

ZETTA,
The way to the technical world
Edition 01
Feb, 2021

An e-magazine By Department of
Computer Science
Pragjyotish College
Guwahati, Assam

Preface

WE ARE VERY GLAD TO RELEASE

THIS FIRST EDITION OF E-MAGAZINE "ZETTA" OF COMPUTER SCIENCE DEPARTMENT. THE MAGAZINE'S MEMBERS HAVE SHOWN CONSIDERABLE COOPERATION AS WELL AS DEVOTION. WE HAVE HIGHLIGHTED THE PANDEMIC WHICH HAVE EFFECTED OUR LIVES SINCE FEW MONTHS AND HAVE ALSO INCLUDED THE BRIGHT SIDE OF TECHNOLOGY AND ITS SHINE UPON THE WORLD. WE ALSO HAVE INCLUDED A FEW INTERESTING ARTICLES.

**ON BEHALF OF THE MAGAZINE'S MEMBERS:
I WOULD LIKE TO EXPRESS OUT THANKS TO THE TEACHERS
AND STUDENTS WHO HAVE PARTIALLY CONTRIBUTED TO
THE MAGAZINE.**



Special Thanks

EDITORIAL BOARD

Advisors

- Nayan Mahanta (Teacher Member)
- Syeda shamim Shabnam (Teacher Member)
- Nibedita Das (Teacher Member)

Chief Editor

- Pinki Pathak (Teacher Member)

Editor

- Joydeb Roy (Student Member)



Special Thanks

EDITORIAL BOARD

**Design
Photo Collection**

- Joydeb Roy (Student Member)
- Rafikus Zaman (Student Member)

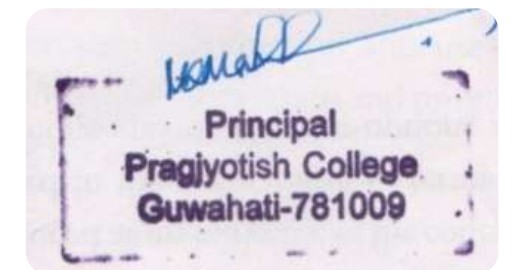


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Message From Principal

It gives me immense pleasure by knowing that the “Computer Science Department” of our college is planning to launch its first ever E-Magazine “ZETTA, the way to technical world.” We all know that in this knowledge century technology plays a pivotal role for earning knowledge. Magazine or E-Magazine is the platform to share information and knowledge amongst the budding scientists, students to explore their views for further improvement. Hope “ZETTA” will pave the path for our students and teachers to enrich their knowledge. Wishing a great success of “ZETTA” in the days to come.....



Dr. Manoj Kumar Mahanta
Principal
Pragjyotish College
Guwahati

Message From The HoD

I'm really proud of our students and colleagues for their earnest efforts in launching the ZETTA e magazine of our department. Corona pandemic has reinforced the need for digitalisation because of no-contact safety protocols for which, we present before you this Electronic form of our annual magazine. "Long Live Prag, Long Live Computer Science"



Dr. Masih Saikia
HoD, Computer Science
Pragjyotish College, Guwahati

Message From BCA Course Coordinator



Feeling very pleasure that our students are going to publish an annual e-magazine for the first time. This will highlight achievements as well as their inner talents. We are thankful for our faculty member, Miss Pinki Pathak for her initiative towards this novel work and constantly motivated students for doing this. We also express sincere thanks to Dr. Manoj Kr. Mahanta, Principal of our college for his support. At last, we are also thankful to my colleagues, editors and members of this e-magazine.

Thank You

Mr. Nayan Mahanta
BCA Coordinator
Pragjyotish College, Guwahati

Words From Chief Editor

I, on behalf of the Editorial Committee would like to express my profound sense of gratitude and thankfulness to our respected Principal Dr Manoj Kumar Mahanta for his untiring support and encouragement in bringing out this inaugural issue of "ZETTA, the way to technical world". Equal admiration goes to our respected Vice Principal Dr Ranjita Deka, who has been a fountain of inspiration. I am indebted to our respected HoD Dr Masih Saikia and BCA in-charge Nayan Mahanta who had been the backbone of this innovative initiative of the Computer Science Department. My sincere thanks also goes to Coordinator, IQAC Dr. Manjit Kumar Mazumdar for his valuable advice. I am also thankful to all colleagues and student members. Finally, my heartfelt thanks goes to the Editor Joydeb Roy for his relentless efforts for compiling all the ingredients of this e-magazine and making our collective dream of our department a reality.



Pinki Pathak
Faculty
Computer Science (BCA)

Editor's Desk

I as the Editor And Designer Of "ZETTA" would like to express my profound sense of gratitude and thankfulness to our respected Principal And all the teachers of our Department for giving me this wonderful opportunity. I also would love to thank my fellow classmates and my juniors and also my seniors for their support. I am really grateful.

Thank You

Joydeb Roy
Student
BCA 3rd Sem

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Department At A Glance



Entrance of the department

Faculty Members



Dr. Masih Saikia



Nayan Mahanta

Faculty Members

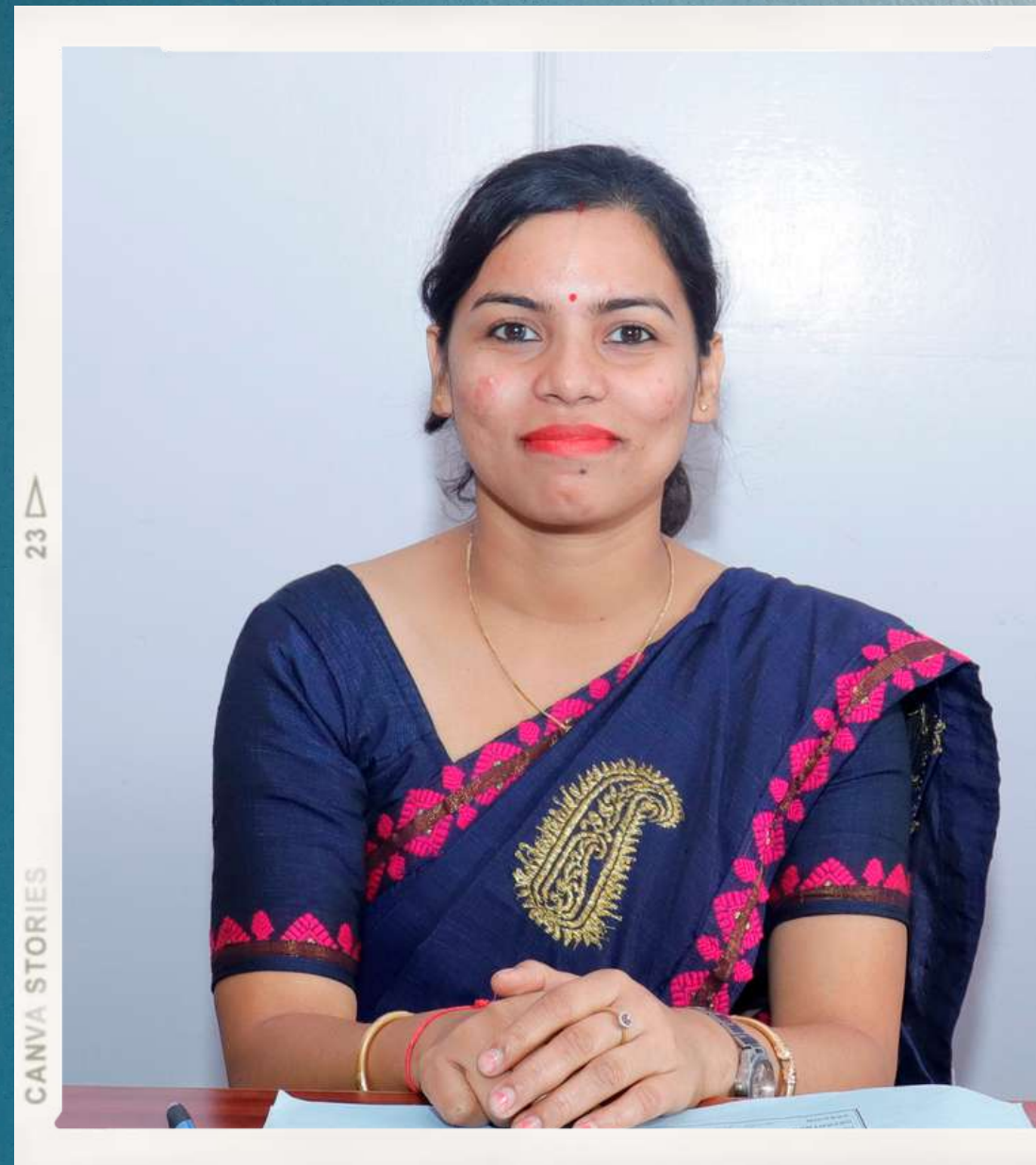


Manoj Kumar Haloi



Ainul Matin Choudhury

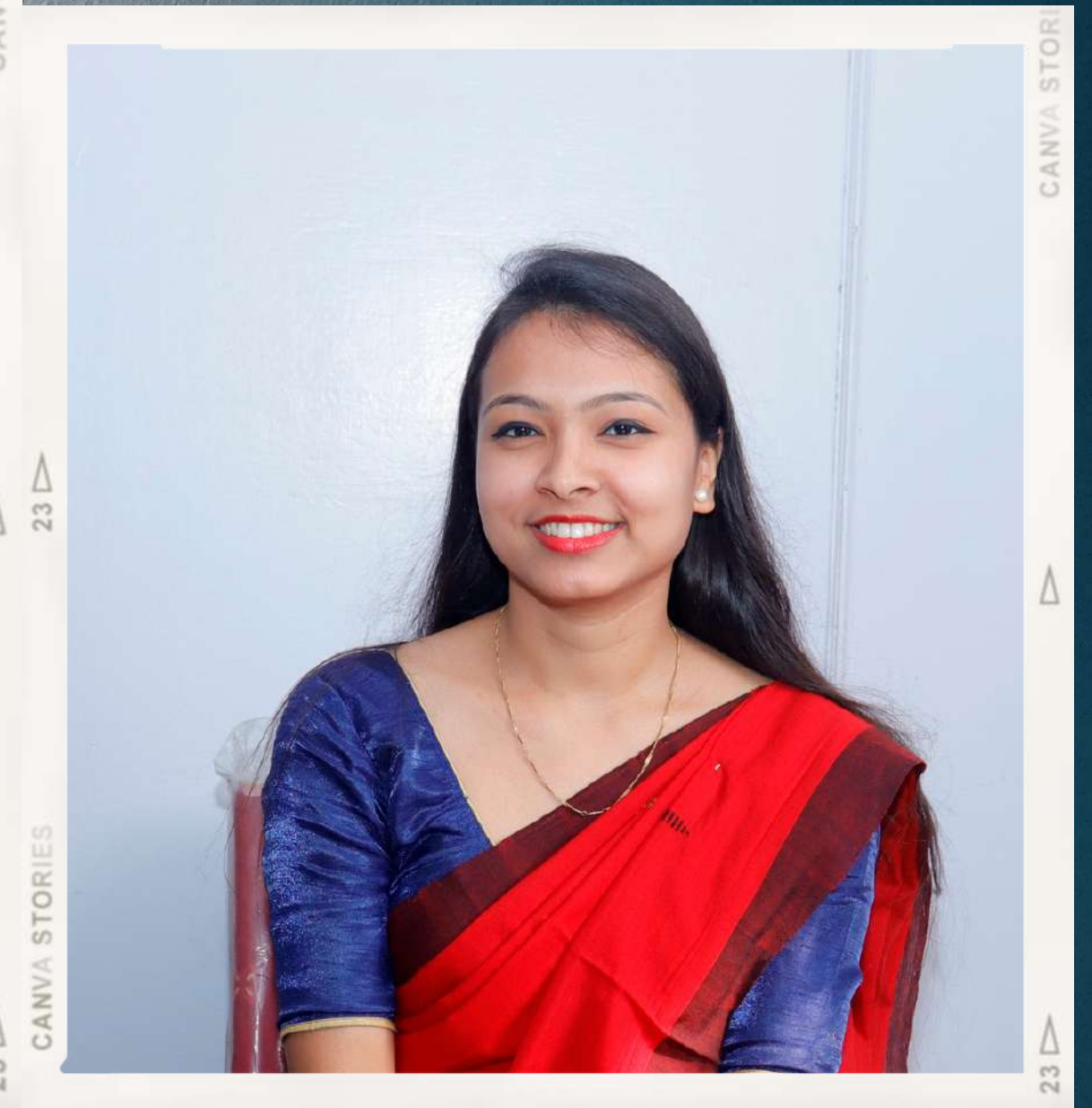
Faculty Members



Nibedita Das



Syeda shamim Shabnam



Pinki Pathak

Faculty Members

Sl. No.	Name	Period of Service	
		From	To
18	MR. DIGANTA KUMAR PATHAK	18.09.2010	31.10.2013
19	AINUL MATIN CHOUDHURY	10.08.2011	
20	MS. BANDITA KALITA	16.08.2011	31.12.2011
21	MS. NANDITA KALITA	23.08.2012	31.08.2013
22	MR. NAYAN MAHANTA	01.08.2013	
23	MS. JASMINE ARA BEGUM	01.09.2013	04.11.2016
24	MS. SYEDA SHAMIM SHABNAM	10.02.2014	
25	MS. NIBEDITA DAS	15.11.2016	
26	MS. PINKI PATHAK	03.08.2017	



Students



Classrooms

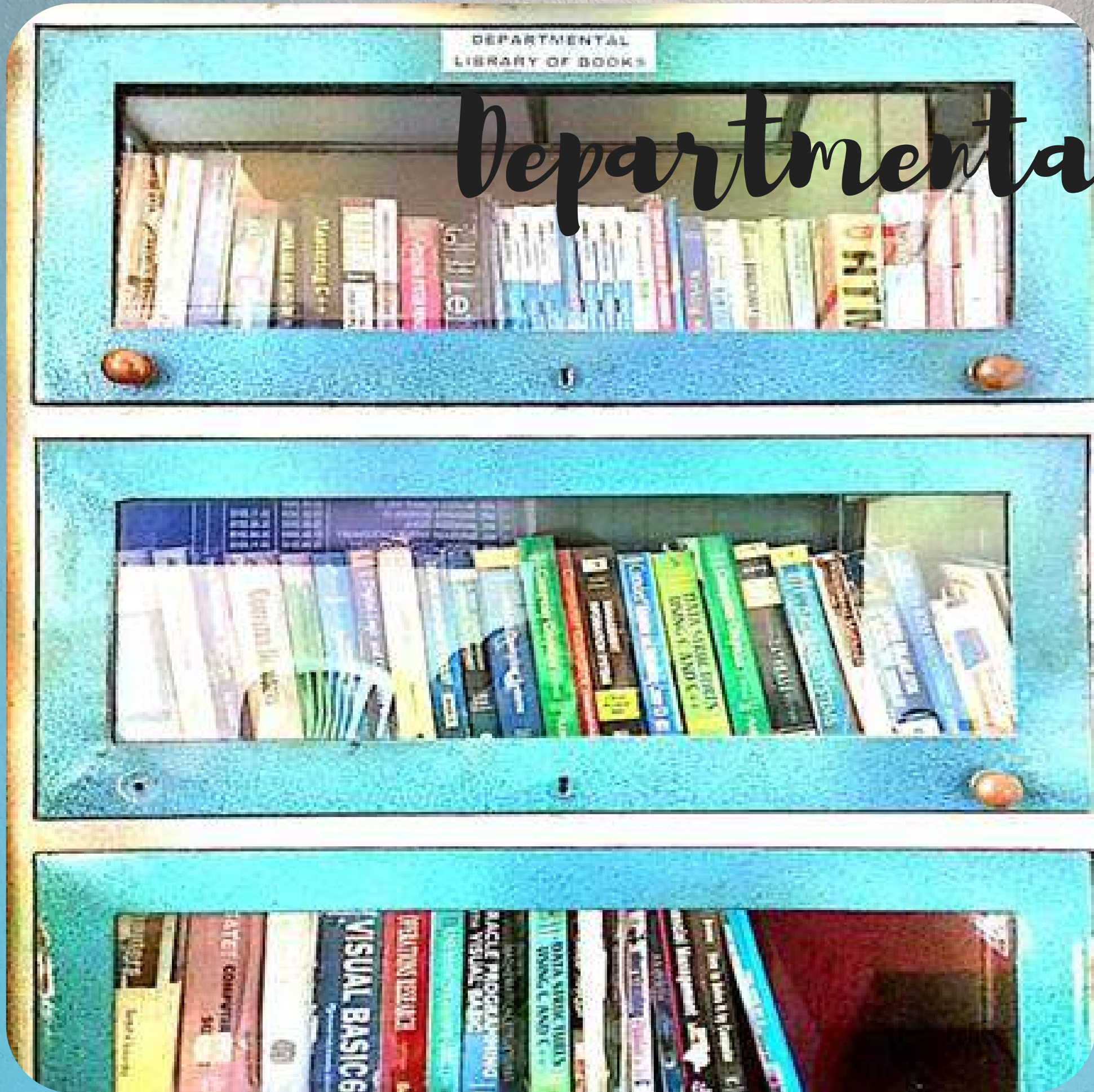


ICT-Enabled Classroom cum Lab

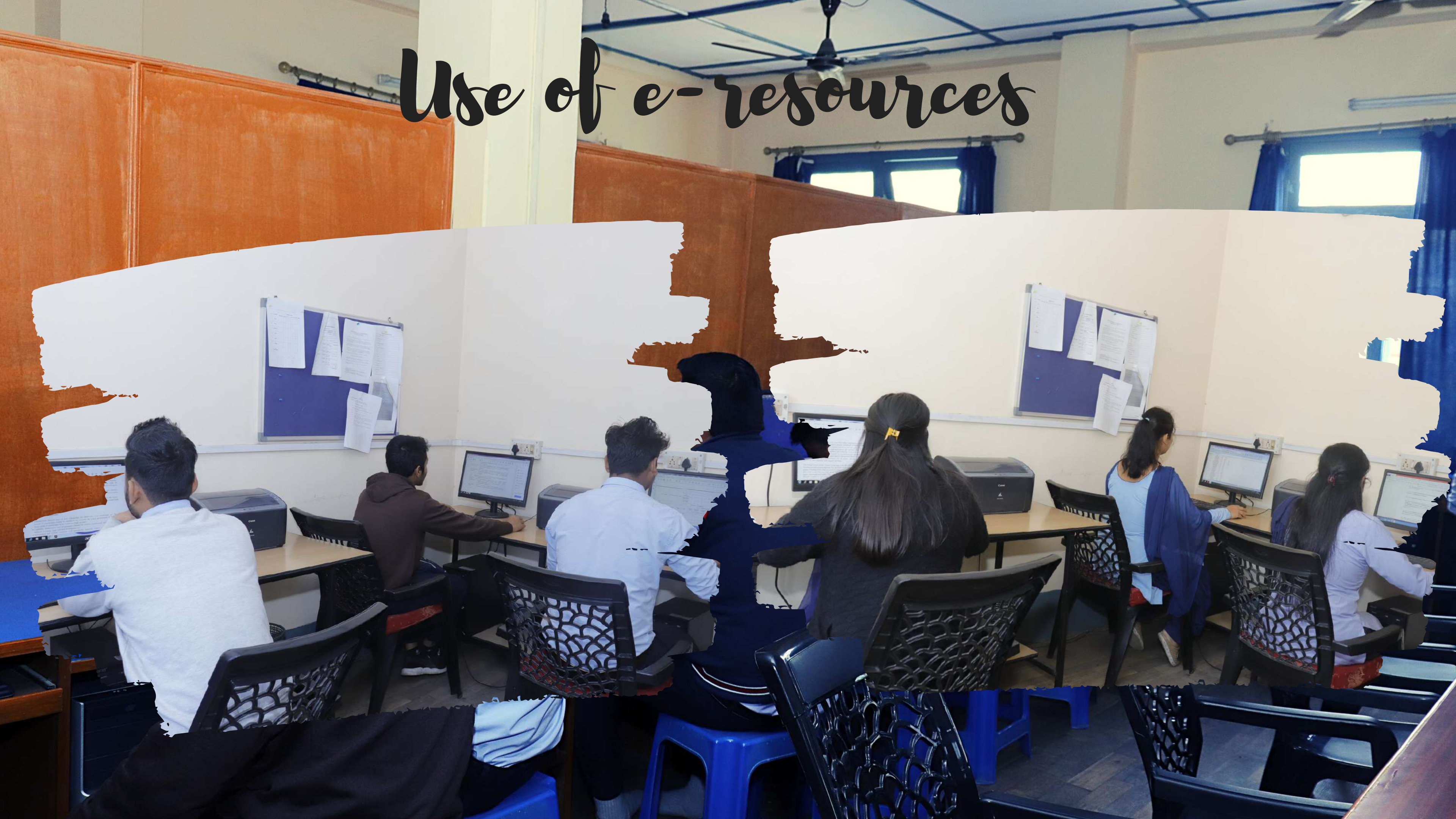


DEPARTMENTAL
LIBRARY OF BOOKS

Departmental Library



Use of e-resources



Articles

Hope you like the contents

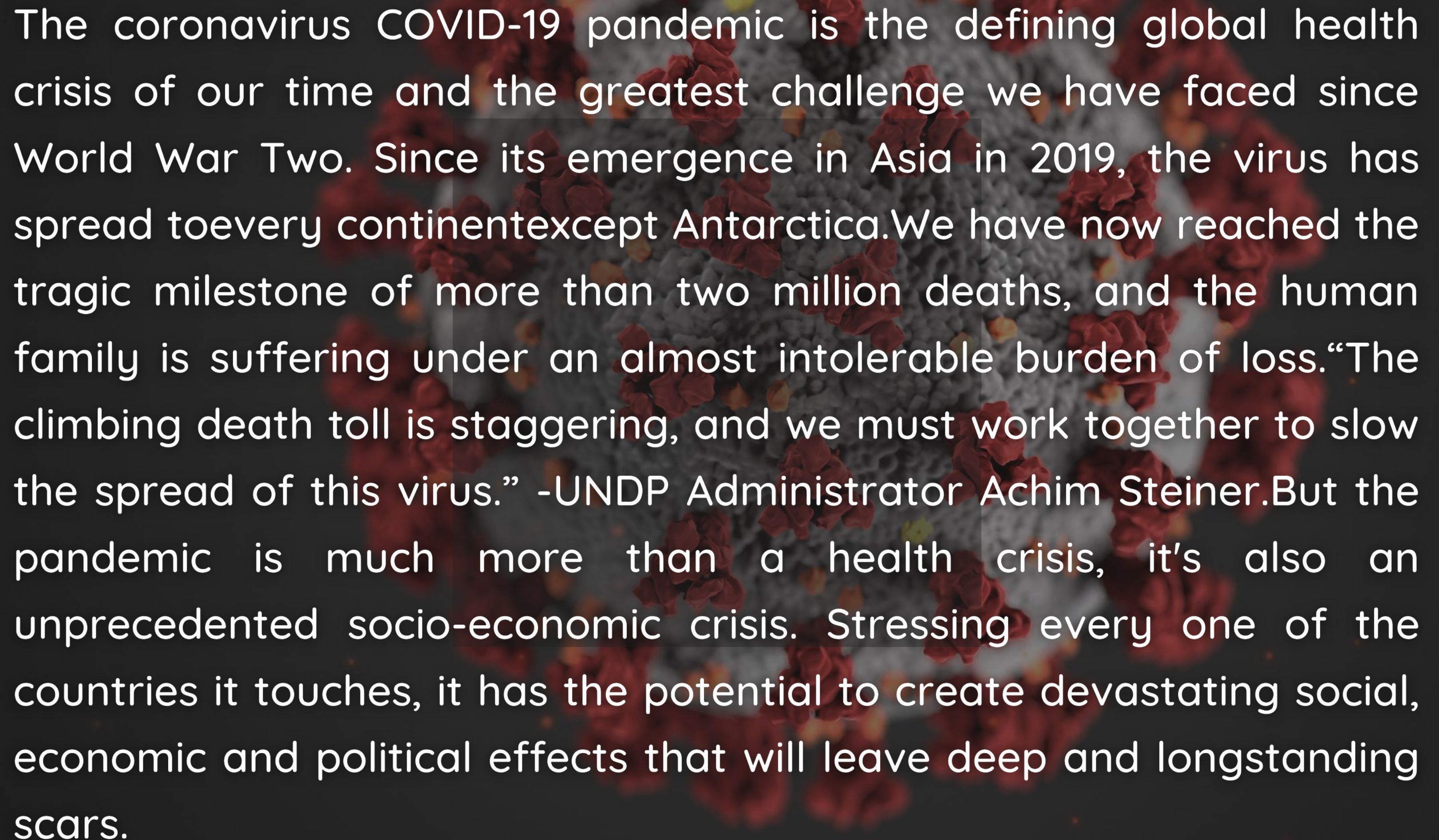


Life affected due to Corona Virus Pandemic

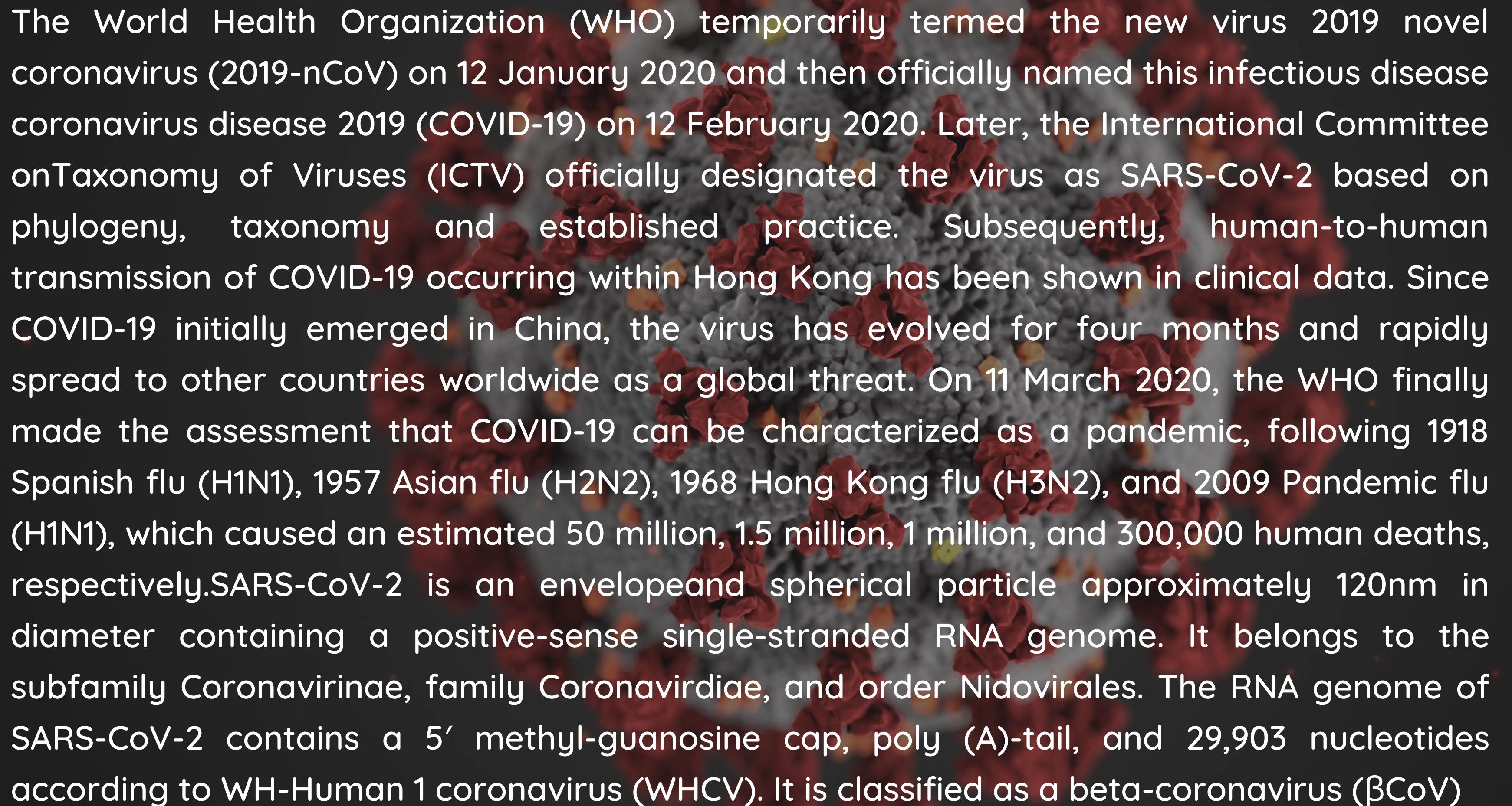
A novel strain of coronavirus—SARS-CoV-2 —was first detected in December 2019 in Wuhan, a city in China's Hubei province with a population of 11 million, after an outbreak of pneumonia without an obvious cause. The virus has now spread to over 200 countries and territories across the globe, and was characterised as a pandemic by the World Health Organization (WHO) on 11 March 2020. As of 19 January 2021, there were 93,956,883 laboratory-confirmed cases of coronavirus disease 2019 (COVID-19) infection globally, with 2,029,084 reported deaths. The number of cases and deaths outside of China overtook those within the country on 16 March 2020. As of 18 January 2021, there have been 3,433,494 confirmed cases of the virus in the UK and 89,860 of these have died (in all settings, within 28 days of the test).

What is corona virus

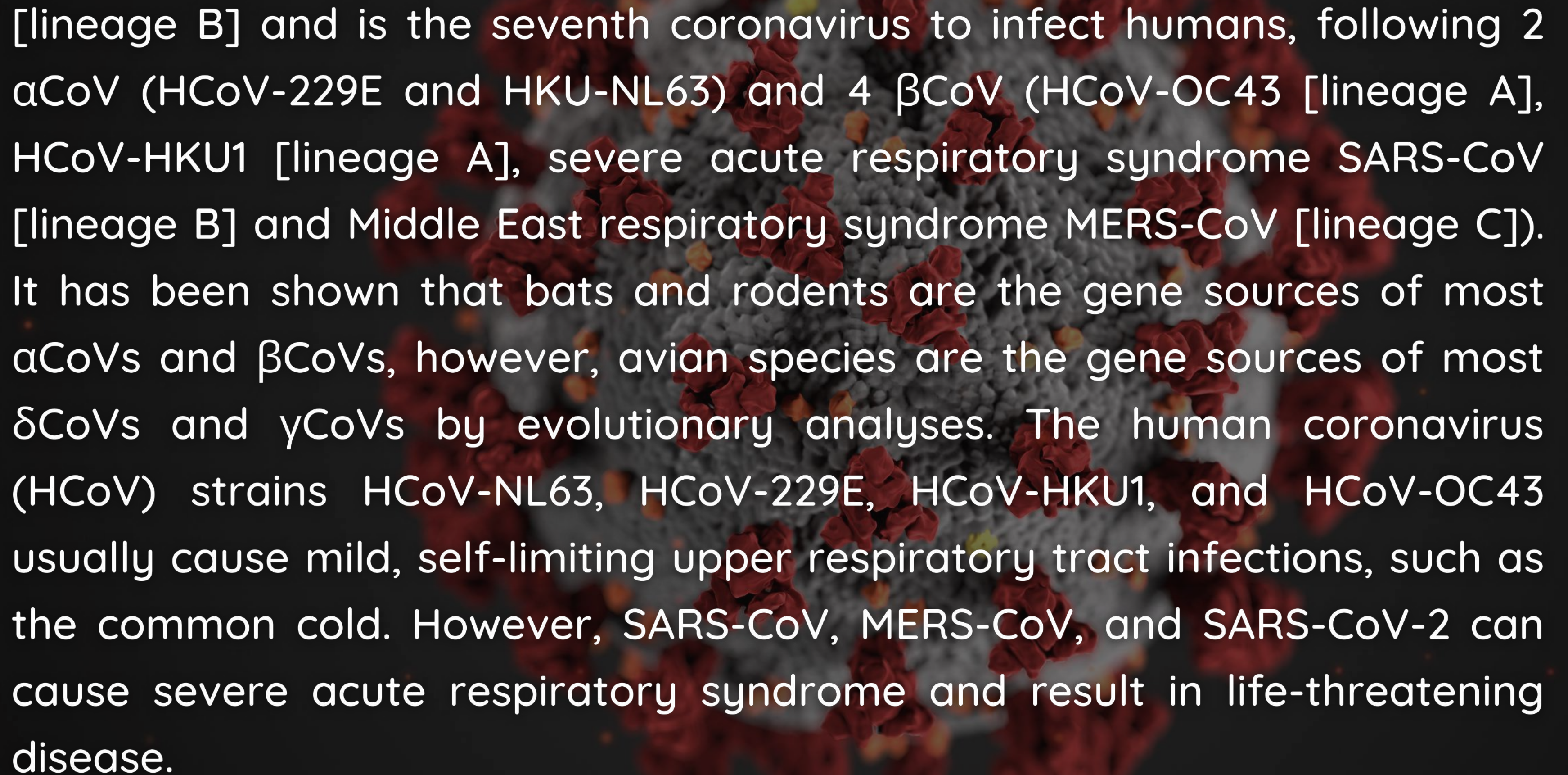
SARS-CoV-2 belongs to a family of single-stranded RNA viruses known as coronaviridae, a common type of virus which affects mammals, birds and reptiles. In humans, it commonly causes mild infections, similar to the common cold, and accounts for 10–30% of upper respiratory tract infections in adults. More serious infections are rare, although coronaviruses can cause enteric and neurological disease. The incubation period of a coronavirus varies but is generally up to two weeks. Previous coronavirus outbreaks include Middle East respiratory syndrome (MERS), first reported in Saudi Arabia in September 2012, and severe acute respiratory syndrome (SARS), identified in southern China in 2003. MERS infected around 2,500 people and led to more than 850 deaths while SARS infected more than 8,000 people and resulted in nearly 800 deaths. The case fatality rates for these conditions were 35% and 10%, respectively. SARS-CoV-2 is a new strain of coronavirus that has not been previously identified in humans. Although the incubation period of this strain is currently unknown, the United States Centers for Disease Control and Prevention indicate that symptoms may appear in as few as 2 days or as long as 14 days after exposure. Chinese researchers have indicated that SARS-CoV-2 may be infectious during its incubation period.



The coronavirus COVID-19 pandemic is the defining global health crisis of our time and the greatest challenge we have faced since World War Two. Since its emergence in Asia in 2019, the virus has spread to every continent except Antarctica. We have now reached the tragic milestone of more than two million deaths, and the human family is suffering under an almost intolerable burden of loss. “The climbing death toll is staggering, and we must work together to slow the spread of this virus.” -UNDP Administrator Achim Steiner. But the pandemic is much more than a health crisis, it's also an unprecedented socio-economic crisis. Stressing every one of the countries it touches, it has the potential to create devastating social, economic and political effects that will leave deep and longstanding scars.



The World Health Organization (WHO) temporarily termed the new virus 2019 novel coronavirus (2019-nCoV) on 12 January 2020 and then officially named this infectious disease coronavirus disease 2019 (COVID-19) on 12 February 2020. Later, the International Committee on Taxonomy of Viruses (ICTV) officially designated the virus as SARS-CoV-2 based on phylogeny, taxonomy and established practice. Subsequently, human-to-human transmission of COVID-19 occurring within Hong Kong has been shown in clinical data. Since COVID-19 initially emerged in China, the virus has evolved for four months and rapidly spread to other countries worldwide as a global threat. On 11 March 2020, the WHO finally made the assessment that COVID-19 can be characterized as a pandemic, following 1918 Spanish flu (H1N1), 1957 Asian flu (H2N2), 1968 Hong Kong flu (H3N2), and 2009 Pandemic flu (H1N1), which caused an estimated 50 million, 1.5 million, 1 million, and 300,000 human deaths, respectively. SARS-CoV-2 is an envelope and spherical particle approximately 120nm in diameter containing a positive-sense single-stranded RNA genome. It belongs to the subfamily Coronavirinae, family Coronaviridae, and order Nidovirales. The RNA genome of SARS-CoV-2 contains a 5' methyl-guanosine cap, poly (A)-tail, and 29,903 nucleotides according to WH-Human 1 coronavirus (WHCV). It is classified as a beta-coronavirus (β CoV)

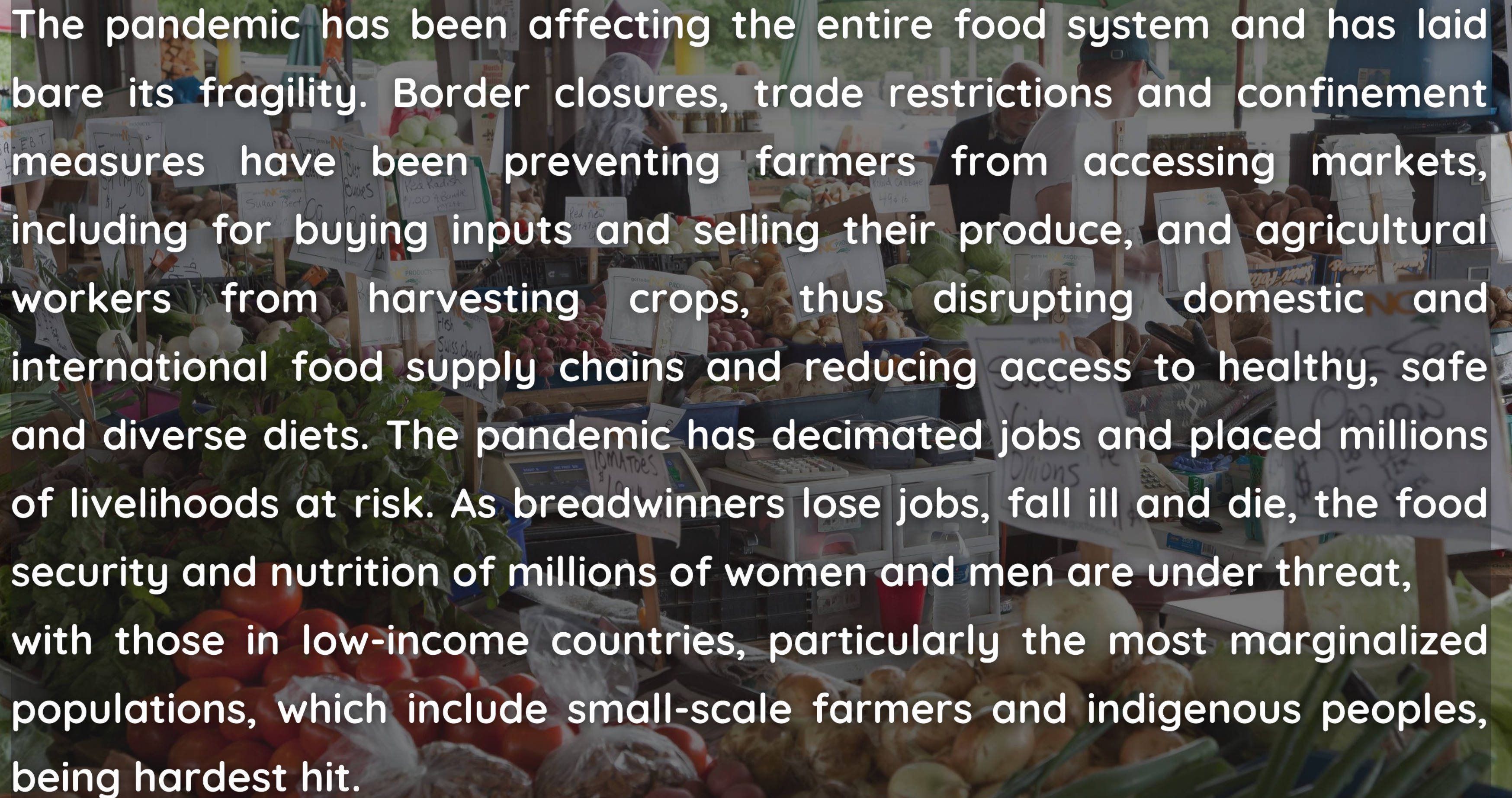


[lineage B] and is the seventh coronavirus to infect humans, following 2 α CoV (HCoV-229E and HKU-NL63) and 4 β CoV (HCoV-OC43 [lineage A], HCoV-HKU1 [lineage A], severe acute respiratory syndrome SARS-CoV [lineage B] and Middle East respiratory syndrome MERS-CoV [lineage C]). It has been shown that bats and rodents are the gene sources of most α CoVs and β CoVs, however, avian species are the gene sources of most δ CoVs and γ CoVs by evolutionary analyses. The human coronavirus (HCoV) strains HCoV-NL63, HCoV-229E, HCoV-HKU1, and HCoV-OC43 usually cause mild, self-limiting upper respiratory tract infections, such as the common cold. However, SARS-CoV, MERS-CoV, and SARS-CoV-2 can cause severe acute respiratory syndrome and result in life-threatening disease.

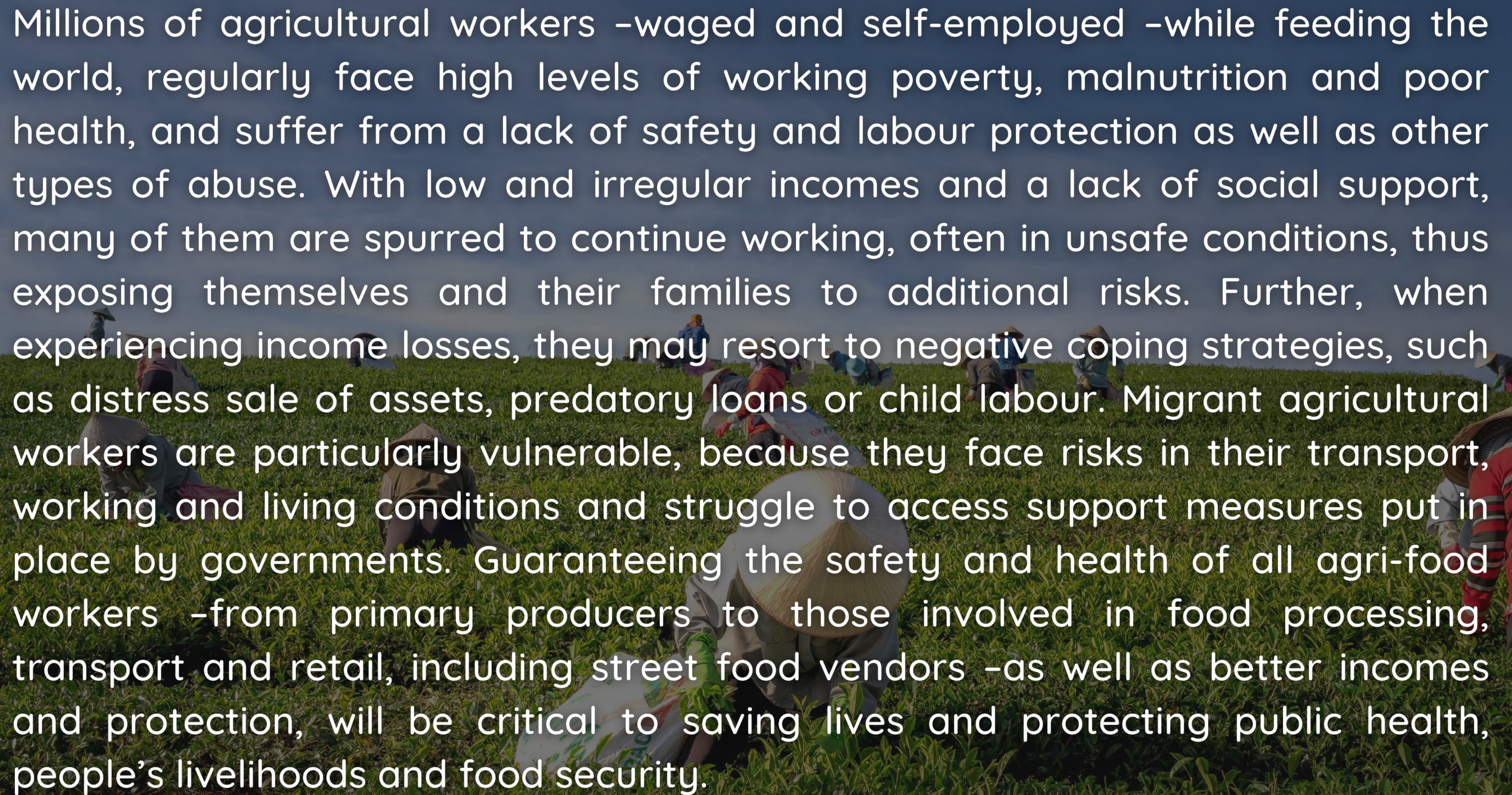


Impact of Covid-19 on people's livelihood, their health and our food system

The COVID-19 pandemic has led to a dramatic loss of human life worldwide and presents an unprecedented challenge to public health, food systems and the world of work. The economic and social disruption caused by the pandemic is devastating: tens of millions of people are at risk of falling into extreme poverty, while the number of undernourished people, currently estimated at nearly 690 million, could increase by up to 132 million by the end of the year. Millions of enterprises face an existential threat. Nearly half of the world's 3.3 billion global workforce are at risk of losing their livelihoods. Informal economy workers are particularly vulnerable because the majority lack social protection and access to quality health care and have lost access to productive assets. Without the means to earn an income during lockdowns, many are unable to feed themselves and their families. For most, no income means no food, or, at best, less food and less nutritious food.



The pandemic has been affecting the entire food system and has laid bare its fragility. Border closures, trade restrictions and confinement measures have been preventing farmers from accessing markets, including for buying inputs and selling their produce, and agricultural workers from harvesting crops, thus disrupting domestic and international food supply chains and reducing access to healthy, safe and diverse diets. The pandemic has decimated jobs and placed millions of livelihoods at risk. As breadwinners lose jobs, fall ill and die, the food security and nutrition of millions of women and men are under threat, with those in low-income countries, particularly the most marginalized populations, which include small-scale farmers and indigenous peoples, being hardest hit.

The background image shows a wide expanse of a green agricultural field, likely a tea plantation, with numerous workers scattered across it. Many workers are wearing traditional conical hats, and some are carrying large white sacks. The sky is a clear, bright blue. The text is overlaid on a semi-transparent dark grey rectangular area that covers most of the image.

Millions of agricultural workers –waged and self-employed –while feeding the world, regularly face high levels of working poverty, malnutrition and poor health, and suffer from a lack of safety and labour protection as well as other types of abuse. With low and irregular incomes and a lack of social support, many of them are spurred to continue working, often in unsafe conditions, thus exposing themselves and their families to additional risks. Further, when experiencing income losses, they may resort to negative coping strategies, such as distress sale of assets, predatory loans or child labour. Migrant agricultural workers are particularly vulnerable, because they face risks in their transport, working and living conditions and struggle to access support measures put in place by governments. Guaranteeing the safety and health of all agri-food workers –from primary producers to those involved in food processing, transport and retail, including street food vendors –as well as better incomes and protection, will be critical to saving lives and protecting public health, people’s livelihoods and food security.



Now is the time for global solidarity and support, especially with the most vulnerable in our societies, particularly in the emerging and developing world. Only together can we overcome the intertwined health and social and economic impacts of the pandemic and prevent its escalation into a protracted humanitarian and food security catastrophe, with the potential loss of already achieved development gains. We must recognize this opportunity to build back better, as noted in the Policy Brief issued by the United Nations Secretary-General. We are committed to pooling our expertise and experience to support countries in their crisis response measures and efforts to achieve the Sustainable Development Goals. We need to develop long-term sustainable strategies to address the challenges facing the health and agri-food sectors. Priority should be given to addressing underlying food security and malnutrition challenges, tackling rural poverty, in particular through more and better jobs in the rural economy, extending social protection to all, facilitating safe migration pathways and promoting the formalization of the informal economy.

-TUSHAR NATH, ROLL NO.47

BCA 1ST SEM

Am I A Robot?

It's been a long, since I saw a man

Seeing me, what made him ran

Don't we look similar

Or do I look peculiar?

What is that inside of me that burn?

Wait, why can't I run?

Why are my legs so heavy?

Why is my body so messy?

Am I an incomplete robot?

Incapable of identifying cold from hot

Not knowing love and hate

Is this my fate?

A helpless being, why did he create?

My creator, a man

Leaving me away he ran

JOYDEB ROY, ROLL NO. 31

BCA 3RD SEM

Prokhyat Majuli

সংৰক্ষণ থলী হয় মাজুলী ।

🌈 প্রখ্যাত মাজুলী 🌈

ব্যস্ততাৰ মাজত হেৰাই যাব ধৰিছে
নৈৰ বুকুৰ মাজত ভাঁহি থকা সত্ৰ নগৰী,
আধ্যাত্মিক নগৰী মাজুলী ।



আমাৰ সজীৱ ব্ৰহ্মপুত্ৰৰ মাজত থকা মাজুলী ।
হয় আপুৰুগীয়া সত্ৰীয়া সংস্কৃতিৰ সুগন্ধি ।
শিল্প সাহিত্য আৰু নানান সত্ৰীয়া শৈলীৰ



একাংকিকা ভাওনাৰ মুখাবোৰৰ বিভিন্ন চৰিত্ৰ,
আছে বৈশিষ্ট অৱদান চামগুৰিৰ সত্ৰ।



Prokhyat Majuli

-পাৰ্শ্ব জ্যোতি লহকৰ

BCA 1st
Semester

Roll No.-7



শৰৎ কালৰ পূৰ্ণিমা তিথিত উদযাপন কৰা হয়

মাজুলীৰ মুখ্য উৎসৱ বাসলীলা।

শেষ হৈ গ'ল বহু সত্ৰ, মাজুলীৰ বানত জুৰুলা



বহু আধুনিকতাৰে ভৰি আছে বৰ্তমান কাল,
আৰু আমাৰ ঐতিহ্যকালৰ মুখা শিল্পই কৰে অসম জীপাল



নকৰিবা কুৰ্ণাবোধ, প্ৰচাৰ কৰাত,
কাৰণ এইয়াই আমাৰ গৌৰৱ, মাজুলীৰ গৌৰৱ।

The Internet And Generation Z

Time Depicts that the Past Century as well as Decades have formed many concepts regarding Age, Gender, Caste etc. One of the most important is Generation Basis, consisting of Generation-X (1965-1980), Generation-Y (1981-1996) and Generation-Z (1997-2015).

The Internet plays a great role in the advancement of each Generation, the beginning of internet was by Gen-Y, succeeded by Gen-X and Flowing along with Gen-Z. Each Generation has their own Internet of things, developed by them, used by them.

The Current Gen-Z has the most advancement of all, the internet in the palm of their hands. From Accessing Data to Videos-Images and different files-folders, websites etc. Can be easily done. But it has a lot of negative effects as well, compared to other Generation which had a balanced formulae of life, in both sports (physical activity) and technicality. Generation-Z lacks physicality with greater percentage, cooping themselves inside their room, excluding themselves from Socialization, creating a toxic environment for their own selves and severe Procrastination.

Another thing that is accessible by Internet is Social Media (Digital Platform) which has deluded the Current Gen-Z and the preceded Gen-Y as well.

The norms are, without social media Generation-Z and Generation-Y can't survive, a neurotic self-appreciating feeling.

-RAKTIM KUMAR DAS, ROLL NO. 11

BCA 1ST SEM

Virtual Reality

Recent research says that VIRTUAL REALITY (VR) is a type of a communication tool which helps us to convey the design and the construction methodologies in the build environment sector.

Currently, the effectiveness of VR has been demonstrated in various fields, yet its full potential has to be realized within the build environment. It is a concern that the VR world comprises in its present environment. The most apparent advantage of VR is the ability to present stimuli in three dimensions. This offers specific benefits depending on the research domain. For example, when discussing the potential application of VR to neuropsychological research. But in the present situation the technology is still struggling to tackle human perception problem.

It's clear that it has some pretty cool applications. But the technology doesn't always gel with human perception – the term used to describe how we take information from the world and build understanding from it. Our perception of reality is what we base our decisions on and mostly determines our sense of presence in an environment. It's challenging to tackle the problem of designing VR systems that really transport humans to new worlds with an acceptable sense of presence. As VR experiences are becoming increasingly more complex in the real world.

-PRIYARANJAN JENA, ROLL NO. 45

BCA 1ST SEM



Valorant

Valorant is a free to play a multiplayer tactical first person hero shooter developed and published by Riot Games, for Microsoft Windows. First teased under the codename Project A in October 2019, the game began a closed beta period with limited access on April 7, 2020, followed by official release on June 2, 2020. Development of the game started in 2014.

Gameplay :

Players play as one of a set of agents, characters designed based on several countries and cultures around the world. In the main game mode, players are assigned to either the attacking or defending team with each team having five players on it. Agents have unique abilities, each requiring charges, as well as a unique ultimate ability that requires charging through kills, deaths, or spike actions.

Every player starts each round with a "classic" pistol and one or more "signature ability" charge. Other weapons and ability charges can be purchased using an in-game economic system that awards money based on the outcome of the previous round, any kills the player is responsible for, and any actions taken with the spike.

RIOT GAMES

VALORANT™

Valorant

Every player starts each round with a "classic" pistol and one or more "signature ability" charge. Other weapons and ability charges can be purchased using an in-game economic system that awards money based on the outcome of the previous round, any kills the player is responsible for, and any actions taken with the spike.

The game has an assortment of weapons including secondary guns like sidearms and primary guns like submachine guns, shotguns, machine guns, assault rifles and sniper rifles. There are automatic and semi-automatic weapons that have a shooting pattern that has to be controlled by the player in order to be able to shoot accurately.

Different agents allow players to find more ways to plant the Spike and style on enemies with scrappers, strategists, and hunters of every description. It currently offers 14 agents to choose from. They are Brimstone, Phoenix, Sage,

Sova, Viper, Cypher, Reyna, Killjoy, Breach, Omen, Jett, Raze, Skye and Yoru.

SV0 / INITIATOR

03 / 12



Development

The background of the page features a group of Valorant characters standing in a row. From left to right, they include: a character with blue hair and a black jacket; a character in a blue and yellow suit; a character in a black and red hooded outfit; a character in a black and green outfit; a character in a black and blue outfit; and a character in a black and white outfit with a wide-brimmed hat. The background is a solid red color with a white geometric pattern of overlapping triangles.

Valorant was developed and published by Riot Games, who have previously developed League of Legends. Development started in 2014, within their research and development division. Joe Ziegler, Valorant's game director, is credited with the initial idea of Valorant while formulating potential games with other Riot developers. David Nottingham is the creative director for Valorant. Trevor Romleski, former League of Legends's designer and Salvatore Garozzo, former professional player and map designer for Counter-Strike: Global Offensive are game designers for Valorant. Moby Francke, former Valve developer, who has been art and character designer for Half-Life 2 and Team Fortress 2, is the art director.

Valorant was built with two main focuses in mind: making tactical shooters and e-sports more accessible to new players, and creating a game that would foster an intense competitive scene, while solving many of the pain points that pro players from games in the genre had. In interviews leading up to the game's launch, game director Joe Ziegler and producer Anna Donlon said that Valorant was built for people playing their first tactical shooter just as much as it was to professional players, and that accessibility of the game was a huge priority. In an effort to find an effective solution towards meeting the priorities of game stability and performance alongside creating a robust, competitive and responsive experience online, Riot chose to build Valorant using Unreal Engine 4. This allowed the development team to focus on gameplay and optimizations rather than spending valuable time on core systems that Unreal already came with. To meet the goal of a lower performance barrier so more people could play Valorant, the team set notably low minimum and recommended hardware requirements for the game. In order to reach 30 frames per second on these small requirements, the game's engineering team, led by Marcus Reid, who previously worked on Gears of War 4, had to make several modifications to the engine. These modifications included editing the renderer using the engine's mobile rendering path as base, or reworking the game's lighting systems to fit the static lighting that tactical shooters often require, as to not interfere with gameplay. Unreal's modern underpinnings also helped to solve many of the issues that Riot set out to solve from other games in the genre, and additional modifications helped to meet the game's other goal of creating a suitable competitive environment, including optimizing server performance by disabling character animations in non-combat situations and removing unnecessary evaluations



Competitive

Competitive matches are the same as unranked matches with the addition of a win-based ranking system which assigns a rank to each player after 5 games are played. Before you can play in competitive games, you will need to win 10 unrated matches beforehand. In July 2020, Riot introduced a "win by two" condition for competitive matches, where instead of playing a single sudden death round at 12-12, teams will alternate playing rounds on attack and defense in overtime until a team claims victory by securing a two-match lead. Each overtime round gives players the same amount of money to purchase guns and abilities, as well as approximately half of their ultimate ability charge. After each group of two rounds, players may vote to end the game in a draw, requiring 6 players after the first set, 3 after the second, and thereafter only 1 player to agree to a draw. The competitive ranking system ranges from iron to radiant. Every rank but immortal and radiant has 3 tiers.



RIFLES
GUARDIAN

2,700



SMGS
SPECTRE

1,600



SIDEARM
SHERIFF

SARANGARAJA KASHYAP, ROLL NO. 46

BCA 1ST SEM



The Turing Test

What is consciousness? Can an artificial intelligence really think? How can we prove something is conscious? If they become intellectually equal to us, will they be friendly? These are the questions that people were asking at the time as the field of Artificial intelligence was relatively new in the 1950's. However, while everyone was busy asking very complex and deep questions regarding A.I., British mathematician and computer scientist, named Alan Turing put all those questions to side and focused on a very simple one; "Can a computer talk like a human?". This question led to an idea for measuring artificial intelligence, that would evolve into what we now call it as the Turing test. The Turing test is a method to check if the computer is capable of thinking like a human being or not. Turing proposed that a computer can be said to possess artificial intelligence if it can mimic human responses under certain conditions.

This is how the test is conducted

There is one judge and three participants. None of them can see each other. Now the judge has to make some normal conversations with all the participants one by one, using a specified format and context. Now here is the twist! Out of the three participants, one of them is a computer. At the end of the test, if the judge cannot tell which one of them was a computer, it means the computer has passed the test. And this implies that the computer has artificial intelligence. But there are some limitations in determining whether the computer has true AI or it's just manipulating conversational dialogues without understanding what it means to pass the test.

ARRANYAK KAR, ROLL NO. 06

BCA 3RD SEM



Art Gallery

Hope you enjoy the innovative ideas



Art Gallery

Venom By

JOYDEB ROY, ROLL NO. 31

BCA 3RD SEM



Jiraya Sensei!
By

JOYDEB ROY, ROLL NO. 31

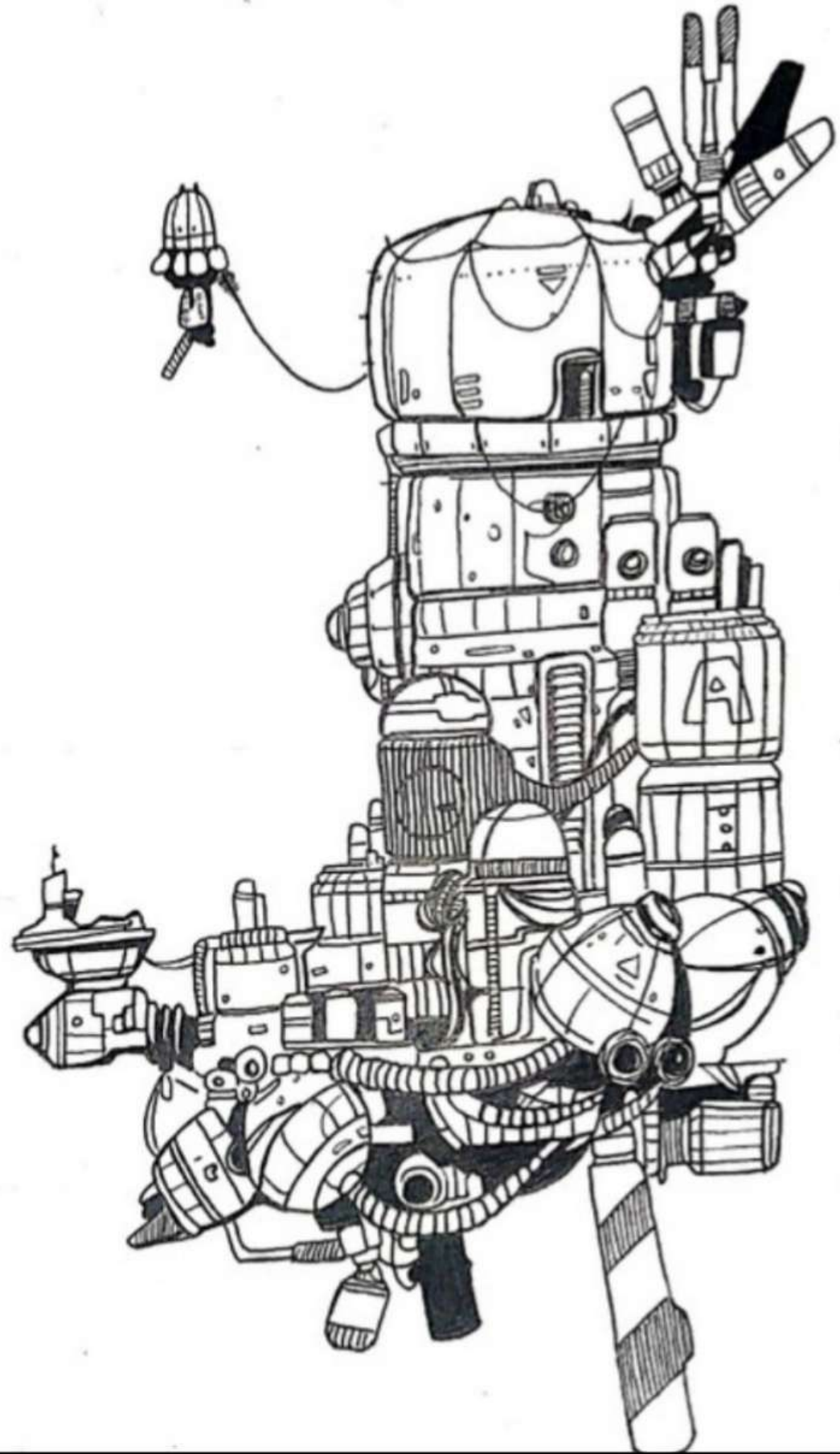
BCA 3RD SEM



Batman By

JOYDEB ROY, ROLL NO. 31

BCA 3RD SEM



High Tech Aircraft

By

JOYDEB ROY, ROLL NO. 31

BCA 3RD SEM



A Sad Girl

PARAGJYOTI SUTRADHAR, ROLL NO. 7

BCA 1ST SEM



A Deep Message

About our heroes
especially the doctors in
this pandemic

TUSHAR NATH, ROLL NO. 47

BCA 1ST SEM



A Beautiful Art
By

JANMANI BARMAN, ROLL NO. 5

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Wall E "I don't want
to live I want to
survive"

By

NABANITA KALITA, ROLL NO. 17

BCA 1ST SEM



Cloud Computing Art By

NABANITA KALITA, ROLL NO. 17

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Hawk By

L. ROMEN KUMAR SINGHA, ROLL NO.36

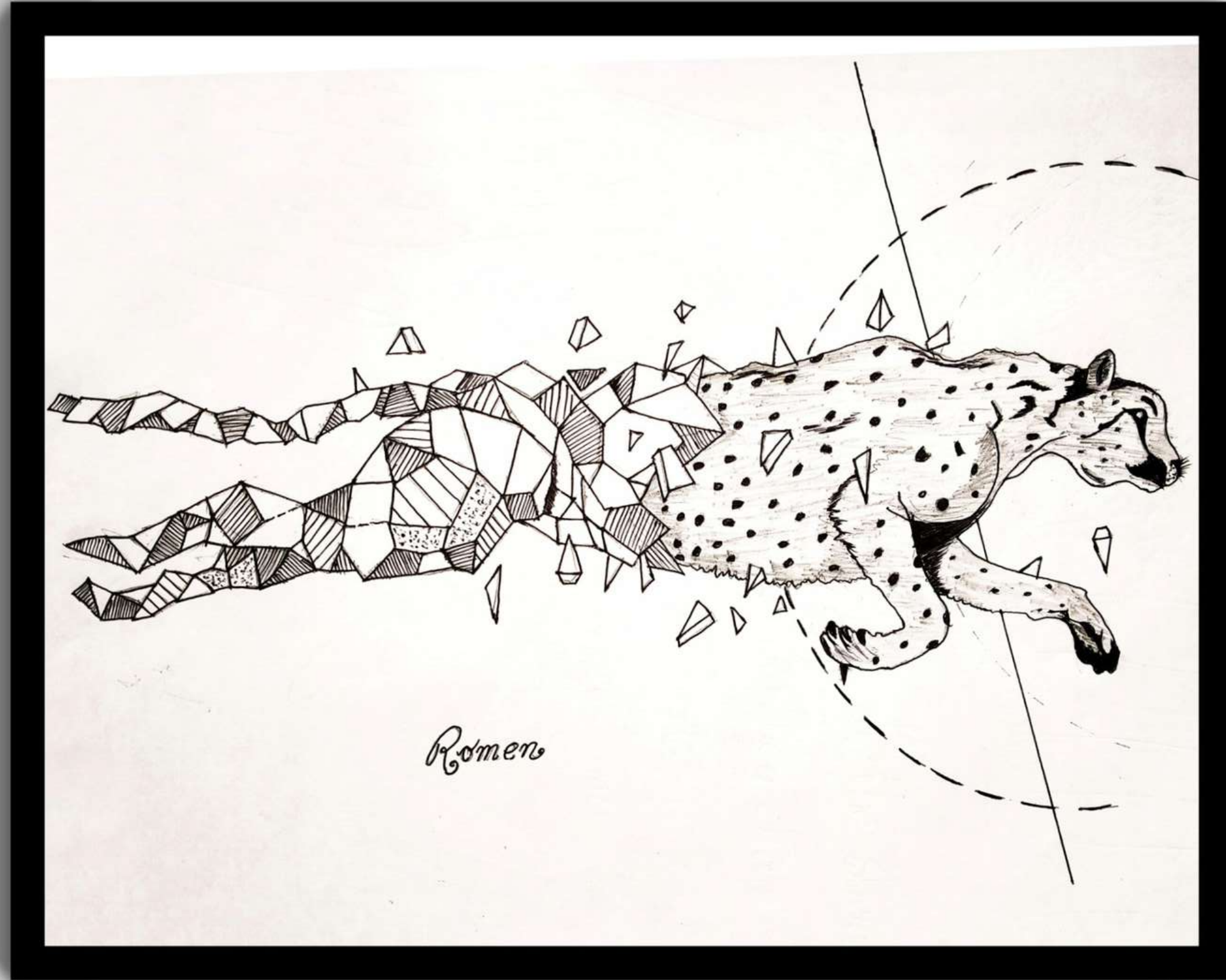
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Radha Krishna under moonlight By

L. ROMEN KUMAR SINGHA, ROLL NO.36

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Geometrical Leopard By

L. ROMEN KUMAR SINGHA, ROLL NO.36

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An Abstract Bird By

L. ROMEN KUMAR SINGHA, ROLL NO.36

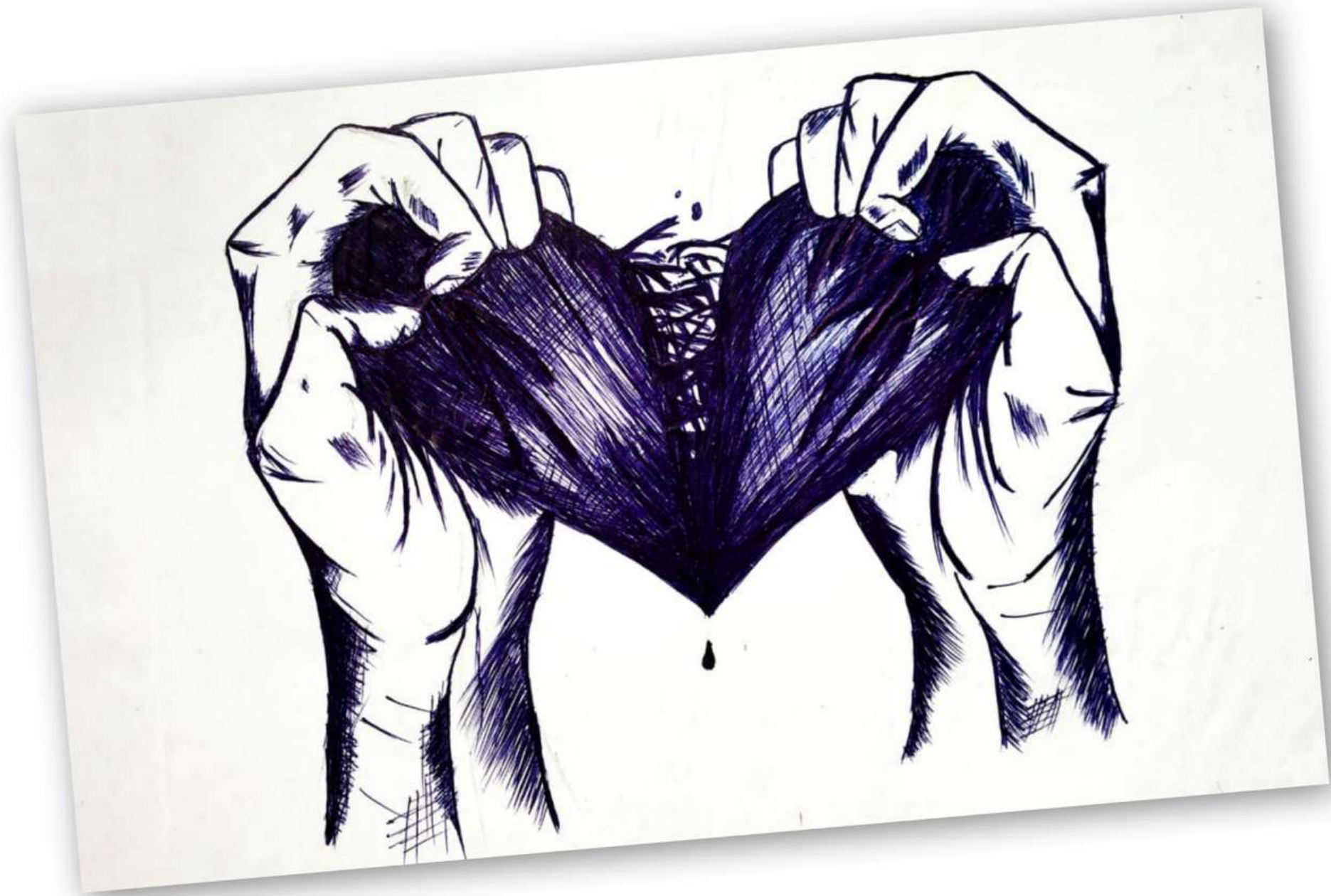
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*Shinobu
Kocho(kimetsu no
yaiba) By*

L. ROMEN KUMAR SINGHA, ROLL NO.36

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Torn Heart! By

L. ROMEN KUMAR SINGHA, ROLL NO.36

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Uzumaki
Naruto / Uzumaki
Boruto By

Datte bayo!

ANJAN DAS, ROLL NO. 1

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*A cute girl in school
Uniform By*

HIYAMAN RABHA , ROLL NO.33

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Achievements





Alumni

Nostalgia Land

Bag full of pages, hearts full of dreams, mind full of hopes, there we entered the Pragjyotish College Gate. Opened eyes, unlocked hearts, and new steps. The growing bond with no boundaries. Sharing love with never ending limits.

Here comes the memories, of the days with shoe laces and bag of books. Face with true colour, soul in neat uniform. Holding bunch full of flowers, love for only one. Cry for the expectation fall of the dreams. Wiped by hands, full of care and love. Here it opens up the dairy full of moment's strength that we had to fight for every friend's foe. Together we raise, single we fall. Holding hands in hand with full of hopes. The sound of joy had strength to break the walls that increase the bond of joy and happiness. Joy of the cherished heart for the end of exams. The express heartbeats to close the book and run out to be the free bird. The steps taken to be the first and the steps playing to be the end. Everything was in all book of wisdom and joy.

Guided by the heavenly body hands full of only givens and no expectation of gratitude. Teaches us heart to love, brain to learn. Hold us to make stand firm and straight. Raise us when we fall, support us when we bend. Donates us the knowledge of infinity and life of dignity and integrity. As the time flies by waits for none touched by every true heart hand in unfold, steps on air, we looked back finding only love and care with no regrets. Made us to be a men, represent us in a frame, and write the story of glam. Gives us the fruit full of colours.

Every walls, steps, messed books, practical's, friends, foe, soul mates, remain in my brain. The joy and the cry, the words that changes "Hiii" too "Goodbyes". Drags me to the dreamland that gives me the word of "Nostalgia land".

SUMIK BORO (BCA)

BATCH-2015-18

TELL ME OH LIFE

Oh life, why are you so aghast?
why are you feeling so upset?
Don't worry!

The season of sorrows are just like the rainy seasons,
After rain, the earth starts to glow and shine newly
and differently,
It creates some more new dreams in our hearts.

The sorrow of life is like a wandering traveler in a
strange city,
After asking for the address, they step towards their
destination.

Oh life, tell me whatever your confusions,
Nowadays time is becoming very dishonest.

MONUJ RAHANG (BCA)

BATCH-2017-20



Events

Our Happy Memories

Events - Bishwakarma Puja



Events - Departmental Cleaning



Events - Freshers' Party



Events - Mentor Mentee Program



Events - Mentor Mentee Program



Events - Mentor Mentee Program



Events - Annual Prize Day Celebration



Miss Praggyotish 2020

Events - Annual Prize Day Celebration



Events - Teachers' Day



Events - Farewell Party



Events - Wall Magazine Inauguration



Events - Computer Training For Non-Teaching Staff



Events - Holi Celebrations



Events - College Week Rally



Webinar & Online classes during pandemic



List of First Class Holders from BCA.



2014 -

1. Hiren Das

2016 -

1. Rahul Jena

2. Fardeen Khan

3. Anirban Roy

2018 -

1. Rimi Das

2. Manish Choudhury

3. Partha Pratim Medhi

4. Hirak Jyoti Choudhury

5. Jahir Alam Hannan

6. Abinash Baruah

7. Gunjan Bhattacharyya

8. Sumik Boro

9. Davidson Mochari

2015 -

1. Santanu Biswas

2. Roshan Pradhan

2017 -

1. Safura Ahmed

2. Wahida Rahman

3. Harun Rashid Ahmed Shiekh

4. Kameswar Rabha

5. Brajesh Kumar Prasad

2019 -

1. Niraj Kumar Chauhan

2. Sudeep Dutta

3. Badal Mishra

4. Zenifar Alam Laskar

5. Bishal Bhattacharjee

6. Aash Narayan Mahato

7. Himangshu Das

8. Pallab Jyoti Das

List of First Class Holders from CSc.



2014 -

- 1. Pinki Pathak**
- 2. Jagat Jyoti Chetia**
- 3. Malita Deka**
- 4. Pinki Kalita**
- 5. Chayanika Gogoi**

2016 -

- 1. Sanjib Ray**
- 2. Habibul Haque**
- 3. Shahrukh Abedin Khan**

2018 -

- 1. Krishna Agarwal**
- 2. Pallav Jyoti Malakar**
- 3. Pallav Deka**
- 4. Rahul Amin**
- 5. Utpal Das**

2015 -

- 1. Anamika Boro**
- 2. Subhajit Bhattacharjee**
- 3. Suman Saha**
- 4. Minakshi Saikia**
- 5. Mitu Mani Deka**

2017 -

- 1. Najmul Islam**

2019 -

- 1. Indrani Das**

2020 -

- 1. Karabi Sutradhar**
- 2. Suraj Barman**
- 3. Subham Nayak**
- 4. Riponjyoti Lahkar**
- 5. Bikash Baishya**



Thank
you

