



Vision of the Department

To achieve value oriented and quality education with excellent standards on par with evolving technologies and produce technocrats of global standards with capabilities of facing futuristic challenges.

Mission of the Department

- M1: To enrich advanced knowledge among students for reinforcing the domain knowledge and develop capabilities and skills to solve complex engineering problems.
- M2: To impart value based professional education for a challenging career in Computer Science and Engineering.
- M3: To transform the graduates for contributing to the socio-economic development and welfare of the society through value based education.

Program Educational Objectives

- PEO1: To acquire logical and analytical skills in core areas of Computer Science & Information Technology.
- PEO2: To adapt new technologies for the changing needs of IT industry through self-study, graduate work and professional development.
- PEO3: To demonstrate professional and ethical attitude, soft skills, team spirit, leadership skills and execute assignments to the perfection.

Program Specific Outcomes

- PSO1: **Software Development:** Ability to grasp the software development life cycle of software systems and possess competent skill and knowledge of software design process.
- PSO2: **Industrial Skills Ability:** Ability to interpret fundamental concepts and methodology of computer systems so that students can understand the functionality of hardware and software aspects of computer systems.
- PSO3: **Ethical and Social Responsibility:** Communicate effectively in both verbal and written form, will have knowledge of professional and ethical responsibilities and will show the understanding of impact of engineering solutions on the society and also will be aware of contemporary issues.

Program Outcomes (Adapted from NBA)

Engineering Graduates will be able to:

Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

Problem Analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

Design/Development of Solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

Conduct Investigations of Complex Problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

Modern Tool Usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

The Engineer and Society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

Environment and Sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

Project Management and Finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

Life-long Learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

EDITORIAL BOARD

Dr. G. Apparao Naidu, Principal
Dr. A. Sudhir Babu, HOD, CSE.
Mrs. V. Suzan Shalini, Assistant Professor, BS&H.
Mrs. B. Geetha, Assistant Professor, CSE.
Ms. P. Prasanna Lahari, CSE (Student)
Ms. S. Shravani, CSE (Student)



COMPUTER SCIENCE AND ENGINEERING

Department of Computer Science and Engineering was started since the inception of Vignan's Institute of Management and Technology for Women during 2008 with an initial intake of 60. The strength was enhanced to 120 later. The Department had added Post graduate programme in Software Engineering during 2013 with an intake of 18.

The Department is headed by well qualified faculty strength of 38 under the dynamic leadership of Mr. A.Sudhir Babu, with experience of about 29 years of teaching and research.

The Department has state-of-art laboratories equipped with more than more than adequate advanced computing systems with continuously updated application software with 24x7, 30 MBPS internet facility.

In Computer Science & Engineering the student will go through the algorithms, programming languages, operating systems, database management systems, computer network, computer graphics and artificial intelligence.

Computer Science Engineering is a course that deals with design, implementation, and management of information systems of both software & hardware processes. A computer scientist specializes in theory of computation and design of computational systems. Computer Science engineering aids with various disciplines such as electrical and electronics engineering, information technology, software engineering, and more.

candidates can find various entry-level jobs in the IT industry or related fields, given they fulfill the required skill set such as knowledge of subjects like programming, database management, data structures and more. Candidates have various career options after completing computer science engineering courses.

Computer science is a vast field with a variety of disciplines where each of them is independent and yet connected to each other. Digitalisation has increased the market value of online businesses which has led every company to increase their online presence in the form of a website, application, or social media.

ORIENTATION PROGRAM

The first day of college has always held a special place in the hearts of students. That's when she starts to see college as a new home, a place where new friendships are formed and where they are genuinely on their own for the first time. And what better way to start their college careers than with a big event like the inauguration ceremony on orientation day? It took place on November 27, 2021. All of the first-year students and their parents attended the inauguration ceremony. Our beloved chairman sir spoke at this meeting about a few events that occurred during the epidemic, motivating the students for their futures and dispelling all parental concerns about engineering. Vignan's vision and mission were also discussed. Following that, members of the Council offered directions on the various topics. Our principal sir addressed the message afterwards.



PLANTATION PROGRAMME

Plantation is the process of growing trees and plants. The goal of tree planting is to safeguard the environment and make our lives more beautiful. Nature's gifts of trees are priceless. Humans consider them to be their best pals.

This event took place on September 20, 2021, on college grounds. Ghatkesar Corporator was the honoured guest Mr. Gopal Reddy, Planting trees is one of the most effective ways to reduce air pollution and noise pollution. It also improves the area's beauty while also sustaining and supporting the biosphere. All college students are taught about the advantages of planting trees and the negative consequences of deforestation. Our college has made the decision to plant more trees and encourage more individuals to participate.



FRESHER'S DAY

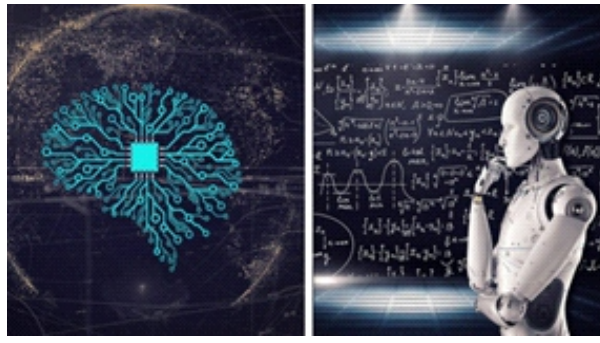
Fresher's Day Fresher's Party is designed to greet new students in a welcoming environment and to encourage their creative instincts in order to build their confidence. It's the day when seniors and juniors finally come together to commemorate their college experience. Students from the First Year (batch:2020-21) were greeted with a red rose at this party hosted by VMTW students. The program began with the lighting of the lamp and an inauguration speech by Honorable Principal, followed by the Chairman's address to the freshmen. On this occasion, a few students discuss their college experiences.



BATHUKAMMA CELEBRATIONS

Students are gathered in small groups to participate in the flower festival on the note of "VMTW BATHUKAMMA." On October 9, the colorful floral festival of Telangana, which signifies culture and identity, was celebrated with grandeur and excitement at VMTW, among the beautiful green surroundings of the campus. Beautiful, exotic flowers were strewn throughout the grounds by female workers and female students. The celebration reflected the magnificence of nature, the VMTWians' united spirit, and the bold zeal of the female staff and students. Our Principal Sir and HODs were instrumental in encouraging the female staff and students to take part in this joyous occasion. VMTW departments performed durga puja and then took part in the Bathukamma decoration competition, which was followed by a dance performance by magnificently dressed women and girls to the resonating Bathukamma melodies. The dances added to the joyous atmosphere, expressing VMTW's energy and unwavering spirit. Bathukamma and Dhandiya were made first, and then the celebrations began.





FACULTY ARTICLE ON MACHINE LEARNING

By R. Krishna Nayak,
Assistant Professor.

Foundation of Machine Learning
Machine learning can be broadly defined as computational methods using experience to improve performance or to make accurate predictions. Here, experience refers to the past information available to the learner, which typically takes the form of electronic data collected and made available for analysis. This data could be in the form of digitized human-labeled training sets, or other types of

information obtained via interaction with the environment. In all cases, its quality and size are crucial to the success of the predictions made by the learner.

Machine learning is used to predict, categorize, classify, finding polarity from the given datasets and concerned with minimizing the error. It uses training data for artificial intelligence. Since there are many algorithms like SVM, Bayes algorithm, logistic regression, etc. which use training data to match with input data and then they provide conclusion with maximum accuracy.



FACULTY ARTICLE ON VIRTUAL REALITY

By B. Geetha,
Assistant Professor.

Currently, standard virtual reality systems use either virtual reality headsets or multi-projected environments to generate realistic images, sounds and other sensations that simulate a user's physical presence in a virtual environment. A person using virtual reality equipment is able to look around the artificial world, move around in it, and interact with virtual features or items.

The effect is commonly created by VR headsets consisting of a head-mounted display with a small screen in front of the eyes, but can also be created through specially designed rooms with multiple large screens. Virtual reality typically incorporates auditory and video feedback, but may also allow other types of sensory and force feedback through haptic technology.

Virtual reality (VR) is a simulated experience that can be similar to or completely different from the real world. Applications of virtual reality include entertainment (particularly video games), education (such as medical or military training) and business (such as virtual meetings). Other distinct types of VR-style technology include augmented reality and mixed reality, sometimes referred to as extended reality or XR.

FACULTY PUBLICATIONS (2020-21)

S.NO.	AUTHOR	JOURNAL NAME	TITLE OF THE PAPER	ISSN NUMBER
1.	MR. P.VINAY BHUSHAN	ADVANCES IN MATHEMATICS: SCIENTIFIC JOURNAL 9 (2020)	PRIVACY-PRESERVING KNN CLASSIFICATION PROTOCOL OVER ENCRYPTED RELATIONAL DATA IN THE CLOUD	ISSN: 1857-8365
2.	MR. E. LINGA MURTHY	INTERNATIONAL JOURNAL OF MULTIDISCIPLINARY EDUCATIONAL RESEARCH	ANALYSIS OF EDUCATIONAL INSTITUTIONS QUALITY GROWTH RATE IN ACADEMICS	ISSN: 2277-7881
3.	DR. RANGA SWAMY SIRISATI	INDIAN JOURNAL OF COMPUTER SCIENCE AND ENGINEERING	AN EFFICIENT SKIN CANCER PROGNOSIS STRATEGY USING DEEP LEARNING TECHNIQUE	ISSN: 2231-3850 VOL. 12 NO. 1 2021
4.	MR V. NITESH	INTERNATIONAL JOURNAL OF MULTIDISCIPLINARY EDUCATIONAL RESEARCH	ANALYSIS OF EDUCATIONAL INSTITUTIONS QUALITY GROWTH RATE IN ACADEMICS	ISSN: 2277-7881

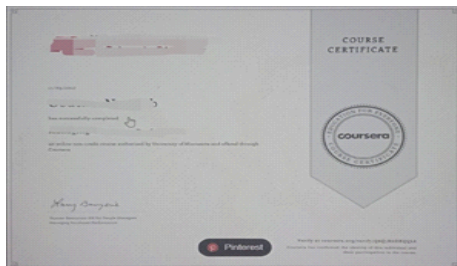
EVENTS ORGANIZED

S.NO.	DATE	NAME OF THE EVENT	RESOURCE PERSON(S)
1.	14-09-2021	ONE DAY OBE ON CURRICULUM DESIGN	DR. B. NARSIMHA, DEPARTMENT OF CSE, HITS, BOGARAM, 9395373275
2.	20-09-2021	GUEST LECTURE ON CLOUD COMPUTING	DR. B. NARSIMHA, DEPARTMENT OF CSE, HITS, BOGARAM, 9395373275
3.	25-10-2021	A ONE DAY TRAINING PROGRAM WORKING WITH LATEX	K. RUBEN RAJU, ASSOCIATE PROFESSOR, C.M.R. INSTITUTE OF TECHNOLOGY, KANDLAKOYA VILLAGE, MEDCHAL RD, HYDERABAD.
4.	02-11-2021	A SEMINAR ON AMAZON WEB SERVICES	DR. K. PURNA CHAND, ASSOCIATE PROFESSOR, BVRIT, HYDERBAD

COURSERA COURSES

Students took a variety of courses on the Coursera platform, including Introduction to Web Development, AI for Everyone, C for Everyone, and Machine Learning, and improved their abilities while earning certifications. Daphne Koller and Andrew Ng created Coursera in 2012 with the goal of giving life-changing learning experiences to people all around the world. Coursera is now a worldwide online learning platform that provides anybody, anywhere with access to online courses and degrees from top institutions and businesses. In November 2021, Coursera obtained B Corp designation, indicating that we have a legal obligation not only to our shareholders, but also to make a good influence on society as a whole, as we work to remove obstacles to world-class education for all.

Coursera collaborates with over 200 premier universities and businesses to provide individuals and organizations around the world with flexible, inexpensive, and job-relevant online learning. From hands-on projects and courses to job-ready credentials and degree programs, we offer a wide range of learning possibilities.



STUDENT ACHIEVEMENTS

TOP RANKERS

S.NO.	NAME OF THE STUDENT	ROLL NUMBER	BRANCH	ACADEMIC YEAR	% OF MARKS	RANK (INSTITUTE)
1.	MADURI VAISHNAVI	17UP1A0526	CSE	2020-21	77.96	FIRST
2.	JILLA SHIVANI	17UP1A0515	CSE	2020-21	77.34	SECOND
3.	BANDI SARALA	17UP1A0557	CSE	2020-21	74.73	THIRD

ADD ON /CERTIFICATE PROGRAMS 2020-21

S.NO.	NAME OF ADD ON/ CERTIFICATE PROGRAMS OFFERED	COURSE DURATION	NO. OF TIMES OFFERED DURING THE SAME YEAR	NO. OF STUDENTS ENROLLED IN THE YEAR	NO. OF STUDENTS COMPLETING THE COURSE IN THE YEAR
1.	NPTEL	6 WEEKS	2	70	60
2.	COURSERA	8 WEEKS	2	50	23
3.	EDUREKA	4 WEEKS	1	20	20
4.	MACHINE LEARNING CONCEPTS THROUGH PYTHON PROGRAMMING	30 HOURS	1	10	10

ENGINEERING VIRTUAL PROGRAM

Niharika Reddy, of the CSE department, has been awarded certificate for her participation in Engineering Virtual Program.



VIGNAN'S INSTITUTE OF MANAGEMENT AND TECHNOLOGY FOR WOMEN
 kondapur (V), Ghatkesar (M), Medchal (D), Telangana - 501 301 | www.vmtw.in | ICAI CODE: VMTW

PLACEMENTS FOR THE ACADEMIC YEAR 2019-20

213/189

VIGNAN'S INSTITUTE OF MANAGEMENT AND TECHNOLOGY FOR WOMEN

PLACEMENTS STATISTICS (2019-20)

TOTAL NO. OF PLACEMENTS / STUDENTS: **211/189**

Still Counting...

40+ COMPANIES VISITED

• Many of the students got multiple job offers in MNC's.
 • Average Package is **3.4 LPA**.

FEW OF OUR ESTEEMED RECRUITERS:

Hearty Congratulations...

Placed in **HALLIBURTON**

Package 8.7 Lakhs Per Anum