



WIRED 2.0
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IT ALL BEGINS HERE

EDITORIAL TEAM

WIRED 2.0-Great Initiative!!

 Blessy Antony, Assistant Professor

Dear Readers:

It gives me immense pleasure to present the very first Newsletter "WIRED 2.0" of my budding engineers - Computer Science Batch 2018-2022.

Information is Wealth. Through these monthly newsletters, we intend to publish the latest updates in the Information Technology industry – Interesting Reports & Articles, Research Activities, New Innovative Procedures, Opportunities & Ideas, Glimpses from the recent Conferences & Seminars, Extracts from the speeches of the industry veterans etc., which helps us to keep ourselves updated. Apart from these, we publish the latest activities and developments in our Batch, Department & College. Our objective is to reach our newsletter to all the students, faculty & Management of SSET and request all to spare the requisite amount of your valuable time to go through the same and I am sure you will find the contents useful and relevant.

As a step towards improvisation, we welcome your comments and suggestions related to the newsletter.

We are very much grateful to the Management, Principal and our Head of the Department for their continuous encouragement, inspiration and support extended for the release of this "TechnoZee"

I thank the Editorial Team, Technical Team, Authors and all our Well Wishers who are supporting us in promoting these newsletters. Special mention to Aryan C.R, Akshay Shilesh for their timely action and leadership.

I wish once again the very best to my students, both in their academic and personal life, for a memorable campus life with SSET filled with loads of knowledge & fun and to come out as the best Engineers in the Industry and above all to be the best Human Beings.

With these words, I conclude..

Blessy Antony

Class Co-ordinator

Computer Science Batch 2018-22

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- ✦ Aryan C R
- ✦ Agheel Karim
- ✦ Akhil Rajan
- ✦ Aparna Rajan

Now Wear Your Air Conditioner as You go

by Andria Nicholas



It is the 1st patented Cooling & Heating 2 in 1 wearable device, with thermoelectric technology & a 3D reflux airflow system. DOEL, which provides ICT, Mobility & CE products & services to the organizations and end users recently launched an

Electric Scarf also known as Personal AC. This wearable AC controls individual temperature according to the environment and runs on an external battery pack. It maintains a stable temperature output for users under extreme conditions of both heat and cold without

the addition of coolants such as ice or water. It provides users, body air conditioning with indirect contact with the skin of the human body. Automatic safety shut-off device prevents overcurrent and overheating.

Do you know ???

By Aparna Rajan

- ✓ Number of bit used by the Ipv6 address 128 bits.
- ✓ Mosaic is the first web browser invented in 1990.
- ✓ Cobol is the programming language is used to create programs like applets.
- ✓ First computer virus is known as ELK Cloner.
- ✓ A dual layer Blue-ray Disc can store data upto 50 GB.
- ✓ There are 7 layers in the OSI (Open System Interconnection) Model.
- ✓ Archie is the first search engine in internet.

Gesture Control

by *Abhirami CA*



Gesture control is the ability to recognize and interpret movements of the human body in order to interact with and control a computer system without direct physical contact. The term “natural user interface” is becoming commonly used to describe these interface systems, reflecting the general lack of any intermediate devices between the user and the system. Intel RealSense technology allows you to play first person shooter games—or simply interact with your device—with just a few waves of your hand. Using a 3D camera that tracks 22 separate points in your hand, gesture control allows users to connect with their gaming experience by using the natural movements of your body. For example, the game *Warrior Wave* employs RealSense technology so you can use your hand (the outline of which shows up on the screen) to lead a group of Ancient Greek soldiers to safety.

iOS 12

by Aparna Rajan

REALITY !!!!! TYPES.....

by Dhillna Mathews

Augmented reality (AR) adds digital elements to a live view often by using the camera on a smartphone. Examples of augmented reality experiences include Snapchat lenses and the game Pokemon Go.

Virtual reality (VR) implies a complete immersion experience that shuts out the physical world. Using VR devices such as HTC Vive, Oculus Rift or Google Cardboard, users can be transported into a number of real-world and imagined environments such as the middle of a squawking penguin colony or even the back of a dragon.

In a **mixed reality (MR)** experience, which combines elements of both AR and VR, real-world and digital objects interact. Mixed reality technology is just now starting to take off with Microsoft's HoloLens one of the most notable early mixed reality apparatuses.



iOS 12 is the twelfth major release of the iOS mobile operating system developed by Apple Inc. It was introduced by 'Craig Federighi' at the company's worldwide Developers Conference on June 4, 2018. It contains numerous performance and battery life improvements and security updates. This major release can support from iPhone 5s to iPhone XS Max.

The main feature is the performance of the device, performance optimizations were made in order to speed up common tasks across all supported iOS devices.

Tests done on iPhone 6 Plus showed apps launching 40 percent faster, and the camera opening 70 percent faster. The main system features of iOS 12 are **Screen Time** and many features are in Shortcuts, AirKit 2, CarPlay, iPad.

In app features **Face Time**, will add the ability to include up to 32 people in a Face Time conversation.

Google is now your Bank too.....

By Bhavya Jinaraj



Tez was a mobile payments service by Google, targeted at

users in India. It was rebranded to Google Pay on August 28, 2018. It operates atop the Unified Payments Interface, developed by the National Payments Corporation of India. It can be used where UPI payments are accepted. Tez works on the vast majority of India's smart phones (with apps for both Android and iOS) with the Android app

supporting English, Hindi, Telugu, Bengali, Gujarati, Kannada, Marathi, and Tamil with more languages coming soon. a few of the features you'll get with Tez are Direct, bank-to-bank payments, "Cash Mode" for nearby transactions, Tez Shield: Backed by Google's expertise in data security, Tez works 24/7 to help detect fraud, Tez for Business:

The logo for Google Pay, featuring the multi-colored 'G' followed by the word 'Pay' in a grey sans-serif font.





Google Lens

by **Agheel Karim, Akhil Rajan**

Google Lens is an image recognition mobile app developed by Google. It is designed to bring up relevant information using visual analysis.

When directing the phone's camera at an object, Google Lens will attempt to identify the object or read labels and text and show relevant search results and information. For example, when pointing the device's camera at a Wi-Fi label containing the network name and password, it will automatically connect to the Wi-Fi source that has been scanned. Lens is also integrated with the Google Photos and Google Assistant apps. The service is similar to Google Goggles, a previous app that functioned similarly but with lesser capability.

Google officially launched Google Lens on October 4, 2017 with app previews pre-installed into the Google Pixel 2. It requires Android Marshmallow (6.0) or newer.

Editor's Note

We the editors (batch 2018-2022) of the magazine would like to express our sincere thanks to the computer science department and our class coordinator Blessy ma'am as well as our team who gave us the opportunity to make this Newsletter WIRED 2.0.

Secondly we would also like to thank our batchmates who helped us in completing this Newsletter within the limited time frame.

BY

- *ARYAN C R*
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