

### About the College

S.R. & B.G.N.R. Government Arts and Science College was established in 1956 to cater the Educational needs of the Rural and Backward areas in and around Khanam town. Since Khanam is semi-urban area and is located amidst a commercially and industrially potential area, the college felt the need for introducing novel and Job Oriented Restructured courses to attend the demand of the day and the society.



### About the Department

S.R. & B.G.N.R. Government Arts and Science College, Khanam has introduced the Computer Course in the year 1997 with B.Sc Mathematics, Physics and Computer Science combination. In the immediately successive year, i.e.(1998-1999) computer course with B.A and B.Com classes also was introduced. Since then there has been a steady and evident development of the department. Currently the Courses are B.Sc (Phy. Sci.) as MPCS, MOCS, MSCS, MBOS, B.Com (CA), B.A(CA) and B.Sc (Life Sci. with CA) & with new course B.Sc Data Science.

### About the Workshop

"Recent trends in Computer Technology" Workshop will be held at SR & B.G.N.R. GOVT. ARTS & SCIENCE COLLEGE(Autonomous), Khanam, Telangana India, on 23<sup>rd</sup> February, 2022. The aim of the workshop Recent trends in Computer Technology is the delivery of different services through the Internet. These resources include tools and applications like The latest computer science trends include artificial intelligence, edge computing, and quantum computing. The workshop is to meet new challenges, collect new ideas and exhibit it as a practice during the session.



## ONE DAY WORKSHOP

On

"Recent Trends in Computer Technology"

On

2<sup>nd</sup> March, 2019

Organized By

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

SR & B.G.N.R. GOVT. ARTS & SCIENCE COLLEGE

AUTONOMOUS

KHANAM

Under

STUDENT DEVELOPMENT PROGRAM

(To cultivate Student Learning and development by supporting Students in their Academic, Personal and Social Growth)

### Resource Person

Dr. K. Nagaraj Rao, P.h.d.,

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

SR & B.G.N.R. GOVT. ARTS & SCIENCE COLLEGE, KHANAM

### VENUE

Room No: 233, COMPUTER LABS



PRINCIPAL  
S.R. & B.G.N.R. Govt. Arts &  
Science College (NAAC-B++)  
Autonomous-Khanam



SR & BGNR GOVT. ARTS & SCIENCE COLLEGE(A),  
Khammam

Department of Computer Science & Applications is  
organizing the following event.

**Name of the Event: Workshop**

**Date: 02-03-19**

**Venue: Computer Lab**

**Topic: Recent trends in Computer Technology**

### Content Covered

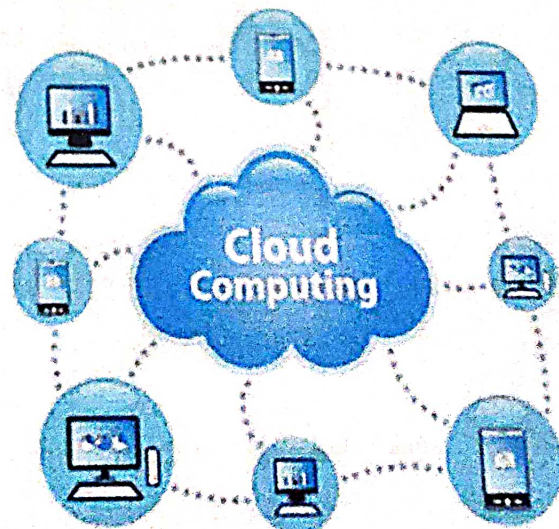
The recent stats show that students graduating in computer science have the chance to start their career with the highest paying salaries as compared to other domains. They are high in demand, and they can afford to be picky about their industry to start with. Technology has been growing exponentially over the past decades, and industries are looking for fresh graduates in new technologies in computer science who can join their team and help them to transform their ideas in a better manner.

Here are the five latest technologies in computer science which are storming the industry they are

1. Clouding Computing
2. Artificial Intelligence
3. Mobile Computing
4. Cyber Security
5. Virtual Reality

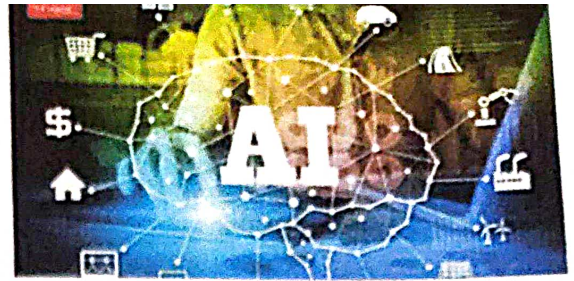
### Clouding Computing

Cloud computing is a generalized term for computing technology and techniques that involves delivering hosted services, often by accessing data centers, etc over a wide area network like the Internet. The cloud is not a physical entity, but it is a vast network of remote servers located around the globe which are able to provide services on demand, often via subscription, etc.



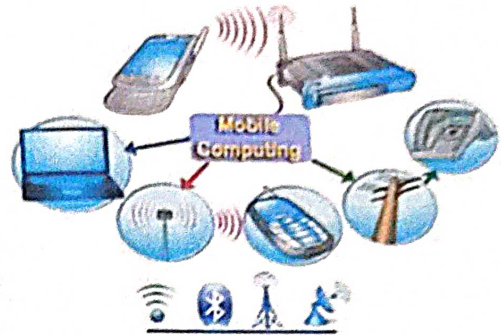
### Artificial Intelligence

Artificial intelligence (AI) is a wide-ranging branch of computer science concerned with building smart machines capable of performing tasks that typically require human intelligence.



### Mobile Computing

Mobile Computing is a technology that provides an environment that enables users to transmit data from one device to another device without the use of any physical link or cables. IN other words, mobile computing allows transmission of data, voice and video via a computer or any other wireless-enabled device without being connected to a fixed physical link. In this technology, data transmission is done wirelessly with the help of wireless devices such as mobiles, laptops etc.



### Cyber Security

Cyber security is the practice of defending computers, servers, mobile devices, electronic systems, networks, and data from malicious attacks. It's also known as information technology security or electronic information security.



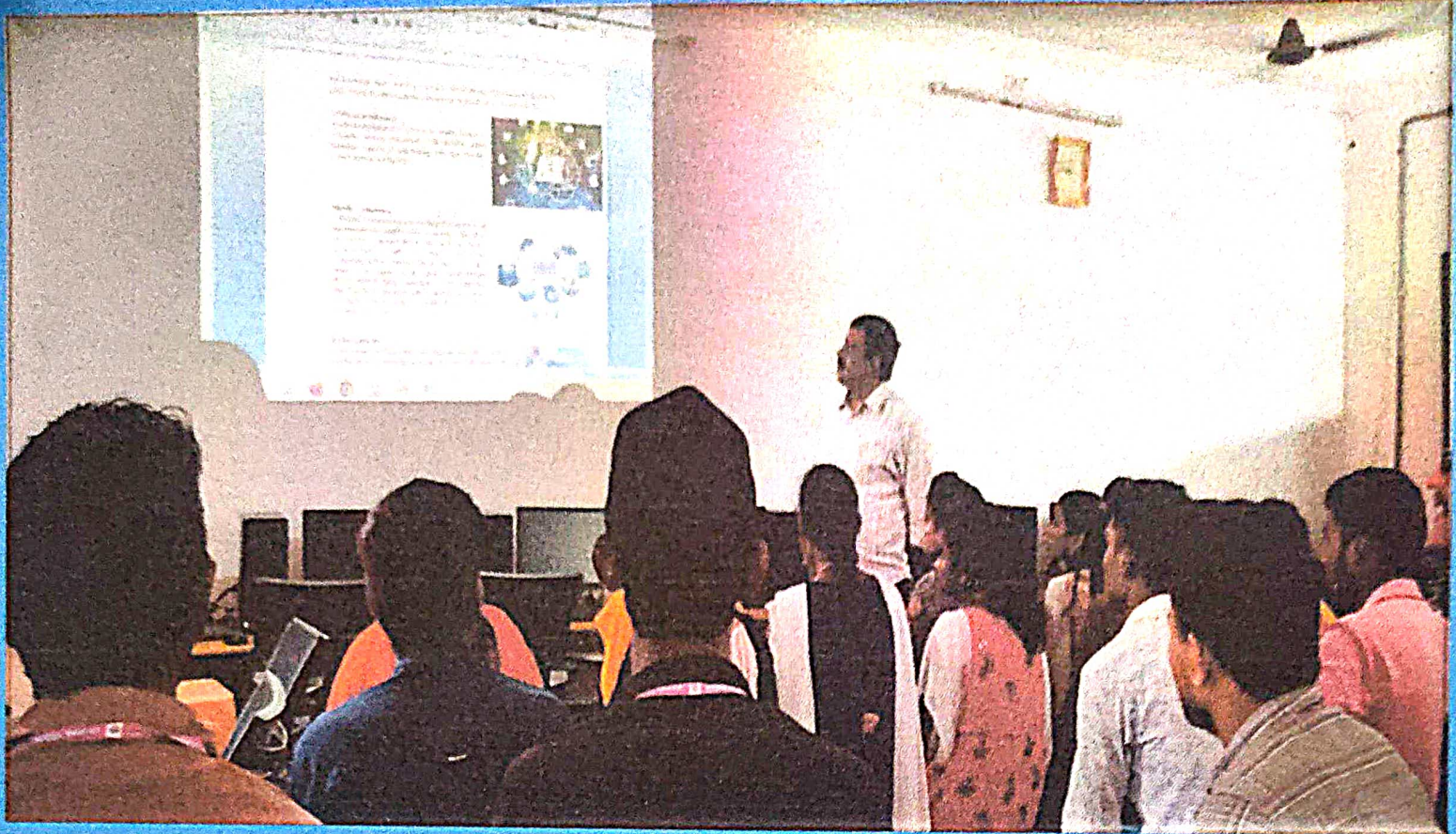
### Virtual Reality

Virtual reality(VR) is special kind of graphical user interface which presents a computer-generated immersive, three-dimensional, interactive environment that is accessed and manipulated using, for instance, stereo headphones, head-mounted stereo television goggles, and data-gloves.



### Conclusion

Progress in many of the basic computing and information technologies has been rapid in recent years, While some technologies are reaching maturity now, many important technologies have enormous future potential. As more of the world's information is digitized and more people and things are networked,



SR & BGNR GOVT. ARTS & SCIENCE DEGREE COLLEGE (A), KHAMMAM

Department of Computer Science & Applications

Workshop on Recent trends in Computer Technology

B.SC II YEAR

SNo.	HTNo	Student Name	Signature
1	2618-2304	AZMEERA KITTU	Kittu
2	2618-2305	BANOTH SURESH	B. Suresh
3	2618-2306	BANOTHU MOUNIKA	Mounika
4	2618-2307	BHEEMALA VIJAYKANTH	Vijaykanth
5	2618-2308	BODDUPALLI PAVANKALYAN	Pavankalyan
6	2618-2309	BOGGARAPU GANESH	Ganesh
7	2618-2310	CHAPALA NAVEEN	naveen
8	2618-2311	CHEGONDI VEERABABU	veerababu
9	2618-2312	CHILAKA PRANEETH	praneeth
10	2618-2314	DILIP KUMAR AATHUKURI	Dilip
11	2618-2315	EEDA SAI KUMAR	Sai Kumar
12	2618-2316	GADDALA VAMSI	Vamsi
13	2618-2317	GAJJELA MALLISWARI	Mallishwari
14	2618-2318	GORREPATI NARESH	Nareesh.
15	2618-2319	JUNJUNURI AJAY	ajay
16	2618-2320	KATRALA SREENIVAS	Sreenivas
17	2618-2321	KORRA RAJU	Raju
18	2618-2324	NALABOTHULA GOPALA KRISHNA	Chapala Krishna
19	2618-2327	PERUMALLA RENUKA	P. Renuka
20	2618-2328	REDAPANGI NAGARAJU	Nagaraj
21	2618-2329	SHAIK HAZIBABA	Hazibaba
22	2618-2330	SHAIK SANA	Sana
23	2618-2331	TUPPATHI SRILATHA	Srilatha
24	2618-2332	URUGONDA SNEHA	Sneha

25	2618-2333	VADDEPUDI MOUNIKA	Mounika
26	2618-2334	VARKA MUNNI	Munni
27	2618-2335	VEESAM ASHOK	Ashok
28	2618-2901	ANABHATHULA JAGADEESH	Jagadeesh
29	2618-2904	BANDI RANJITH	Ranjith
30	2618-2905	BANKA NAVEEN KUMAR	B. Naveen Kumar
31	2618-2906	BHUKYA PRASAD	Prasad
32	2618-2907	BODA VEERANNA	Veeranna
33	2618-2911	DHANASARI VAMSHI	Vamshi
34	2618-2912	DHARMASOTH NANI	Nani
35	2618-2913	GOVINDA KARTHEEK	Karthik
36	2618-2914	GUNDAGANI VENKATESH	Venkatesh
37	2618-2915	KOMMU LENIN	Lenin
38	2618-2918	MUTYALA SAHITHYA	Sahithya
39	2618-2919	NELLURI SRIKANTH	Srikanth
40	2618-2920	PAGINDLA JHANSI	Jhansi
41	2618-2921	PATHEPURAM LINGARAJU	Lingaraju
42	2618-2922	PERLA SUPRIYA	Supriya
43	2618-2923	PODEM AKHIL	Akhil
44	2618-2924	PODILA NARESH	Naresh
45	2618-2925	POTHARLA PRASHANTH	Prashanth
46	2618-2928	REDDABOINA NAGARAJU	R. Nagaraju
47	2618-2931	SEELAM SIVA REDDY	Siva
48	2618-2932	SHAIK NAGUR PASHA	Pasha
49	2618-2933	THALLA ANIL KUMAR	Anil Kumar
50	2618-2232	UTUKURI GOPI	Gopi
51	2618-2233	VADDEPALLI DILEEP	Dileep
52	2618-2234	VANGARU NAGA SAMPATH	Sampath

KM



# SR & BGNR GOVT. ARTS & SCIENCE COLLEGE(A), KHAMMAM

## Workshop Evaluation Form

Title of the Workshop: Recent Trends in Computer Technology

Date: 02-03-2019

In order to continue to improve the quality of educational programming, the Department of Computer Science & Applications, would appreciate you taking few minutes of your time to complete this evaluation. Your comments and suggestions will help us to plan future lectures to meet your educational needs.

1. The workshop organization was [4]  
1. Poor      2. Good      3. Fair      4. Excellent
2. The workshop instructor was [4]  
1. Poor      2. Good      3. Fair      4. Excellent
3. The workshop presentation methods were [4]  
1. Poor      2. Good      3. Fair      4. Excellent
4. The workshop activities were [4]  
1. Poor      2. Good      3. Fair      4. Excellent
5. The workshop topic coverage and relevance was [4]  
1. Poor      2. Good      3. Fair      4. Excellent
6. How would you rate the usefulness of the content was [4]  
1. Poor      2. Good      3. Fair      4. Excellent
7. How would you rate the hand-on activities [4]  
1. Poor      2. Good      3. Fair      4. Excellent
8. How would you rate the presenter's knowledge in the subject [4]  
1. Poor      2. Good      3. Fair      4. Excellent
9. The workshop overall content was [4]  
1. Poor      2. Good      3. Fair      4. Excellent
10. What is your overall assessment of the event [3]  
1. Poor      2. Good      3. Fair      4. Excellent