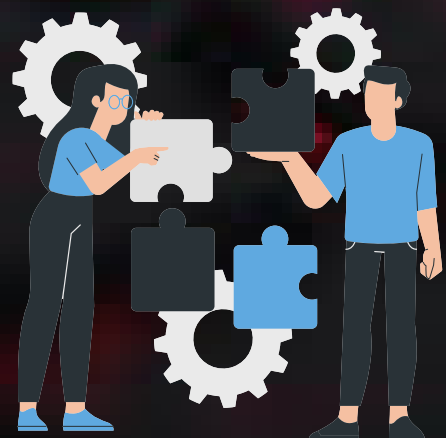
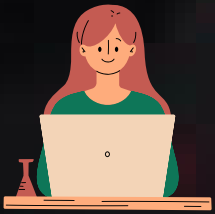
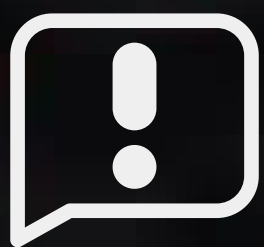


 **COMPUTER DEPARTMENT** 

2024-25 SEM - 2





PRINCIPAL DESK Dr. H.U. Tiwari

India today stands as world's third largest economic power, its economy growing at about 8%. The emerging Indian entrepreneurs are becoming global. The figure of number of Indians in the list of richest people in the world escalates every year.

The versatile knowledge of Indians makes India as a preferred destination for outsourcing knowledge, hence it is emerging as a destination of world class Research and Development Centers and innovation hubs.

You must, therefore, be highly excited to make your own contributions to the growth and development of India of your dream.

I wish you a very happy and academically highly rewarding student life in PCCOER. I also hope that you will be your good deeds enhance the pride and prestige of this prestigious institution.



HOD DESK

Dr. Archana Chaugule

The Department is dedicated to providing quality education and shaping future technocrats in the domain of computer science. With a mission to foster student growth, it emphasizes building a strong base in core concepts while instilling values of professionalism and ethics. It aims to enhance student performance, develop essential domain-specific skills in computer engineering, inspire passion for self-actualisation, and promote innovative problem-solving for societal benefit. Supported by a team of highly qualified and experienced faculty, and driven by student-centric teaching and learning approaches, the Department offers ample opportunities for learners to apply their knowledge and critical thinking abilities, effectively bridging the gap between theoretical understanding and practical implementation.

COMPUTER DEPARTMENT



OUR VISION

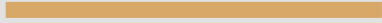
To strive for excellence in the field of Computer Engineering and Research through Creative Problem Solving related to societal needs.

OUR MISSION

- Establish strong fundamentals, domain knowledge and skills among the students with analytical thinking, conceptual knowledge, social awareness and expertise in the latest tools & technologies to serve industrial demands.
- Establish leadership skills, team spirit and high ethical values among the students to serve industrial demands and societal needs.
- Guide students towards Research and Development, and a willingness to learn by connecting themselves to the global society

TABLE OF CONTENT

- Student Achievements
- Top Interns and
PLACEMENTS
- Events
- Clubs
- Artistic Work
- Credits



STUDENT

ACHIEVEMENTS



STUDENT ACHIEVEMENTS

Zion Think Tank

Omkar Kadam

Sejal Rathod

Manasi Gaikwad

Kiran Raut



Trinity Premier League

2024

Runners Up

Himanshu Chougule



STUDENT ACHIEVEMENTS

**Inter college Vakrutva
Spardha in Marathi**
Patil Rajesh Niranjan



Swapnil Rupnar

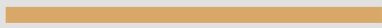
Runners Up

**CREO WORLD:
udyam-buisness idea**

Dharmeshkumar
Khairnar

**Bug Battle
Competition**





TOP INTERNS



PLACEMENTS





TOP INTERNSHIPS



ESHA CHAVHAN
CONNECTWISE

**HIMANSHU
CHOUGULE**
TATA MOTORS



**Lukesh Mahajan &
Kavya Agarwal**
PTC





TOP PLACEMENTS



**SAMRUDDHI
SANJAY KASHMIRE**

SAP LABS

15 LPA

SANIKA SALUNKE

BMC Software

14 LPA



ANIKET KATE

BMC Software

Rs 40,000





TOP PLACEMENTS



**ASHWIN SUBHASH
LAVATE**

CONSULTADD

13.32 LPA



**VARENYAM
BHUSHAN NIKAM**

THOUGHTWORKS

11.1 LPA



EVENTS



EVENTS

Project Development using Python

Date: 6th January 2024

Project development using Python streamlines the entire lifecycle, from ideation to deployment, offering rapid prototyping, efficient coding, automated testing, and integration with diverse tools and technologies.

Code Arena 2.0 - Coding Competition

Date: 17th January 2025

Code Arena 2.0 by CodeCraft Club and ACMW challenges participants to solve problems, showcase coding skills, and innovate under intense, time-bound competitive programming conditions.



ICETC 2025 - International Conference

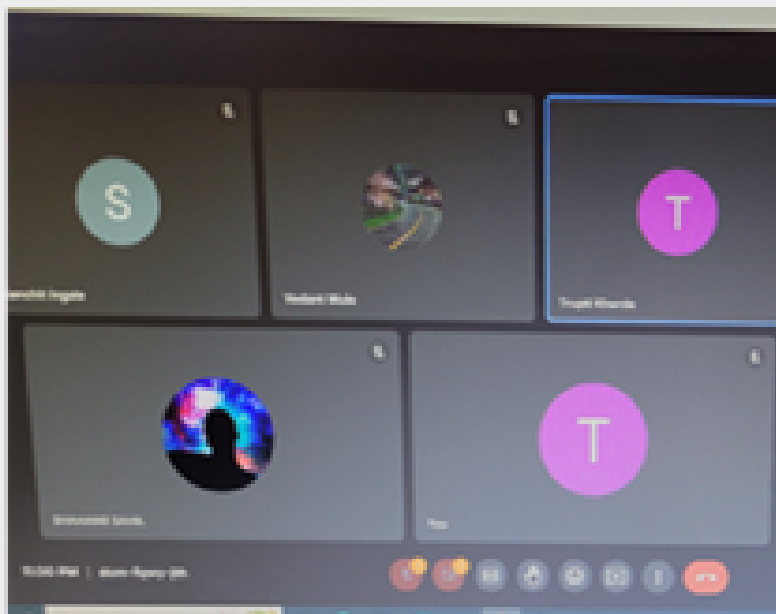
Date: 6th February 2025



International Conference brings together researchers, innovators, and industry experts to share advancements, exchange ideas, and explore trends in emerging technologies

Guest Session on Data Science

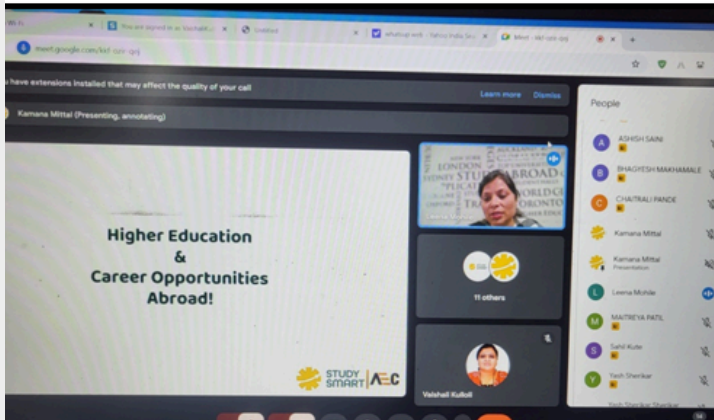
Date: 24th March 2025



In a one-hour session, engineering students received preparation and guidance for the GATE exam, equipping them with essential knowledge and strategies to enhance their chances of success.

Higher Education and Career Opportunities Abroad Session

Date: 7th April 2025



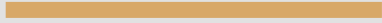
An insightful session guiding students on global study options, application processes, scholarships, and strategies for building successful international professional careers.

Farewell-2025

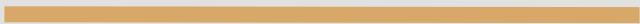
Date: 25th April 2025



A heartfelt gathering to celebrate memories, achievements, and friendships, bidding a warm goodbye as final-year students embark on their new journeys."



ACADEMIC TOPPERS





TOPPERS



B.E

SGPA

Name of Students

KASHISH MAHAJAN	9.93
SAMRUDDHI VIJAY JADHAV	9.93
SHINDE APEKSHA MAHENDA	9.93
BORADE SONALI RAVSAHEB	9.85
GAURI SANTOSH JARAG	9.85
KARHALE SACHIN SUNIL	9.85
KURESHI AALISHA FAKRUDDIN	9.85
PADGHAN RUTUJA GAJANAN	9.85

Name of Students

KASHISH MAHAJAN	9.93
SAMRUDDHI VIJAY JADHAV	9.93
SHINDE APEKSHA MAHENDRA	9.93
BORADE SONALI RAVSAHEB	9.85
GAURI SANTOSH JARAG	9.85
KARHALE SACHIN SUNIL	9.85



TOPPERS



Name of Students

SGPA

BHARATI ACHAL OMPRAKASH

9.57

GAIKWAD MANSI SANJAY

9.57

JADHAV AARYA DEEPAK

9.57

SHINDE SAKSHI SANTOSH

9.57

VASEKAR GAYATRI RAMESH

9.52

S.E

Name of Students

PATIL OMKAR TANAJI

10

KHARAG HITAKSHI KULBHUSHAN

9.86

SALDANHA GRESHAL WILFRED

9.86

ARYA NAIK

9.73

BHANGALE TEJAS BALU

9.73

GAURI GAJANAN WANKHEDE

9.73



CLUBS



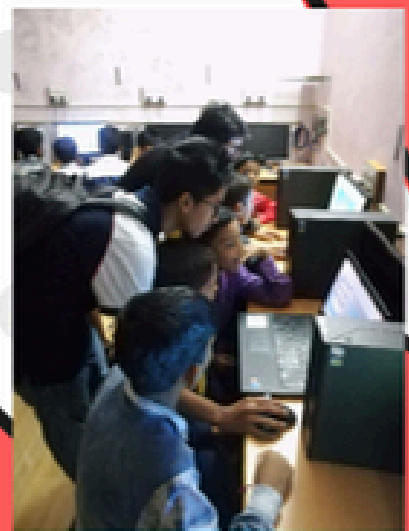
INDUSTRIAL VISIT TO R-CAT



COMPUTER COSMOS CONSORTIUM

C-Cube is a college club that organises tech as well as non-tech events with the aim to build a community in college and help students with a holistic growth

□ ANDROID WORKSHOP: It was a ten day app development workshop which was conducted by an industry expert giving the TE students a good experience and hands-on.



Activities of C-Cube

OldAge

Home Visit

30-31st January 2024

- Spend quality time interacting with residents and sharing stories.
- Engage in activities to bring joy and entertainment.
- Offer support, care, and companionship to promote well-being.



**Lohagad Fort
Cleaning Camp**

30-31st January 2024

- Promote environmental awareness and responsibility among students and volunteers.
- Encourage the preservation and cleanliness of historical and cultural heritage sites.
- Foster teamwork, discipline, and a sense of community service through active participation.
- Educate participants on waste management and the importance of maintaining eco-friendly practices.
- Inspire continuous efforts toward sustainable tourism and environmental protection.

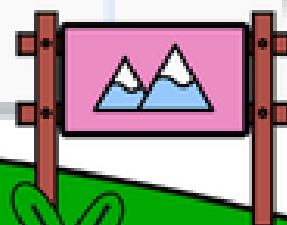
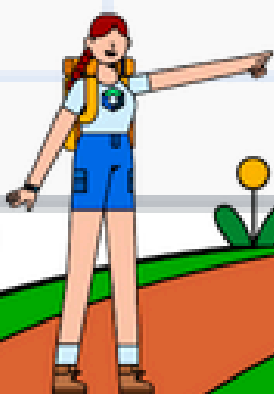


What is **NGDSC**?

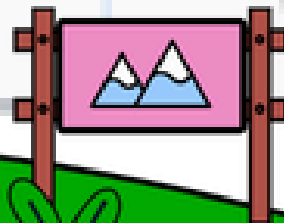
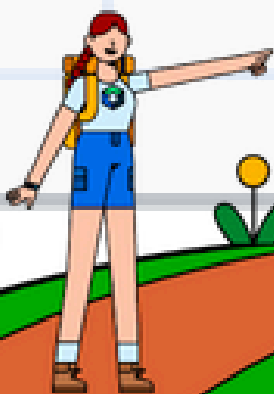
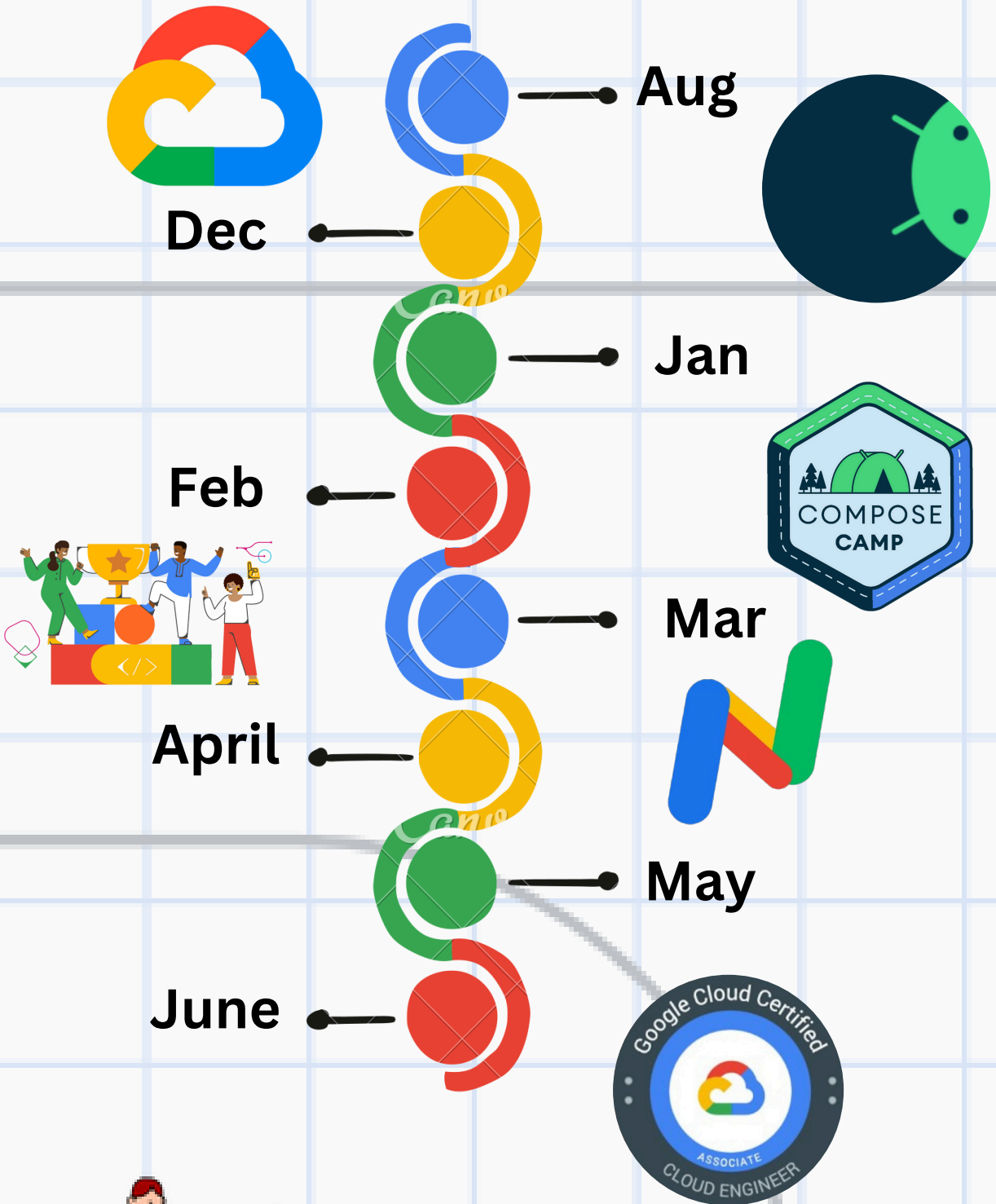


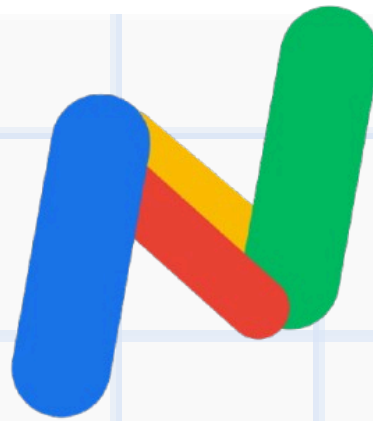
Next Gen Developers Student Club is a university-based community group for students passionate about cutting-edge technologies and software development. Open to students from all undergraduate or graduate programs, the club fosters peer-to-peer learning, skill enhancement, and real-world problem-solving based on GDG

At Next Gen Developers, we bring together a diverse group of students to collaborate, innovate, and build impactful solutions for local businesses and the community. Our goal is to create an environment where aspiring developers can grow, connect, and shape the future of technology.



Events Timeline- NGDSC?





DevFest 2024 marked the 13th year of DevFest and represents the beginning of the second decade of the GDG community. Through DevFest, you can continue to explore how Google's suite of developer tools can expand the impact of local tech professionals and developers like you around the world.



Google Cloud Study Jams are interactive and hands-on workshops that provide participants with practical experience using Google Cloud Platform services to enhance their skills and knowledge in cloud computing.

DEV-CARNIVAL





What is CodeCraft?

The Code Craft is specifically designed for Computer engineering students. The club's activities and events will be tailored to the needs of students who are new to coding or Who are looking to improve their coding skills.

The club will offer a variety of workshops on different coding languages and technologies. The workshops will be taught by experienced students and faculty members. The club will also host regular coding challenges and hackathons. These events will give students the opportunity to test their coding skills and to collaborate with other students on challenging projects.

The CodeCraft is a great way for students to learn about and practice coding. To create an environment for individuals to improve skills and enhance their coding skills.

Objectives



1. Skill Development: CodeCraft aim to enhance students' programming skills, enabling them to become proficient in various languages and tools relevant to engineering disciplines.



2. Project Collaboration: CodeCraft foster a collaborative environment where students work on coding projects, encouraging teamwork, idea exchange, and practical application of coding concepts.



3. Networking Opportunities: CodeCraft provide a platform for students to connect with like-minded individuals, industry professionals, and alumni, facilitating valuable networking opportunities.



4. Competitive Edge: By participating in CodeCraft, students can gain a competitive edge in the job market, as they develop practical coding experience and problem-solving abilities.



5. Innovation and Creativity: CodeCraft encourage innovative thinking and creativity by engaging students in coding challenges, hackathons, and workshops, fostering an environment conducive to technological innovation.

Are you ready?





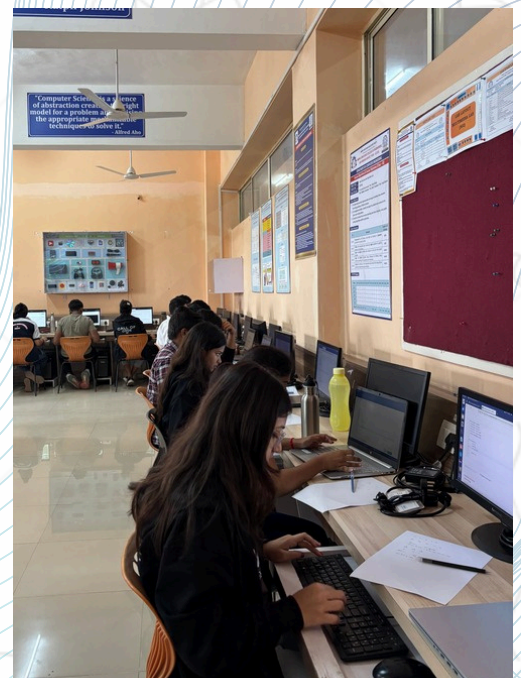
To build a strong network of igniting young minds to create a change for the future. To amplify the impact and to bring together the peers to learn new skills, solve real-world problems, and build communities across the campus and improve their coding skill.

CODE CRAFT CODE ARENA 2.0

Code Arena 2.0 is a competitive coding event designed to test the problem-solving, logical thinking, and programming skills of participants. It provides a platform for coders to showcase their technical abilities by solving real-world challenges within a limited time. The event aims to encourage analytical thinking, improve coding efficiency, and promote healthy competition among participants while fostering a collaborative learning environment.

The objective of Code Arena 2.0 is to:

- Evaluate Competitor Performance
- Analyze Language Efficiency
- Identify Common Challenges
- Provide Recommendations for future competitions

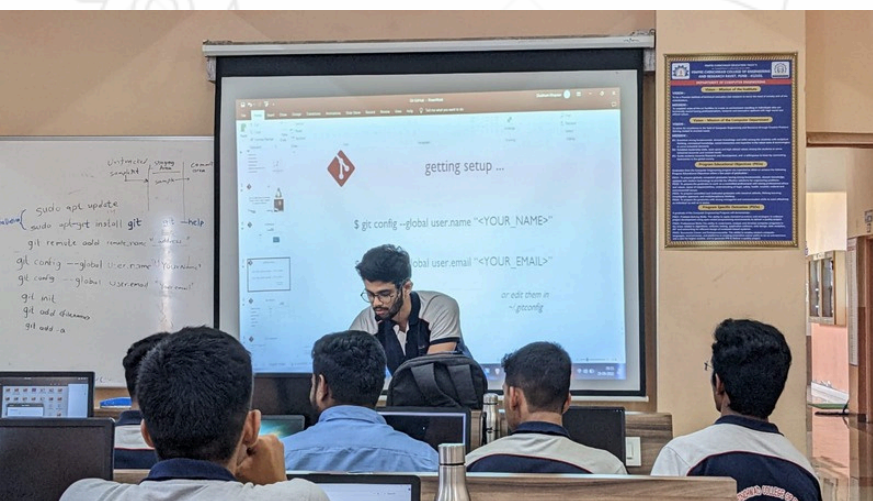


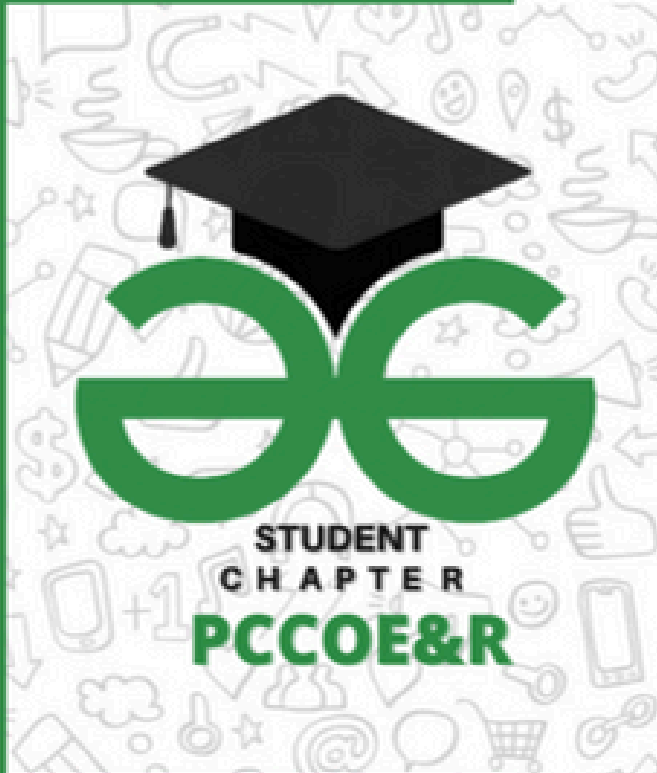
ACMxPCCOER Student Chapter

"ACM believes that students are individuals defined by their individual differences, unique in their talents and learning styles. Therefore, it is imperative to recognize that while not all students excel in more traditional academic environments, those same students can thrive in educational environments better suited to their unique abilities. Whether in public relations, engineering, or technical applications, there is a significant portion of serious and talented students with both high levels of emotional intelligence and academic potential, and these students are highly valued. I think. ACM continues to recognize these areas of education as vital to the job market and is committed to providing opportunities for students to succeed in both their personal lives and careers."



Activities Conducted BY ACMxPCCOER





Faculty Coordinator :
Prof.Gowind Suryawanshi

GEEKS FOR GEEKS STUDENT CHAPTER PCCOER

GeeksforGeeks Student Chapters are university-based community chapters creating a coding culture for students interested in Computer Science and other core technical competencies also to make the igniting technical minds to execute their knowledge in productive way.

OUR MISSION

- To build a strong network of igniting young minds to create a change for the future.
- To amplify the impact and to bring together the peers to learn new skills, solve real-world problems, and build communities across the campus.
- To bring a revolutionary change in campus community with 3 LRE Formulation - LEARN-RESEARCH-EXPLORE.



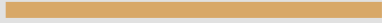
HEY GEEKS !

Geeky Team Of GFGXPCCOER

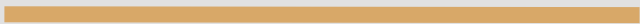


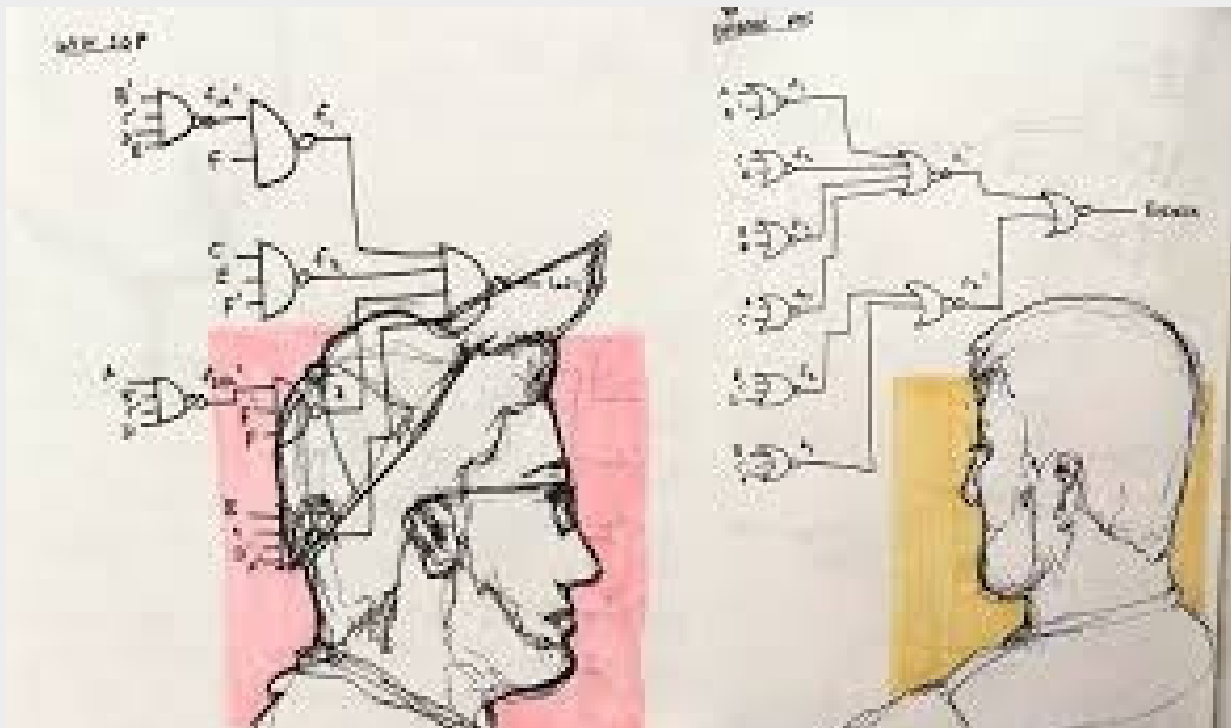
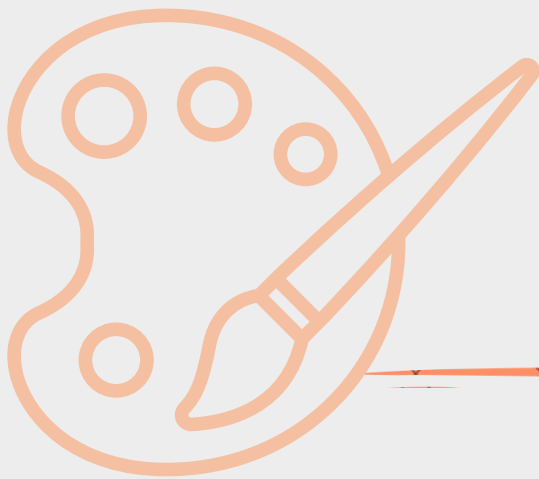
BY JOINING GFGXPCCOER, STUDENTS WILL HAVE OPPORTUNITY TO :

- Get an internship opportunity at Geeks For Geeks.
- Grow their knowledge in peer-to-peer learning environment.
- Learn to build effective and optimized solutions for local businesses and their community as per the latest technology trends.
- Great learning and networking experience.



ARTISTIC WORKS







Computer Department Teacher's



Magazine Team

Our Team

Faculty Co-ordinator

Prof. Nilam Jadhav

Bhavesh Bhalerao

Pranav Nebhnani

Shashank Khengre

Himanshu Chougule

CLOUD-NINE

Departmental Magazine 2024-25