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Cyber crewS Student
ASSOCIATION

IT UNLIMITED MAGAZINE

Department of Computer Science
Bimonthly Bonanza

94 ISSUE

FEBRUARY-MARCH 2023

TECHNOLOGY IS BEST WHEN IT BRINGS PEOPLE TOGETHER.

CyberCrewS

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EDITORIAL BOARD

TABLE OF CONTENTS

THOUGHTS OF
ISSUE

1 INFORMATION

2020 Real Life Comparison of
3G, 4G & 5G Low, Medium & High Band Cellular Technolo

2019 - 5G - High Band			28 to 38 Ghz
2020 - 5G - Med Band			2 to 6 Ghz
2020 - 5G - Low Band			.6 to .7 Ghz
2015 - 4G - LTE Pro '+'			Many
2009 - 4G - LTE			.85 & 1.9 Ghz
2005 - 3G - HSPA			Many

Speed   Coverage   Frequency

2 FREE ADVICE

6 Internet Safety Tips
Every Kid Should Know

1. **Keep Your Passwords Secret**
   Except from Parents.
2. **Don't Talk to Strangers**
   Only talk to people you've met in person.
3. **Don't Give out Your Phone #**
   Unless a parent says it's okay
4. **Close and Tell an Adult**
   When you see something bad online
5. **Ask Before you Download**
   Or Your Computer Could get Sick.
6. **Only Say/Share Nice Things**
   Always Be Kind!

3 MESSAGE

Top 10 Internet Service Providers in India by Subscribers
(by quarter)

Subscribers (In Millions)

- Reliance Jio
- Bharti Airtel
- Idea Cellular
- Aircel
- Telenor
- Tata Teleservices
- Videocon
- Loop
- Atria Convergence
- You Broadband
- GTPL Broadband
- Vodafone Idea
- Vodafone
- BSNL
- Telewings
- Tata Group
- Reliance Communications
- MTNL
- Sistema Shyam
- Hathway Cable
- CSC e-Governance
- Excitel Broadband

4 AWARENESS
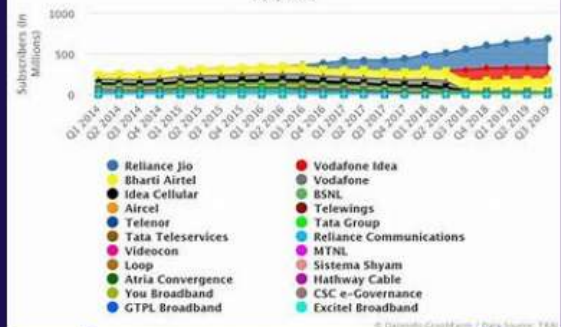
REASON #153 TO STEP UP YOUR BUSINESS GAME ONLINE

NOMOPHOBIA
(NO MOBILE PHONE PHOBIA)
The irrational fear of being without your mobile phone

80
The average smartphone user checks their device 80 times a day.

2617
The average user will tap, swipe, & click their phone 2,617 times a day.

The average time spent on smart phones is 2 hours 15 minutes a day.

80% of smartphone users check their phones within 1 hour of waking up. 62% do so immediately.

62% would rather go without chocolate for a week than lose their phone for a day. 40% would rather lose their voice for a day.

75% of all users bring their phones to the bathroom and 12% of people use their phones in the shower.

20% of people would rather go shoeless for a week than temporarily release their phones.

11% of smartphone users would rather leave home without their pants than their phone.

STRATEGUS

THE EVOLUTION
of G-suite

G Suite is a set of cloud-based productivity and collaboration tools that are used by millions of people and businesses around the world. It was first launched in 2006 as Google Apps for Your Domain, but the history of the suite goes back even further. In this article, we'll explore the evolution of G Suite, from its origins to its current state.

Origins

The story of G Suite begins in 2004, when Google acquired a startup called 2Web Technologies. 2Web had created a web-based email service called Oddpost, which had a number of innovative features, including drag-and-drop capabilities and the ability to read emails without opening them. These features would eventually become part of Gmail, Google's web-based email service.

In 2005, Google acquired another startup, called Android, which was working on a mobile operating system. This acquisition would eventually lead to the development of Android, which is now the world's most popular mobile operating system. But at the time, Google was interested in Android for another reason: its founder, Andy Rubin, had experience in building mobile devices and could help Google create a mobile version of its productivity suite.

Google Apps for Your Domain

In 2006, Google launched Google Apps for Your Domain, which was aimed at small businesses and schools. The suite included Gmail, Google Calendar, Google Docs (which included word processing, spreadsheets, and presentations), and Google Sites (which allowed users to create simple websites). These tools were all available through a custom domain name, so businesses could use their own branding instead of having a "@gmail.com" or "@google.com" email address.

One of the biggest selling points of Google Apps for Your Domain was its price: it was completely free for small businesses and schools, which made it an attractive alternative to Microsoft Office. However, the suite lacked some of the more advanced features of Office, and many users found the web-based interface to be slow and clunky.

Google Apps Premier Edition

In 2007, Google launched Google Apps Premier Edition, which was aimed at larger businesses. This version of the suite included additional features, such as 24/7 phone support, a service level agreement (SLA), and the ability to integrate with existing IT systems. It also had a price tag: $50 per user per year.


Google Drive and the Birth of G Suite

In 2012, Google launched Google Drive, a cloud-based storage service that allowed users to store and access files from anywhere. Google Drive was integrated with Google Docs, so users could create and edit documents directly from the Drive interface. This was a major step forward for Google's productivity suite, as it allowed users to access all of their files and documents from a single location.

G Suite Basic edition is a suite of collaborative productivity apps that offers your business professional email, shared calendars, online document editing and storage, video meetings, and much more.

The following year, Google rebranded Google Apps as G Suite, reflecting its focus on collaboration and productivity. The suite now included Gmail, Google Drive, Google Docs, Google Calendar, and Google Hangouts (which replaced Google Talk). Google also added a number of new features, such as real-time editing, mobile apps, and more advanced security and admin controls.Today, G Suite is used by millions of businesses and individuals around the world. It has become one of the leading productivity suites on the market, competing with Microsoft Office, Apple iWork, and other similar products. Google continues to add new features and capabilities to the suite, such as artificial intelligence and machine learning, to make it even more powerful and useful for users.

Google Cloud Platform (which provides public cloud infrastructure for hosting web-based applications and is the focus of this blog post) is a part of Google Cloud. Some other services that are a part of Google Cloud include: Google Workspace, formerly known as G Suite and Google Apps.
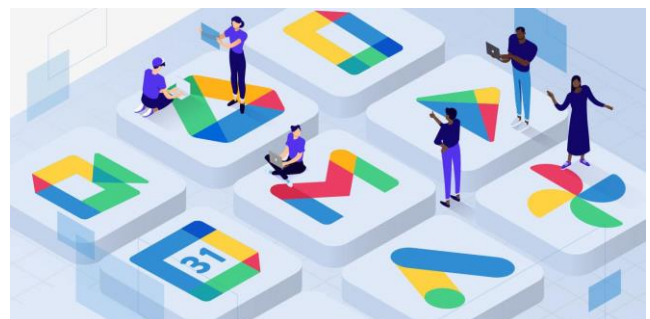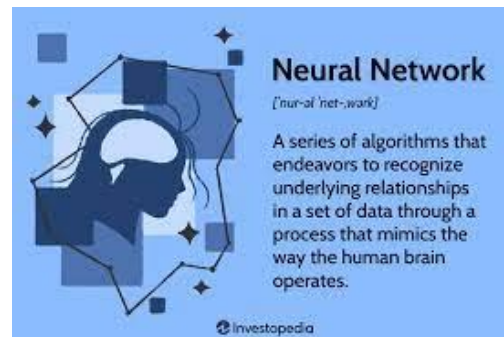
NEURAL NETWORKS

Introduction

Neural networks, also known as artificial neural networks (ANNs), are a subset of machine learning algorithms that are modeled after the biological structure and function of the human brain. Neural networks have been a topic of research for several decades and have proven to be highly effective in solving complex problems in various fields, such as image and speech recognition, natural language processing, and finance, to name a few. In this article, we will discuss the basics of neural networks, their architecture, and the various types of neural networks.

Basics of Neural Networks

Neural networks are composed of artificial neurons, which are also known as nodes or units, that are connected by links that simulate the biological synapses. These links are weighted, and the weights are adjusted during the learning process to optimize the network's output. The basic idea behind a neural network is to create a model that can learn from examples to perform a specific task. The learning process involves adjusting the weights of the connections between the neurons to minimize the difference between the actual output and the desired output.

Neural networks can be used for both supervised and unsupervised learning. In supervised learning, the network is provided with a set of input-output pairs, and the weights are adjusted to minimize the difference between the actual and desired output. In unsupervised learning, the network is trained on a set of input data without any specific output, and the weights are adjusted to identify patterns in the data.

Neural Network Architecture

The architecture of a neural network can vary depending on the specific task and the available data. However, there are some common elements in most neural network architectures. These elements include input and output layers, one or more hidden layers, and activation functions.

The hidden layers of the network are responsible for processing the input data and transforming it into a format that is suitable for the output layer.

Activation functions are used in neural networks to introduce non-linearity in the output of the neurons.

Types of Neural Networks

There are several types of neural networks, each designed to solve specific types:problems. Some of the most commonly used neural networks are discussed below.

1.Feed forward Neural Networks

Feed forward neural networks are the simplest type of neural network, and they are often used as a baseline for more complex networks. In a feedforward neural network, the information flows in one direction, from the input layer to the output layer, without any feedback loops. These networks are often used for classification and regression tasks.

2.Convolutional Neural Networks

Convolution neural networks (CNNs) are a type of neural network that is specifically designed for image processing tasks. These networks use convolutional layers to extract features from the input image, and pooling layers to reduce the size of the feature maps. CNNs have been highly effective in tasks such as image classification, object detection, and image segmentation.

3. Recurrent Neural Networks

Recurrent neural networks (RNNs) are a type of neural network that is designed to process sequential data, such as speech and text. These networks have feedback loops that allow information to flow back into.

Neural networks, also known as artificial neural networks (ANNs) or simulated neural networks (SNNs), are a subset of machine learning and are at the heart of deep learning algorithms. Their name and structure are inspired by the human brain, mimicking the way that biological neurons signal to one another.
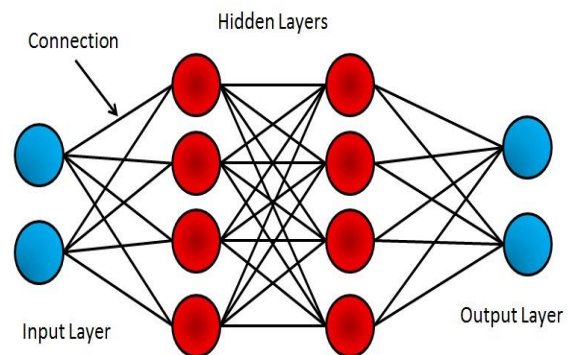

A **neural network** can refer to *either* a neural circuit of biological neurons (sometimes also called a *biological neural network*), *or* a network of artificial neurons or nodes in the case of an artificial neural network. Artificial neural networks are used for solving artificial intelligence (AI) problems; they model connections of biological neurons as weights between nodes. A positive weight reflects an excitatory connection, while negative values mean inhibitory connections. All inputs are modified by a weight and summed. This activity is referred to as a linear combination.

THE EVOLUTION OF MACHINE LEARNING

Machine learning is a branch of artificial intelligence that allows machines to learn and improve their performance without being explicitly programmed. It has evolved significantly over the years, with breakthroughs in data processing capabilities, computing power, and algorithmic advancements. In this article, we will explore the evolution of machine learning from the year 2000 to the present day.

The year 2000 marked the beginning of a new era in machine learning with the introduction of Support Vector Machines (SVMs). SVMs were introduced as a new way to solve classification problems, and they quickly became a popular choice for machine learning practitioners. SVMs are still widely used today, especially in the field of natural language processing and computer vision.

Machine Learning Process
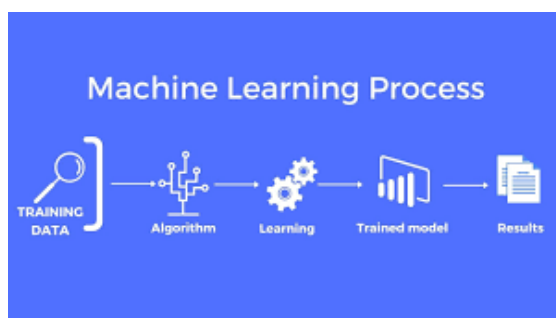
In 2006, Geoffrey Hinton and his team introduced Deep Belief Networks (DBNs), which marked the beginning of deep learning. DBNs were able to extract features from high-dimensional data and solve complex tasks such as image recognition, speech recognition, and natural language processing. However, training DBNs was a complex process that required significant computing resources.

In 2011, the era of deep learning was further advanced with the introduction of Convolutional Neural Networks (CNNs). CNNs were able to learn hierarchical representations of data and were particularly effective for image and video recognition. In the same year, IBM's Watson made history by defeating two former champions in the game of Jeopardy, showcasing the potential of machine learning in solving complex problems.

The year 2012 saw the introduction of Deep Neural Networks (DNNs), which enabled machines to learn even more complex tasks. DNNs were able to learn from large amounts of data, making them particularly effective for tasks such as speech recognition, natural language processing, and image recognition. DNNs were also used to develop the first deep learning model for image classification, known as AlexNet.

In 2014, Google introduced TensorFlow, an open-source machine learning library that made it easier for developers to build and deploy machine learning models. TensorFlow has since become one of the most popular machine learning libraries in

use today, powering a wide range of applications, from image and speech recognition to natural language processing and predictive analytics.

The year 2015 saw the introduction of Generative Adversarial Networks (GANs), which enabled machines to generate new data that closely resembled the original data. GANs have been used for a wide range of applications, from generating images and videos to synthesizing speech and music.

In 2016, AlphaGo, a computer program developed by Google DeepMind, defeated the world champion in the ancient Chinese game of Go. This marked a significant milestone in machine learning and demonstrated the potential of artificial intelligence in solving complex problems.

Machine learning is a modern innovation that has enhanced many industrial and professional processes as well as our daily

lives. It's a subset of artificial intelligence (AI), which focuses on using statistical techniques to build intelligent computer systems to learn from available databases.

As machine learning continues to evolve, it will continue to have a profound impact on the way.

In 2018, transfer learning became a popular technique for building machine learning models. Transfer learning involves reusing pre-trained models and fine-tuning them for a specific task. This technique has proven to be effective for building machine learning models with limited data, making it particularly useful for applications in healthcare and finance.In recent years, there has been a significant increase in the use of machine learning in various fields, including healthcare, finance, and marketing. Machine learning models are being used to develop new drugs, detect fraud, and improve customer experience. The rise of big data has also contributed to the growth of machine learning, with machines being able to learn from vast amounts of data and extract valuable insights.

In conclusion, machine learning has come a long way since the year 2000. From the introduction of SVMs to the rise of deep learning and the development of GANs and transfer learning, machine learning has enabled machines to learn and perform complex tasks that were once thought to be the exclusive domain of humans.

EARTH SIMULATOR

The Earth Simulator is a supercomputer designed specifically to model the Earth's climate and weather patterns. It was first introduced in 2002 and was the fastest supercomputer in the world at that time. The Earth Simulator is located at the Japan Agency for Marine-Earth Science and Technology (JAMSTEC) in Yokohama, Japan.

The Earth Simulator is a massively parallel vector supercomputer with a peak performance of 40 teraflops (trillion floating point operations per second). It consists of 640 interconnected nodes, each containing 8 vector processors and 16 gigabytes of memory. The total memory of the Earth Simulator is 10 terabytes, and it uses a specialized file system capable of handling large data sets.

The Earth Simulator is specifically designed for climate modeling and simulations. It is used to study the Earth's climate, predict changes in weather patterns, and simulate the effects of natural disasters such as earthquakes and tsunamis.

The Earth Simulator is also used to study ocean currents, air pollution, and the behavior of the Earth's magnetic field.

One of the key features of the Earth Simulator is its ability to model the Earth's climate at a high resolution. This allows researchers to study regional climate patterns in detail and to make more accurate predictions about future climate changes. The Earth Simulator can simulate the Earth's climate up to a resolution of 10 kilometers, which is much higher than other supercomputers of its time.

The Earth Simulator is also used to study the behavior of the Earth's oceans. It can simulate ocean currents and predict the behavior of hurricanes and typhoons. The Earth Simulator is used to study the impact of climate change on the oceans and to develop strategies for mitigating the effects of rising sea levels.

Another application of the Earth Simulator is in the field of seismology. It can simulate the behavior of earthquakes and tsunamis, which can help to improve early warning systems and emergency response planning. The Earth Simulator can also be used to study the impact of earthquakes on buildings and infrastructure.

The Earth Simulator has been used in a number of important research projects since its introduction. For example, it was used to simulate the 2004 Indian Ocean earthquake and tsunami, which caused widespread devastation in the region. The Earth Simulator was used to develop more accurate tsunami warning systems and to predict the impact of future tsunamis.

The Earth Simulator has also been used to study the impact of climate change on the Arctic. It has been used to simulate the melting of the polar ice caps and to predict the impact of this on sea levels and climate patterns.

The Earth Simulator has been a major achievement in the field of supercomputing. It has pushed the boundaries of what is possible in terms of modeling and simulation, and has helped to advance our understanding of the

Earth's climate and weather patterns. The Earth Simulator has also been an important tool for emergency response planning and disaster management.

In conclusion, the Earth Simulator is a supercomputer specifically designed for climate modeling and simulation. It is capable of simulating the Earth's climate at a high resolution, which allows researchers to study regional climate patterns in detail and make more accurate predictions about future climate changes. The Earth Simulator is also used to study ocean currents, air pollution, and the behavior of the Earth's magnetic field. It has been used in a number of important research projects since its introduction and has been a major achievement in the field of supercomputing.

ES3, from 2017 to 2018, ran alongside Gyoukou, a supercomputer with immersion cooling that can achieve up to 19 PFLOPS.

To simulate earth scale phenomena for research projects such as global warming and crustal movements, Earth Simulator was developed by former NASDA (current JAXA), former JAERI (current JAEA) and JAMSTEC, manufactured by NEC Corporation.
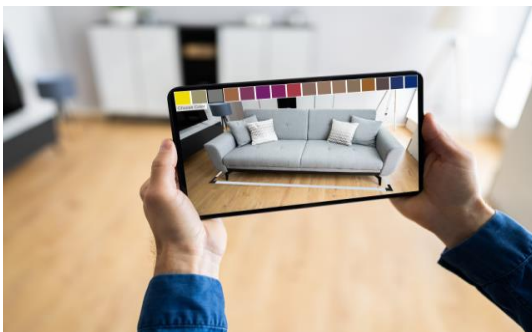
AUGMENTED COMPUTING

Introduction

Augmented computing is a term that refers to the integration of real-world environments with digital information, through the use of various technologies such as virtual reality, augmented reality, mixed reality, and artificial intelligence. Augmented computing enables users to interact with the digital world in a more immersive and intuitive manner, by overlaying digital information onto the physical world. This technology has the potential to revolutionize the way we interact with information and our environment.

History of Augmented Computing

The concept of augmented computing has been around for several decades. The first known use of augmented reality was in 1968, by Ivan Sutherland, who developed a head-mounted display that superimposed computer-generated graphics onto the real world.

However, the technology was limited by the processing power of the computers at that time, and it was not until the advent of smartphones and mobile computing devices that augmented computing became commercially viable.

In the early 2010s, the introduction of smartphones and tablets with powerful processors and high-resolution displays paved the way for the widespread adoption of augmented computing. The first widely adopted augmented reality application was the game Pokémon Go, which was released in 2016. The game allowed players to capture virtual creatures in the real world, using their smartphone cameras and GPS sensors.

Current Trends in Augmented Computing

Today, augmented computing is a rapidly growing field, with applications in various industries such as gaming, education, healthcare, and retail. Here are some of the current trends in augmented computing:

Virtual Try-On: Augmented computing technology is being used by retailers to provide virtual try-on experiences to their customers. By using augmented reality, customers can see how clothes, accessories, and makeup would look on them without having to physically try them .

Medical Applications: Augmented computing is being used in medical applications to provide doctors with real-time information about their patients. This information can include vital signs, medical history, and medication information.

Education: Augmented computing technology is being used in education to create interactive learning experiences. By overlaying digital information onto the physical world, students can learn about a variety of subjects in a more immersive and engaging manner.

Potential Future Applications of

Augmented Computing

The potential applications of augmented computing are vast and varied. Here are some of the potential future applications of this technology:

Virtual Collaboration: Augmented computing could be used to create virtual workspaces where teams can collaborate in real-time, regardless of their physical location.

Augmented Retail: Augmented computing could be used to provide customers with personalized shopping experiences. By using augmented reality, customers could see how products would look in their homes before making a purchase.

Smart Cities: Augmented computing could be used to create smart cities where digital information is overlaid onto the physical environment. This information could include traffic data, public transportation schedules, and information about local businesses.

Gaming: Augmented computing has the potential to revolutionize the gaming industry by creating more immersive and interactive gaming experiences. By overlaying digital information onto the physical world, gamers could experience games in a whole new way.
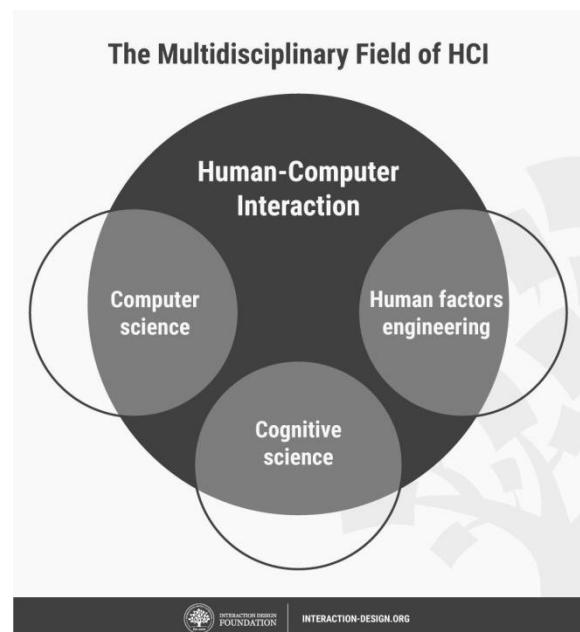
Human-computer interaction

Human-computer interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between humans (the users) and computers. While initially concerned with computers, HCI has since expanded to cover almost all forms of information technology design.

The Meteoric Rise of HCI

HCI surfaced in the 1980s with the advent of personal computing, just as machines such as the Apple Macintosh, IBM PC 5150 and Commodore 64 started turning up in homes and offices in society-changing numbers. For the first time, sophisticated electronic systems were available to general consumers for uses such as word processors, games units and accounting aids. Consequently, as computers were no longer room-sized, expensive tools exclusively built for experts in specialized environments, the need to create human-computer interaction that was also easy and efficient for less experienced users became increasingly vital. From its origins, HCI would expand to incorporate multiple disciplines, such as computer science, cognitive science and human-factors engineering.

HCI soon became the subject of intense academic investigation. Those who studied and worked in HCI saw it as a crucial

instrument to popularize the idea that the interaction between a computer and the user should resemble a human-to-human, open-ended dialogue. Initially, HCI researchers focused on improving the usability of desktop computers (i.e., practitioners concentrated on how easy computers are to learn and use). However, with the rise of technologies such as the Internet and the smartphone, computer use would increasingly move away from the desktop to embrace the mobile world. Also, HCI has steadily encompassed more fields:

The Multidisciplinary Field of HCI

Human-Computer Interaction — Computer science — Human factors engineering — Cognitive science

INTERACTION DESIGN FOUNDATION | INTERACTION-DESIGN.ORG

Despite that, some differences remain between HCI and UX design. Practitioners of HCI tend to be more academically

focused. They're involved in scientific research and developing empirical understandings of users. Conversely, UX designers are almost invariably industry-focused and involved in building products or services—e.g., smartphone apps and websites. Regardless of this divide, the practical considerations for products that we as UX professionals concern ourselves with have direct links to the findings of HCI specialists about users' mindsets. With the broader span of topics that HCI covers, UX designers have a wealth of resources to draw from, although much research remains suited to academic audiences. Those of us who are designers also lack the luxury of time which HCI specialists typically enjoy. So, we must stretch beyond our industry-dictated constraints to access these more academic findings. When you do that well, you can leverage key insights into achieving the best designs for your users. By "collaborating" in this way with the HCI world, designers can drive impactful changes in the market and society.

Interactions between products / designs / services on one side and humans on the other should be as intuitive as conversations between two humansand yet many products and services fail to achieve this. So, what do you need to know so as to create an **intuitive user experience**? Human psychology? Human-centered design? Specialized design processes? The answer is, of course, *all* of the above, and this course will cover them all.

Human-Computer Interaction (HCI) will give you the skills to properly understand, and design, the relationship between the "humans", on one side, and the "computers" (websites, apps, products, services, etc.), on the other side. With these skills, you will be able to build products that work more efficiently and therefore sell better. In fact, the Bureau of Labor Statistics predicts the IT and Design-related occupations will grow by 12% from 2014–2024, faster than the average for all occupations. This goes to show the **immense demand** in the market for professionals equipped with **the right design skills**.

learn a tool

CapCut is a free all-in-one video editor and video maker app with everything you need to create stunning, high-quality videos. Beginners can get started with CapCut in a matter of seconds, while advanced users can enjoy all the functions they need to edit videos.

High-Quality Rendering: CapCut is an online video editing platform that has remarkable quality due to its high-quality rendering capabilities. This online video editing platform is designed to provide users with a seamless editing experience, allowing them to create professional-looking videos easily.

CapCut

What is CapCut & How to Install It?

Before we introduce CapCut, CapCut is an excellent video editor, but i would recommend iMyFone Filme. It is a much more comprehensive video editing tool. And it supports a wide range of file types and offers all common editing tools, along with filters, transitions, animation, text, fast video mode, and much more.

CapCut is a mobile app for iOS and Android devices, specifically developed to complement the basic video editing features of the famous social platform, TikTok. The app is free to use and promoted as a free TikTok editing app. CapCut Android and CapCut iOS both have similar features that allow you to modify your TikTok videos with filters, stickers, speed changes, background music, effects, and more. In addition, it comes with split, reverse, and other editing tools to make your TikTok videos look more polished and professional.

Capcut interface :
It also does not allow key and advanced editing features. Another drawback is you can add only a single music track with a video. On lengthy videos, the reverse function operates slowly and takes time to process. It is inadequate for editing lengthy videos, such as those for YouTube or vlogs.

Advantage of CapCut :

One of the best things about Capcut Online is its easy-to-use interface. It has a simple drag-and-drop system that makes it easy to add and edit clips, transitions, and effects. The interface also includes helpful tutorials and tips to help you get started quickly.

It's easy to use

Cut, reverse and change speed: getting it just right is easier than ever. Skip all the editing with CapCut's extensive library of ready-to-use video templates.

Watermark-Free Videos

No more worrying about watermarks from third-party editing apps. Upload your videos directly to TikTok with no watermark or save them to your device with a CapCut end clip which may be removed with ease.

CapCut Video editing

Crop, cut, trim, and merge video clips with ease. CapCut also has a variety of transition options and high-resolution downloads to elevate your production quality.

High Quality

Users can use Advanced filters and flawless beauty effects that open up a world of possibilities.

Top Music Hits & Sounds Effects

Access to a Massive music library and Exclusive TikTok songs.

Stickers and texts

Fully express yourself thanks to top trending stickers and amazing fonts.

Effects

Get creative with a great range of visual effects.

Image Editing

Remove backgrounds from images and create slideshows using simple CapCut tools to add to your videos.

Audio Editing

Fade audio and add amusing sound effects to the audio for your video.

Text Editing

Take your text to the next level with animation options on CapCut.

How to Apply

Open the CapCut app and tap on the banner inviting creators to the Creator Program on the main template menu. Complete the simple application and have three uniquely edited videos prepared to submit as well. CapCut will email you following your applications with further details if you are selected for the Creator Program.

In 2020, it seemed like the **Oura Ring** was everywhere. Researchers were studying whether the smart ring (and other wearable's) could one day detect illness, and right on cue, the NBA announced it bought 2,000 Oura Rings to monitor athletes. Prince Harry has been a fan for years, and celebrities like Jennifer Aniston and Kim Kardashian West have also been spotted wearing the sleep tracker. That's already a lot of buzz for a niche gadget, but the third-generation Oura Ring, which launched in late 2021 and is still the current version, also adds ambitious new features like period prediction and blood oxygen. The question is whether it's worth committing to a $299 smart ring that now requires a monthly subscription.

For a ring with such fashionable devotees, it's quite plain. My gold Heritage review unit isn't too far off from what Frodo schlepped to Mordor. It also comes in silver and black as well as a matte black version called "stealth." Since launch, Oura's also introduced a snazzier Oura x Gucci version that costs an eye-watering $950 as well as a fully round Horizon design that costs $349. The latter is actually a neat feat of engineering, as it requires a flexible battery to accommodate the shape. (The Heritage design has a flat top that houses the battery.) Functionally, the Heritage and Horizon are the same, and having tried both, the design differences are almost negligible.

Unless you've got the Gucci version, you probably won't turn heads. The ring is perfect at blending seamlessly into your life. It doesn't catch on your clothes, it'll never buzz when you get notifications, and it's way more comfortable than wearing a smart watch 24/7. Most days, even I forgot it was a smart ring.

This kind of disappearing act is no easy feat. The new Oura Ring packs in four more temperature sensors for a total of seven, a new green LED heart rate sensor, and an SpO2 sensor for monitoring blood oxygen levels. That's on top of the battery and accelerometers. (If you look at the inside of the ring, you can catch a glimpse of how tiny these sensors are.) So while the ring is a little wider than I'd prefer — especially for petite fingers or smaller hands — it's a fair tradeoff considering where the tech is at today.

1. What can be broken but is never held?

2. What only has one foot, one head, and four legs?

3. What two words, when combined, hold the most letters?

4. What is always on the ground but is never dirty or soiled?

5. What five-letter word becomes smaller when you add two letters and even smaller when you add three?

6. The sharp, slim blade that cuts the wind. What is it?

7. What is so delicate that even mentioning it breaks it?

8. What belongs to you but gets used by everyone else more than you?

9. How many numbers do you see here?

10. Identify?

IT VITA

1. What are the types of linkages?

2. Which of the following special symbol allowed in a variable name?

3. By default a real number is treated as a _____

4. When we mention the prototype of a function?

5. What are the different types of real data type in C?

6. The keyword used to transfer control from a function back to the calling function is _____ .

7. In which header file is the NULL macro defined?

8. How will you print \n on the screen?

9. In which numbering system can the binary number *101101111000101* be easily converted _____

10. Input / output function prototypes and macros are defined in which header file?

Famous & favourites

Jeffrey Preston Bezos (born January 12, 1964) is an American business magnate, media proprietor, and investor. He is the founder, executive chairman, and former president and CEO of Amazon, the world's largest e-commerce and cloud computing company.With a net worth of US$150 billion as of July 2023, Born in Albuquerque and raised in Houston and Miami.

Bezos graduated from Princeton University in 1986. He holds a degree in electrical engineering and computer science. He worked on Wall Street in a variety of related fields from 1986 to early 1994. Bezos founded Amazon in late 1994 on a road trip from New York City to Seattle. Bezos founded the aerospace manufacturer and sub-orbital spaceflight services company Blue Origin in 2000. Blue Origin's

New Shepard vehicle reached space in 2015 and afterwards successfully landed back on Earth; he flew into space on Blue Origin NS-16 in 2021. He also purchased

the major American newspaper The Washington Post in 2013 for $250 million and manages many other investments through his venture capital firm, Bezos Expeditions. In September 2021, Bezos co-founded the biotechnology company Altos Labs with Mail.ru founder Yuri Milner.

Early life

Jeff displayed scientific interests and technological proficiency and once rigged an electric alarm to keep his younger siblings out of his room. The family moved to Miami, Florida, where Jeff attended Miami Palmetto High School.

Business career

Bezos attended the Student Science Training Program at the University of Florida. He was high school valedictorian, a National Merit Scholar, and a Silver Knight Award winner in 1982.In his graduation speech, Bezos told the audience he dreamed of the day when mankind would colonize space. A local newspaper quoted his intention "to get all people off the earth and see it turned into a huge national park". In 1986, he graduated summa cum laude from Princeton University with a 4.2 GPA and a Bachelor of Science in Engineering degree (B.S.E.) in electrical engineering and computer science; he was also a member of Phi Beta Kappa.

MIND PUNCH SOLUTIONS

1. A promise
2. A bed
3. Post office
4. A shadow
5. Short
6. Grass
7. Silence
8. Your name
9. 1to10
10. B. Govindarajan CEO of Royal Enfield.

IT VITA SOLUTIONS

1. External, Internal and None
2. _ (underscore)
3. Double
4. Declaring
5. float, double, long double
6. return
7. stdio.h and stddef.h
8. printf("\\n");
9. Hexadecimal system
10. stdio.h

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...!

IT UNLIMITED MAGAZINE
(A BIMONTHLY BONANZA)

Computers have lot of memory but no imagination

- Bill Gates

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