



### Brief Activity/Event Report

1. **Name of the Activity/Event** : Junkyard
2. **Activity/Event Venue & Date** : Online on Microsoft teams. 5<sup>th</sup> October, 2020
3. **Nature of Participants** : Students of Electronics and Telecommunication Department.
4. **Number of Participants** : 65
5. **Student Coordinator** : Ms. Meryl Jacob (IETE) and Ms. Neha V.B. (ETSA)
6. **Staff Coordinator** : Ms. Sneha Revankar
7. **Brief Summary of the Activity/Event (in maximum 500 words):**
  - a. **Objectives** : Overall development of students through co-curricular And extra-curricular activities.
  - b. **Technical Description** : The event 'Junkyard: Best out of Waste' was conducted by the IETE-ETSA Committee on 5th October, 2020. Conducted for the first time virtually, participants brought a mélange of creative ideas to the table. The theme for **round 1** was '**A decorative object**'. Participants had to create their product with the list of materials provided in a set time. Any other truly waste materials was also allowed provided the participant s justified their use. The theme for **round 2** was '**A product that would have some utility in your home**'. Participants could also use e-waste and basic electronic components in this round. The participants engineered products like A salt water lamp, A multi-utility holder, a table lamp, A hand held DC fan, mood lighting, etc. to name a few.

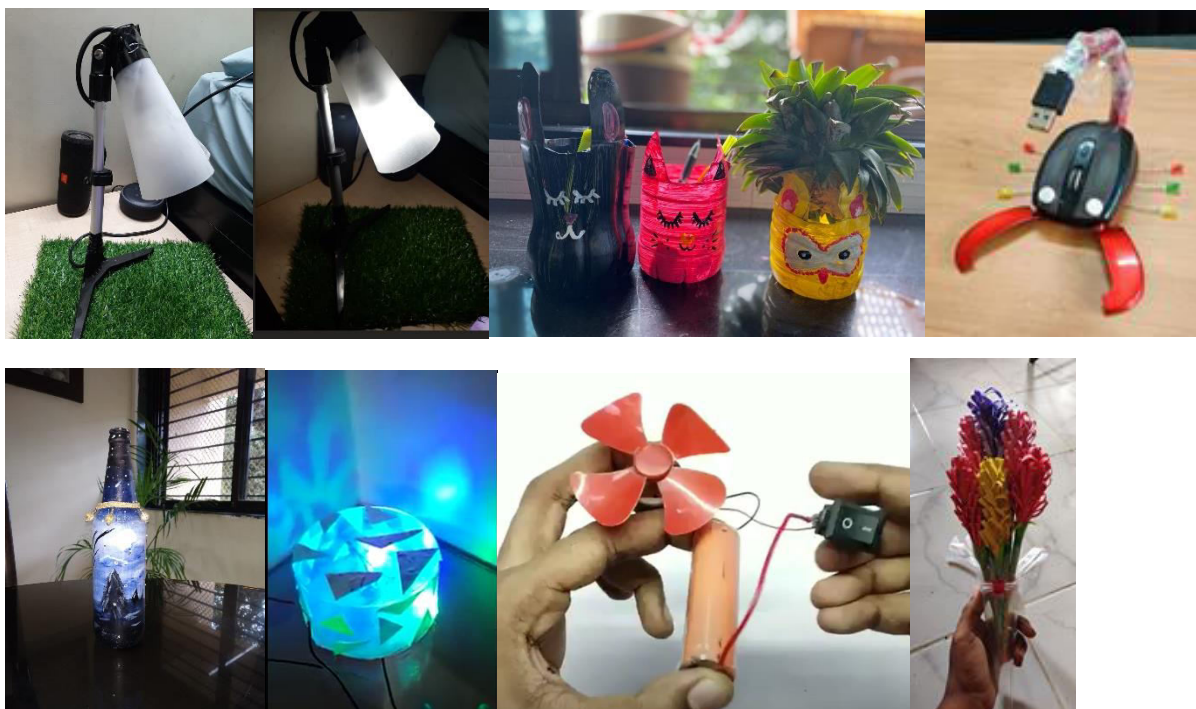
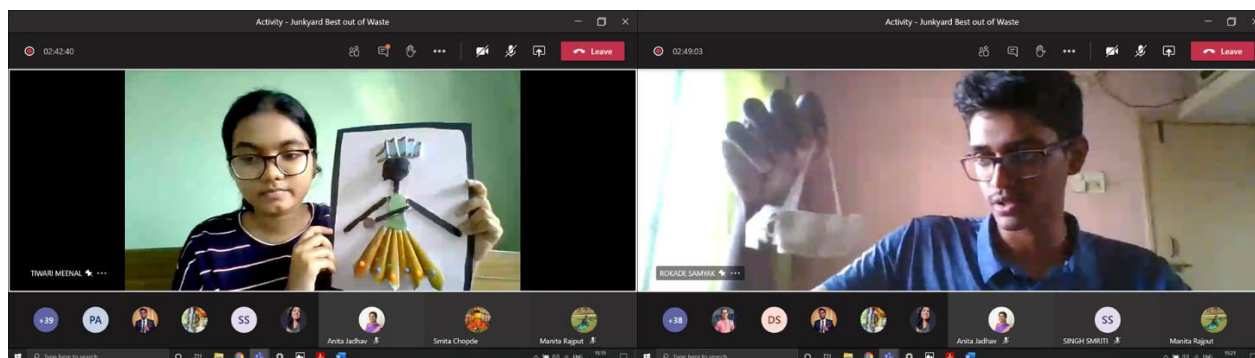




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### 8. Activity / Event Photograph :





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## IETE-ETSA Students' Forum

### Brief Activity/Event Report

- 1 **Activity/Event Venue & Date:** Equivocal, Microsoft Teams and Google Meet, 05<sup>th</sup> October 2020
- 2 **Nature of Participants** Students of Electronics and Telecommunication Department
- 3 **Number of Participants** 52 students
- 4 **Student Coordinator** Ms. Meryl Jacob (IETE) and Ms. Neha V.B.(ETSA).
- 5 **Staff Coordinator** Mrs. Sneha Revankar
- 6 **Brief Summary of the Activity/Event (in maximum 500 words):**
  - a. **Objectives** Overall development of the students through co-curricular and extra-curricular activities
  - b. **Technical Description** A department level event was conducted during the pandemic crisis to reconnect and rejuvenate the young minds of the department. "Equivocal"-Battle of the wits is a technical debate contest to create awareness among students on emerging technologies and current affairs.
  - c. **Activities:**
    1. **Round 1:** The initial stage comprised of a video comprehension wherein the students were shown a series of technical videos which included topics such as artificial intelligence, LIDAR and other emerging technologies. The students had to answer a short quiz based on the videos shown to them.
    2. **Round 2:** The teams were asked to solve crosswords. The crossword was based on the core subjects of electronics such as Basic Electrical Engineering and Circuit Theory and Network
    3. **Round 3:** The shortlisted students had to go through an extempore round after which they were divided into teams of 2(1T.E and 1S.E) for the final debate on the topic "Nuclear Power: an important future power source"



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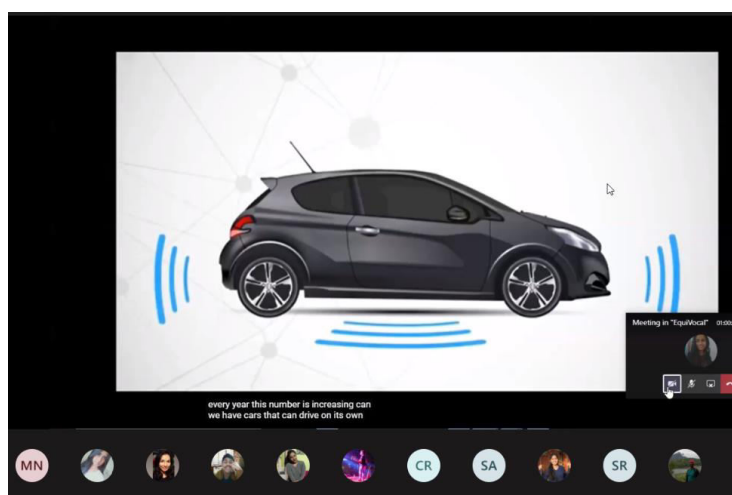
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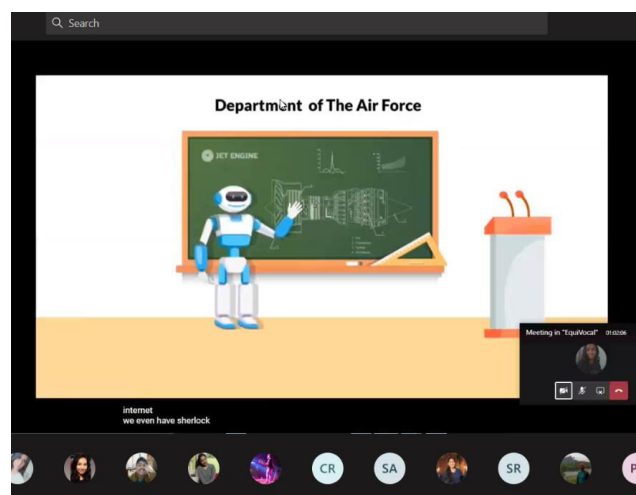
## IETE-ETSA Students' Forum

- d Outcomes**
1. Students were able to demonstrate audio-visual skills, clarity in expressing their views.
  2. Students showcased their awareness in various domains.
- e Summary of Feedback**
1. Students believed it helped them communicate effectively.
  2. The feedback conducted online targeted the following program outcomes(mapped out of 3): PO1(knowledge) scaled to 2.5, PO8(ethics) mapped to 2.5, PO9(individual and team efficiency) was scored 2.7, while PO11(project management) levelled to 2.6.
- f Action to be Taken based on Feedback:**
1. Since students felt preparation time was insufficient a background or raw list of tentative topics can be provided before the event.
  2. Correction time can be reduced by using automated software.

### 7 Activity / Event Photograph



1. LIDAR technology



2. Robotics in Defense





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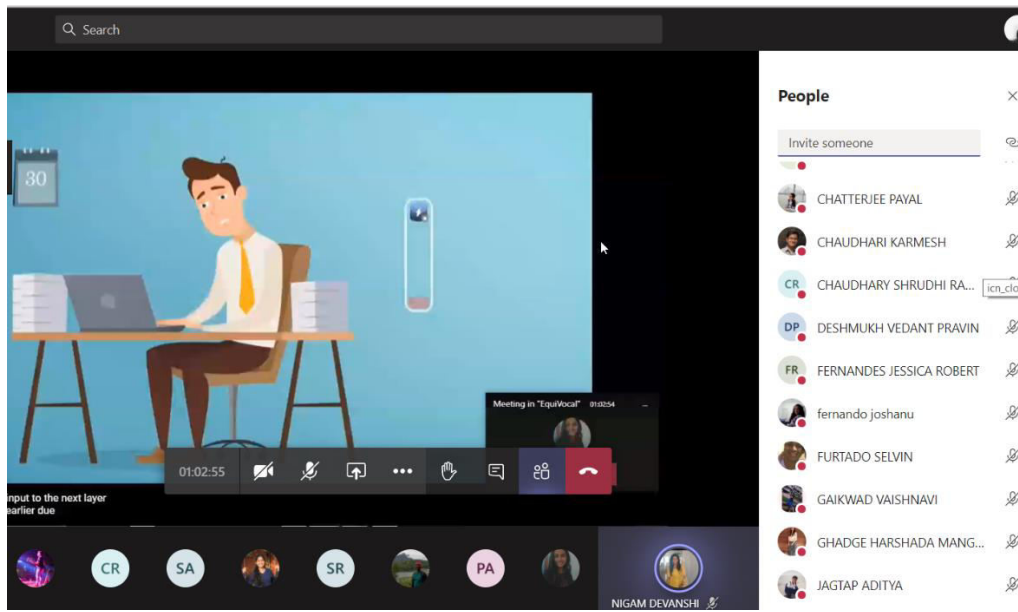
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## IETE-ETSA Students' Forum



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### 3. All work and No play



### 4. Carbon emission count due to cars

Student Coordinator

Staff Coordinator

HOD



### Brief Activity/Event Report

1. **Name of the Activity/Event** : Brainbrawl
2. **Activity/Event Venue & Date** : Online on Microsoft teams. 14<sup>th</sup> October, 2020
3. **Nature of Participants** : Students of Electronics and Telecommunication Department.
4. **Number of Participants** : 65
5. **Student Coordinator** : Ms. Meryl Jacob (IETE) and Ms. Neha V.B. (ETSA)
6. **Staff Coordinator** : Ms. Sneha Revankar
7. **Brief Summary of the Activity/Event (in maximum 500 words):**
  - a. **Objectives** : Overall development of students through co-curricular And extra-curricular activities.
  - b. **Technical Description** : Last year's event Brainbrawl was back, but now online. The event was conducted on the 14<sup>th</sup> of October, 2020. The event tested the participants on various topics like basics of Circuit Theory, C++, Assembly language, analog and digital Circuit Design, Signals and Systems, Python, etc.  
**Round 1: Timed MCQ quiz**  
Students were paired into teams of 4 and we're asked to attempt a quiz on the above topics.  
**Round 2: Simulations**  
The participants who qualified for this round were each given 3 problem statements on Analog and Digital Design along with problem statements in C++ and Octave and were asked to solve and upload their simulation outputs. The various open source softwares used in this round were: Logisim, LTspice, Octave, etc.



### Round 3: Finalé: Mentimeter

Based on the previous round, the top 4 teams then had to compete for the winning title by giving a short timed quiz on the online platform: Mentimeter. The fastest team with the most amount of right answers was declared the winner.

**c. Outcomes**

- : 1) Students were able to apply knowledge of Mathematics, Engineering solutions & fundamentals and design.
- 2) Students were able to function effectively in a team and demonstrate leadership skills.

**d. Summary of Feedback**

- : PO9 (Individual and Team Work) with level 2.7, PO10 (Communication) with level 2.7, PO1 (Engineering Knowledge) with level 2.6, PO3 (Design / Development of Solutions) with level 2.7

**e. Action to be Taken based on Feedback:** Based on the positive feedback we can

consider keeping similar events in the future.

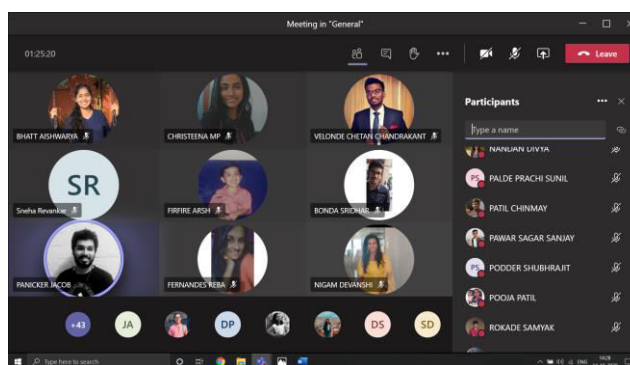




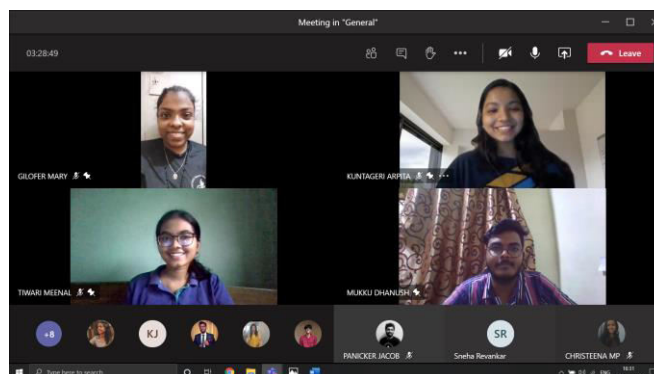
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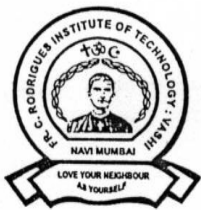
### 8. Activity / Event Photograph :



### Winners



### Runners-Up



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## IETE-ETSA Students' Forum

### Brief Activity/Event Report

- 1 **Activity/Event Venue & Date:** Codigo, Microsoft Teams and HackerRank, 14<sup>th</sup> October 2020
- 2 **Nature of Participants:** Students of Electronics and Telecommunication Department
- 3 **Number of Participants:** 52 students
- 4 **Student Coordinator:** Ms. Meryl Jacob (IETE) and Ms. Neha V.B.(ETSA).
- 5 **Staff Coordinator:** Mrs. Sneha Revankar
- 6 **Brief Summary of the Activity/Event (in maximum 500 words):**
  - a. **Objectives:** Overall development of the students through co-curricular and extra-curricular activities
  - b. **Technical Description:** A department level event was conducted during the pandemic crisis to reconnect and rejuvenate the young minds of the department. "Codigo-Online coding contest" was hosted and organized on HackerRank with custom made question by the council. The event comprised of word problem statements of progressively increasing difficulty.
  - c. **Activities:**
    1. **Round 1:** The initial round was a quiz based round on logical reasoning, C, python language.
    2. **Round 2:** Without any elimination all students were taken into round 2 to give an exposure to students about the various free coding platforms available to them. Pattern based coding problems were provided in both sets of question papers provided to students.
    3. **Round 3:** Based on their performance on Round 2, shortlisted teams were given a real life, application based coding problem to solve in a time span of 1hr. Active participation and positive response was observed during this event from students of both S.E and T.E. The problems included grocery shop-demand and supply problems and to check if two user given strings are anagrams



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## IETE-ETSA Students' Forum

- d Outcomes:**
1. Students were able to demonstrate logical reasoning and proficiency in coding languages.
  2. Students showcased their skills and had a hands on experience of coding on different platforms.
- e Summary of Feedback:**
1. It helped them understand the importance and scope of coding languages to provide engineered and logical solutions to a given problem.
  2. The event targeted the program objectives(mapped to 3) as follows: PO2(problem analysis) scaled to 2.53, PO5(modern tools) levelled to 2.46, while PO10(communication) mapped to 2.5, PO9(individual and team efficiency) scored 2.47, PO11(project management) levelled to 2.5.
- f Action to be Taken based on Feedback:**
1. Based on the positive feedback we can consider keeping similar events in the future.
- 7 Activity / Event Photograph**

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### Scoring

- Each challenge has a pre-determined score.
- A participant's score depends on the number of test cases a participant's code submission successfully passes.
- If a participant submits more than one solution per challenge, then the participant's score will reflect the highest score achieved. In a game challenge, the participant's score will reflect the last code submission.
- Participants are ranked by score. If two or more participants achieve the same score, then the tie is broken by the total time taken to submit the last solution resulting in a higher score

Sign up for Round 2 Question2 now.

1. HackerRank contest hosted by council

Student Coordinator

Staff Coordinator

HOD



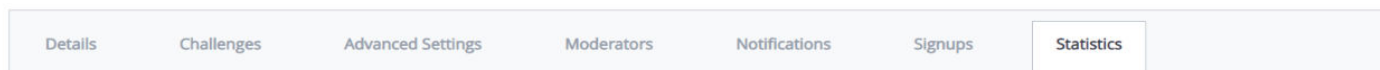
## IETE-ETSA Students' Forum



Manage Contests > Round 2 Question2

### Round 2 Question2

[www.hackerrank.com/round-2-question2](http://www.hackerrank.com/round-2-question2)



Signup Count: 5  
Total Cumulative Signups: 5 (includes signups after the end of the contest)  
Login Count: 4  
Login Conversion Rate: 80.00 %  
Number of Users Who Submitted Code: 3

[View all contest submissions](#)

## 2. Statistical Analysis of individual questions

### Round 2 Question 2 1

Problem Submissions Leaderboard

You have a mobile screen, to unlock the screen u need to print the pattern. Take the n value from the user.

**Example**

**Input**

6

**Output**

```
2 2 2 2 2 2
2 2 2 2 2
2 2 2 2 2
2 2 2 2
2 2 2
2 2
2
2 2 2 2 2 2
2 2 2 2 2
2 2 2 2
2 2 2
2 2
2
2 2 2 2 2 2
2 2 2 2 2
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2 2 2
2 2
2
```

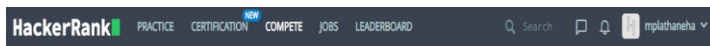
**Input Format**

Integer value n.

**Constraints**

No constraints

**Output Format**



All Contests > Round 2 Question2 > Round 2 Question 2 1

### Round 2 Question 2 1

Problem Submissions Leaderboard

All Friends Filter by Select filter Type username to compare Compare

| Rank | User             | Score | Time  | Country |
|------|------------------|-------|-------|---------|
| 1    | pratiklomte43    | 0.00  | 00:00 |         |
| 1    | avelinopereira49 | 0.00  | 00:00 |         |
| 1    | kushagra1920goel | 0.00  | 00:00 |         |

## 3. Round 2 pattern "B"

## 4. Leader Board



### Brief Activity/Event Report

1. **Name of the Activity/Event** : Virtual Treasure Hunt
2. **Activity/Event Venue & Date** : Online on Microsoft teams, Google forms, Google Maps. On 22<sup>nd</sup> October, 2020
3. **Nature of Participants** : Students of Electronics and Telecommunication Department.
4. **Number of Participants** : 117
5. **Student Coordinator** : Ms. Meryl Jacob (IETE) and Ms. Neha V.B. (ETSA)
6. **Staff Coordinator** : Ms. Sneha Revankar
7. **Brief Summary of the Activity/Event (in maximum 500 words):**
  - a. **Objectives** : Overall development of students through co-curricular And extra-curricular activities.
  - b. **Technical Description** : The event was based on aptitude questions and puzzles. The event was fun loving and comprised of GK, Logic, pop culture, Control Systems. This event was a means for the students to unwind from the usual college schedule. Students were encouraged to work in a team to solve the riddles and problem statements.
  - c. **Outcomes** : 1) Students were able to demonstrate their logical Ability.  
2) Students were able to function effectively in a team and demonstrate leadership skills.
  - d. **Summary of Feedback** : PO9 (Individual and Team Work) with level 2.5, PO10 (Communication) with level 2.5, PO1 (Engineering Knowledge) with level 2.5





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- e. **Action to be Taken based on Feedback:** Based on the positive feedback we can consider keeping similar fun events combined with technical aspect in the future.

### 8. Activity / Event Photograph :

