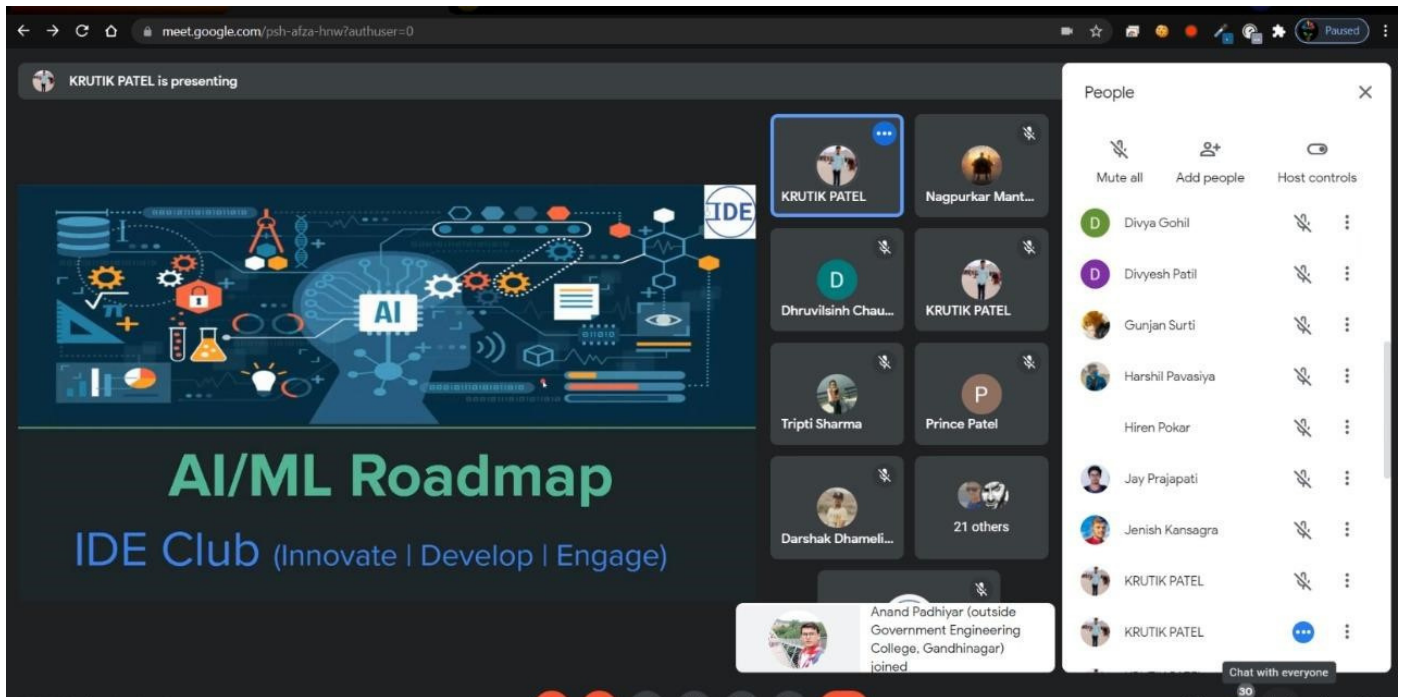
IDE Club Activities

- In this club, we have created domain specific groups:
 - Web development
 - Android development
 - Entrepreneurship/Start-Up
 - Artificial Intelligence/ Machine Learning
 - Competitive Programming
- These groups are led by their respective tech leads and students under the guidance of them can learn and master the specific domain seamlessly.
- **Web development**

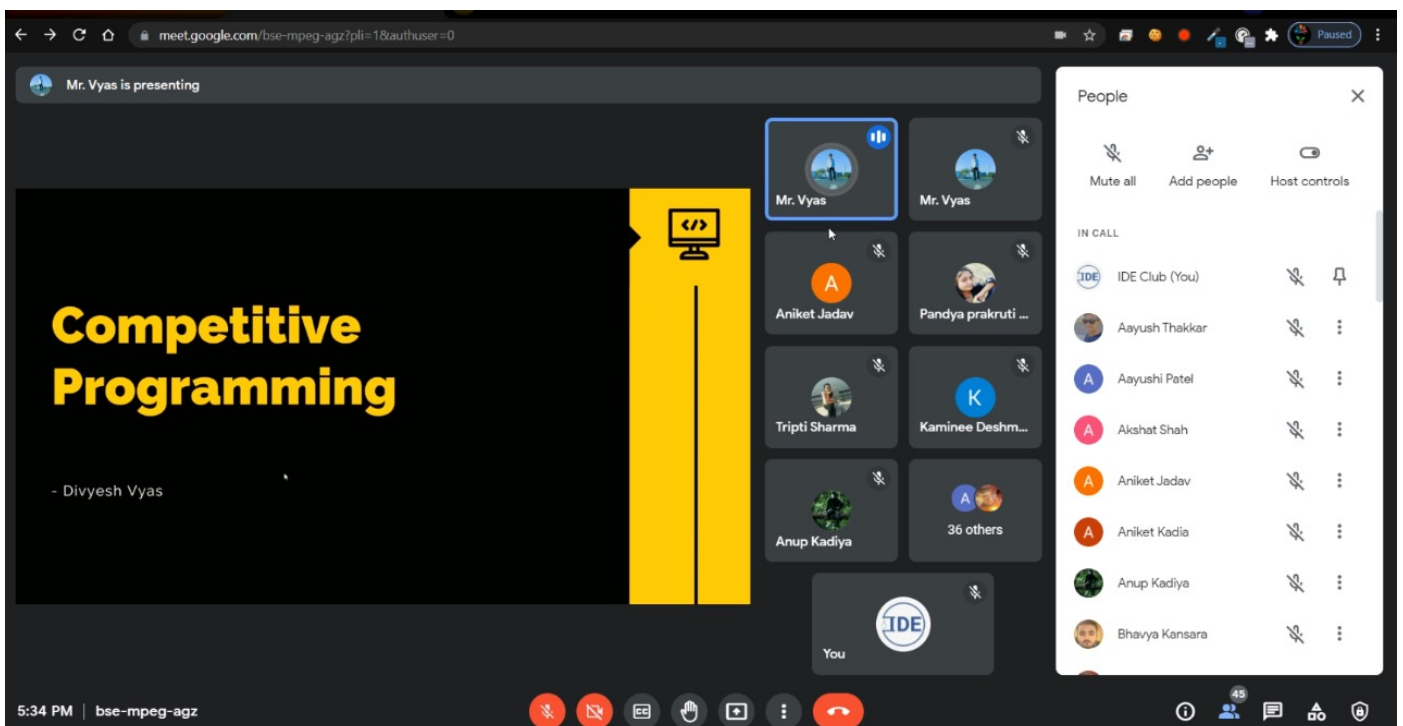


IDE Club Activities

- AI/ML ROADMAP



- COMPETATIVE PROGRAMMING



IDE Club Activities



- On 11th July, we conducted a national level coding contest- CODE SPRINT 1.0. There were students from different colleges. It was hosted on codechef to introduce students to competitive programming. Students participated enthusiastically and an atmosphere of healthy competition was set up. There were around 185 registered participants from various institutes and 31 successfully submitted the solution.

Winners list:

- Club Member

Jevin mangukiya(GECGn)

- Out side college

Sahil Madani (VGEC)

Anjali Shah (Nirma University)

- We were extremely happy to receive such a good response Join the very first contest. Jevin Mangukiya emerged as the winner from our college.
- We would like to thank principal mam for helping and allowing us to set up The IDE Club. We would also like to thank faculty coordinators for helping us in club activities

હૂંડઈ મોટર ઇન્ડિયા ફાઉન્ડેશન દ્વારા આયોજિત એચ-સોશલ ક્રિએટર ૨૦૨૦ કે ટોપ ૧૧ ફાઇનલિસ્ટ મેં ચુને ગઈ વલસાડ કે શ્રી સાનિધ્ય સૂર્યકાંત પટેલ

વલસાડ, ૨૬ માર્ચ, ૨૦૨૧ હૂંડઈ મોટર ઇન્ડિયા લિમિટેડ કી સીએસઆર ઇકાર્ડ હૂંડઈ મોટર ઇન્ડિયા ફાઉન્ડેશન (એચએમઆઈએફ) ને વૈશ્વિક સ્તર પર પ્રતિષ્ઠિત એચ-સોશલ ક્રિએટર કે દૂસરે સંસ્કરણ કે ફાઇનલ કા આયોજન ક્રિયા, જિસમેં વલસાડ કે એક છાત્ર ને અપના આઈડિયા પેશ ક્રિયા. એચ-સોશલ ક્રિએટર એક સોશલ ઇનોવેશન પ્રોગ્રામ હૈ, જિસકી શુરુઆત સડક સુરક્ષા, પર્યાવરણ, સ્વચ્છ ભારત એવં સ્વાસ્થ્ય કે ક્ષેત્ર મેં ઇનોવેટિવ આઈડિયા દે સકને વાલી યુવા પ્રતિભાઓં કો બઢાવા દેના હૈ. ૧૧ ફાઇનલિસ્ટ આઈડિયા મેં શ્રી સાનિધ્ય સૂર્યકાંત પટેલ ને અપના આઈડિયા 'ડ્રાઇવર ડ્રોજીનેસ મોનિટરિંગ ટેકનોલોજી' પેશ ક્રિયા. હિસ આઈડિયા મેં એક ટેકનોલોજી આધારિત ડિવાઇસ કા ઇસ્ટેમાલ ક્રિયા જાતા હૈ, જો હિસ બાત કા આભાસ હોતે હી અલાર્મ બજા દેતા હૈ કિ ડ્રાઇવર કો ઝપકી આ રહી હૈ. બહુત સી સડક ડુર્ઘટનાં એસી ગલતિયોં કે કારણ હોતી હૈ. હિસ ટેકનોલોજી સે સડક સુરક્ષા સુનિશ્ચિત હોગી. હિસ આઈડિયા કો જ્યૂરી કે સદસ્યોં ઓર 'એચ-સોશલ ક્રિએટર અવાર્ડ્સ' કે ફાઇનલ કે દૌરાન ઉપસ્થિત રહે લોગોં સે કાફી સરાહના મિલી.

હૂંડઈ મોટર ઇન્ડિયા ફાઉન્ડેશન દ્વારા આયોજિત એચ-સોશલ ક્રિએટર ૨૦૨૦ કે ટોપ ૧૧ ફાઇનલિસ્ટ મેં ચુને ગઈ વલસાડ કે સાનિધ્ય સૂર્યકાંત પટેલ

લોકતેજ સંવાદવાતા, સુરત. હૂંડઈ મોટર ઇન્ડિયા લિમિટેડ કી સીએસઆર ઇકાર્ડ હૂંડઈ મોટર ઇન્ડિયા ફાઉન્ડેશન (એચએમઆઈએફ) ને વૈશ્વિક સ્તર પર પ્રતિષ્ઠિત એચ-સોશલ ક્રિએટર કે દૂસરે સંસ્કરણ કે ફાઇનલ કા આયોજન ક્રિયા, જિસમેં વલસાડ કે એક છાત્ર ને અપના આઈડિયા પેશ ક્રિયા. એચ-સોશલ ક્રિએટર એક સોશલ ઇનોવેશન પ્રોગ્રામ હૈ, જિસકી શુરુઆત સડક સુરક્ષા, પર્યાવરણ, સ્વચ્છ ભારત એવં સ્વાસ્થ્ય કે ક્ષેત્ર મેં ઇનોવેટિવ આઈડિયા દે સકને વાલી યુવા પ્રતિભાઓં કો બઢાવા દેના હૈ. ૧૧ ફાઇનલિસ્ટ આઈડિયા મેં શ્રી સાનિધ્ય સૂર્યકાંત પટેલ ને અપના આઈડિયા 'ડ્રાઇવર ડ્રોજીનેસ મોનિટરિંગ ટેકનોલોજી' પેશ ક્રિયા. હિસ આઈડિયા મેં એક ટેકનોલોજી આધારિત ડિવાઇસ કા ઇસ્ટેમાલ ક્રિયા જાતા હૈ, જો હિસ બાત કા આભાસ હોતે હી અલાર્મ બજા દેતા હૈ કિ ડ્રાઇવર કો ઝપકી આ રહી હૈ. બહુત સી સડક ડુર્ઘટનાં એસી ગલતિયોં કે કારણ હોતી હૈ. હિસ ટેકનોલોજી સે સડક સુરક્ષા સુનિશ્ચિત હોગી. હિસ આઈડિયા કો જ્યૂરી કે સદસ્યોં ઓર 'એચ-સોશલ ક્રિએટર અવાર્ડ્સ' કે ફાઇનલ કે દૌરાન ઉપસ્થિત રહે લોગોં સે કાફી સરાહના મિલી. એચ-સોશલ ક્રિએટર ૨૦૨૦ કે ગ્રૅડ ફિનાલે કે મૉકે પર એચએમઆઈએફ કે એમડી વ સીડીઓ શ્રી એસ. એસ. કિમ ને કહ્યું, %પ્રોગ્રેસ ફોર હ્યુમેનિટી કે અપને લક્ષ્ય કો અપનાતે હુએ હમ લોગોં કે સપનોં કો સચ કરને કે લિપે વેહતર પરિસ્થિતિયોં કે નિર્માણ કો દિશા મેં કામ રહે હૈ. એચ-સોશલ ક્રિએટર કે દૂસરે સંસ્કરણ કે સાથ હૂંડઈ મોટર ઇન્ડિયા ફાઉન્ડેશન કા લક્ષ્ય ભારત કે યુવાઓં વ ધૈવિય કો અગુઆ પીઢી કો સામાજિક બદલાવ કે લિપે આઈડિયા તૈયાર કરને, ઉસે ડેવલપ કરને ઓર ઉનકા વ્યાવહારિક સમાધાન લાગૂ કરને કો દિશા મેં પ્રયાસરત કરના હૈ.

હૂંડઈ મોટર ઇન્ડિયા ફાઉન્ડેશન દ્વારા

આયોજિત એચ-સોશિયલ ક્રિએટરના ટોપ ૧૧ ફાઇનલિસ્ટ પસંદ પામ્યા વલસાડના સાનિધ્ય સૂર્યકાંત પટેલ

૧૧ ફાઇનલિસ્ટ આઈડિયાઓ શ્રી સાનિધ્ય સૂર્યકાંત પટેલે પોતાનો આઈડિયા ડ્રાઇવર ડ્રોજીનેસ મોનિટરિંગ ટેકનોલોજી રજૂ કર્યો. આ આઈડિયામાં એક ટેકનોલોજી આધારિત ડિવાઇસનો ઉપયોગ કરવામાં આવે છે, જે એ બાબતનો આભાસ થતાં જ અલાર્મ વગાડે છે કે ડ્રાઇવરને ઝોકું આવી રહ્યું છે. ઘણા બધા માર્ગ અકસ્માત આવી ભૂલોના કારણે થાય છે. આ ટેકનોલોજીથી માર્ગ સુરક્ષાની ખાતરી થશે. આ આઈડિયાને દરમિયાન ઉપસ્થિત રહેલા લોકોમાં ભારે પ્રશંસા મળી. એચ-સોશિયલ ક્રિએટર એવોર્ડ્સ ની ફાઇનલ દરમિયાન ઉપસ્થિત રહેલા શ્રી સાનિધ્ય સૂર્યકાંત પટેલને એચ-સોશિયલ ક્રિએટર એવોર્ડ્સ તથા સીડીઓ શ્રી એસ.એસ.કિમે જણાવ્યું, પ્રોગ્રેસ ફોર હ્યુમેનિટીના પોતાના લક્ષ્યને અપનાવતા અમે લોકોના સપનાઓને સાકાર કરવામાં શ્રેષ્ઠ પરિસ્થિતિઓના નિર્માણની દિશામાં કામ કરી રહ્યાં છીએ. એચ-સોશિયલ ક્રિએટરની બીજી આવૃત્તિની સાથે હૂંડઈ મોટર ઇન્ડિયા ફાઉન્ડેશનનું લક્ષ્ય ભારતના યુવાઓ તથા ભવિષ્યની આગામી પેઢીને સામાજિક સમસ્યાઓનો ઉકેલ શોધવા

બદલાવ માટે આઈડિયા તૈયાર કરવા, તેને ઉલ્લપ કરવા અને તેમનું વ્યવહારિક સમાધાન લાગૂ કરવાની દિશામાં પ્રયત્ન કરવાનો છે. શ્રી કિમે આગળ જણાવ્યું, અમે ગર્વમંદ એન્જિનીયરિંગ કોલેજ, ગાંધીનગર, ગુજરાતના શ્રી સાનિધ્ય સૂર્યકાંત પટેલને અભિનંદન પાઠવીએ છીએ, જેઓએ સામાજિક બદલાવનો આઈડિયા આપીને એચ-સોશિયલ ક્રિએટર ૨૦૨૦ના ટોપ ૧૧ ફાઇનલિસ્ટમાં પોતાનું સ્થાન બનાવ્યું. તમામ પ્રતિસ્પર્ધીઓનો ઉત્સાહ અને નવા આઈડિયાને વિકસિત કરવાની દિશામાં પોતાનો સર્વશ્રેષ્ઠ પ્રયત્ન કરવાની તેમની ધગશથી એક શ્રેષ્ઠ દુનિયાનું નિર્માણ થશે. એચએમઆઈએફએ એચ-સોશિયલ ક્રિએટરની સ્થાપના એક એવા પ્લેટફોર્મના રૂપમાં કરી છે જે યુવાઓને સમસ્યાઓનો ઉકેલ શોધવા અને સામાજિક બદલાવ લાવવાની દિશામાં પ્રોત્સાહિત કરે છે. એચ-સોશિયલ ક્રિએટરની બીજી આવૃત્તિમાં ૨૦૦ એજ્યુકેશન તથા ટેકનિકલ સંસ્થાઓમાંથી વર્ચ્યુઅલ માધ્યમથી ૫૨૦થી ૪૦૧ એન્ટ્રીમાંથી ૧૩૫ એન્ટ્રી માર્ગ સુરક્ષા, ૧૧૬ પર્યાવરણ શૈક્ષણિક, ૧૦૧ સ્વાસ્થ્યની કેટેગરીમાં અને ૪૮ એન્ટ્રી સ્વચ્છ ભારત કેટેગરીમાં આવી. તેની સાથે, તમામ પ્રતિસ્પર્ધીઓના પ્રશ્નોના જવાબ આપવા માટે એક સમર્પિત કોલ સેન્ટર પણ સ્થાપિત કરવામાં આવ્યું હતું. એચ-સોશિયલ ક્રિએટર ૨૦૨૦ માટે વિજેતાઓની પસંદ કરનારા સમ્માનિત જયપુરીની સભ્યો અને હસ્તિઓની પાસે માર્ગ સુરક્ષા, સ્વાસ્થ્ય, પર્યાવરણ, ટેકનોલોજી તથા સસ્ટેનેબિલિટીના ક્ષેત્રમાં વર્ષોનો અનુભવ એક વિશેષજ્ઞતા છે.



વલસાડનો સાનિધ્ય પટેલ હૂંડઈ મોટર ઇન્ડિયા ફાઉન્ડેશન દ્વારા આયોજિત એચ-સોશિયલ ક્રિએટરના ટોપ ૧૧ ફાઇનલિસ્ટ

વલસાડ: હૂંડઈ મોટર ઇન્ડિયા લિમિટેડના સીએસઆર એકમ હૂંડઈ મોટર ઇન્ડિયા ફાઉન્ડેશન (એચએમઆઈએફ)એ વૈશ્વિક સ્તર પર પ્રતિષ્ઠિત એચ-સોશિયલ ક્રિએટરની બીજી આવૃત્તિની ફાઇનલનું આયોજન કર્યું, જેમાં વલસાડના એક વિદ્યાર્થીએ પોતાનો આઈડિયા રજૂ કર્યો. એચ-સોશિયલ ક્રિએટર એક સોશિયલ ઇનોવેશન પ્રોગ્રામ છે, જેની શરૂઆત સડક સુરક્ષા, પર્યાવરણ, સ્વચ્છ ભારત તથા સ્વાસ્થ્યના ક્ષેત્રમાં ઇનોવેટિવ આઈડિયા આપનારી યુવા પ્રતિભાઓને પ્રોત્સાહન આપવાની છે. ૧૧ ફાઇનલિસ્ટ આઈડિયામાં સાનિધ્ય સૂર્યકાંત પટેલે પોતાનો આઈડિયા 'ડ્રાઇવર ડ્રોજીનેસ મોનિટરિંગ ટેકનોલોજી' રજૂ કર્યો હતો. આ આઈડિયામાં એક ટેકનોલોજી આધારિત ડિવાઇસનો ઉપયોગ કરવામાં આવે છે, જે એ બાબતનો આભાસ થતાં જ અલાર્મ વગાડે છે કે ડ્રાઇવરને ઝોકું આવી રહ્યું છે. ઘણા બધા માર્ગ અકસ્માત આવી ભૂલોના કારણે થાય છે. આ ટેકનોલોજીથી માર્ગ સુરક્ષાની ખાતરી થશે. આ આઈડિયાને જયપુરીના સભ્યો અને 'એચ-સોશિયલ ક્રિએટર એવોર્ડ્સ'ની ફાઇનલ દરમિયાન ઉપસ્થિત રહેલા લોકોમાં ભારે પ્રશંસા મળી હતી.

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