Dr. SIVANTHI ADITANAR COLLEGE OF ENGINEERING

TIRUCHENDUR

DEPARTMENT OF COMPUTER SCIENCE *& ENGINEERING*

UG & PG

DEAR READER,

IT'S A GREAT PLEASURE TO PRESENT BEFORE YOU THE NEWSLETTER OF COMPUTER SOCIETY OF INDIA STUDENTS' CHAPTER WHICH HELPS THE ENTIRE CSI FRATERNITY TO KNOW THE CSETIVITIES OF THE STUDENTS' CHAPTER FROM TIME TO TIME.

Volume 1 No.2-2021

Computer Society of India Students' Chapter

PATRON & SBC :   Dr.G.Wiselin Jiji, Principal

CSI Coordinators :   Dr.R.Jensi, AP/CSE

                                     Mrs.P.Chanthiya , AP/CSE

Secretary   :   Mr. T.Muthu Manikandan, IV CSE

Joint Secretary   :   Mr.R.Kaninsan Joshua,III CSE

Treasurer   :   Mr.D.Viknesh, IV CSE

S.NO	DATE	EVENT	CHIEF GUEST
1.	03.05.2021	Web Designing	Dr.R.Jensi, AP/CSE
2.	24.05.2021	Digital Photography Contest(online)	Mrs.P.Chanthiya , AP/CSE
3.	26.05.2021	Motivational talk on Leadership	Ms.A.Malarvizhi Corera, Project Manager,Prodapt Solutions,Chennai.

Events

1. **Web Designing** was conducted for UG Students of CSE on 03.05.2021. The session was judged by Dr.R.Jensi, AP/CSE

2. **Digital Photography Contest(online)** was organised for UG Students of CSE on 24.05.2021. Mrs.P.Chanthiya , AP/CSE judged the contest.

3. **Online Technical Quiz** was conducted for the Students of CSE on 26.05.2021. The session was handled by Ms.A.Malarvizhi Corera, Project Manager,Prodapt Solutions,Chennai.

Innovation at the edge

Submitted By Harish Raja, II CSE

5G

The deployment of 5G networks **is expected to accelerate in the coming years, bringing faster speeds and lower latency to mobile devices. 5G is the fifth generation of mobile network technology that is designed to** provide faster speeds and more reliable connections **than previous generations. It is a wireless technology that operates in the millimeter wave frequency band, which allows it to transmit data at high speeds over short distances.**

Related Article – Difference between 4G and 5G
Some of the key features of 5G include:

1. **High speed:** 5G networks are now much faster than previous generations, with peak speeds of up to 20 Gbps (gigabits per second). This means that 5G networks can transmit data much faster than 4G networks, making it possible to download and stream high-definition video, play online games, and use other data-intensive applications without experiencing delays or interruptions.
2. **Lower latency:** Latency is the time it takes for a signal to travel between a device and a network. 5G networks have significantly lower latency than previous generations, with an average latency of around 1 millisecond. This means that 5G networks can respond to requests much faster, making them ideal for applications that require real-time interactions, such as remote surgery or self-driving cars.
3. **More capacity:** 5G networks can support many more devices than previous generations, thanks to their use of advanced technologies such as beamforming and massive MIMO (multiple input, multiple outputs). This makes 5G ideal for use in crowded areas, such as sports stadiums or city centers, where many devices are competing for network resources.
4. **Increased reliability:** 5G networks are designed to be more reliable than previous generations, with lower rates of dropped calls and lost connections. This makes them ideal for use in mission-critical applications, such as emergency services or industrial automation.

We can say that 5G is expected to revolutionize the way we use mobile devices and connect to the internet, enabling new applications and services that were not possible before.

Virtual and augmented reality (VR/AR)

Submitted By P.Bavithra III CSE

Augmented reality (AR), and **Virtual reality (VR)** are advanced computer technologies that have multiple uses such as gaming, education, and healthcare. VR creates a computer-generated world that a person can experience as if they were there, while AR adds computer-generated images to a person's view of the real world. Both have a wide range of applications and are expected to continue to grow in industries and applications in the future. VR has already been used for gaming, education, training, and entertainment, and will likely continue to expand.

AR has also been used for enhancing the real world with additional information, and will likely continue to be developed and used in new ways. VR and AR also have potential in remote work and communication, as they can create immersive virtual environments for people to work and interact with each other remotely. In 2019, 14 million AR and VR gadgets were sold.

Related Articles –
- *Virtual Reality vs Augmented Reality: What's the difference?*
- *The Top 7 Modern-Day Applications of Augmented Reality (AR)*

Both VR and AR will likely continue to be used in a variety of industries and applications in the year 2023. VR has already been used for a wide range of purposes, including **gaming, education, training, and entertainment, and these applications will likely continue to expand.**

THANK YOU