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WALL FOR ALL

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Chitkara University, Punjab

Dear Readers

The nostalgic feeling that one experiences while sifting through the dusty old pages of the college magazine cannot be expressed in words. However, very few of us have retained those copies, and most of those precious articles that we wrote during those golden days with enthusiasm are lost forever. With the advent of e-books and other online media, the days of paper-bound college magazines are gone, and the digital platform has paved way to allow retention of such publications without much effort.

Wall-for-All, the e-Magazine published by the Department of Computer Applications, is one such effort that was started with an intent to provide a chance to all students and faculty members to share their thoughts and knowledge, and hone their skills in creative writing.

I am happy to see the enthusiasm of eminent members of the department to contribute to Wall-for-All. This shows the positive and creative energy of the contributors. However, it would be really wonderful if we can see the articles contributed by more students in the next editions, for this e-Magazine is intended to be a writing pad for each member of the department.
I proudly present the current edition of Wall for All.

Dr. Jaiteg Singh
Professor & Dean
Department of Computer Applications
Chitkara University, Punjab

CONTACT INFORMATION

DR. JAITEG SINGH

Professor & Dean
Department of Computer Applications
jaiteg.singh@chitkara.edu.in

DR. RUCHI MITTAL

Professor
Department of Computer Applications
ruchi.mittal@chitkara.edu.in

DR. DIVYA KHANNA

Assistant Professor
Department of Computer Applications
divya.khanna@chitkara.edu.in

MS. PUNINDER KAUR

Assistant Professor
Department of Computer Applications
puninder.k@chitkara.edu.in

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Live Streaming: Unveiling the Technology and Processes

Mr. Ishan Aggarwal

Consulting Principal Member of Technical Staff, Oracle Cloud Infrastructure, India

Dr. Ruchi Mittal

Professor, Department of Computer Applications, Chitkara University, Punjab, India

I. Introduction

In today's interconnected world, the demand for instant, real-time access to information, entertainment, and events has never been higher. Thanks to the transformative power of the internet and cutting-edge technology, we have the ability to broadcast live video and share experiences with a global audience, no matter where they are. This digital revolution has given rise to the phenomenon of live streaming, which has become a pivotal part of our daily lives, whether for watching our favourite creators on platforms like Twitch or enjoying live coverage of major events.

But have you ever wondered how live streaming works? How does it seamlessly bridge the gap between a live event, a camera, and your digital screen? In this article, we embark on an illuminating journey to uncover the intricate mechanisms that make live streaming possible. We'll unravel the technical wizardry and explore the processes that take place behind the scenes, all the way from capturing the initial source content to delivering it in real time to your device. Live streaming is a captivating blend of technology, infrastructure, and creativity, making it a dynamic field that continues to evolve.

We'll delve into the core concepts that underpin live streaming, the key components of the process, and the various applications across domains as diverse as gaming, entertainment, education, and business.
Whether you're a curious consumer or a potential content creator, understanding the inner workings of live streaming will deepen your appreciation for the art and science behind this incredible digital experience. So, let's embark on this journey together and demystify the magic of live streaming. By the end of this article, you'll have a clear picture of how real-time digital content flows seamlessly from the source to your screen, bringing the world closer to you in an instant.

II. Understanding the Timing Discrepancy

Delays in Traditional TV Broadcasts

In the world of live streaming, the term "live" can sometimes be a bit misleading. While live streaming provides the sensation of real-time broadcasting, it's important to note that there may be a delay of several seconds, or even minutes, between the occurrence of an event and when it's delivered to your screen. This delay, known as latency, is a fundamental aspect of live streaming technology and can vary depending on numerous factors.
Let's explore the nuances of timing in live streaming, uncovering the reasons behind these delays and their impact on the viewing experience.

The Evolution of Live Broadcast

Before the era of live streaming technology, delays were a common occurrence in television broadcasts. Traditional TV signals were transmitted from central stations, serving as massive servers that relayed the content to viewers. These signals followed a journey, either through cables or later via satellite dishes, before they graced our screens.

The Journey of a Live Stream

In the context of live sports matches, or any live event, the broadcast process begins with encoding. A video, essentially a series of images shown in rapid succession, constitutes the heart of a video broadcast. Raw video files, in their original state, tend to be quite hefty and can't be efficiently transmitted as such.
To address this, a technique known as encoding comes into play. During encoding, the video is intelligently compressed by breaking it down into smaller, manageable segments without sacrificing its quality. Various codecs, such as AV1, HEVC, and MPEG, are employed for this purpose, ensuring the video's reduction in size without compromising its visual integrity.
As the live stream originates from the camera, it undergoes the encoding process, transforming it into a format ready for transmission. This encoded stream is then dispatched by transmitters, utilizing cable networks or satellite links as conduits, ultimately reaching the audience. This entire sequence is what we refer to as a live broadcast.
However, due to the encoding and the journey through cables or satellites, it's important to note that a delay of approximately 15–20 seconds is introduced before the video reaches its final destination - your screen.

III. Key Technical Aspects

Real-Time Messaging Protocol (RTMP):

RTMP is a protocol designed for low-latency streaming of video and other data. It operates over TCP and uses a stream-based model to transmit data. In this model, data is divided into small packets that are sent one after the other over the internet. This allows RTMP to support real-time streaming, as data can be sent as it's generated, without waiting for the entire dataset to be produced. RTMP is commonly used for live streaming and interactive applications due to its ability to deliver data in near real-time.

Adaptive Bitrate Streaming:

Adaptive bitrate streaming is a method of delivering audio and video content over the internet with variable quality levels. Content is encoded at multiple bitrates and resolutions. When a viewer accesses the content, the streaming platform assesses their internet connection speed and device capabilities. It then dynamically selects the appropriate bitrate and resolution for the stream. If the viewer's connection speed changes during the stream, the platform adjusts the stream's quality to match the new conditions. This technology ensures that viewers always receive the best quality their connection and device can support, enhancing the viewing experience and reducing buffering.

H.264 Encoding:

H.264, also known as Advanced Video Coding

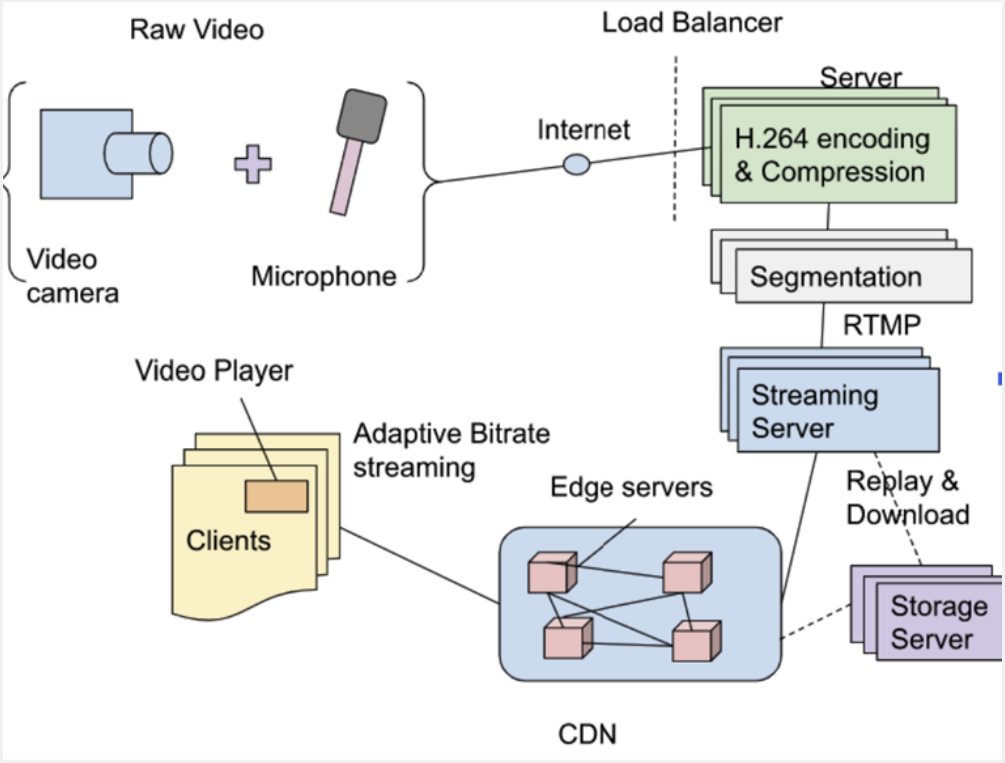

Figure 1: Live Streaming Ecosystem Architecture Overview

(AVC), is a widely used video compression standard for various applications, including internet streaming. It employs several techniques to reduce video file sizes while maintaining video quality. One key technique is interframe compression, which focuses on storing only the differences between consecutive video frames. This method minimizes redundant data and significantly reduces the amount of data required to represent the video. H.264 also utilizes techniques like quantization, entropy coding, and motion compensation to further compress video data. These methods involve analyzing the video content, removing irrelevant or redundant information, and using mathematical algorithms for more efficient data representation, resulting in smaller video files suitable for streaming.

IV. Conclusion: The Future of Live Streaming

As we conclude our journey into the world of live streaming, it's essential to acknowledge its remarkable impact and ongoing evolution. Live streaming has forever changed the way we connect, share, and experience real-time content, from sporting events to educational webinars. Its role in breaking down geographical boundaries, fostering interactive engagement, and enhancing the accessibility of multimedia content is undeniable. As technology continues to advance and user demands evolve, we can expect even more innovations in live streaming.

With augmented reality, virtual reality, and improved streaming protocols on the horizon, the future promises an exciting and immersive world of live content, making the virtual stage an integral part of our lives.

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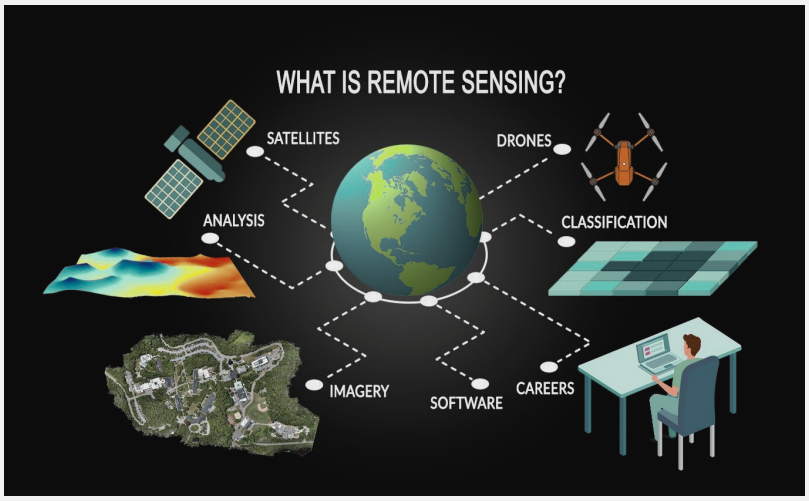
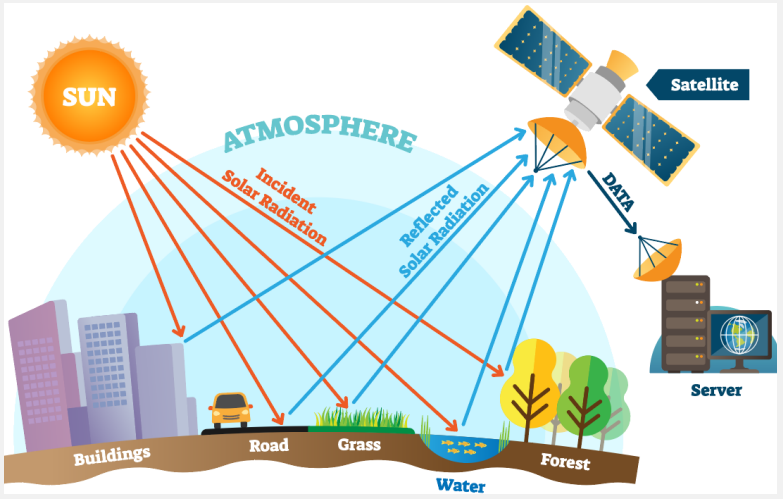
Applications of Remote Sensing in Today's Era





The phrase "remote sensing" was used in the early 1960s to describe the process of using photos to gather data about the earth's surface from a distance. Satellites or airplanes can be used to help gather the photos. According to Marceau (1999), it is the art and science of using sensors to take pictures of the earth's surface without getting close to the target. According to Fussell et al. (1986), remote sensing is also defined as the process of measuring an object's electromagnetic energy using an algorithm. It has several uses in the fields of forestry, hydrology, agriculture, and the ocean, among others. However, it may also be utilized for mapping forests, urban planning, agricultural yield calculation, soil erosion detection, and LULC monitoring.

Dr. Neelam Dahiya

Assistant Professor, Department of Computer Applications, Chitkara University, Punjab, India

It is essential for tracking and controlling daily variations in the land surface and climate on a worldwide scale (Lu et al., 2014; Gusain et al., 2016). With regard to the Sustainable Development Goals (SDGs), remote sensing plays a particularly important role in accomplishing a number of goals (without being limited to) such as SDG-2 (zero hunger) through crop yield prediction and estimation (Taloor et al., 2020), SDG 6 (clean water and sanitation) through information on wetland classification and watershed attributes,

Providing an affordable method for extracting earth surface characteristics globally would help achieve SDG 8 (decent jobs and economic growth), SDG 11 (sustainable cities and communities) through rural and urban planning, and SDG. In addition, remote sensing provides detailed information about the earth's surface but also suffers from a few limitations such as resolution issues, atmospheric or radiometric distortion, and global coverage (Mitkari et al., 2018). There are various satellite sensors used to overcome these limitations.

1.Satellite sensors

Satellite sensors are used to detect the reflected energy from the earth's surface and are useful in various applications such as monitoring of LULC, change detection analysis, etc. They are broadly categorized as active and passive remote sensors depending on the source of light or radiation. Figure 1 shows the passive and active sensors. Other forms of sensors are optical, microwave, and thermal sensors.

1.1Passive sensors

Passive sensors do not emit their energy and generally depend upon some external medium to produce energy such as sunlight which helps to measure the radiations through the earth's surface to generate satellite imagery. They are cheap and easy to explicate. The main issue is not suitable to capture data during bad weather conditions, especially in the case of multispectral sensors.

1.2Active sensors

Active sensors are capable to emit their energy and do not need an external source of energy such as a radar sensor. They offer various advantages over passive sensors such as data can be measured anytime day or night. Active sensors are also able to penetrate through clouds. These sensors are dominant in various areas namely vegetation, soil moisture detection, water bodies, snow, etc.

1.3Optical sensors

Optical sensor is a type of passive sensor because they do not emit their energy and utilizes the sun's energy. These sensors are used to record the energy emitted in the visible region, and an area near-infrared and cover the short-wave infrared area of the electromagnetic spectrum. The energy acquired by these sensors depends upon the object's spectral reflectance. Each object has different reflectance and absorbance features at divergent wavelengths i.e., 0.4 - 0.76 μm (visible band), and 0.76-0.9 μm (near and mid-infrared band). Images captured with the help of these sensors are found useful in numerous applications such as assessment of the damage caused by an earthquake, landslide assessment, LULC classification, etc. optical sensors are further categorized into a panchromatic (PAN) imaging system, a multispectral imaging system, and hyperspectral imaging.

1.4Microwave sensors

The microwave sensors have longer wavelengths i.e 1 cm to 1 m and can penetrate through clouds and haze, can easily monitor wind, detect sea ice, assessment of ocean currents. These can be used in any weather condition and irrespective of time. In addition, these sensors also give information about polarization, wave direction, backscattering, etc. which is not possible via other sensors.

1.5Thermal sensors

Thermal sensors are the form of passive sensors and need sunlight as an external medium to measure radiation through the earth's surface. These sensors are used to detect thermal energy and wavelength lies in the range of 3-100 μm. They are capable to acquire objects whose temperature is above 0 K (kelvin) or near the thermal infrared region (TIR). Thermal sensors are used to detect warm zones, detect volcanic activities, can locate human beings during the night and in a geothermal area.

2. Characteristics of satellite sensors

Satellites have diverse parameters based on which objects are measured or identified in remote sensing. These parameters correspond to a resolution which is defined as the sensor's ability to distinguish the same object. Some of the resolutions are mentioned below.

2.1 Spatial resolution

It means a single pixel in a satellite image corresponds to how much area is on the ground. In other words, we can also say that satellite sensors can detect the finest feature (Pettorelli et al., 2015). The spatial resolution can be determined with the help of instrumental parameters. Greater resolution of satellite sensor means a smaller area can be

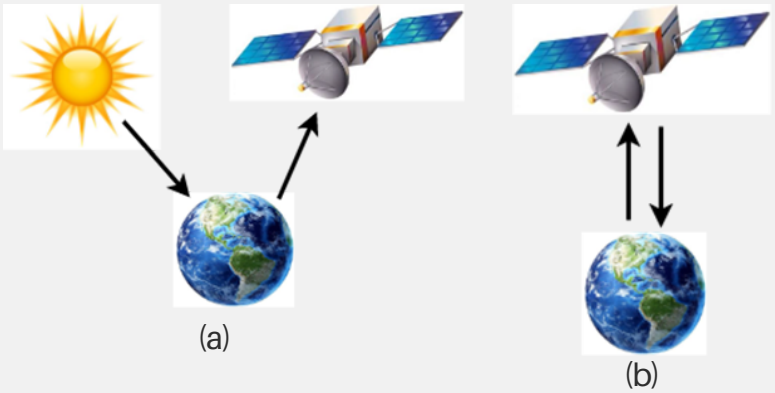


Figure 1: Remote sensing sensors (a) Passive sensor (b) Active sensor

measured in large data volume. The spatial resolution of Hyperion EO-1 is 30 m which means in a single pixel, 30 m square area can be captured.

2.2 Spectral resolution

Spectral resolution means the sensor's capability to distinguish the wavelength intervals in an image. We can also say satellite sensor is capable to detect individual colors of an image. If the spectral resolution is low, it means the single band is used to measure the radiations whereas a higher resolution corresponds to multiple bands to measure the reflected radiance (Lu et al., 2007). For example, the Landsat-8 captures the information in 11 spectral bands whereas Hyperion EO-1 acquires the data in 242 narrow bands.

2.3 Radiometric resolution

Radiometric resolution describes the sensor's ability to determine the minor difference in the imagery grey levels (Pettorelli et al., 2015). The radiometric resolution is different for all satellite sensors and varies between 8 to 14 bits. Here, 8-bit means 256 levels of greyscale. For example, the Landsat-8 sensor has 12 bits of radiometric sensitivity, which means it has 4096 values.

2.4 Temporal resolution

It means revisiting the time of a satellite sensor to cover the study area on the Earth's surface (Bauer et al., 1975). It can also be described as the number of times a sensor has scanned any object on the earth's surface. Every satellite repeat cycle is different from others. For example, Landsat-8 and Hyperion EO-1 revisit time is 16 days, so the sensor will be able to scan the required area in 16 days time intervals.

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Green Computing: Paving the Way for a Sustainable Tech Revolution

Introduction

Green computing has gained significant traction in a time of rising environmental awareness. Green computing, also known as eco-friendly computing or sustainable computing, is the practice of designing, manufacturing, using, and disposing of computer systems and their components in an environmentally responsible manner [1]. Green computing aims to minimize the negative impact of information technology on the environment while maximizing energy efficiency and resource conservation [2]. Key Aspects and Sustainable Practices involved in Green Computing are represented in Figure 1. This subfield of computer science works to reduce computers' adverse effects on the natural world.

Dr. Komal

Assistant Professor, Department of Computer Applications, Chitkara University, Punjab, India

Figure 1: Key Aspects and Sustainable Practices in Green Computing

Recent green computing trends have centered on decreasing energy use and technological waste and supporting eco-friendly practices in the tech industry as the globe faces climate change concerns. This article delves into the most recent developments in green computing, illuminating the technological advances pushing the sector toward a greener tomorrow.

Energy-Efficient Hardware

Green computing aims to lessen the environmental impact by lowering the power needs of computers and data centers. Hardware designers have been emphasizing saving power as of late. These days' CPUs, including Apple's M1 and ARM's Cortex-A76, are optimized to perform well while using as little power as possible. Energy consumption in computers and mobile devices has been reduced thanks to the widespread adoption of low-power components such as solid-state drives (SSDs) and energy-efficient displays [3].

Renewable Energy-Powered Data Centers

The energy usage of data centers has gained a bad reputation. However, many businesses plan to switch to sustainable energy sources like solar, wind, and hydro for their data centers. This move toward more eco-friendly data center operations helps reduce emissions and can serve as a model for other sectors. IT giants like Google and Apple have made significant investments in renewable energy to power data centers, and this trend is anticipated to continue [4].

Edge Computing

Edge computing is a paradigm that processes data closer to the source, decreasing the need for data to travel vast distances to centralized data centers. This eliminates the need for excessive data transmissions, reducing latency and lowering energy consumption. Edge computing is an environmentally friendly substitute for conventional cloud computing since it offers near-real-time data processing and decision-making [5].

Eco-Friendly Materials

Hardware manufacturers in the electronics sector are rapidly adopting eco-friendly and recyclable materials. Bamboo, aluminum, and recycled plastics are some of the more popular options for use in the construction of products and their packaging. This method lessens damage to ecosystems during production and promotes ethical disposal of electronic trash [6].

Extended Product Lifecycles

The IT industry has been under fire for years because of a practice called "planned obsolescence." However, recent developments point to an increase in product longevity. Companies now provide software upgrades and support for older devices, encouraging consumers to cling to their gadgets for longer. The frequency with which electronic devices need to be replaced is lowered due to this method [7].

Circular Economy Practices

The circular economy is a way of doing business based on the principle that all items and materials should be used several times before being thrown away. To achieve this goal, green computing emphasizes the creation of devices that can be easily repaired and recycled. Smartphones that can be easily upgraded and repaired are necessary, and companies like Fairphone have listened. In addition to reducing the amount of electrical trash in the world, this also increases the useful life of the item [8].

Virtualization and Cloud Computing

Virtualization technology and cloud computing have enabled more efficient use of computing resources. Businesses can drastically reduce their energy consumption and carbon emissions by maximizing server use and decreasing the requirement for on-premises data centers. Virtualization increases efficiency by creating several virtual servers that share a single physical server [9].

Conclusion

The concept of "green computing" has evolved from a sideline to a significant market force. Sustainability, energy efficiency, and ethically crafted products are at the forefront of current green computing trends. As environmental issues worldwide worsen, the IT industry is adjusting to ensure its products help, rather than hurt, the environment. The IT sector's adoption of these movements indicates an interest in reducing the harmful effects of computing on the environment.

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About Matrix Club

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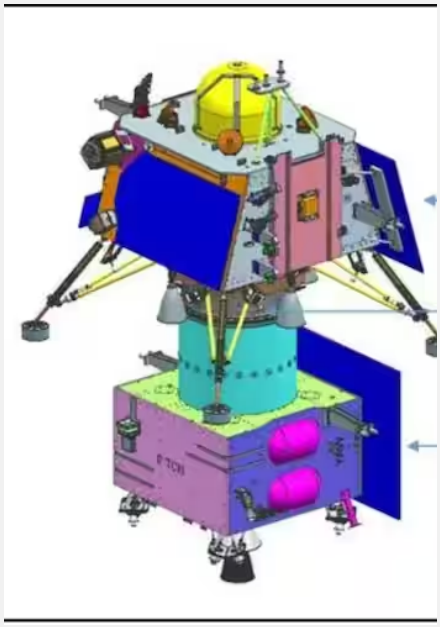
Ms. Sargun Kaur

BCA- 5B (Student), Department of Computer Applications, Chitkara University, Punjab, India

Dr. Vandana

Associate Professor, Department of Computer Applications, Chitkara University, Punjab, India



The Great Achievement – CHANDRAYAN-3

India's Chandrayaan-3 mission has pushed us closer to solving the secrets of the Moon in a brave step towards the universe. This daring mission represents a significant advancement for Indian space exploration, building on the knowledge gained from Chandrayaan-2. Chandrayaan-3, the fourth country to successfully land on the moon, set out to take over the lunar frontier with a mesmerizing combination of superior technology and unshakeable resolve. Chandrayaan-3's engineering wonders witnessed a revolutionary metamorphosis behind the scenes. It strengthened the lander's legs, increased its landing area, and gave it the agility to adjust to lunar nuances in order to achieve a delicate lunar embrace. The plot develops while Pragyan and Vikram of Chandrayaan-3 wait for the next lunar sunrise. This amazing story of India's lunar expedition is a monument to human ingenuity and the never-ending quest to understand the universe. Chandrayaan-3 inspires us to have higher goals, stretch ourselves further, and approach the cosmos with continuous fervor.

Introduction

The chandrayaan program is an ongoing series launched by ISRO (Indian Space Research Organization) to explore the MOON.It is said that "Exploring outer space is humanity's journey of wonder where sky is not the limit, it is just the beginning." There have been three missions so far in this program out of which two are successful. The third of this program made a remarkable success. With the success of CHANDRAYYAAN-3, India became first to land a spacecraft on the southern pole of moon. This made a history on 23rd August at 18:03 IST and with this success India also became fourth country to reach on the Moon.

As every failure is a stepping stone towards the success, Chandrayaan-2 landing was a great help and it was a guide for chandrayaan-3 landers. [1].

As every failure is a stepping stone towards the success, Chandrayaan-2 landing was a great help and it was a guide for chandrayaan-3 landers. [1].

Everyone was hooked on the T.V. screens for those 20 minutes but the journey of chandrayaan-3 was much more. It has travelled 3.84 lakh kilometer of distance and it took 40 days to complete the journey. It was a proud moment for every Indian when the landing was a success.

It is very complicated for the lander to land softly. When America and Soviet Union tried doing this, they failed first 15 attempts to do so. In 1966, Soviet Union successfully landed LUNA-9 which was the first successful landing on moon. The landers stay there motionless and to migrate on the moon a special device called rover is made. Rover is a small robot having wheels which come out of the landers and can move on the surface of the Moon. First rover was sent on moon in the year 1970 by Soviet Union.

Chandrayaan-2 mission was also a rover mission in which Vikram lander had to land softly on the surface of moon and a Rover named Pragyan would step out on the surface of Moon. But unfortunately, it did not happen because when Vikram lander was about to reach surface it crashed due to some software glitch. When Vikram lander was descending it lost its path when it was approx. 2 kilometers above the surface. ISRO lost contact with chandrayaan-2 when it was about 335 meter above the surface. [2]

Chandrayaan-3 was launched with the same objective which chandrayaan-2 was unable to fulfil. Modifications were made to reduce the risk of crash landing. The landing area was increased for chandrayaan-3. While there was an area of 500 X 500 for chandrayaan-2, the area was increased to 4km X 2.4Km. Chandrayaan-3 could have landed at any position in this area. More fuel was provided to chandrayaan-3 so that it can stay in air for more time and find the perfect location for landing. Software is upgraded so that the Vikram lander can rotate at higher speed if needed. The images gather from the orbiter of chandrayaan-2 were added in Vikram lander of chandrayaan-3 which were very helpful in soft landing. That is why chandrayaan-2 is considered as half success. The legs of Vikram Lander were made stronger, more solar cells were used and sensors were also improved. [3]

The rover will get only one lunar day to gather information which is 29 earth days. That means approximately 2 weeks of days and 2 weeks of night. So chandrayaan-3 will get only 14 days as the chandrayaan-3 instruments are not made to work at lunar nights. The temperature falls till -232 degree Celsius at nights on moon.

The weight of Vikram lander is approximately 1750 Kgs and weight of rover is 26Kgs. There is total 3 modules in chandrayaan-3 – 1.- Rover module 2.- Lander module 3.- Propulsion module. With the help of this propulsion module Chandrayaan reached the orbit of Moon and when it came in radius of 100Km its Vikram module landed on surface. There is no orbital module as the orbital module of chandrayaan-2 is used again. The propulsion module will stay in the orbit of Moon for 3 to 6 months and it is used for communication purpose.

Pragyan Rover and its findings

Pragyan rover was sent on the surface on Moon from Vikram lander on 24th august through a ramp to start the mission. The observations were made for around 12 days (24th August to 4th September) then they were set on sleep mode.

There are 2 components on Pragyan

1. LIBS – Laser Induced Breakdown SpectroscopeIt is used to analyze the minerals which are present on surface of Moon. It is the first time that presence of Sulphur is confirmed on the south pole by landing on the surface. This instrument is developed by ISRO with the help of Bangalore's laboratory for Electro-Optics Systems.

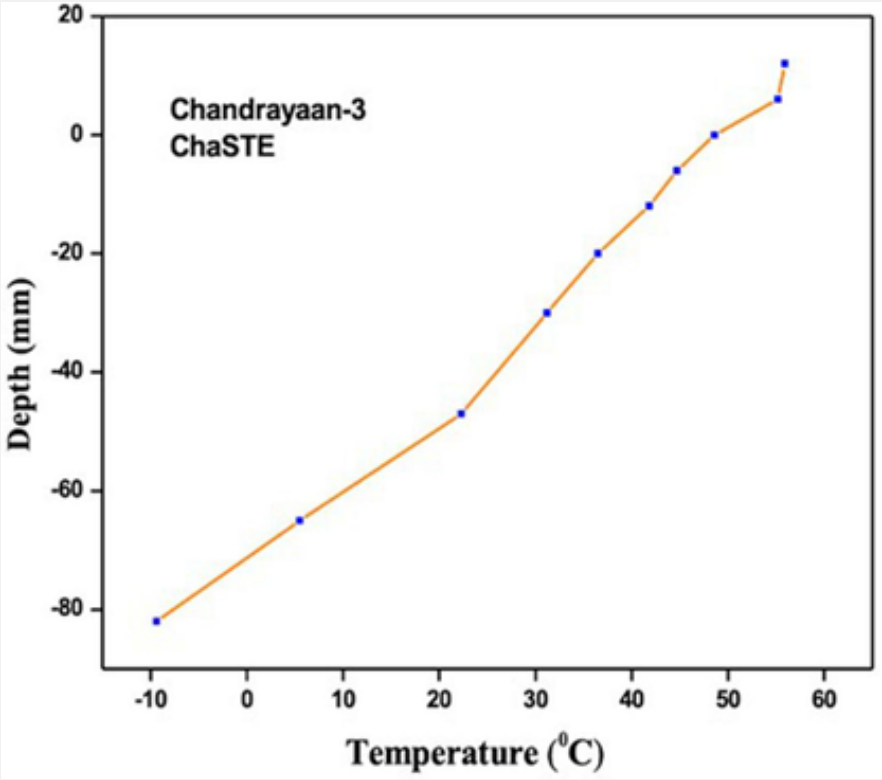


Figure 1: : Parameters of Chandrayaan-3

It uses the high energy laser pulses which is thrown on the surface and it converts the soil into plasma due to high temperature. Plasma emits light and this light is helpful in determining which element is present in the soil as every element emits different wavelength light. This confirmed the presence of different elements like Aluminum, Iron, Titanium, Sulphur, Calcium and Chromium.

2. **APXS – Alpha Particle X-ray Spectrometer**

This instrument is like LIBS but the working is completely different. It analyses the general surface of Moon. It uses radioactive material which emit X-rays and alpha particles dur to which X-rays are also emitted by the surface. This helps in studying the elements present on the surface. [4]

Vikram Lander - Components and Findings

1. ChaSTE - Chandra's Surface Thermo Physical Experiment

Its purpose is to check the temperature on the surface of Moon. It checks that how the temperature varies on the surface of Moon. The temperature is measured with a probe device which is fitted on lander with 10 individual temperature sensors.

The probe is capable to reach up to 10 cm beneath the surface. The readings taken by this probe came out to be very shocking. It was observed that when we go beneath the surface at every 10 cm of distance there is a fall of 10-degree Celsius. The temperature was 60-degree Celsius on the surface but as we go 8 cm beneath the temperature became -80-degree Celsius as shown in the graph below

2. RAMBHA – Radio Anatomy of Moon Bound Hypersensitive Ionosphere and Atmosphere

Used to analyze the plasma present in the air present on Moon. It is a 5 cm long metallic probe which is at 1 m pole at the upper deck of Vikram. There exist around 5 to 30 million electrons per cubic meter on lunar surface.

3. ILSA- Instrument for Lunar Seismic Activity

This instrument is used to record the moonquakes. A natural moonquake was experienced on 26th September. By studying these moonquakes, it will help to understand if it will be possible to make permanent base there in future. [5]

The hop experiments

ISRO conducted a hop experiment with Vikram lander on 3rd September in which the Vikram lander was shifted from its original point named as Shiv Shakti to a new place. The engine was ignited again and it reached 40 cm of height and landed again at 40-50 cm away. This confirms that when in future human missions will be conducted then lander can fly again. [6]

Presence of Oxygen

Presence of Oxygen is confirmed on the surface which is very beneficial. As we all know that there is no atmosphere around moon, so question arises how is oxygen present? Oxygen is present in the soil and rocks of the Moon as bonds with different elements like silicate minerals. This oxygen can be used when humans will land and make a permanent base. NASA is already working on techniques to extract this oxygen. The amount is oxygen is so high that the moon's topmost layer can sustain 8 billion people for over 100,000 years.

Conclusion

On 4th September, both Pragyan and Vikram are set on sleep mode to prepare it for upcoming night. Battery is charged and location is set in such a way that when sun rises the solar panels receive direct sunlight. ISRO is hoping them to awake again when sun rises again. This was a remarkable achievement which made the whole India proud. It is decided to awake Vikram lander and Pragyan-3 on 23rd September.

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About CSI Society
Department of Computer Applications
Chitkara University

- The Computer Society of India (CSI), under the aegis of Department of Computer Application, promotes technology innovation and knowledge exchange through various activities.
- The MERN Stack, Agile Manifesto, and design thinking are among the cutting-edge subjects covered in these professional sessions.
- The society also organised a two-day session on protecting ideas with intellectual property rights and a visit to companies for real-world insights.
- CSI provides well-rounded professional development by integrating critical thinking, web development, and machine learning.
- Along with Python programming seminars and a Code Marathon Expedition, the society has organised events on ISTQB certification, IoT technology, and process model optimisation.
- These events demonstrate CSI's dedication to innovation and knowledge sharing in computer applications and technology.

Mr. Prabhdeep Singh

BCA- 5B (Student), Department of Computer Applications, Chitkara University, Punjab, India

Dr. Vandana

Associate Professor, Department of Computer Applications, Chitkara University, Punjab, India

In Search of the Impossible: The Science of Warp Drive

It is demonstrated that it is possible to alter spacetime in a way that enables a spaceship to move at any given speed within the confines of general relativity while avoiding the need of wormholes. Motion faster than the speed of light as perceived by observers beyond the disturbed region is feasible via a purely local expansion of spacetime rear the spacecraft and an opposing contraction in front of it. The distortion that results is similar to the "warp drive" in science fiction. However, to produce a deformation of space like the one described here, exotic matter would be required, just as it is with wormholes.

Introduction

The idea of warp drive has long captivated the imaginations of scientists, authors, and fans alike in the fields of theoretical physics and science fiction. The warp drive is frequently depicted as a futuristic propulsion device with the potential to enable faster-than-light (FTL) travel. It was first made public by the renowned physicist and author, Dr. Miguel Alcubierre, in 1994. Many science fiction works, most notably the Star Trek series, have used this idea as a primary theme.

The fundamental concept behind warp drives is the idea of "warping" or warping spacetime in order to travel faster than the speed of light, which is thought to be the limit of all possible travel. in accordance with Albert Einstein's theory of relativity.[3].

The warp drive imagines a spacecraft creating a bubble or warp in spacetime around it, effectively contracting the space in front of the ship and expanding it behind, allowing the ship to traverse vast cosmic distances in a relatively short amount of time from its own perspective. This is different from travelling through space faster than light.

Even though warp drive is still firmly grounded in science fiction, it has sparked scholarly debates and inquiries into the system's potential viability. To try to make the warp drive idea more consistent with our current understanding of physics, researchers have investigated a variety of unconventional notions and principles, such as negative energy or exotic matter. The development of a functional warp drive, however, remains completely hypothetical, and enormous technical and scientific hurdles must be cleared before even beginning to explore its practical application. [3]

In conclusion, warp drive is an intriguing idea that has been widely used in science fiction.

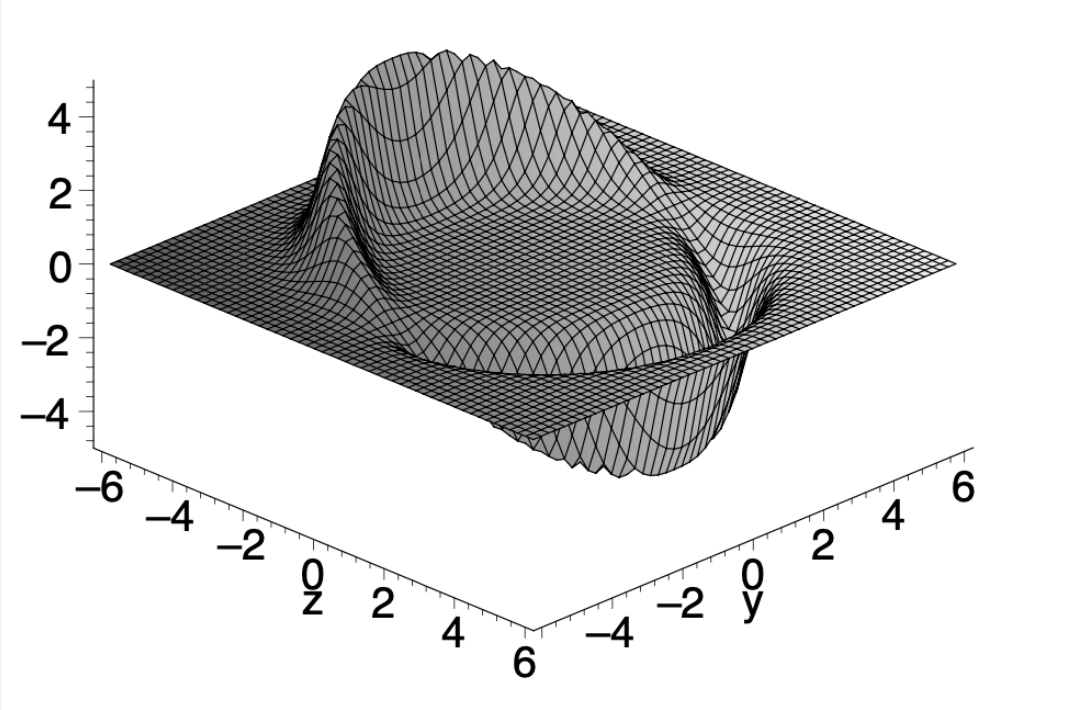

Figure 1: The plot shows the expansion of the volume components of an Alcubierre warp bubble

It has sparked conversations about the viability of faster-than-light travel and piqued scientific curiosity.
Here are some key warp drive theories and concept here-

1. Alcubierre Warp Drive[4]: According to the initial Alcubierre warp drive hypothesis, a warp bubble will form around a spacecraft. The ship may move inside the bubble without deviating from the speed of light calculated inside the bubble because of the way this bubble compresses space in the direction of the ship but expands it behind it. To stabilise the warp bubble, this idea, however, depends on the presence of exotic matter having negative energy density, a substance that is yet hypothetical and difficult to create.[1]

2. Krasnikov Tube [4]: A different theory for FTL travel is the Krasnikov tube, which was put forth by physicist Serguei Krasnikov. It entails the construction of a spacetime wormhole or "tube" that can be passed through between far-off places. FTL travel is possible through this tube, but doing so still requires exotic matter to maintain the wormhole stable and presents several theoretical difficulties.

3. White-Juday Warp Field Interferometer [4]: In 2012, scientists Harold White and Eric W. Davis presented an alteration to the Alcubierre drive idea called the White-Juday Warp Field Interferometer. However, there are still many obstacles to overcome before such an experiment can be implemented practically.

4. Harlod White's Improved Warp Drive Metrics: Harold White has tried to improve the mathematics behind the warp drive theory, suggesting updated warp drive measurements that lessen the amount of exotic matter needed. These metrics rely on speculative elements but try to increase the plausibility of warp drive concepts within the bounds of known physics.

5. Wormholes [4]: Wormholes are speculative spacetime shortcuts that might one day provide fast-time travel (FTL). While not warp drives in the conventional sense, travelling via a stable wormhole could provide equivalent effects. Wormholes must also be able to stabilise and preserve their integrity, which may call for unusual substances or as-yet-unidentified types of physics.

Warp Drive With Internal CTC'S [5] –
In order to analyse the Euclidean continuation of the two-dimensional Alcubierre spacetime and, consequently,

its stability against quantum vacuum fluctuations, we shall avoid the complexity of Kruskal extension in this section.

Because metric and the de Sitter metric in both dimensions are comparable, we can visualise the dimensionally compressed Alcubierre spacetime in the form of three-hyperboloid according to metric

$$-v2 + w2 + x2 = v0\text{-}2$$

in when v0 > 1. This hyperboloid is immersed in E3, and the expression that is induced in this embedding is the most generic expression of the two-dimensional metric of Alcubierre space for v0> 1:

$$ds2 = -dv2 + dw2 + dx2 \quad [5]$$

which has topology R * S2 and invariance group SO. in the warp drive's initial locations. Identifications imply that the boost transformation within the (v, w) plane will also produce the boost transformation on the two-dimensional Alcubierre space. In the region covered by such a metric, that is, the region w > |v|, in which there are CTCs, with their borders at w = ±v, and x2 = v0-2 being the Cauchy horizons that define the beginning of the nonchronal region within the Alcubierre causal exterior, the symmetry can be satisfied for coordinates defined by, resulting to the static metric with an obvious horizon as metric. [6]

The conversion of a two-dimensional warp drive with a constant, faster-than-light apparent velocity into a multiplexed warp drive with CTCs only inside the spacecraft and its horizon of events at r0 in a chronology boundary has been accomplished in this fashion. This is a very different method of converting warp drives into time machines than the one.Even if the astronaut at the centre of the warp bubble is still completely cut off from the outside world in our example, he or she may always go back in time to assist in building the warp drive on request or create the initial circumstances for the control.[6]

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Quantum Stability of Multiply Connected Warp Drive [5]-

In this part, we're going to show how the presence of either a self-consistent Rindle vacuum or microscopic warp bubbles makes the two-dimensional, multiply linked warp drive spacetime entirely stable to vacuum quantum fluctuations. We've previously demonstrated that the two-dimensional warp drive spacetime may be rooted in the Minkowskian covering of the three-dimensional Misner space if the symmetries of this space implied by identifications (which lead to identifications in Alcubierre coordinates) must remain also in the two-dimensional Alcubierre spacetime with v0 > 1. He obtained an observed energy density near the horizon proportional to [f – (1- v0-1)]-2 , which in fact diverges as r → r0. [5]

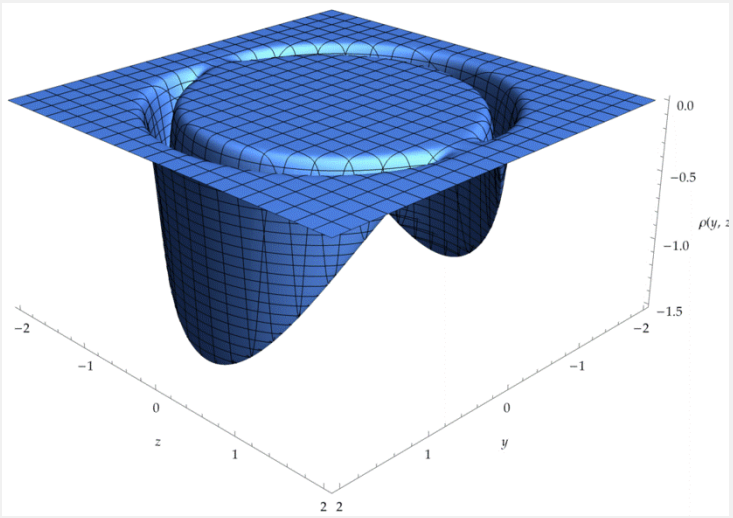

Figure 2: The distribution of energy density around a warp drive bubble

Metric can be transformed into a metric of a three-dimensional Misner space explicitly by using the coodinate re-definitions.

$V = \theta \cosh x1$

$w = \theta \sinh x1$

$x = x2$ [7]

Then, $ds2 = -d\theta 2 + \theta 2 (dx1)2 + (dx2)2$,

which is three-dimensional Misner metric for coordinates $0 < \theta < \infty$, $0 \leq x1 \leq 2\pi$ and $0 \leq x2 \leq \infty$.
The regularised Hadamard function should then be calculated using an imaging method that should also be updated to account for the fact that the period of the enclosed spatial axis is time dependant. [7]

The Event Horizon-

Now the question arises is that will Warp drive escape The event Horizon??
The answer is surprisingly not!!

Ironically, the singularity behaves like a sphere that shrinks uniformly around you because to the damaged curvature of space-time (like being imprisoned inside a huge steel bubble with spikes pointing towards you). At the same moment, you'll have a really strange sensation that makes you feel as though you're travelling or looking in all directions "downhill" towards the singularity. Additionally, you will be surrounded by an empty super black nothingness in which the singularity and event horizon are invisible.
You can, however, escape a black hole if your warp drive has the ability to go through time indefinitely backwards in addition to warping space at the speed of light.[8]

Conclusion-

The conclusion of this hypothetical theory is that warp drive will get possible but we have to overcome some of the physical as well as theoretical challenges coming our way. Like first one the of the biggest challenge is “Energy Requirement/ Fuel”, we may need an enormous amount of energy, potentially on the order of the entire mass-energy of the planet. Harnessing and managing such vast energy sources is currently beyond our technological capabilities and Even though a warp drive can travel faster than light inside the event horizon of a black hole, it is still impossible to escape because of time curvature.

Even though a warp drive can travel faster than light inside the event horizon of a black hole, it is still impossible to escape because of time curvature. It is practically impossible to remain still inside the event horizon once you are inside a black hole because space moves at the speed of time (relative to you inside the hole). As a result, whenever you move forward in time (from the present to the future), you will also move closer to the singularity. For a short explanation of space-time graphs within a black hole, look at the Penrose diagrams. Since all potential futures, directions, and trajectories now point in the direction of the singularity and trajectories heading away from the black hole back into the universe now point into the past, the curvature of spacetime inside is actually much weirder and more terrifying than you might expect.[8]
Additionally, your spaceship is equipped with sensitive instruments that can sense the gravitational gradient, allowing you to maintain your orientation. You should be able to point your FTL warp drive in the opposite direction to escape by pointing your instruments in the direction of the singularity, however you are prevented from doing so.
The only theoretical energy component we found is Exotic matter also called as negative energy, our half of the universe is made of dark matter, but we don’t have any evidence of dark matter existence. We must stable that Exotic matter before injecting it into Warp drive engine. And we also must overcome the rules of physics like, Einstein's Theory of Relativity, Causality and Time travel, Cosmic speed limitations and many more. So, the final answer is that Warp drive is a highly speculative and theoretical concept in the realm of theoretical physics, it has been not proven, and faced the numerous challenges, here are some factors that can lead to success of Warp drive in future- Advancement in Theoretical Physics, Discovery of Exotic Matter or other infinite Energy source, Technological Innovation. [4]

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Call for Articles

At Chitkara University, the endeavor has always been to hone the skills of learners. Keeping in line with this tradition, the Department of Computer Applications, Chitkara University, Punjab had come up with an online magazine titled ***Wall for All***. This magazine was proposed to provide a platform to the budding learners to share their knowledge and general information pertaining to the computing field. ***Wall for All*** is available for free download in PDF format from CA departmental website: **ca.chitkara.edu.in.**

The students and faculty members are invited to be a part of this venture and contribute their articles to the magazine. The students may forward the articles through their respective mentors while faculty members may send the same directly to the editors of ***Wall for All***.

About Testing Software Society
Department of Computer Applications
Chitkara University

Testing Software Society guarantees that the final product will perform as expected, satisfy the needs of its intended audience, and lack serious flaws.

Some fascinating information regarding the software testing process follows:

1. Ancient Origins
2. Cost-Effectiveness
3. Different Types of Testing
4. Automation
5. Exploratory Testing
6. Continuous Testing
7. Crowdtesting
8. User Acceptance Testing (UAT)
9. Ad-Hoc Testing
10. Certification and Qualifications
11. Bug Bounties
12. Shift-Left Testing
13. Regression Testing

Software testing is a dynamic field that continues to evolve as technology advances. It plays a
vital role in ensuring the reliability, functionality, and security of software applications in today's digital world.

Investigating the Dynamic Domain of XR: Bridging Realities for a Transformative Future

Mr. Akarsh Anand Sinha
Student (MCA 1st Semester) & Intern

Department of Computer Applications Chitkara University, Punjab, India
&
CHITKARA UNIVERSITY RESEARCH AND INNOVATION NETWORK, PUNJAB, INDIA

Introduction

The digital landscape is constantly evolving, and one of the most intriguing developments in recent years has been the emergence of extended reality (XR). XR is an umbrella term that encompasses virtual reality (VR), augmented reality (AR), and mixed reality (MR) [1]. These technologies have the potential to transform the way we interact with the digital and physical worlds, offering a wide range of applications in fields such as entertainment, education, healthcare, and industry. In this article, we'll delve into the world of XR, exploring its various forms, applications, and the impact it is having on our lives.

1.The XR Spectrum of Realities:

A class of digital tools, immersive technologies seek to stimulate the user's senses and generate an environment that augments or simulates reality. They consist of:

1.1. Virtual Reality (VR):

Virtual Reality is a technology that immerses users in a simulated world through the creation of entirely digital environments. Virtual reality (VR) encounters are commonly accessed via goggles or headgear, which obstruct the user's line of sight and may also incorporate headphones to provide spatial 3D audio.

		Extended Reality (XR)		
	Reality	Augmented Reality (AR)	Mixed Reality (MR)	Virtual Reality (VR)
Display	Naked eye/optical glasses	Translucent display	Translucent display	Occlusion display
Display example				
Example	 Real view of a trail	 Augmented virtual map and direction	 Interactive virtual contents	 Virtual gaming

Figure 1: Showing different types of reality [3]

Motion sensors are frequently integrated into these headsets to monitor the user's head and body movements, thereby enabling the virtual environment to react to their inputs. Fantastical, imaginative realms can coexist with hyper-realistic simulations in virtual reality environments. Individuals have the ability to traverse, engage with, and maneuver within these man-made environments as if they were physically present. Extensive use is made of this technology in training scenarios, simulations, and gaming.

Types Of VR

1.1.1.Immersive VR: An entirely digital environment that supplants the physical world is provided by immersive VR. In addition to donning VR headsets, users often employ hand controllers to facilitate interaction. VR gaming and immersive simulations are two examples.

1.1.2.360-degree Video VR: Provides users with a 360-degree view of a digitally captured or real-world environment. Virtual excursions, documentaries, and travel experiences utilize it frequently.

1.1.3.Web-based VR: By utilizing web browsers, users can access VR experiences without having to obtain specialized applications. The adoption of this technology is increasing in the realms of education and electronic commerce.

1.1.4.Mobile VR: To deliver VR experiences, mobile VR utilizes smartphones and mobile VR devices. Mobile VR is a more accessible and portable alternative to high-end VR systems, rendering it more suited for a diverse array of applications despite its lack of immersion.

1.1.5.Social VR: Multiple individuals are able to interact within the same virtual environment via social VR platforms. A variety of experiences, including social gatherings, diversions, and virtual meetings and collaborative workspaces, can cultivate a sense of presence and connection.

1.2. Augmented Reality (AR): By superimposing digital content onto the user's view of the physical environment, Augmented Reality enhances the actual world. AR experiences are accessible via a multitude of devices, including but not limited to smartphones, tablets, and smart eyewear. When utilizing augmented reality, users simultaneously perceive digital and physical elements.[2] Digital overlays may consist of interactive elements, informational pop-ups, 3D models, or animations. By utilizing sensor data and real-time computer vision, augmented reality technology synchronizes digital content with the user's environment. Providing a contextualized and enhanced view of the physical environment, it finds utility in various domains including navigation, education, marketing, and live events.

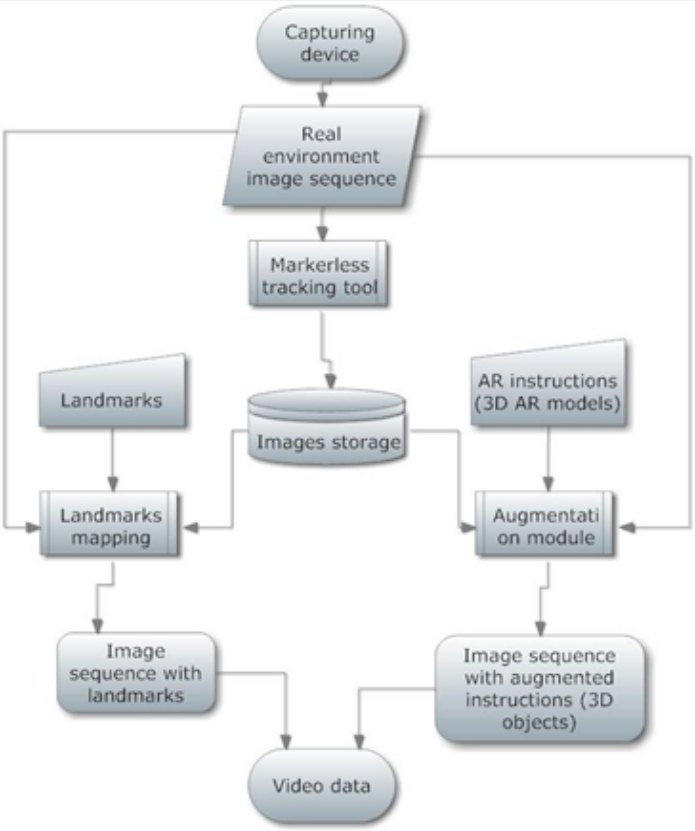

Figure 2: Showing process flow diagram of augmented reality [4]

Types Of AR

1.2.1.Marker-based AR: Digital content is activated in marker-based augmented reality (AR) when predefined symbols or markers, such as QR codes, are detected by the camera of a given device. Common applications of this form of augmented reality include advertising and interactive print media.

1.2.2. Markerless AR: Markerless augmented reality (AR), alternatively referred to as location-based AR, positions virtual objects in the physical environment by utilizing the device's GPS, compass, and camera—all without requiring the use of distinct markers. Pokémon GO is a well-known illustration of markerless augmented reality.

1.2.3. Projection-based AR: AR that utilizes projection technology displays digital content directly onto surfaces or physical objects. This is applicable in artistic installations and interactive retail displays, among other applications.

1.2.4.Superimposition-based AR: This category of augmented reality (AR) entails the overlay of digital data onto the physical environment, as in the case of displaying navigational instructions on a smartphone screen while driving or strolling.

1.2.5.Recognition-based AR: Basing recognition on Using image or object recognition, augmented reality (AR) can identify and provide additional information about physical objects. It is frequently utilized in interactive museum exhibits and educational applications.

1.3. Mixed Reality (MR)

Mixed Reality (MR) is an innovative fusion that merges Virtual Reality and Augmented Reality. It offers a wide range of experiences by seamlessly integrating digital and physical components within a single physical environment. MR is renowned for its capability of facilitating interaction between actual and virtual objects. Users of MR headsets, such as the Microsoft HoloLens, can remain aware of their surroundings while viewing and interacting with virtual objects. In order to guarantee a high level of interactivity, this technology frequently employs spatial mapping and tracking to correspond digital content with the physical environment. MR has the potential to revolutionize design, remote collaboration, and education by facilitating more natural user interactions with digital elements.

Types Of MR

1.3.1.Spatial MR: By integrating digital and physical environments, spatial MR enables users to interact with virtual objects in the real world. Magic Leap One and Microsoft HoloLens are examples of devices that provide spatial MR experiences.

1.3.2.Anchored MR: Anchored MR is a technique in which virtual objects are secured to particular physical locations. For duties such as real-time navigation, instruction manuals, and maintenance procedures, this type of MR is beneficial.

1.3.3.Semi-immersive MR: Between entirely immersive virtual reality and mixed reality, semi-immersive MR environments are situated. Users retain a certain degree of physical environment awareness while engaging with digital components. This occurs frequently in design and industrial training applications.

2.Implementations of XR

The multifunctionality of XR technologies has resulted in an extensive array of implementations spanning diverse sectors:

2.1.Gaming: Virtual reality gaming has revolutionized gaming immersion. Players have the ability to participate in the game, and it is not restricted to PC or console gaming. Location-based experiences and venues have both incorporated VR gaming.

2.2.Education: XR is transforming the educational landscape. To deepen their comprehension of intricate subjects, students have the opportunity to participate in immersive simulations, interact with 3D models, and undertake virtual field excursions.

2.3 Healthcare: XR is demonstrating itself to be an effective instrument in the healthcare industry. Using AR to superimpose medical images during procedures can increase the precision of surgical procedures. In addition to physical therapy and pain management, VR is also utilized in the treatment of psychological disorders such as PTSD.

2.4. Training and Simulations: XR is enhancing the efficacy and safety of training through the use of realistic flight simulators to instruct factory workers on machinery operation and deliver training to pilots.

2.5. Architecture and Design: By creating 3D models of structures using AR and VR, architects and designers enable clients to experience the space prior to its construction. This improves client satisfaction and results in time and cost savings.

2.5. Entertainment: XR is expanding the scope of entertainment to include virtual art galleries, interactive theatre experiences, and immersive concerts.

3.The Future of XR

XR's future is promising and brimming with opportunities. With the continuous advancement of technology, XR experiences will progressively enhance immersion and realism. We can anticipate XR devices to become more affordable and accessible, thereby expanding their market reach. In addition, XR will persistently challenge the boundaries that exist between the tangible and virtual realms, presenting inventive resolutions to intricate tangible challenges.

4.Conclusion

In conclusion, extended reality (XR) represents a fascinating blend of technology and human experience. Whether it's in the realm of entertainment, education, healthcare, or industry, XR is reshaping the way we interact with our world. As XR technology continues to evolve, we are on the cusp of a transformative future that will redefine the boundaries of reality and offer exciting new possibilities for society as a whole. As we embark on this journey, it's essential to embrace the potential of XR while also being mindful of its ethical and societal implications.

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Impact of Google on the Life of an Individual

Google has the ability to influence and shape the daily habits and activities of many people through the many products and services it offers.

Some examples include:
•**Search:** Google's search engine is one of the most used on the web and shows people's thoughts and understanding of many types of content.

•**Email:** Gmail, Google's email service, is used by millions of people around the world and can be the primary means of communication for many people.

Ms. Komal

BCA- 1E (Student),
Department of Computer Applications,
Chitkara University, Punjab, India

•**Maps:** Google Maps is the most popular and informative service that reflects where people go and how they travel.

•**Mobile:** Google's Android operating system, used by many smartphones around the world, shapes people's mobile information and behaviour.

•**Advertising:** Google advertising platforms such as AdWords and AdSense can influence the products and services that people learn about and consider purchasing.

It is worth noting that Google does not actively "control" the lives of ordinary people, but can form their daily and routine habits by influencing the way people access, consume and share information. Google has all your personal information. Google knows everything about you. Therefore, it controls you unnoticed. Google is behind every ad that appears during search.

Marketing emails you receive; Google is behind these. Google always knows your location. Google knows when you make money. Google is aware of when it's time to pay phone bills. Google knows what you will encounter when you enter the site. Google's true power lies in its ability to connect us to the world and force us to "put down coffee." It's not easy to fool everyone for long with Google around. The Google ecosystem connects you to information, knowledge, organizations, and people who can change your life for better or worse. If you understand your situation and perspective, Google can help you make life-changing decisions. Google has given data the power it once deserved. Google is democratizing data and putting it on a plate. Google is destroying thriving businesses with data arbitrage. What harm will be done to people if Google is down for 72 hours or more? People who spend hours searching online will be affected.

Do you remember when we had difficulty remembering the name of an actor, a car, or a historical event?
Unfortunately, we don't allow our brains to escape the Internet, where the answers are at our fingertips.While the modern world's access to information has made life easier in many aspects, it has also changed the way our brain works and processes information.
To some extent, we rely on Google rather than our brains to store long-term information.

What is Google doing to your brain?
The internet is changing the way we think. The internet has changed the way our brain works. Relying on the internet risks turning us into mere decision-makers rather than “deep readers” influenced by emotions.

The Internet is destructive; it is a distraction. This is more important than reading. We may also lose skills that rely on online information. Most of us store less information because we trust Google. We expect Google to store the least amount of information. People who use the Internet regularly have twice the short term memory. Basically, our brain is good at encoding words, and when we know this, the connection becomes stronger.

The more we use Google, the harder it becomes to remember what we see.
Our brain has the ability to store and remember. He has the ability to think. We need some specific memories to interact with our brain. If we rely on Google to store information, we lose an important part of ourselves. People can't always rely on common sense.

For example, intelligence cannot replace values, thoughts and emotions.

Google Search Dominance and Impact:
By August 2023, Google held 91.7% of the global search engine market. This majority highlights Google’s consistent leadership in online search, standing far ahead of its competitors.

In comparison, Bing comes in second with a 3.1% share. Yandex (1.5%), Yahoo! Other search engines such as (1.2%), Baidu (1.1%) and DuckDuckGo (0.5%) have smaller market shares.Google search statistics from January to August 2023 show a huge difference between Google and other companies. While the modern world's access to information makes life easier in many aspects, it has also changed the way our brain works and processes information. First of all, we rely on Google, not our brains, to store long-term information.

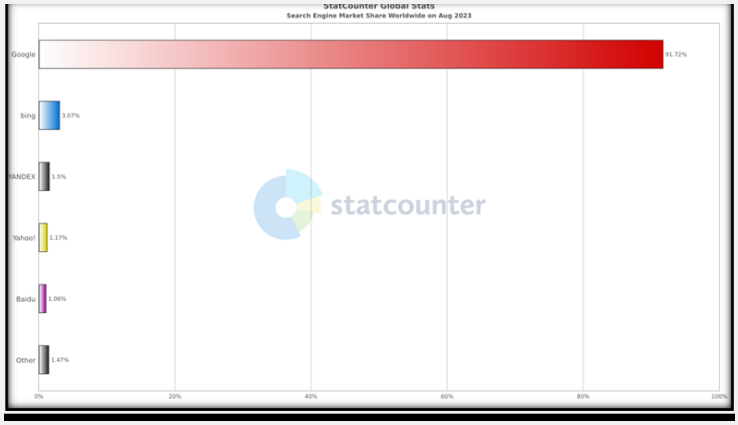

Figure 1: Demonstration of leadership in online search

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About Institution's Innovation Council (IICs)
Department of Computer Applications
Chitkara University

INSTITUTION'S INNOVATION COUNCIL
(Ministry of HRD Initiative)

A network of these IICs will be established to promote innovation in the Institution through multitudinous modes leading to an innovation promotion eco-system in the campuses.

Major focus of CU-IIC

- Develop better Cognitive Ability for Technology Students.
- To create a vibrant local innovation ecosystem.
- Idea and Innovation supporting Mechanism in HEIs.
- Prepare institute for Atal Ranking of Institutions on Innovation Achievements Framework.
- Establish Function Ecosystem for Scouting Ideas and idea endowment

Functions of CU-IIC

- To inculate problem solving and design thinking skills and thus to promote & conduct innovation related activities prescribed by Central MIC in time bound fashion.
- Identify and reward innovations (Idea Innovation Box) and share success stories.
- Organize periodic workshops/ seminars/ interactions with professionals and create a mentor pool for student innovators.
- To establish an idea and innovation Club
- Create an Institution's Innovation portal to highlight innovative projects carried out by institution's faculty and students.
- Organize Hackathons, idea competition, mini-challenges etc. with the involvement of industries.

Fostering Diversity and Inclusion in HARMONY HUB

Diversity and inclusion in the workplace are important for driving innovation, enhancing employee engagement, and fostering a positive organizational culture. Research, such as McKinsey's reports and the Business Development Bank of Canada study, highlights the tangible business benefits associated with diverse and inclusive environments, emphasizing that companies with diverse leadership consistently outperform their counterparts.

Our 2019 analysis finds that companies in the top quartile of gender diversity on executive teams were 25% more likely to experience above- average profitability than peer companies in the fourth quartile. (Company, 2020)

Ms. Sneha Garg

BCA- 3 (Student),
Department of Computer Applications,
Chitkara University, Punjab, India

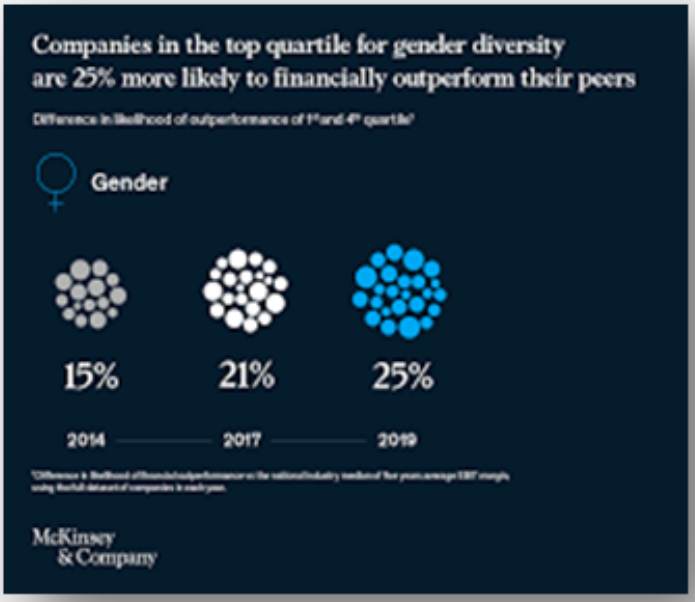

Figure 1: Gender Diversity

These foundational references underscore the strategic significance of diversity and inclusion as basic components of a successful and forward-thinking business strategy.
The Harmony Hub primarily deals with home entertainment products, such as TVs, gaming consoles, streaming devices, and other entertainment devices. It acts as a central control hub to manage and operate these various devices seamlessly. They've expressed their dedication to fostering diverse perspectives within their workforce, promoting an inclusive culture, and ensuring equal opportunities for all employees.

Operating Principles for Diversity and Inclusion:

Principle 1: Cultivating Inclusive Leadership: Inclusive leadership, as highlighted in McKinsey Reports, has a significant impact on organizational success. Harmony hub recognizes that inclusive leaders foster a culture where diverse voices are heard and valued. It includes leadership training programs and active listening. (McKinsey, 2020)

Principle 2: Creating a Diverse Talent Pipeline: Strategies for recruiting diverse talent are integral to Harmony hub's commitment to a vibrant workforce. Our recruitment processes actively seek candidates from different backgrounds, ensuring a diverse talent pool. McKinsey Reports underline the benefits of a diverse workforce, including improved decision-making and innovation. Harmony hub leverages these advantages by consistently investing in outreach programs and partnerships to attract diverse talent.

Principle 3: Fostering a Culture of Belonging: The Business Development Bank of Canada emphasizes the link between diversity and a sense of belonging. Harmony hub prioritizes initiatives that foster a culture of inclusion, such as Employee Resource Groups, mentorship programs, and open forums for constructive dialogue. These initiatives ensure that every employee feels valued, contributing to a workplace where diversity is celebrated. https://www.bdc.ca

Principle 4: Continuous Learning and Development: Ongoing diversity training is essential for Harmony hub to cultivate an inclusive culture. Harmony hub invests in employees' professional development through workshops, seminars, and online resources that address diversity, equity, and inclusion.

Some of the companies that have successfully implemented these principles are:

1. IBM - Cultivating Inclusive Leadership: IBM is a notable example of a company successfully implementing inclusive leadership principles. Through initiatives like the "IBM Leadership Model," the company focuses on fostering leaders who actively promote diversity and inclusion. https://www.ibm.com

2. Google - Creating a Diverse Talent Pipeline: Google is renowned for its efforts to create a diverse talent pipeline. The company's commitment to recruiting from underrepresented groups has led to a workforce that mirrors the diversity of its user base.

3. Sales force - Fostering a Culture of Belonging: Sales force has excelled in fostering a culture of belonging. The company emphasizes creating an environment where employees feel valued and included. https://www.salesforce.com

4. Microsoft - Continuous Learning and Development: Microsoft is a standout example in terms of continuous learning and development in the context of diversity and inclusion. The company invests heavily in diversity training programs for its employees.

Challenges in Promoting Diversity and Inclusion:

1. Unconscious Bias: Unconscious biases can influence decision-making, affecting hiring, promotions, and daily interactions. https://www.easyllama.com

2. Resistance to Change: Some employees may resist diversity and inclusion initiatives due to unfamiliarity or discomfort with change.

3. Lack of Inclusive Policies: Organizations may struggle with implementing policies that truly promote inclusivity, hindering the creation of a diverse and welcoming environment.

Solutions and Strategies:

1. Unconscious Bias Training: Implement training programs to raise awareness of unconscious biases. McKinsey Reports emphasize the impact of addressing bias on overall workplace inclusivity.

2. Cultural Sensitivity Workshops: Provide workshops to address resistance to change by fostering cultural competence. The Business Development Bank of Canada study highlights the positive correlation between cultural awareness and a more inclusive workplace.

3. Inclusive Policy Implementation: Actively review and update policies to ensure they are inclusive. McKinsey Reports stress the importance of aligning policies with diversity goals. Harmony hub can draw inspiration from successful companies that have integrated inclusivity into their policies.

Conclusion

Harmony hub can yield numerous long term benefits such as innovation, enhanced problem solving, improved employee engagement, better understanding of customers need, positive brand image.

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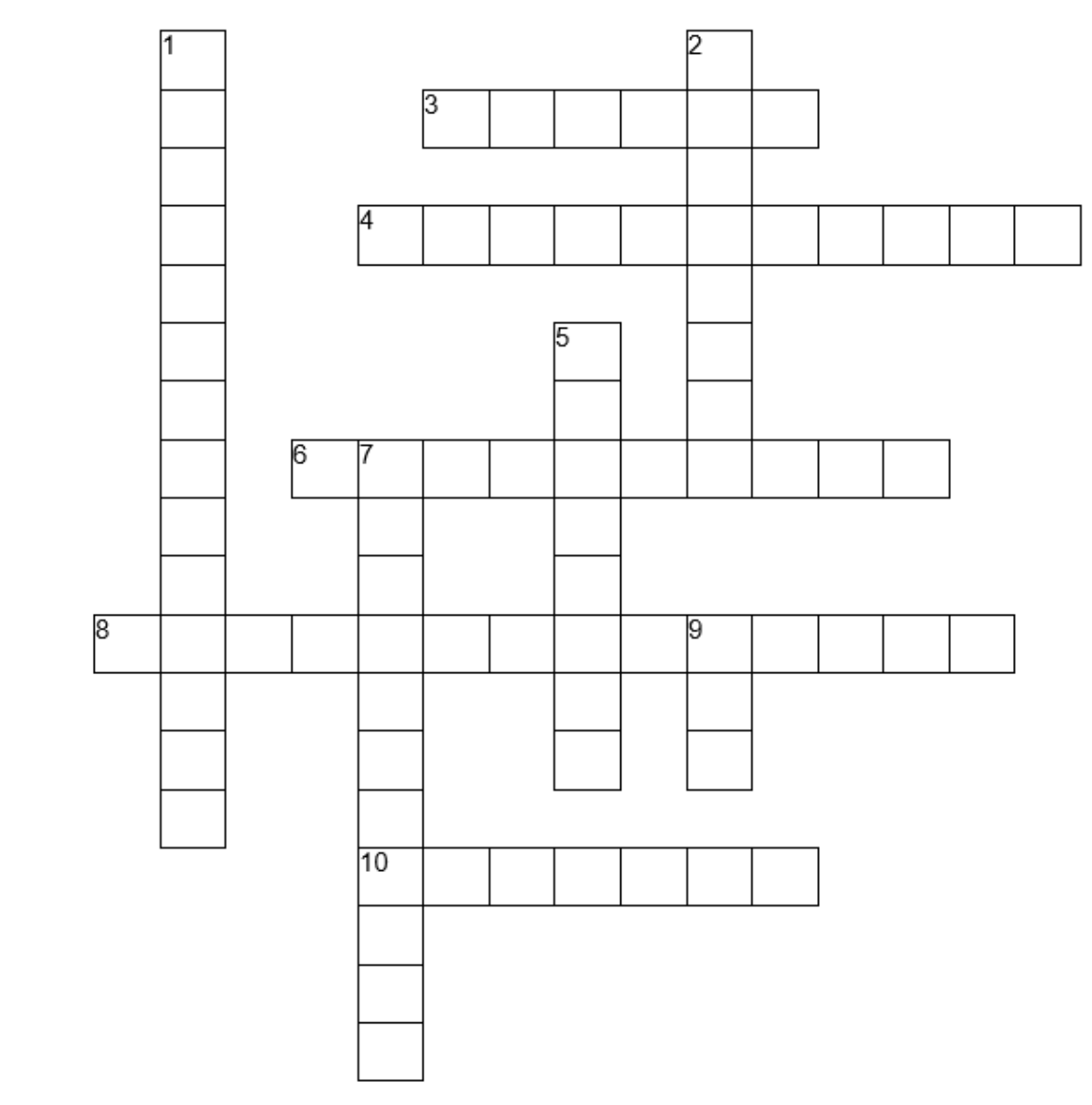
Crossword



Across

3. A language that emphasizes less wordy commands

4. Converts the programming language into machine code AS IT RUNS

6. Word based program that can take time to learn

8. Creator of the analytical engine

10. A collection of pre-scripted commands that someone can use in their programs

Down

1. A computer program set up to run like a computer inside a computer

2. Converts the programming language to machine code AHEAD OF TIME.

5. The low-level language that speaks to the computer

7. The creator of the first program. (It never actually ran)

9. A mistake in programming

EXPLORE YOUR POTENTIAL

A+ NAAC

CHITKARA UNIVERSITY

PUNJAB