



SRI DURGA MALLEESWARA

SIDDHARTHA MAHILA KALASALA

VIJAYAWADA - 10



An Autonomous College in the Jurisdiction of Krishna University, Re - Accredited at "A++" with 3.56/4 by NAAC
ISO CERTIFIED INSTITUTION 9001

Sponsors: Siddhartha Academy of General and Technical Education



TECH SPARKS - 2K23

A STATE LEVEL TECHNICAL EVENT ON 29th NOVEMBER, 2023

✦ **TECHNO FIESTA**
✦ **TECH BLIND**
✦ **INSIGNIA**
✦ **GAME MINIATURE**

✦ **STUD-WEBER**
✦ **PREDICAMENT**
✦ **COOKING JUNKIES**

TO REGISTER SCAN HERE

<http://surl.li/njlrif>



For more Details Contact:

Mrs.V. Siva Krishnaveni - 9295557778

Mrs. Ch. Archana - 9490339926

Organized by Department of Computer Science

Chair Persons

Dr. T. Vijaya Lakshmi, Director, SDMSMK
Dr. S. Kalpana, Principal, SDMSMK

Organizing Secretary

Mrs. M.Praveena, HOD, Dept. of Computer Science, SDMSMK

Convenor

Mrs. M. Dharma Vardhani, Dept. of Computer Science, SDMSMK

Co-Convenor

Mrs. P.Harika, Dept. of Computer Science, SDMSMK

Staff Co-ordinators

Mrs. V.Siva Krishaveni - 92955 57778
Mrs. Ch.Archana - 94903 39926

Event Organizers

- 1.STUD-WEBER- Ms. B.Kavitha
- 2.TECHNO FIESTA - Mrs. P.Sri Bharathi
- 3.TECH BLIND - Mrs. V. Siva Krishaveni
- 4.COOKING JUNKIES - Mrs. B. Komali
- 5.INSIGNIA - Mrs. L.Ramya
- 6.PREDICAMENT - Mrs. P.Swathi
- 7.GAME MINIATURE - Mrs. P.Swathi

Student Organizers

- 1.STUD-WEBER- K.Devisri - 91604 40381
- 2.TECHNO FIESTA - B. Suchitra - 96424 51208
- 3.TECH BLIND - N.Pallavi sal - 75695 66007
- 4.COOKING JUNKIES - N.Deepika - 96185 82737
- 5.INSIGNIA - K. Reshmasri - 86888 45143
- 6.PREDICAMENT - Y.Amitha - 8328252542
- 7.GAME MINIATURE - Syed. Sumera - 8074932308

Protocols

- > Entry fee Rs. 150/-
- > If you pay entry fee you can participate in all the 7 events.
- > Registration starts from 8.30 A.M and closed at 10.00 A.M.
- > Participants must wear their college ID card.
- > Prizes will be given at the time of Valedictory.
- > e-Certificate will be provided to all registered participants
- > Lunch will be provided to all the registered participants



ABOUT US

The members of the Siddhartha Academy of General & Technical Education strongly believe that "There is no greater pillar of stability than a strong, free and educated woman". Hence the Academy started Sri Durga Malleswara Siddhartha Mahila Kalasala in 1983, in addition to 18 other Siddhartha Institutions in its fruitful journey of 44 long years. Having an objective to provide quality education in general and women education in particular to empower young women into holistic personalities with multiple skills, resourcefulness and human values.

Sri Durga Malleswara Siddhartha Mahila Kalasala is one and only College in entire Andhra Pradesh to achieve "A++" in recent accreditation in Jan 2021 much to the commendation of academicians and it's Philanthropic Management for setting up an excellent academic tradition and discipline in the premises. Ours is the UGC recognised 2(f) & 12 (B) Private Degree College with permanent affiliation, CPE Status (2016) and ISO certification 9001:2015. The college achieved many Best Rankings & Prestigious Awards - 79th rank in NIRF, 108th rank in Sciences & 127th rank in Commerce Stream, Higher Education Grand Jury National level ranking in 2021, 5th in India & 1st in Andhra Pradesh among India's Best Private Higher Education Institutions. Also received Life Saviour, Best NSS Unit, Best Eco-friendly and Best Black Library Awards. The cultural team is the pride of the Institution and tower of strength. The team was invited to perform at TANA USA & received Golden Nandi for One-Act-Play from the Government of Andhra Pradesh.

The Academic Programmes are being continuously updated keeping its tradition of upgradation of programmes according to the changing needs. The college introduced Choice Based Credit System from the Academic year 2005-2006 onwards. With systematic planning and execution of academic, Co-curricular activities and personality development programmes, students are empowered with values, job skills, communication skills and soft skills which transform them into integrated women committed to excellence, competence and service mindedness. As a result, they become assets to the society and the nation at large. The College offers UG Programmes along with several Diversified, Certificate & Add-on Courses. Laboratories and classrooms are well equipped. Library and Reading Room facilities are adequately provided. The Institution has a good number of placements on record. The Career Guidance and Placement Cell provides exposure to Personality Development Lectures and Workshops for employability skills through Group Discussions, Resume Writing and Aptitude Development. The Siddhartha Mahila Kalasala is an embodiment of academic excellence, service mindedness, all round development and proves to be an asset to the society as well as the nation.

ABOUT THE DEPARTMENT

The Computer Science department was started in 1989. The Department offers Bachelor of Science in Computer Science, Electronics, Statistics, Mathematics, Chemistry, Data Science Cognitive Systems and AI. The department believes in continuous knowledge enhancement by means of various Teaching Learning methods and Innovative Practices.

TECHSPARKS - 2K23

Techsparks 2k23 is a state level technical event organized by the Department of Computer Science, SDMSMK, Vijayawada. Techsparks 2k23 presenting a collection of technical as well as social event, which is one of the best platform to all students to build themselves strong at technical field. So come and join us as a part of technical field and prove yourself. We hoped to inspire students to consider the fantastic opportunities available to them in becoming part of the next generation of computer scientists.



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Registration link
<http://surl.li/njlrif>



Scan QR Code for Registration

Tech Sparks-2K23

Verve of Technology

A STATE LEVEL TECHNICAL EVENT

ON

29TH NOVEMBER, 2023

Organized by

DEPARTMENT
OF
COMPUTER SCIENCE

STUD-WEBER: Creation of websites and pages to reflect a company's brand and information to ensure a user friendly experience.

Rules: 1) Only 3 participants for each team.

- 2) A prototype will be provided. Use the given resource elements to design your imagination as per prototype.
- 3) Time limit - 60 mins.

Cash prizes will be given

I Prize-Rs.3000 II Prize-Rs.2000 III Prize-Rs.1000



TECHNO FIESTA : It's a mind game that tests your intelligence. Students with extremities of technical knowledge are cordially invited. So, hook up guys coz a horde of questions are in store for you.

Rules: 1) Only 3 participants for each team.

- 2) Round 1: General, Technical & Non-technical questions.
- 3) Round 2: Questions on logos, taglines, expansions & about MNC's

Cash prizes will be given for the winners

TECH BLIND: Technical event on C/PYTHON language to test your Coding and Intelligence in Programming. Monitor will be switched off while you are typing the code.

Rules: 1) Only 1 participant.

- 2) Program description will be given.
- 3) Time limit - 45 mins.



COOKING JUNKIES: Did you ever thought of giving gas stoves a rest! By trying out some ro cook recipes.

Rules: 1) Only 1 participant - single dish (Pre-cooked items not allowed)

- 2) Participant must bring their own material and ingredients for preparation of the item (Display a name board having the name, ingredients, etc.. of the dish).
- 3) Time limit: 30min.

INSIGNIA : Logo Making - Design an effective logo to promote public identification and recognition. Topic will be given on spot.

Rules: 1) Only 1 participant.

- 2) Carry your own stationary (colors, pencils, A4 sheets etc).
- 3) Time limit - 45min.



PREDICAMENT(A New Algorithmic Competition): The task can be anything for solving puzzles to playing games to perform complicated mathematical calculations.

Rules: 1) Only 1 participant given a task to complete.

- 2) The first person to finish the task wins.
- 3) Time limit - 30min.



GAME MINIATURE: The Main objective of this competition is to encourage students to design and build a computer game model by applying their knowledge and creativity.

Rules: 1) Only 2 participants per team.

- 2) Participants should bring their own game model related to computer.
- 3) Time limit - 30min.

