B.M.S. COLLEGE OF ENGINEERING

Autonomous Institute, Affiliated to VTU

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

SYNERGY

NEWSLETTER : July - Dec 2019

The Protocol Club of the Computer Science Department of BMSCE has conducted several events and workshops during July-December 2019. The success of these events and workshops and the positive feedback received from the students and faculty has increased the reputation of the club and also raised the bar for its future endeavors. Here is a brief overview of the events and workshops and also some other interesting articles.

EVENTS & WORKSHOPS

INSYNC 2019 :

Venue : Multi-Purpose Hall
Conducted By : Protocol Core Team
Number of Participants : 180

Insync 2019, formally introduced the Protocol club to the first year students of CSE. The former President of the club, Meghana , gave a report of the activities of the club in the previous year and also told about the plans of the club for the ensuing year. She also told about the opportunities Protocol would provide to all the CSE students. The event was attended by the HOD, Dr.Umadevi , and the Faculty Coordinator of Protocol, Mrs. Asha G R. This formal session was followed by various fun activities that the Core had planned for the first year. The event was loved by all who attended it and made them eager to become Protocol members.

Data Science Workshop :

The much awaited Data Science Workshop aimed at introducing the emerging and exciting field of Data Science to the participants, who were 1st ,2nd and 3rd students from various branches and different colleges.

Conducted by Dhruv Mehta, this hands-on workshop used Python to provide the participants the feel of working with real world data. Various Python packages, such as Pandas, Matplotlib and Jupyter were used to achieve this effect. The first half of the workshop answered some fundamental questions about Data Science and its relevance in today's rapidly evolving world, including its practical applications. Furthermore, the participants were introduced to basic Machine Learning which would further deepen the importance of Data Science. The second half of the workshop was a hands-on session. It involved the participants by using data of coffee trends to explore the various information that can be deduced from it. They were also taught about the Machine Learning concepts of Gradient Descent and Classification. The workshop was very well received and highly appreciated by all the participants. All the 120 participants were awarded certificates at the end of the workshop.

UI / UX Workshop :

User Interface is the point of human-computer interaction and communication in a device. In this workshop we focused on designing these interfaces in software or computerized devices so users find it easy to access. Participants learnt concepts that helped improve the overall experience of the users when they interact with the application or website.

There were 63 participants from a variety of colleges ranging from first to third year. In the first half of the workshop the participants were briefed about the designing tool – Figma, they were taught different examples and uses of UI/UX, how much of an impact it has, how it's been used in the apps we use daily. In the second half the participants were asked to form groups of 5, they were provided with charts, sticky notes and newspapers, from which they had to pick a client. They were asked to develop an app tailored to their client's preferences. They were asked to interact with everyone in the room and come up with around 50 ideas, pick their favourites and then a representative of each team had to pitch their ideas and showcase the killer features of their start up. The participants were awarded with certificates by the HOD at the end of the event.

Turing's Race

Turing's Race is a code relay in which teams of two or three students were formed. They were given a competitive coding question. The first participating member of the team received the challenging coding question and started coding it while their other team members had to understand the logic behind the code given to their previous team mate within a given time frame (30-45seconds). The code was passed on to other team mate and so on. The winner was decided based on the time taken to solve the code and also on the basis of code efficiency. The winner of Turing Race was awarded with a cash price worth Rs. 1500 and runner up with a cash prize of Rs. 1000. A total of fifteen teams appeared for this event.

Reverse coding

Reverse coding is an event which tests your logical, mathematical and basic programming skills. Students were given executable files and they had to reverse code such that their code would produce the particular output for the given input. The choice of languages given to the participants were C, C++ and Java. The winner of Reverse coding was awarded a cash price of Rs.1500 and the runner up was awarded a cash prize of Rs.1000.

There were 42 participants from all branches and various colleges. The winner of the event was Nikit Periwal of CSE 2 nd year from Dr. Ambedkar Institute of Technology, and runner up was Kaushal Krishna of CSE 2 nd year from BMSCE.

ARTICLES

Interview Experience at Sabre

Role: Software Developer
Hiring Type: Internship + Full Time

Sabre is a 3.3-billion-dollar software company which was founded in the year 1960 and operates in the travel industry domain. They have over 9000+ employees across the globe. Sabre was in BMSCE to hire software developers. The selection process consisted of 4 rounds.

Round 1 – Online Test

“The test consisted of 2 coding questions and 40 objective questions. The objective questions were of medium difficulty and required basic knowledge of CS subjects. I was able to complete the coding questions in 1 hour and attempted 20 objective questions. The first coding question was easy while the second was difficult. This round had negative marking and 210 students appeared for the test. 27 students were shortlisted for round 2."

Round 2 – Technical Interview

"The interviewer was interested to know the approach used to solve the coding questions in round 1 and asked us to write the code for algorithm-based questions on paper. This was followed by theoretical questions on core Computer Science."

Nutanix Interview Experience

Role: Internee

Round1:

Time duration :1hr
It was conducted on Hackerrank. There were 2 questions in total.
Question 1:
https://www.geeksforgeeks.org/mergingintervals/
Question 2:
https://www.geeksforgeeks.org/snakeladder-problem-2/
14 members were selected to the next round.

Round 2: Debugging round

We were given a C++ code which merged different lines from files into a single file. We were supposed to debug it and explain the errors.
I pointed out 6 errors The code didn't use the mutex lock to stop other files from writing into the aggregate file when one file is writing i.e., there was

no synchronization. Some basic logical errors like wrong number of parameters in function call etc. 9 members were selected in this round.

Round 3: F2F Technical interview round

Question 1:
https://www.geeksforgeeks.org/convertternary-expression-binary-tree/
The interviewer explained me the whole question. After providing him with my code, he asked me how my code works fine for some exception cases.

Question 2: Our Chef is opening a new restaurant in the city. Today being the inauguration night of his new restaurant. He was happy with my solution. 6 members were selected to the next round.

Round 4: F2F Technical interview

An unsorted array of numbers and a search element are given. We need to implement an algorithm which gives number of swaps required for the search to give correct location. I was given 30 minutes time to solve.

Protocol Newsletter 2019
This newsletter was created by Protocol team under the guidance of
Prof. Asha G R
and encouraged by the
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