



KONGU ARTS AND SCIENCE COLLEGE (AUTONOMOUS)

28
Years of Excellence
Since 1994



DBT

SPONSORED STAR DEPARTMENT

CYBER CREWS ASSOCIATION

IT UNLIMITED MAGAZINE
A BIMONTHLY BONANZA
OCT-NOV 21

87

ISSUE

DEPARTMENT OF COMPUTER SCIENCE (UG)



itunlimitedmagazine@gmail.com



www.kasc.ac.in

EDITORIAL BOARD

PATRON

Thiru. K. Palanisamy B.E., M.B.A., M.S.,

Correspondent

EDITORIAL IN CHIEF

Dr. N. Raman M.B.A., M.Com., M.Phil., B.Ed., Ph.D.,

Principal

EDITORIAL ADVISOR

Prof. P. Ramesh M.Sc., M.Phil.,

HOD

FACULTY EDITOR

Mr.S. Jaganathan, M.C.A., M.Phil.,

Assistant Professor

R.Kabinesh

III B.Sc.(CS)-A

E.Shrishruthi

III B.Sc.(CS)-A

M.C. Madhankumar

III B.Sc.(CS)-A

K.Kavin Kumar

III B.Sc.(CS)-B

V.Kiruthikadevi

III B.Sc.(CS)-B

R.Harish

III B.Sc.(CS)-C

A.Ramya

III B.Sc.(CS)-C

D. Dhivyaa

II B.Sc.(CS)-A

S. Naveen

II B.Sc.(CS)-A

K. Ramanamoorthy

II B.Sc.(CS)-B

N. Keerthana

II B.Sc.(CS)-B

P. Vaishnavi

I.B.Sc.(CS)-A

A. Jaffar sadiq

I B.Sc.(CS)-B



CONTENT

02



IOS 15

10



AIRTAG

04



BLOCK CHAIN

12



**HAND GESTURES
ON KEYBOARD**

06



**PASSWORDLESS
AUTHENTICATION**

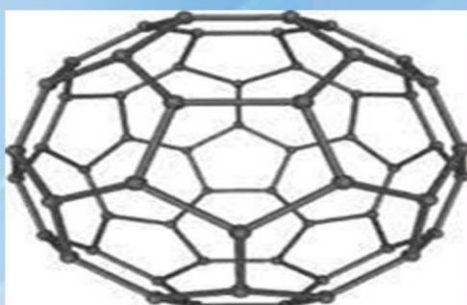
14 LEARN A TOOL

16 REVIEW BOX

17 MIND PUNCH

18 IT VITA

08



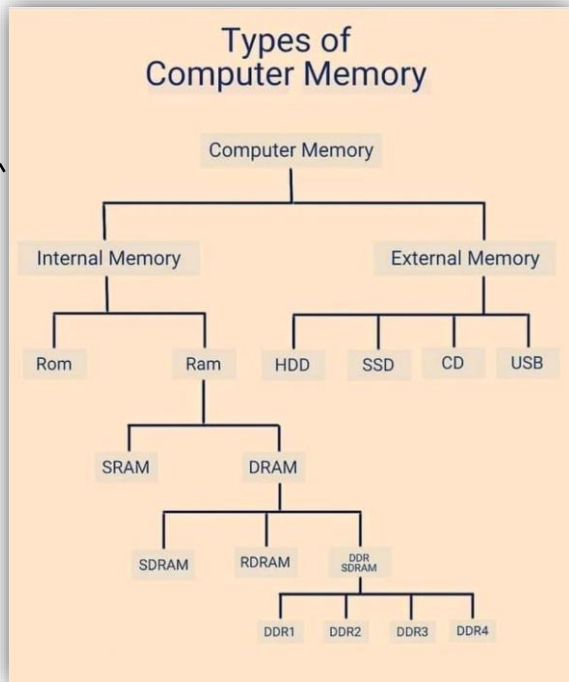
NANO TECHNOLOGY

**19 FAMOUS AND
FAVOURITE**

20 SOLUTIONS

THOUGHTS OF THE ISSUE

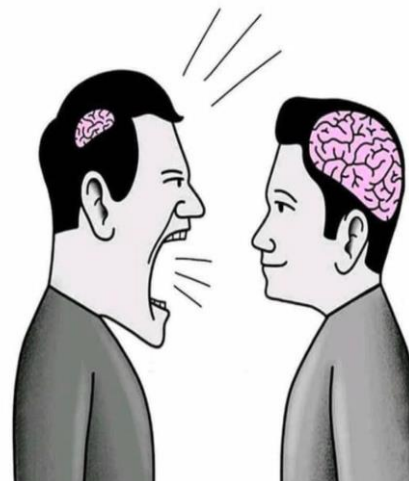
REMEMBER



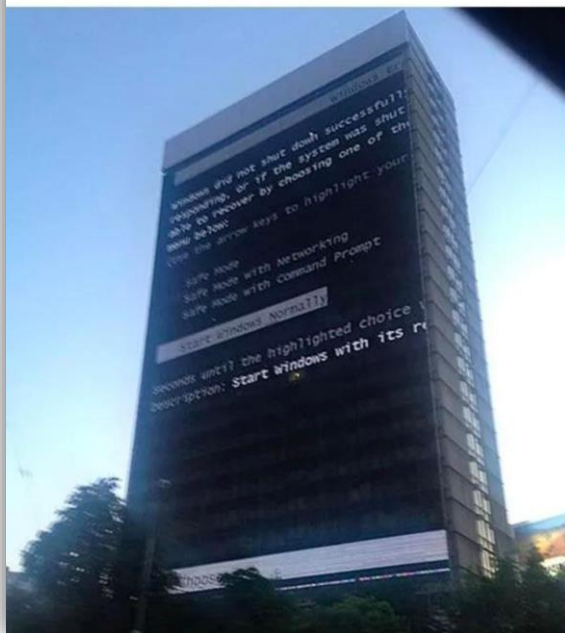
FREE ADVICE

Linux is the best OS

Linux is not an OS, it's a kernel



What The Hell Happened Here...



JUST FOR FUN



MESSAGE

iOS 15

iOS 15

iOS 15 brings audio and video enhancements to FaceTime, including spatial audio and Portrait mode. Shared with You resurfaces the articles, photos, and other shared content from your Messages conversations in the corresponding app. Focus helps you reduce distractions by filtering out notifications based on what you are currently doing. Notifications have been redesigned and a new notification summary delivers a collection of notifications so you can catch up on your own time. Maps delivers a beautiful redesign with a new three-dimensional city experience and augmented reality walking directions. Live Text uses on-device intelligence to recognize text in photos across the entire system and on the web. New privacy controls in Siri, Mail, and more provide transparency and give you more control over your data.



iOS 15.1.1 improves call drop performance on iPhone 12 and iPhone 13 models.

iOS 15.1 adds SharePlay, an entirely new way to have shared experiences with family and friends in FaceTime. This release also adds the ability to capture ProRes video using iPhone 13 Pro and iPhone 13 Pro Max, as well as verifiable COVID-19 vaccination cards in Apple Wallet, and includes other features and bug fixes for your iPhone.



SharePlay

SharePlay is a new way to share synchronized experiences in FaceTime with content from the Apple TV app, Apple Music, Fitness+, and other supported App Store apps.

Shared controls give everyone the ability to pause, play, rewind or fast forward.

Smart volume automatically lowers the audio of a movie, TV show or

song when your friends speak Apple TV supports the option to watch the shared video on your big screen while you continue the FaceTime call on iPhone.

Screen sharing lets everyone on a FaceTime call look at photos, browse the web, or help each other out.

Camera

ProRes video capture using iPhone 13 Pro and iPhone 13 Pro Max.

Setting to turn off automatic camera switching when taking macro photos and videos on iPhone 13 Pro and iPhone 13 Pro Max.



Apple Wallet

COVID-19 vaccination card support allows you to add and present verifiable vaccination information from Apple Wallet.

Translate

Mandarin Chinese (Taiwan) support in the Translate app and for system-wide translation.

Home

New automation triggers based on the current reading of a HomeKit-enabled humidity, air quality, or light level sensor.

Shortcuts

New pre-built actions let you overlay text on images or gifs, plus a new collection of games lets you pass the time with Siri.

This release also fixes the following issues:

Photos app may incorrectly report storage is full when importing photos and videos.

Weather app may not show current temperature for My Location, and may display colors of animated backgrounds incorrectly.

Audio playing from an app may pause when locking the screen.

Wallet may unexpectedly quit when using VoiceOver with multiple passes.

Available Wi-Fi networks may not be detected

Battery algorithms updated on iPhone 12 models to better estimate battery capacity over time.

BLOCK CHAIN

What Is a Blockchain?

A blockchain is a distributed database that is shared among the nodes of a computer network. As a database, a blockchain stores information electronically in digital format. Blockchains are best known for their crucial role in cryptocurrency systems, such as Bitcoin, for maintaining a secure and decentralized record of transactions. The innovation with a blockchain is that it guarantees the fidelity and security of a record of data and generates trust without the need for a trusted third party.



One key difference between a typical database and a blockchain is the way the data is structured. A blockchain collects information together in groups, known as "blocks" that hold sets of information. Blocks have certain storage capacities and, when filled, are closed and linked to the

previously filled block, forming a chain of data known as the "blockchain." All new information that follows that freshly added block is compiled into a newly formed block that will then also be added to the chain once filled.

One key difference between a typical database and a blockchain is the way the data is structured. A blockchain collects information together in groups, known as "blocks" that hold sets of information. Blocks have certain storage capacities and, when filled, are closed and linked to the previously filled block, forming a chain of data known as the "blockchain."

Key takeaways:

Blockchain is a type of shared database that differs from a typical database in the way it stores information; blockchains store data in blocks that are then linked together via cryptography. As new data comes in it is entered into a fresh block. Once the block is filled with data it is chained onto the previous block, which makes the data chained together in chronological order.

Different types of information can be stored on a blockchain but the most common use so far has been as a ledger for transactions.

In Bitcoin's case, blockchain is used in a decentralized way so that no single person or group has control—rather, all users collectively retain control.



Decentralized blockchains are immutable, which means that the data entered is irreversible. For Bitcoin, this means that transactions are permanently recorded and viewable to anyone.

Transparency:

Because of the decentralized nature of Bitcoin's blockchain, all transactions can be transparently viewed by either having a personal node or by using blockchain explorers that allow anyone to see transactions occurring live, confirmed and added.

Passwordless Authentication

Passwordless authentication is an authentication method in which a user can log in to a computer system without the entering (and having to remember) a password or any other knowledge-based secret. In most common implementations users are asked to enter their public identifier (username, phone number, email address etc.) and then complete the authentication process by providing a secure proof of identity through a registered device or token.



Passwordless authentication methods typically rely on Public-key cryptography infrastructure where the public key is provided during registration to the authenticating service (remote server, application or website) while the private key is kept on a user's device (PC, smartphone or an external security token) and can only be accessed by providing a biometric signature or another authentication factor which isn't knowledge-based.

These factors classically fall into two categories:

Ownership factors ("Something the user has") such as a cellular phone, OTP token, Smart card or a hardware token.

Inherence factors ("Something the user is") like fingerprints, retinal scans, face or voice recognition and other biometric identifiers.

"Passwordless MFA" is the term used when both approaches are employed and the authentication flow is both passwordless and uses multiple factors, providing the highest security level when implemented correctly.

History:

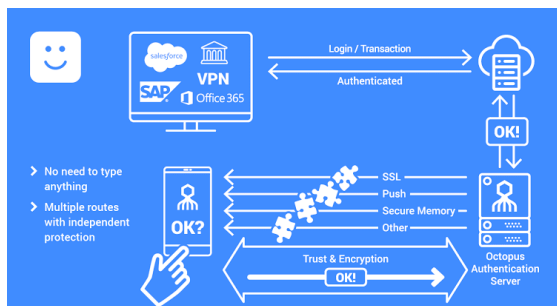
The notion that passwords should become obsolete has been circling in computer science since at least 2004. Bill Gates, speaking at the 2004 RSA Conference predicted the demise of passwords saying "they just don't meet the challenge for anything you really want to secure. " In 2011 IBM predicted that, within five years, "You will never need a password again. " Matt Honan, a journalist at Wired, who was the victim of a hacking incident, in 2012 wrote "The

age of the password has come to an end." Heather Adkins, manager of

Information Security at Google, in 2013 said that "passwords are done at Google.

The Problem with Passwords:

Today's digital workers rely on a wide variety of applications to perform their jobs. Users are forced to memorize and track a dizzying array of frequently changing passwords. Overwhelmed by password sprawl, many users take risky shortcuts like using the same password for all applications, using weak passwords, repeating passwords, or posting passwords on sticky notes.



Pros:

Greater security – passwords are known to be a weak point in computer systems (due to reuse, sharing, cracking, spraying etc.) and are regarded a top attack vector responsible for a huge percentage of security breaches.

Reduced IT costs – since no password storage and management is needed IT teams are no longer burdened by setting password policies, detecting leaks, resetting forgotten passwords, and complying with password storage regulation.

Scalability – managing multiple logins without additional password fatigue or complicated registration.

Cons:

Implementation costs – Although it is accepted that passwordless authentication leads to savings in the long term, deployment costs are currently a hindering factor for many potential users. Cost is associated with the need to deploy an authentication mechanism on an existing user directory and sometimes the additional hardware deployed to users (e.g. OTPs or security keys).

Single point of failure – particularly implementations using OTP or push notifications to cellular device applications can create a challenge for the end user if a device is broken, lost, stolen or simply upgraded.

NANO TECHNOLOGY

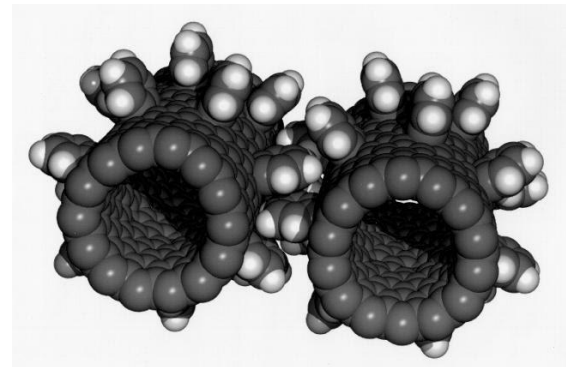
Nanotechnology, also shortened to nanotech, is the use of matter on an atomic, molecular, and supramolecular scale for industrial purposes. The earliest, widespread description of nanotechnology referred to the particular technological goal of precisely manipulating atoms and molecules for fabrication of macroscale products, also now referred to as molecular nanotechnology.

A more generalized description of nanotechnology was subsequently established by the National Nanotechnology Initiative, which defined nanotechnology as the manipulation of matter with at least one dimension sized from 1 to 100 nanometres.

This definition reflects the fact that quantum mechanical effects are important at this quantum-realm scale, and so the definition shifted from a particular technological goal to a research category inclusive of all types of research and technologies that deal with the special properties of matter which occur below the given size threshold. It is therefore common to see the plural form "nanotechnologies" as well as "nanoscale technologies" to refer to the broad range of research and

applications whose common trait is size.

Nanotechnology as defined by size is naturally broad, including fields of science as diverse as surface science, organic chemistry, molecular biology, semiconductor physics, energy storage, engineering, microfabrication and molecular engineering. The associated research and applications are equally diverse, ranging from extensions of conventional device physics to completely new approaches based upon molecular self-assembly, from developing new materials with dimensions on the nanoscale to direct control of matter on the atomic scale.

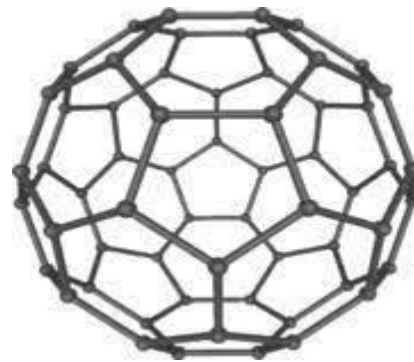


Scientists currently debate the future implications of nanotechnology. Nanotechnology may be able to create many new materials and devices with a vast range of applications, such as in Nano medicine, Nano electronics, biomaterials energy production,

and consumer products. On the other hand, nanotechnology raises many of the same issues as any new technology, including concerns about the toxicity and environmental impact of nanomaterials, and their potential effects on global economics, as well as speculation about various doomsday scenarios. These concerns have led to a debate among advocacy groups and governments on whether special regulation of nanotechnology is warranted. Nanotechnology is the engineering of functional systems at the molecular scale. This covers both current work and concepts that are more advanced. In its original sense, nanotechnology refers to the projected ability to construct items from the bottom up, using techniques and tools being developed today to make complete, high-performance products.

One nanometre (nm) is one billionth, or 10^{-9} , of a meter. By comparison, typical carbon-carbon bond lengths, or the spacing between these atoms in a molecule, are in the range 0.12–0.15 nm, and a DNA double-helix has a diameter around 2 nm. On the other hand, the smallest cellular life-forms, the bacteria of the genus *Mycoplasma*, are around 200 nm in length. By convention, nanotechnology is taken as the scale

range 1 to 100 nm following the definition used by the National Nanotechnology Initiative in the US. The lower limit is set by the size of atoms (hydrogen has the smallest atoms, which are approximately a quarter of a nm kinetic diameter) since nanotechnology must build its devices from atoms and molecules. The upper limit is more or less arbitrary but is around the size below which the phenomena not observed in larger structures start to become apparent and can be made use of in the Nano device.



Two main approaches are used in nanotechnology. In the "bottom-up" approach, materials and devices are built from molecular components which assemble themselves chemically by principles of molecular recognition. In the "top-down" approach, Nano-objects are constructed from larger entities without atomic-level control.

AIRTAG

AirTag is a tracking device developed by Apple. AirTag is designed to act as a key finder, helping people find personal objects (e.g. keys, bags, apparel, small electronic devices, vehicles). To locate lost items, AirTags leverage Apple's crowdsourced Find My network, estimated in early 2021 to consist of approximately one billion devices worldwide that detect and anonymously report emitted Bluetooth signals. AirTags are compatible with any iPhone, iPad, or iPod Touch device capable of running iOS/iPadOS 14.5 or later. Using the built-in U1 chip on iPhone 11 or later (excluding iPhone SE 2nd generation), users can more precisely locate items using UWB (ultra-wideband) technology. AirTag was announced on April 20, 2021, made available for pre-order on April 23, and released on April 30. The product was first rumored to be under development in April 2019. In February 2020, it was reported that Asahi Kasei was prepared to supply Apple with tens of millions of ultra-wideband (UWB) parts for the rumored AirTag in the second and third quarters of 2020, though the shipment was ultimately delayed. On April 2, 2020, a YouTube video on Apple Support page also confirmed

AirTag. In Apple's iOS 14.0 release, code was discovered that described the reusable and removable battery that would be used in the AirTag. In March 2021, MacWorld stated that iOS 14.5 beta's Find My user interface included "Items" and "Accessories" features meant for AirTag support for a user's "backpack, luggage, headphones" and other objects. AppleInsider noted that the beta included safety warnings for "unauthorized AirTags" persistently in the user's vicinity.



AirTags can be interacted with using the Find My app. Users may trigger the AirTag to play a sound from the app. iPhones equipped with the U1 chip can use "Precision Tracking" to provide direction to and precise distance from an AirTag.

Precision Tracking utilizes ultra-wideband.

AirTags are not satellite navigation devices. AirTags are located on a map within the Find My app by utilizing Bluetooth signals from other anonymous iOS and iPadOS devices out in the world. To help prevent unwanted tracking, an iOS/iPadOS device will alert their owner if someone else's AirTag seems to be with them, instead of with the AirTag's owner, for too long. If an AirTag is out of range of any Apple device for more than 8 to 24 hours, it will begin to beep to alert a person that an AirTag may have been placed in their possessions.



Users can mark an AirTag as lost and provide a phone number and a message. Any iPhone user can see this phone number and message with the "identify lost item" feature within the Find My app which utilizes near-field communication (NFC) technology. Additionally, Android and Windows 10 Mobile phones with

NFC can identify an AirTag with a tap, which will redirect to a website containing the message and phone number.

AirTag requires an Apple ID and iOS or iPadOS 14.5 or later. It uses the CR2032 button cell replaceable with one year of battery life. The maximum range of Bluetooth tracking is estimated to be around 100 meters. The water-resistance of an AirTag is rated IP67 water and dust; an AirTag can withstand 30 minutes of water immersion in standard laboratory conditions. Each Apple ID is limited to 16 AirTags. In December 2021, Apple released an Android app called "Tracker Detect" on the Google Play Store. The app allows Android users to scan for nearby AirTags that are in a "lost" state and potentially being used for malicious tracking purposes. Users who set their AirTags to lost mode are prompted to provide a contact phone number for finders to call. In September 2021, security researcher Brian Krebs noted that the phone number field will actually accept any type of input, including arbitrary computer code, opening up the potential use of AirTags as Trojan Horse devices.

HAND GESTURES ON KEYBOARD

Researchers are developing a new technology that uses hand gestures to carry out commands on computers.

The prototype, called "Typealike," works through a regular laptop webcam with a simple affixed mirror. The program recognizes the user's hands beside or near the keyboard and prompts operations based on different hand positions.

A user could, for example, place their right hand with the thumb pointing up beside the keyboard, and the program would recognize this as a signal to increase the volume. Different gestures and different combinations of gestures can be programmed to carry out a wide range of operations.

The innovation in the field of human-computer interaction aims to make user experience faster and smoother, with less need for keyboard shortcuts or working with a mouse and trackpad.

"It started with a simple idea about new ways to use a webcam," said Nalin Chhibber, a recent master's graduate from the University of Waterloo's Cheriton School of Computer Science. "The webcam is pointed at your face, but the most interaction happening on a computer is around your hands.

So we thought, what could we do if the webcam could pick up hand gestures?"



The initial insight led to the development of a small mechanical attachment that redirects the webcam downwards towards the hands. The team then created a software program capable of understanding distinct hand gestures in variable conditions and for different users. The team used machine learning techniques to train the Typealike program.

"It's a neural network, so you need to show the algorithm examples of what you're trying to detect," said Fabrice Matulic, senior researcher at Preferred Networks Inc. and a former postdoctoral researcher at Waterloo. "Some people will make gestures a little bit differently, and hands vary in size, so you have to collect a lot of

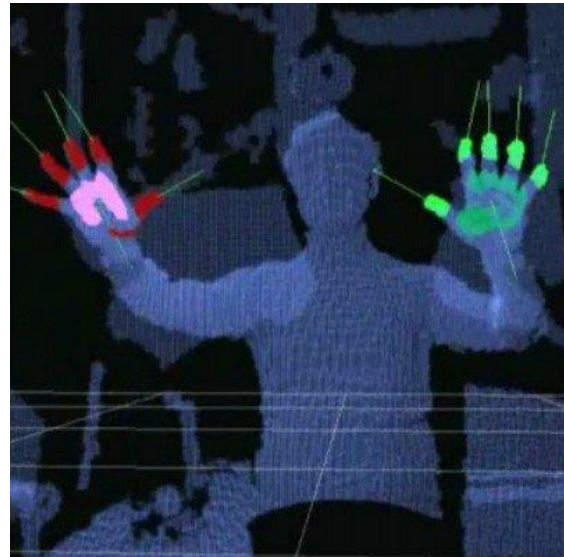
data from different people with different lighting conditions."

The team recorded a database of hand gestures with dozens of research volunteers. They also had the volunteers do tests and surveys to help the team understand how to make the program as functional and versatile as possible.



"We're always setting out to make things people can easily use," said Daniel Vogel, an associate professor of computer science at Waterloo. "People look at something like Type alike, or other new tech in the field of human-computer interaction, and they say it just makes sense. That's what we want. We want to make

technology that's intuitive and straightforward, but sometimes to do that takes a lot of complex research and sophisticated software."



The researchers say there are further applications for the Type alike program in virtual reality where it could eliminate the need for hand-held controllers.

LEARN A TOOL

REDBOOTH

Redbooth (formerly Teambox) is a web-based workplace collaboration tool and communication platform.

Developer(s): Redbooth, Inc. (formerly Team box Technologies S.L. Teambox Technologies S.L.)

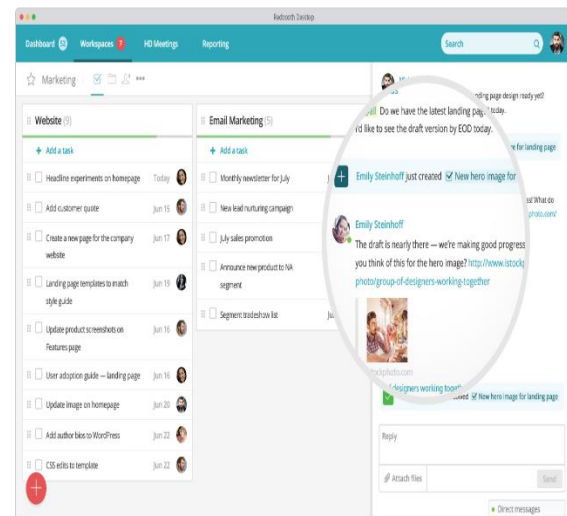
Written in: Rubby on Rails

Available in: Castilian, English

Type: Project management

License: Software as a service

Website: redbooth.com



Features

Status updates and conversations – Status updates are registered as projects conversations. You can later organize conversations by giving them headlines. There are options to notify other project members via email and to attach files from one's computer or google Docs.

Task Management – Task are organized into task lists under the projects. The task system is very closely related to the conversation system and conversations can be converted to tasks. Tasks' status can be changed when commenting it. There is time tracking, delegation and due date properties for tasks.

- File and content management : Easily share, find and work on current documents. Comes with free file storage and integrates with: Dropbox, Box, Google Drive.
- Real-time communication : HD Video conferencing for up to 100 people, screen sharing, group chat to communicate with your team in real time.
- Role-based permission to access to projects.
- Integrated with other systems (CRM, ERP, etc..)
- HD Video conferencing
- Pages- Pages are a wiki type documentation feature.
- Discussion forums.
- Chat.
- Contacts on the project.

- Time tracking – Time spent on tasks can be tracked.
- Phone and tablet clients for ios and Android.
- Language support for English, French, German, Italian, Spanish, Portuguese, Simplified Chinese, and Japanese.

History

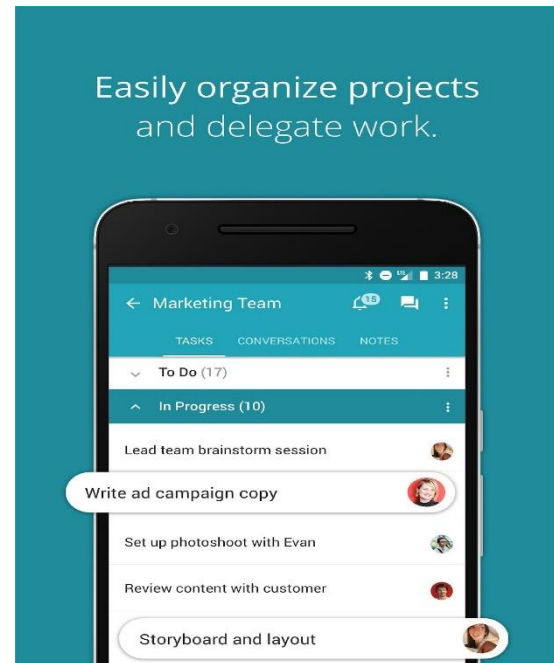
Redbooth, previously known as Teambox Technologies S.L., who developed teambox, was founded in 2008 and continued to serve commercial and free hosting for teambox. The company also offered installation and customization of the software.

In February 2010, Teambox secured \$193,400 (140,000) and an additional US\$250,000 as part of a seed funding round in November 2010. In April 2010, Talker announced that it had been acquired by Teambox. In June 2013, Teambox partnered with zoom video communications to provide HD videoconferencing to its users.

On 21 January 2014, after gaining 650,000 users, Teambox announced it has rebranded as “Redbooth”, the company was renamed to “Redbooth, Inc”.

On 18 November 2014, Redbooth announces a \$11 million series B round. Redbooth’s total funding was brought to \$17.5 million.

In August 2016, Redbooth released an exclusive app for Apple TV, it is now available in the Apple TV App Store.



On 13 September 2017, Redbooth announced that it had merged with AeroFS, a company that develops collaboration applications. The new combined company is called Redbooth, and products from both companies will be supported going forward.

REVIEW BOX

NINJA 2 SMARTWATCH

Fire-Boltt has officially launched the Ninja 2 smartwatch in India after being listed on Amazon for over two weeks. This is the brand's third smartwatch under the Ninja series after the launch of Fire-Boltt Ninja and Fire-Boltt Ninja Pro back in 2021. The newly launched Fire-Boltt Ninja 2 comes with features like a 1.3-inch touch screen display, 30 sports modes, IP68 dust and water-resistant rating, and up to 7 days of battery life. Also, the watch is priced aggressively and it will go on sale for under Rs 2,000, undercutting most of its rivals. This is also the cheapest smartwatch in the Ninja series yet.



Fire-Boltt Ninja 2 Price and Availability

The Fire-Boltt Ninja 2 smartwatch is priced at Rs 1,699 and it will be available on Amazon starting January 7.

The smart wearable will be available in three colourways: Black, Blue, and Gold.

The Ninja 2 wearable comes with a simple design language, you get a 1.3-inch colour touchscreen-enabled display up front along with a side-mounted button to navigate across the UI and menus. The screen has a resolution of 240 x 240 pixels resolution and it is an LCD panel. The watch supports multiple watch faces, which can be customized using the companion mobile application. The straps are also interchangeable.

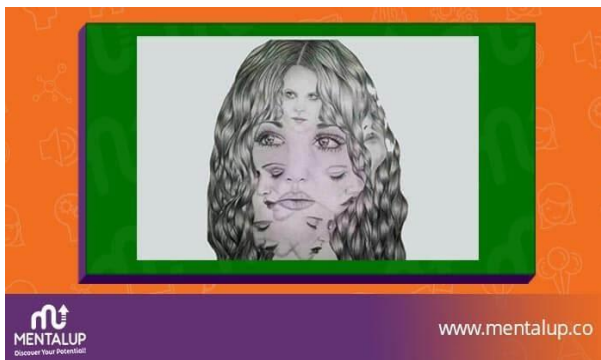
Further, the Ninja 2 wearable offers support for 30 sports modes including walking, running, skipping, hiking, badminton, cycling, and more. The watch is also IP68 dust and water-resistant rating. The last-gen Fire-Boltt Ninja supports seven sports modes and the Ninja Pro version supports 8 sports modes. The watch also comes with a SpO2 monitor to measure blood-oxygen level, a heart rate tracker and a sleep tracker, which breaks down the sleep to light sleep and restful sleep data. In terms of battery life, the Fire-Boltt Ninja 2 is rated to last up to 7 days on a single charge.

I MINDO PUNCH

1. Peter's father has five sons. The names of four sons are Fefe, Fifi, Fafa and Fufu respectively. What is the name of the fifth son?
2. Can you help the police finding the armed robber? The robber was with blue pants, straight striped hat and mustache and he stole a watch!



3. You burry me when I'm alive, you dig me up when I die. Who Am I?
4. What Can You Catch but Not Throw?
5. How Many Faces Do You See in This Picture?



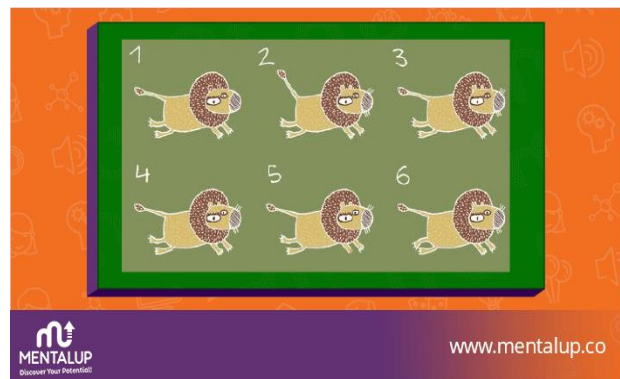
6. It's 3:35. If the clock is rotated 90 degrees counterclockwise, what time will?
7. Which Continent Do We Live In?



8. In which direction the car is moving?



9. Find the Same Lions



10. I add five to nine and get two. The answer is correct, but how?

IT VITA+

1. In which decade was the Internet first implemented?
2. ISP stands for:
3. Internet Explorer is a:
4. Lately you hear a clatter from your computer, especially when you load a program or call up information. What's going on?
5. The "http" you type at the beginning of any site's address stands for:
6. Which company created the most used networking software in the 1980's
7. Which is the best search tool for finding Web sites that have been handpicked and recommended by someone else?
8. What do you call a computer on a network that requests files from another computer?
9. The main computer that stores the files that can be sent to computers that are networked together is:
10. Another name for a computer chip is:
11. What is a spider?
12. The abbreviation URL stands for:
13. The first web server was built in:
14. In what year did the Symantec Corporation first release Norton Anti-virus?
15. What is the Websites code for the country Colombia?

\$ FAMOUS AND FAVOURITE

? FAMOUS AND FAVOURITE

KARA SWISHER



Born : December 11, 1962 (age 59)

Education: Georgetown University (BS) Columbia University (MS)

Occupation : Journalist

Years active :1994 - present

Notable work: Co-founder of Recode

Spouse: Megan Smith

Kara Anne Swisher is an American journalist. Described by Newsweek as Silicon Valley's "most powerful tech journalist", she is an opinion writer for The New York Times, a contributing editor at New York, the host of the podcast Sway, and the co-host of the podcast Pivot.

Swisher, who previously wrote for The Wall Street Journal and The Washington Post, co-founded Recode, the All Things Digital conference and the online publication All Things D. She has covered the internet since 1994.

She is the author of aol.com: How Steve Case Beat Bill Gates, Nailed the Netheads and Made Millions in the War for the Web, published by Times Business Print Books in July 1998. The sequel, There Must Be a Pony in Here Somewhere: The AOL Time Warner Debacle and the Quest for a Digital Future, was published in the fall of 2003 by Crown Business Print Books. In 2021, it was announced that she signed a two-book memoir deal with Simon & Schuster.

On January 1, 2014, Swisher and Mossberg struck out on their own with the Recode website, based in San Francisco. In the spring of 2014 they held the inaugural Code Conference near Los Angeles. Vox Media acquired the website in May 2015. A month later in June 2015, they launched Recode Decode, a weekly podcast in which Swisher interviews prominent figures in the technology space with Stewart Butterfield featured as the first guest.

SOLUTIONS

!MINDPUNCH

1. Fifth son is peter
2. Liu is guilty
3. A plant
4. cold
5. Seven faces
6. 12:20
7. Australia
8. Car is not moving.
9. 3 and 4 are pairs.
10. When it is 9 AM, add 5 hours to it and you will get 2 PM.

IT VITA+

1. 1960s
2. Internet Service Provider
3. Web Browser
4. Your hard disk may be headed for failure
5. Hyper Text Transfer Protocol
6. Sun
7. Subject directories
8. A client
9. File server
10. Micro chip
11. A program that catalogs Web sites
12. Uniform Resource Locator
13. 1990 in Geneva, Switzerland
14. 1990
15. CO

DEPARTMENT OF COMPUTER SCIENCE (UG)

**CYBER CREWS
ASSOCIATION**

**IT UNLIMITED MAGAZINE
A BIMONTHLY BONANZA**

OCT-NOV 21



87
ISSUE

DBT

SPONSORED STAR DEPARTMENT

The Editorial Board expresses its sincere gratitude to all those who are responsible, either by being on the stage or behind the screen for the successful launch of the magazine.....!!

✉ itunlimitedmagazine@gmail.com

🌐 www.kasc.ac.in