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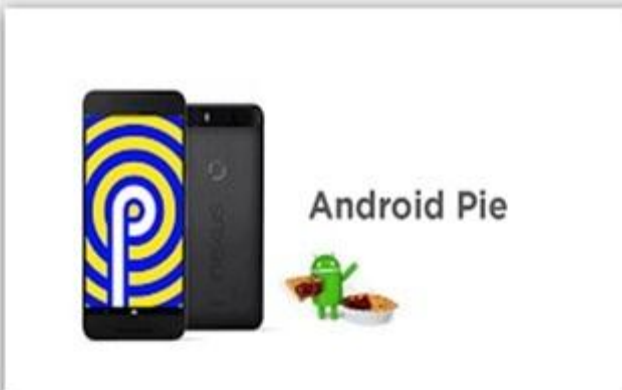
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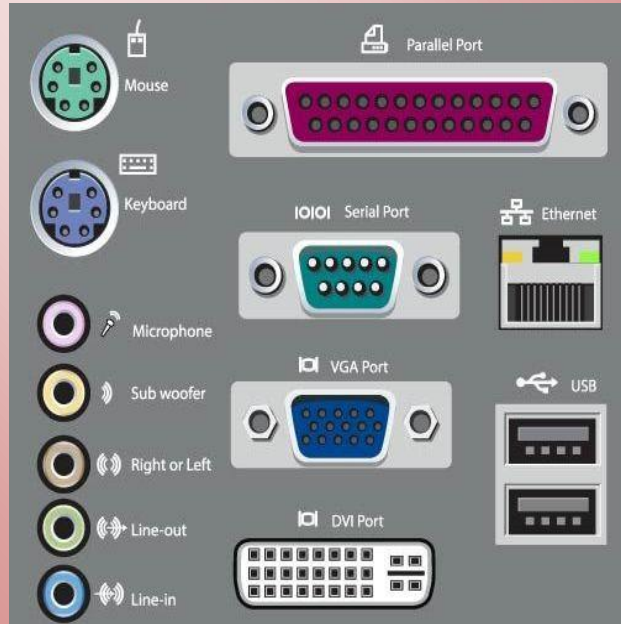
PHISHING



10

QUANTUM COMPUTERS

REMEMBER



FREE ADVICE



JUST FOR FUN



MESSAGE



STAFF EDITOR

Do you know?

Google has banned the world's second-largest smartphone maker, Huawei, from some Android operating system updates.



01

3D PRINTED CARS

The cars we drive are changing, in their capabilities, in how they're made, and how they look. Electric and hybrid cars are slowly becoming more affordable and numerous. Eventually, we may be looking at roadways full of electric, autonomous, 3D printed cars – safer, more environmentally friendly and customizable. LSV (Low Speed Vehicle) four-wheelers are allowed to have maximum speed of 25 mph. An Italian electric car XEV and 3D printing material company Polymaker organized a joint press conference and launched the world's first massive mass-producible 3D printed electric car and was showcased to the public at the 3D printing cultural museum, Shanghai, China. This vehicle is attractive still this conference is not just about launching and exhibiting this car but is more about how 3D printing technology brings revolutionary changes to automotive manufacturing industry. This attractive car is named as LSEV, will be milestone product in the adoption of 3D printing into mainstream production. There are various other companies using 3D printing for production but nothing can be compared with XEV in terms of the size, the scale, and the intensity, XEV is the first real mass production project using 3D printing said Dr. Luo Xiaofan, the cofounder and CEO of Polymaker. As after the research and investigation of the global auto market, they decided to design a small electric vehicle that

can achieve C2M (Customer to Manufacturer) manufacturing which is stated as the main goals of the



industries. In order to fulfill this target, it requires mass customization production, fast and cost-effective R&D, and the ability to produce lighter weight parts that could lead to greater fuel efficiency. Then the 3D printing technology becomes the only way to make it possible. Surely there are many difficulties when utilizing 3D printing technology in auto volume production, Polymaker was chosen as the strategic partner and successfully helped XEV to solve them, not only with material solutions, but also post-processing options in-line. Surely there are many difficulties when utilizing 3D printing technology in auto volume production, Polymaker was chosen as the strategic partner and successfully helped XEV to solve them, not only with material solutions, but also post-processing options in-line with the automotive industry.



The LSEV is small, as in really small. It has a top speed of 43 mph and a range of 90 miles. It weighs a feather light 450 kilogram (992 pounds) that's less than a Formula One car. With the exception of the glass, seats, and chassis, virtually all the pieces of the car are 3D-printed. 3D printing means a new car can be created in just 3 to 12 months versus the 3 to 5 years needed for a conventional car. The LSEV has only 57 parts compared to well over 2000 parts in a typical car. In total, the car has 57 plastic components and just a few conventionally made parts including the windows and structural framework. This switch of production leads to more than 70 percent with the automotive industry. To create the car parts, XEV is producing 2,000 of its own large-format plastic extrusion 3D printers. It then prints using four different grades of polyamide and TPU with Warp-Free technology by Polymaker. After printing, parts go

through post-processing called Vacuum Lamination. This is a technique developed by both companies. It is similar to vacuum forming and is useful for hiding FDM layers and reducing the need to paint the car. It has a top speed of 43 mph and a range of 90 miles. It weighs a feather light 450 kilogram (992 pounds) that's less than a Formula One car. With the exception of the glass, seats, and chassis, virtually all the pieces of the car are 3D-printed. 3D printing means a new car can be created in just 3 to 12 months versus the 3 to 5 years needed for a conventional car. The LSEV has only 57 parts compared to well over 2000 parts in a typical car. This switch of production leads to more than 70 percent reduction of the investment cost in comparison with a traditional production system. XEV has decreased the plastic parts and number of components in a car from more than 2,000 to 57, and the finished LSEV weighs only 450 kilograms, much lower than similar sized vehicles usually weighing between 1 and 1.2 metric tons.



ANDROID 9 PIE

Google has released the latest Android 9 Pie update for Pixel phones in August 2018 and the update for other phones will also be out soon. Earlier in March, Google launched Android P developer version and thereafter in May it came up with Android P Beta. The latest version is now in the market with an official name of Android Pie which includes some major enhancements to its predecessor.



1. Gesture Navigation

Google's shift to a new gesture-based navigation is the major headline features of the new OS. For nearly a decade Android's UI majorly consisted of three to four buttons for navigation, but now with Android Pie, they have all been folded into one home screen button. The new Android home screen button reacts doesn't take long to respond.

2. The Indicator panel

One of the most intriguing features is the new console feature. In the Dashboard you can now see some very useful insights about how you use your phone. For instance, it can show how many times you wake up

your phone, how much time you spend on various apps, etc. With these insights, a user can now shift their focus towards actually useful apps and optimize their time spent on the smartphone.

3. The Shush Feature

Your smartphone notifications can be really disturbing sometimes, especially when you are working. With Shush, you can easily put your phone to "Do Not Disturb" mode by simply flipping its screen down. All sounds, lights, and vibrations will be disabled except the emergency calls.

4. Adaptive Battery

Another unique feature of the new OS is the adaptive battery feature. Applying the latest Artificial Intelligence techniques, the Operating System will be able to detect and realize which apps the user is most imaginable to use in the next few hours. Using this information, the Operating System can actually optimize the smartphone's Central Processing Unit usage which can, in turn, better battery performance by up to 30%. Its a smart way to save battery.

5. Auto Brightness

This feature also utilizes machine



learning techniques to adjust the screen brightness according to usage. The screen brightness of a smartphone can automatically adjust to the environment and activities of the user. You can also set your partiality simply by Shifting the slider.

6. App Behavior

App actions are actually small actions or commands that prompt a certain application. Since the Android Pie hinges so much on analogy, it also has a feature that pops up the actions when the OS thinks you will need them. For example, the OS will automatically show you the music app popup when you plug in the bug.

7. Display Circle

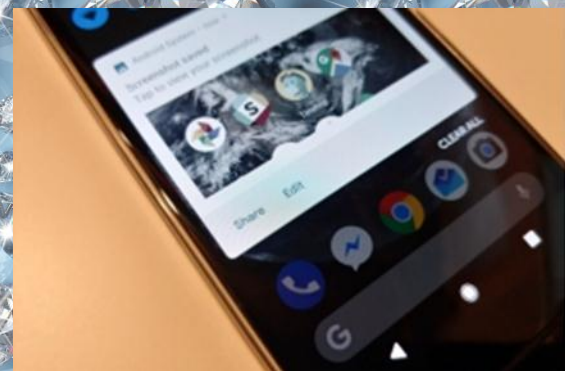
The new advanced display rotation feature will probably be the most extensively used feature. If you have the auto circulation feature turned off, every time you rotate your phone the Android Pie will show a rotate icon. The screen will rotate if you click it, else it will abandon after a few seconds.

8. New Volume & Screenshot Attachment

Concluding on the Android Pie's more notable countenance is a pair of small interface changes like the screenshot and volume User Interfaces. On upraising or lowering the volume, Android Pie presents a vertical slider on the right side of the phone, unlike the horizontal element

in previous versions. Pressing the volume rocker now modifies media volume by default, instead of the ringer volume.

Another noticeable change is the screenshot feature. On taking a screenshot the operating system instinctively presents options to edit it, where the user can quickly crop or make changes to the picture before saving it.



Better UserInterface

The new android comes with a unique interface which is both attractive and easy to use. Multiple small User interface tweaks make this Android version quite user-favourable.

Time-Saving

The new application actions feature saves a lot of time by predicting and suggesting the applications you are most probable to use.

Superior Battery Life

Adaptive darkness and battery features optimize the battery consumption and noticeably better the battery life.

LEAP MOTION

Leap Motion technology tracks the movement of your hands and fingers, so you can reach into virtual and augmented reality to interact with new worlds.. The Leap Motion controller is a small USB peripheral device which is designed to be placed on a physical desktop, facing upward. It can also be mounted onto a virtual reality headset. Using two monochromatic IR cameras and three infrared LEDs, the device observes a roughly hemispherical area, to a distance of about 1 meter. The LEDs generate pattern-less IR light and the cameras generate almost 200 frames per second of reflected data.

This is then sent through a USB cable to the host computer, where it is analyzed by the Leap Motion software using "complex maths" in a way that has not been disclosed by the company, in some way synthesizing 3D position data by comparing the 2D frames generated by the two cameras. In a 2013 study, the overall average accuracy of the controller was shown to be 0.7 millimeters.



Our SDK features a C-style API called LeapC for accessing tracking

data from the Leap Motion service. Our integrations for the Unity and Unreal engines are built on this API. You can use LeapC directly in a C program, but the library is primarily intended for creating bindings to



higher-level languages. Older bindings for C++, C#, Java, JavaScript, Python, and Objective-C remain available, but are no longer actively supported. To get started, pick your platform of choice. Below you will also find a general overview of our technology and design guidelines, as well as the differences between our V2, V3, and V4 software versions.

VR Developer Kit

Leap Motion technology is designed to track hands and fingers with high accuracy, low processing power, and near-zero latency. Our PC developer kit is designed to attach to the Oculus Rift, HTC Vive, or other Windows-based VR headset. This brings powerful, natural, human interaction to virtual reality.

Capabilities and Limitations

As an optical tracking platform, Leap Motion can only track what it can see (or infer). It is best suited for pinch, grab, and other physical interactions, interacting with objects and interfaces that the user is looking at, self-expression in social VR.

We recommend you avoid trying touchscreen-style interactions, sword and gun interactions, interactions that regularly take hands out of tracking range.

VR PROJECTS

Stroke rehabilitation, Encourage stroke patients to achieve their treatment goals with entertaining game play mechanics.



DESIGNING FOR ORION TRACKING

The sensor is always on. There is no tactile barrier that separates interaction from non-interaction. More abstract interactions should be

limited in their impact and rarely a part of casual movement.

Dynamic feedback.

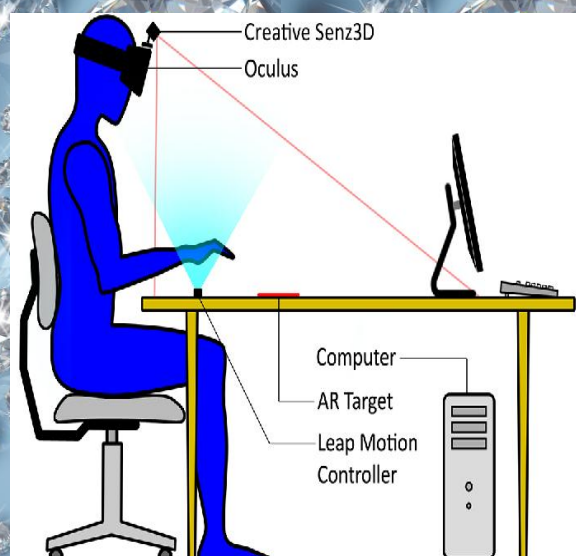
All interactions should have a distinct initiation and completion state, reflected through dynamic feedback that responds to the user's motions. The more ambiguous the start and stop, the more likely that users will do it incorrectly.

Keep hands in range.

If the user can't see their hand, they may not be able to use it. Encourage users to look at their hands and design interactions that won't fail if they move their hands out of range.

Finger occlusion.

Avoid interactions that depend on the position of fingers when they are out of the device's line of sight.



PHISHING

Phishing is the practice of sending fraudulent communications that appear to come from a reputable source. It is usually done through email. The goal is to steal sensitive data like credit card and login information, or to install malware on the victim's machine. Phishing is a common type of cyber-attack that everyone should learn about in order to protect themselves. Phishing is an example of social engineering techniques being used to deceive users. Users are often lured by communications purporting to be from trusted parties such as social web sites, auction sites, banks, online payment processors or IT administrators. Attempts to deal with phishing incidents include legislation, user training, public awareness, and technical security measures.

phishing emails are sent to obtain employee login information or other details for use in an advanced attack against a specific company. Cybercrime attacks such as advanced persistent threats (APTs) and ransomware often start with phishing. No single cybersecurity technology can prevent phishing attacks. Instead, organizations must take a layered approach to reduce the number of attacks and lessen their impact when they do occur. Network security technologies that should be implemented include email and web security, malware protection, user behavior monitoring, and access control.

Deceptive phishing:

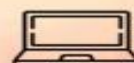
Deceptive phishing is the most common type of phishing. In this case, an attacker attempts to obtain confidential information from the victims. Attackers use the information to steal money or to launch other attacks. A fake email from a bank asking you to click a link and verify your account details is an example of deceptive phishing.

Spear phishing:

Spear phishing targets specific individual instead a group of people. Attackers always search their victims on social media and other sites. That way, they can customize their communication and appear more authentic. Spear phishing is often the first step used to penetrate a company's defences .

Dangers of phishing:

Sometimes attackers are satisfied with getting a victim's credit card information or other personal data for financial gain. Other times,



Whaling:

Whaling is not very different from spear phishing, but the targeted group becomes more specific and confined in this type of phishing attack.

This technique targets C-suite posts like CEO, CFO, COO – or any other senior management positions – who are considered to be big players in the information chain of any organization, commonly known as “whales” in phishing terms. Technology, banking, and healthcare are the most targeted sectors for phishing attacks.

This is because of two main factors: a huge number of users and higher dependency on data.

Email Spoofing:

Email spoofing is one of the easiest types of phishing used to get data from users without their knowledge. It can be done in different ways:

- Sending an email through a familiar username,
- Sending an email impersonating your superiors and asking for some important data, or worse,
- Impersonating the identity of an organization and asking employees to share internal data.

Hidden link

One way to hook a person with a phishing bait is by using a hidden link. We have all received emails with the action phrase “CLICK HERE” or “DOWNLOAD NOW” or “SUBSCRIBE.”

Mass Target – Brand Impersonation

Mass phishing attacks are the emails sent to a group of people with some common interest based on their brand preferences, demographics, and choices. In mass phishing attacks, the emails sent to potential victims are clones of transactional emails like receipts, payment reminders, or gift cards.

URL Phishing:

In URL phishing attacks, scammers

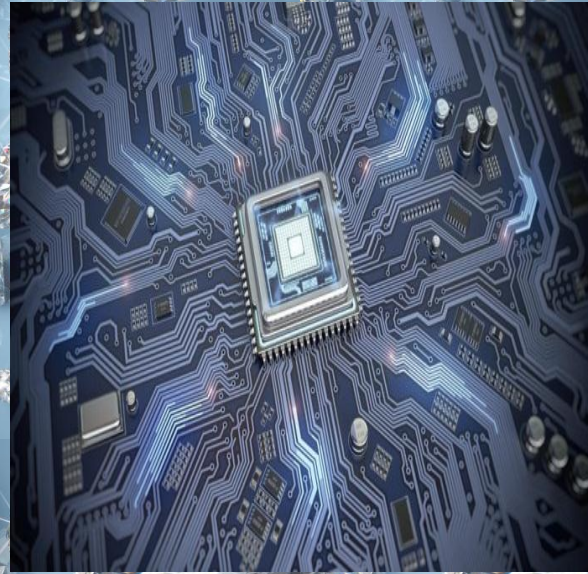


use the phishing page’s URL to infect the target. This has a higher opening rate because:

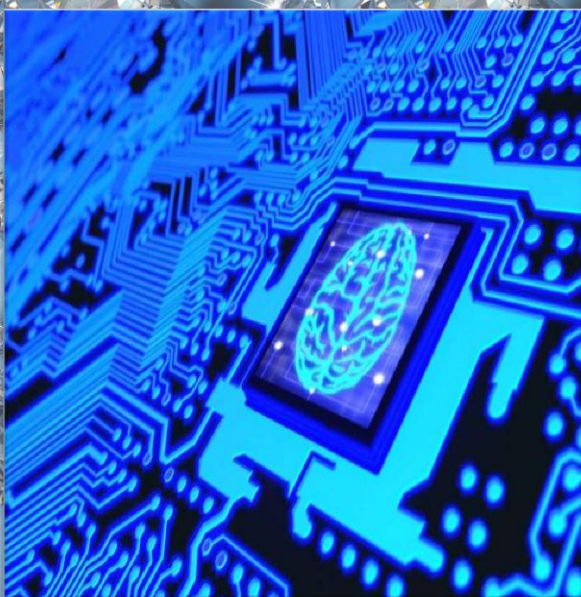
- People are “social” enough to click on links sent by strangers,
- They are ready to accept friend requests and messages – DM links or email notifications.

QUANTUM COMPUTER

Quantum computing focuses on the principles of quantum theory, which deals with modern physics that explain the behaviour of matter and energy of an atomic and subatomic level. Quantum computer makes use of quantum phenomena, such as quantum bits, superposition, and entanglement to perform data operation. Computing in this manner essentially tackles extremely different tasks that ordinary computers cannot perform on their own. While a classical 3-bit state and a quantum 3-qubit state are each eight-dimensional vectors, they are manipulated quite differently for classical or quantum computation. For computing in either case, the system must be initialized, for example into the all-zero string, corresponding to the vector. In classical randomized computation, the system evolves according to the application of stochastic matrices, which preserve that the probabilities add up to one [i.e., preserve the L1



norm]. In quantum computation, on the other hand, allowed operation are unitary matrices, which are effectively rotations [they preserve that the sum of the squares add up to one, the Euclidean or L2 norm]. Finally, upon termination of the algorithm, the result needs to be read off. In the case of a classical computer, we sample from the probability distribution on the three-bit register to obtain one or define three-bit to obtain'. There are also used in space resource organisation for some resource purpose. To understand what the quantum computing is and way scientists find it exciting works, we need to understand how tradition computing works. Today computers use switching and memory units—known as transistor—to store and retrieve data. These transistors handle many of the tasks previously handled by calculators. The promise of quantum computing lies in the ability to solve certain problems significantly faster. König and his collection have now conclusively demonstrated the



advantage of quantum computers. Distinguished by the basic elements in which the computation. A total of four quantum numbers are used to describe completely the movement and trajectories of each electron within an atom. The combination of all quantum numbers of all electrons in an atom is described by a wave function that complies with the Schrodinger equation. Each electron in an atom has a unique set of quantum numbers; according to the Pauli Exclusion Principle, no two electrons can share the same combination of four quantum numbers. Quantum numbers are important because they can be used to determine the electron configuration of an atom and the probable location of the atom's electrons. Quantum numbers are also used to determine other characteristics of atoms. Various parties are taking different approaches to quantum computing, so a single explanation of how it works would be subjective. Classical computers are binary. That is, they depend on the fact that every bit can exist only in one of two states, either 0 or 1. Schrödinger's cat merely illustrated that subatomic particles could exhibit innumerable states at the same time. If you envision a sphere, a binary state would be if the "north pole," say, was 0, and the south pole was 1. In a qubit, the entire sphere can hold innumerable other states and relating those states between qubits enables certain correlations that make quantum computing well-suited for a variety

of specific tasks that classical computing cannot accomplish. It seem plausible that it will always be possible to build classical computer that have more bits than the number of qubits in the largest quantum computer. These are used to protect secure web pages, encrypted e-mail, and many other type of data. quantum supremacy to refer to the hypothetical speedup advantage that



Quantum supremacy:

Quantum computer would have over a classical computer in a certain field. Google announced in 2017 that it expected to achieve quantum supremacy by the end of the year though that did not happen. IBM said in 2018 that the best classical computers will be beaten on some practical task within about five years and views the quantum supremacy test only as a potential future benchmark. Quantum supremacy has not been achieved yet, and skeptics like Gil Kalai doubt that it will ever be.



LEARN A TOOL

ISSUE TRACKING SYSTEM

An issue tracking system also ITS, trouble ticket system, support ticket, request management or incident ticket system is a computer software package that manages and maintains lists of issues. Issue tracking systems are generally used in collaborative setting especially in large or distributed collaboration but can also be employed by individuals as part management or personal productivity regime. These systems often encompass resource allocation, time accounting, priority management, and oversight workflow in addition to implementing a centralized issue registry. In the institutional setting, issue tracking systems are commonly used in an organization's customer support call center to create, update, and resolve reported customer issues, or even issues reported by that organization's other employees. A support ticket should include vital information for the account involved and the issue encountered. An issue tracking system often also contains a knowledge base containing information on each customer, resolutions to common problems, and other such data. An issuetracking system is similar to a "bug tracker", and often, a software company will sell both, and some bug trackers are capable of being used as an issue tracking system, and vice versa. Consistent use of an



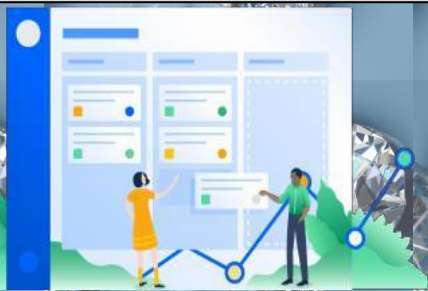
issue or bug tracking system is considered one of the "hallmarks of a good software team". A ticket element, within an issue tracking system, is a running report on a particular problem, its status, and other relevant data. They are commonly created in a help desk or call center environment and almost always have a unique reference number, also known as a case, issue or call log number which is used to allow the user or help staff to quickly locate, add to or communicate the status of the user's issue or request. Operators or staff receiving a call or query from a user would fill out a small card with the user's details and a brief summary of the request and place it into a position (usually the last) in a column of pending slots for an appropriate engineer, so determining the staff member who would deal with the query and the priority of the request. The shared conceptual foundation between issue tracking systems and bug trackers is that a valid issue must be amenable to

a decisive resolution such as "completed", "fixed", or a group consensus that the issue is not worth solving, such as "not a problem" or "won't fix" that each issue is unique duplicate problem reports are in most cases promptly amalgamated into a single active issue or ticket and beyond the screening stage that there is precisely one person assigned formal responsibility to move the issue forward (this formal baton will often bounce around many times as the issue evolves. In bug trackers, issues are generally quality or feature related with respect to a codebase which is inherently setting whereas in generalized issue tracking systems, the tickets are often service-related or relationship-based, with closer ties to Customer Relationship

ends when the customer leaves you a feedback on the support they received. An effective issue tracking software ensures that this process goes smoothly, stays error-free and makes customer service easy for everyone involved. When team works together to fix customer issues bottlenecks and miscommunication can delay your customer service. With advance automation you can fix all your internal processes in your help desk, implement them and automatically and instantly spot bottlenecks that are causing delays. Issue-tracking systems fulfill different functions, in particular:

- Entering of dysfunctions, errors and requests (e.g. manually or by e-mail Response Management Systems)
- Distribution and assignment of issues to persons in charge
- Monitoring of handling, time spent and quality of work
- Ensuring the observation of internal processes by forced control with help of workflows
- Statistical analysis of the number of tickets
- Automatic generation of tickets by alarming systems, e.g. network monitoring
- Fulfillment of external service agreements Service Level Agreement,(SLA) and Systematic collection of questions and answer.

Management (CRM) concerns. Issues can have several aspects to them. Each issue in the system may have an urgency value assigned to it, based on the overall importance of that issue. Low or zero urgency issues are minor and should be resolved as time permits. Each issue maintains a history of each change. The issue tracking cycle begins, when the customer tells your company about their question, and



GOOGLE EARTH'S FLIGHT SIMULATOR

GeoFS is a free, online flight simulator, with global scenery, that runs in your web browser. As PC processing power advanced, flight simulators became increasingly realistic, letting users experience what it's like to be a pilot from the comfort of their homes.



Advantages

Computers today have become extremely fast and virtual reality is taking full advantage of it. High resolution graphics can bring the virtual world alive. Gaming is one of the major industries today and more and more people are coming in to improve the shape of the present day gaming. Concepts that are very close to real are brought in as each day passes in the gaming. This makes the player to think and react exactly

the same way as it would have been in a real situation. Flight simulator games can give the player the real feeling of commanding an aircraft of his choice. Flight simulators are a first step for the pilot to learn the controls of the aircraft. These games have almost all the real controls the actual aircraft has. A person can learn to fly with flight simulator games as the basic process and event handling is same as in a real aircraft. To add to the importance of the flight simulation, all present day fighter aircraft are delivered with flight simulators for training purpose. Though flight simulator games cannot eradicate the need of real flying for learning, they can definitely reduce the time and money the pilot has to spend in real aircraft for learning to fly.

Disadvantages

Nevertheless, a lot as the good results of this plan, there would also be a downside to it. The usage of this method is almost nothing equivalent to using a real existence airplane. Customers would only be able to really feel the way to experience a airplane however they wouldn't have the opportunity to understand the basic principles of flying. Besides the flying element, people would also be not have the ability to come to feel the way to commence and get off an airplane considering that every single different types of plane has a distinct form of command manifold.

! MIND PUNCH

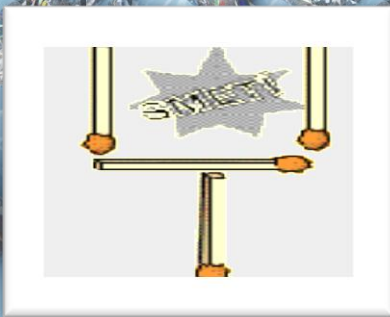
1. If you had a 5-liter bowl and a 3-liter bowl, and an unlimited access to water, how would you measure exactly 4 litres?

2. What does this mean?

I RIGHT I

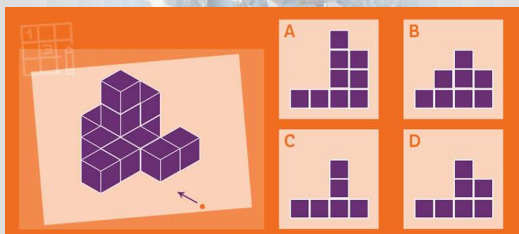
3. I am a three digit number. My second digit is four times bigger than the third digit. My first digit is 3 less than my second digit. What number am I?

4. Move just two matches and remove dust from the shovel.



5. Replace each letter for a unique digit so that the equation is correct.
(J+O+I+N+T)3 = JOINT

6. Which one is the right view for the person who stays at the orange point and looks at the figure from the pointed direction?



7. How can you throw a ball as hard as you can and have it come back to you, even if it doesn't bounce off anything? There is nothing attached to it, and no one else catches or throws it back to you.

8. If following relationship holds then what is value of 9

$$4=61$$

$$5=52$$

$$6=63$$

$$7=94$$

$$8=46$$

$$9=?$$

9. Which word is wanted to be described?

Ɔ > † F C | ˆ ≡

10. A passenger train leaves New York for Boston traveling at the speed of 80 km/hr. In half an hour a freight train leaves Boston for New York traveling at the speed of 60 km/hr. Which train will be further from New York when they meet?

1. Which Penguin is the mascot of Linux Operating system?

2. Which day is celebrated as world Computer Literacy Day?

3. Who is the writer of 'Weaving The Web'?

4. Where has INOX launched its first LED screen based on Samsung's ONYX technology?

5. What is the tag line of 'Do no evil'?

6. Which of the following computer language is used for artificial intelligence?

7. What is three finger salutes?

8. Email was developed by?

9. What is the expansion SUN in sun Microsystems?

10. Which dish was the most ordered item by Indians from Swiggy?



\$ FAMOUS AND \$ FAVOURITE

Andrew Wilson is an Australian businessman who has been the CEO of Electronic Arts (EA) since September 2013. He was elected as a director of Intel On September 18, 2017. He joined EA in 2000, and worked in the company's Asian and European markets for several years before moving to EA Sports and then becoming an Executive Producer on the FIFA franchise an exclusive and high rated soccer game. In August 2011 he was appointed as the Executive Vice President of EA Sports, and he also took on duties as Executive Vice President of the company's Origin



platform in April 2013. And he released another hit game “The NEED FOR SPEED” series which is the most favourite game of gamers across decades.


Awards and Achievements:

- 2015 - #3 on Fortune magazine's Business Person of the year list.
- 2015 - #3 on Forbes' list of Americas most Powerful CEOs 40 and under.
- 2015 - #58 on Adweek's Power List: The 100 Most Influential Leaders in Marketing and Tech.
- 2014 - #5 on BBC.com's list of best CEOs of 2014.
- Winner - Motley Fool's The Best Tech CEOs of 2014
- 2010 - Winner, BAFTA, Games/Sports - FIFA 2010

BORN	September 7, 1974 (age 44) Geelong, Victoria,
NATIONALITY	Australian
ALMA MATER	Harvard University
OCCUPATION	CEO OF Electronic Arts
SALARY	US\$19.97 million (2017)
BOARD MEMBER OF	INTEL

SOLUTIONS

!MIND PUNCH

1. Fill the 5-litre bowl and pour water to the 3-litre bowl, which you empty afterwards. From the 5-litre bowl pour the 2 remaining litres to the 3-litre bowl. Refill the 5-litre bowl and fill in the 3-litre bowl (with 1 litre), so there stay the 4 required litres in the 5-litre bowl.
2. Right Between the Eyes
3. 141
4. 
5. $(1+9+6+8+3)*(1+9+6+8+3)*(1+9+6+8+3) = 19683$
6. D
7. Throw the ball straight up in the air.
8. 18, every number is square of the number, but in reverse.
9. EXERCISE
10. Of course, when the trains encounter, they will be approximately the same distance away from New York

IT VITA+

1. TUX
2. December 2
3. Tim Burners Lee
4. Mumbai
5. Google
6. PROLOG
7. Pressing Ctrl + Alt + Del
8. Raymond Samuel Tomlinson (Ray Tomlinson)
9. Stanford University Network
10. Chicken Biryani.





SENSE OF GRATITUDE

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.....!!