

CSA

News Letter

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

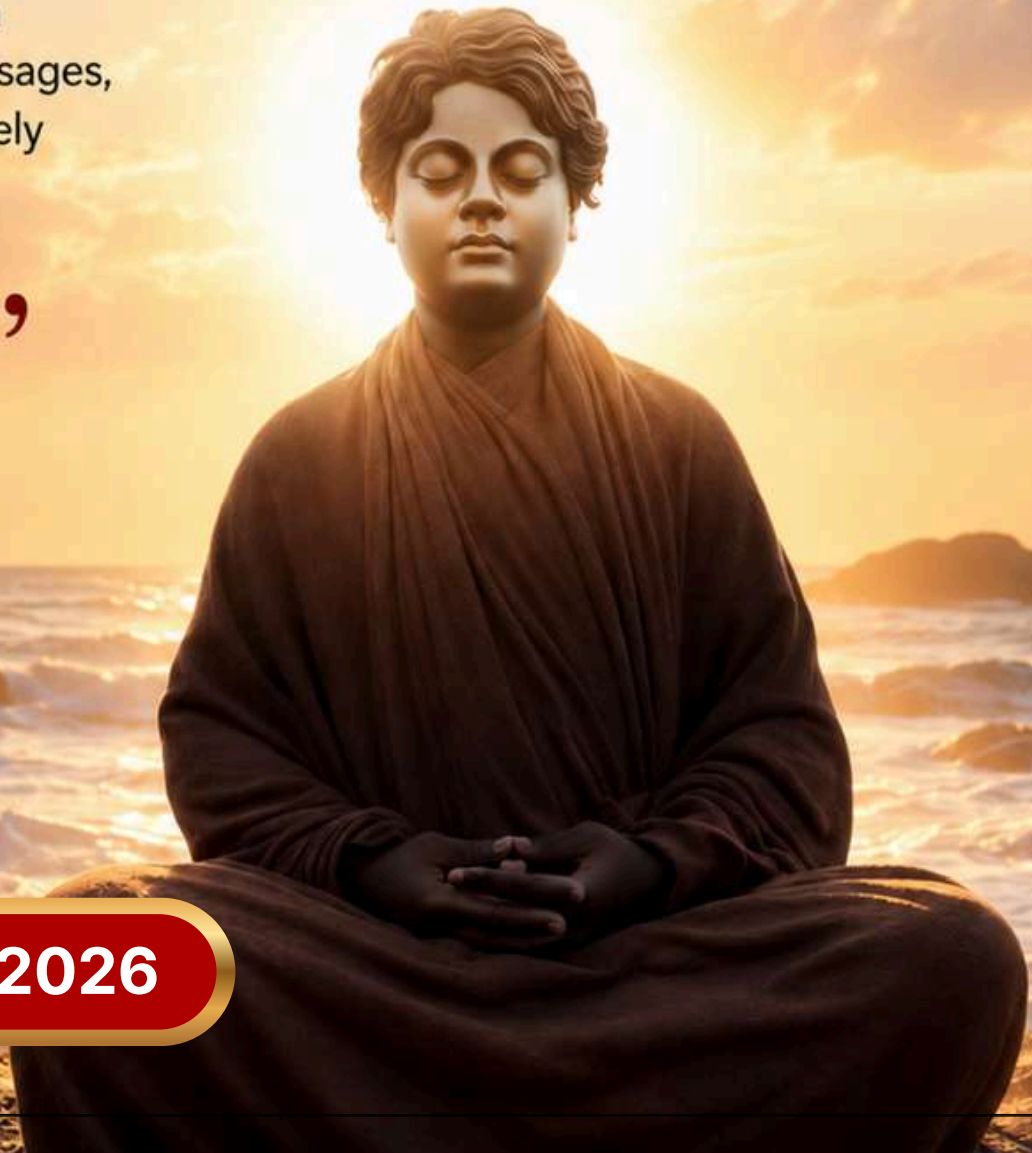
“ —

Thoughts of the mind...

Meditation can
turn fools into sages,
but unfortunately
fools never
meditate.

— ”

— Swami Vivekananda



April-June 2026

VISION OF THE DEPARTMENT



To become a center of excellence in computer applications education, research, and innovation, nurturing employable professionals who contribute to human advancement through technology and ethical practices.

MISSIONS OF THE DEPARTMENT



- Provide holistic education in computer applications through knowledge sharing, skill development, research, and entrepreneurial initiatives.



- Integrate academic learning with industry collaborations to develop solutions that support national growth and global competitiveness.



- Mentor students in technical, analytical, ethical, and professional attributes, fostering their physical, mental, emotional, and spiritual development to become valued human resources.



- Promote innovation and lifelong learning by encouraging students to explore emerging technologies, interdisciplinary domains, and sustainable digital practices.



The Assistant Professor's Chronicle

It gives me immense pleasure to present this edition of the Department of Master of Computer Applications (MCA) Newsletter. This newsletter is a reflection of the enthusiasm, creativity, and accomplishments of our students and faculty, showcasing the vibrant academic environment that defines our department. Every achievement featured in these pages represents the dedication, hard work, and collaborative spirit that continue to drive us toward excellence. The field of Computer Applications is evolving at an extraordinary pace, driven by innovations in Artificial Intelligence, Cloud Computing, Data Science, Cyber Security, Mobile Computing, and Software Development. In such a dynamic technological landscape, it is essential for students not only to acquire technical knowledge but also to develop analytical thinking, problem-solving abilities, creativity, and a lifelong passion for learning. At Vivekananda Global University, we are committed to creating an environment where students are encouraged to explore emerging technologies, engage in research and innovation, and transform their ideas into practical solutions for real-world challenges. Our MCA programme is designed to bridge the gap between academic learning and industry expectations by emphasizing practical exposure, project-based learning, internships, coding culture, and professional development. Through workshops, technical events, hackathons, seminars, industrial interactions, and collaborative learning experiences, we strive to equip our students with the skills,

confidence, and leadership qualities required to excel in the rapidly evolving IT industry. Inspired by the teachings of Swami Vivekananda, we believe that education is the manifestation of the perfection already present within every individual. His inspiring words, "Take up one idea. Make that one idea your life; think of it, dream of it, live on that idea." continue to motivate our students to pursue excellence with determination, discipline, and integrity. I congratulate all the students and faculty members whose contributions have made this newsletter possible and extend my best wishes to everyone for continued success in their academic, professional, and personal journeys. Let us continue to innovate, inspire, and work together towards building a brighter future through knowledge and technology.

-Mr. Zahid Ahmed

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Trip Tales Himachal Pradesh

The Department of Computer Science & Applications (CSA), Vivekananda Global University (VGU), organized an Educational Trip for Master of Computer Application (MCA) 2nd Semester students from 2nd May to 7th May 2026. Planned as a part of the department's commitment to experiential learning, the trip aimed to provide students with meaningful exposure beyond the classroom while encouraging personal growth, teamwork, and practical learning. During the six-day tour, students visited some of the most beautiful destinations in Himachal Pradesh, including Manali, Kullu, Kasol, Solang Valley, and the Atal Tunnel. The journey gave them an opportunity to experience the region's natural beauty, cultural richness, and unique geographical landscape, making learning both engaging and memorable.



The trip was much more than a recreational excursion. It created an environment where students could interact, collaborate, and learn from one another outside the academic setting. Through group activities, shared experiences, and informal discussions, they developed important skills such as communication, leadership, teamwork, and adaptability while building stronger friendships and lasting memories. The entire tour was conducted under the guidance of the departmental faculty members, who ensured the smooth coordination of all activities and the safety and well-being of every student throughout the journey. The Educational Trip was a truly enriching experience that perfectly balanced learning with exploration. It not only offered students a refreshing break from their routine but also strengthened the bond between students and faculty members, reinforcing the importance of learning through real-world experiences. The Department expresses its sincere gratitude to the University Administration for its constant support and encouragement in making this educational tour a memorable and successful experience for everyone involved.

“A journey that taught beyond books, connected beyond classroom and inspired beyond boundaries”

Fun Tour MANALI



EXPERT TALKS



The Department of Computer Science and Applications, VGU, organized an IPR Awareness Session on 1st April 2026 for MCA students. The session, conducted by Mr. Narayan Vyas, introduced students to patents, copyrights, trademarks, and the importance of protecting intellectual property.



The Department of Computer Science and Applications, VGU, organized an Awareness Seminar on Research Methodology Basics on 21st April 2026 for MCA students. The session was conducted by Dr. Amandeep Gill, Dean R&D, VGU, who introduced students to research methods, academic writing, publication ethics, and essential research tools.



The Department of Computer Science Applications, organized an Industry-Focused AI & IoT Workshop on 27th April 2026. The session was conducted by Mr. Aaryan Gupta, Senior Software Engineer and Technology Educator, who introduced students to AI, IoT, their industry applications, and emerging career opportunities.



The Department of Computer Science and Applications, VGU, organized an External Webinar on Case Study Research Approach and Reference Management Tools on 28th April 2026. The session was delivered by Dr. Rakesh Kumar (IIT BHU), who explained case study research methods and the effective use of reference management tools to enhance academic research and writing skills.



The Department of Computer Science & Applications, VGU, organized a Training & Resume Screening Session for the Internship Fair on 6th-7th May 2026 for MCA students. Conducted by Ms. Shilpa Bhatiya, the session focused on resume building, interview skills, professional communication, and placement readiness, helping students prepare confidently for internships and recruitment.



The Department of Computer Science & Applications, VGU, conducted a Training & Resume Screening Session for the Internship Fair on 6th-7th May 2026. Led by Ms. Shilpa Bhatiya, the session covered resume writing, interview skills, group discussions, and professional communication, equipping students with the confidence and skills needed for successful placements.

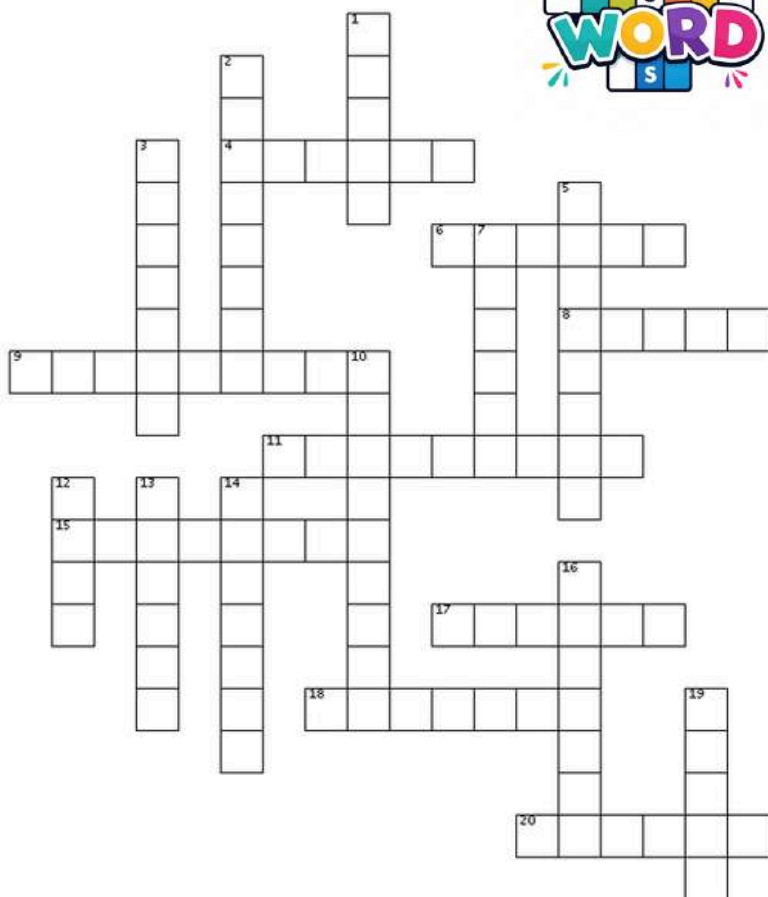
Different strokes



“

The best part of our student life happens between lectures.





ACROSS

4. Sends a value back from a function
6. Reusable program component
8. Blueprint for creating objects
9. Value passed into a function
11. Runtime error handling mechanism
15. Symbol that performs an operation
17. Sequence of characters
18. Whole number data type
20. Rules of writing code

DOWN

1. Process of finding and fixing errors
2. Stores a value in a program
3. Data type with true or false values
5. Reusable block of code
7. Instance of a class
10. Function calling itself
12. Repeats a set of instructions
13. Function defined inside a class
14. Collection of related classes
16. Collection of pre-written code
19. Collection of similar data elements

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