



DEPARTMENT OF COMPUTER ENGINEERING

WEBATHON 1.0 REPORT 2017

Software Development Section (SDS) mission is to keep students aware about the new technology and trends. We focus on providing and overview of industry working so that they can groom up and prepare themselves according to that environment.

The key points of SDS are

- Help students so that they can become technically sharp, which help them to clear technical interviews
- Help student to learn new technologies and logics building
- Provide students an exposure of industrial environment so that they can learn how work is done in IT industries
- Provide student an environment where they can learn team work
- The SDS is not limited to only software, we have hardware projects, for those who have interest in hardware projects
- Student can also do research projects

We mainly focused on

- Web applications
- Mobile applications
- Desktop applications
- Research areas of CSE
- Projects of IOT
- Problem solving with the help of IT tools

In view of the above a Webathon1.0 was conducted on 24/02/2107. The objective behind this Webathon1.0 was to discover the creative web designers among the student of second year students, and also to give them a feel of competition so that they can prepare themselves to compete among the outsiders, and can take more and more participations in such type of competitions. This will also encourage students and help them in developing their skills

The following faculty were the part of webathon 1.0:

Sr. No	Name	Designation	Role in Webathon
1	ShrutiBijawat	Assistant Professor	Coordinator
2	KrutibashNayak	Assistant Professor	Coordinator

The student team of webathon1.0:



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Sr. No	Name	Registration Number
1	Ana Jain	PIET/CE/14/010
2	Manvendra Singh Rathore	PIET/CE/14/059
3	Sachin Kumar Meena	PIET/CE/134/085
4	Shriyansh Jain	PIET/CE/14/093

The Schedule of the webathon1.0 was as follows:

Friday, 24/02/2017 pre-lunch time.

The program detail is as follows:

- I. The competition was started at 8:30AM on 24/02/2107. In this competition out of 30 team, 23 team take participations.
- II. One scenario was given to all the participating team and they have to build a complete website (Front-end only). The scenario is attached with this mail.
- III. There was a 3-hour time limit, in which they have to build and submit their output.
- IV. The rules and evaluation criteria of the webathon1.0 is attached in the mail.
- V. Among all the participating team,three team win this competition. The result is attached with the mail.
- VI. Other than these 30 team 3 more team has participated (whose submissionswere not considered as per the rule of the Webathon).
- VII. The final submission snapshot has been attached in the mail.



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The Program Images





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