

Department of Information Technology
DEPARTMENT DETAILS–B.TECH IT

INFRASTRUCTURE

a) Laboratories

In order to cope with the global requirements the Department has state-of-the art laboratories with Master Class PC's. All computer labs and servers have supported UPS system with good backup. Availability of computer systems to all the students at 1:1 ratio. All the systems are connected to LAN.

1. IoT Laboratory

Over the past few years, IoT has become one of the most important technologies of the 21st century. With the boom in internet and the number of devices connected to internet is on the rise, most of the industries of today are beginning to adapt IOT onto their operations. And engineering students who wish to work on this innovative technology need to develop knowledge on IOT domain at college itself to stay ahead of their peers. The IoT lab is well equipped with Raspberry Pi and Arduino kit which make students learn IOT in an easy way. The students can utilize the lab to uncover new insights and valuable information, or build their new application or research project and Coding Contest related to IoT.





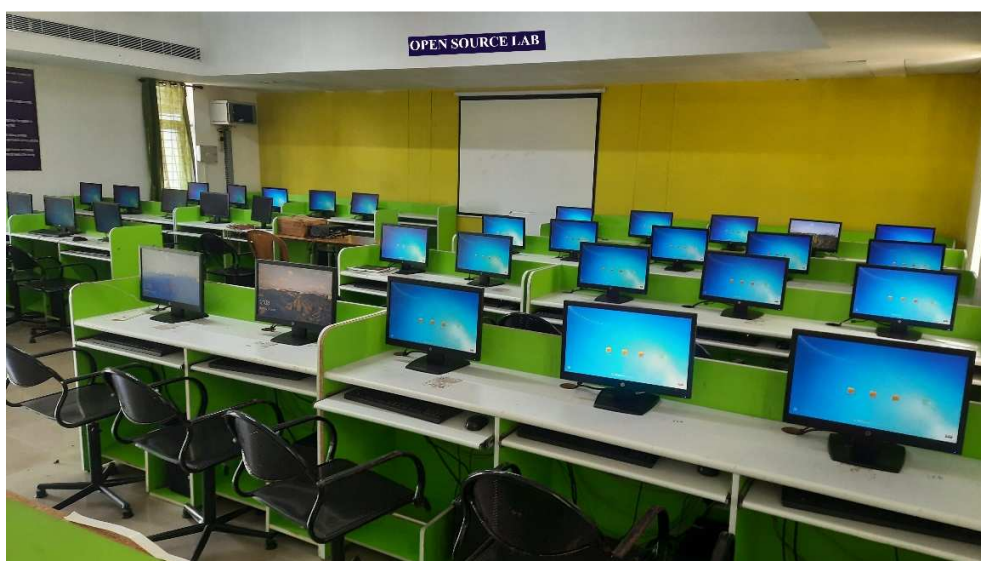
2. RDBMS Laboratory

Provide a strong formal foundation in database concepts using ORACLE and MySQL, technology and practice to the students to groom them into well-informed database application developers. Also provides the necessary infrastructure and connectivity to store, retrieve, analyze data and discover knowledge with the focus on Data Analytics technologies.



3. Open Source Laboratory

In order to facilitate Research and Development activities in the department the lab is well established and fully equipped with Standalone desktops with Windows and a lot of open source software's like NS2, GnuPG, Snort, Virtual box, VMware Workstation, Cloud Environment Creation, Openstack, Hadoop, Coludism, GAE launcher to perform the Mobile Application Development, Security and Cloud Computing applications and Machine learning applications.



4. Programming Laboratory

This lab initiates the students into the discipline of Programming and Network Environment. It aims to start of the development of problem solving ability. Students are introduced to the design principles for writing good programs. Also, they will develop their ability to design, develop, test and document programs using software's like Rational Rose, Argo UML. Students are made familiar with C, C++, Java, Python, R programming, React, Internet Programming, Data structures and algorithmic applications and Networking. The lab is utilized to make the student self-sufficient in learning any programming language on their own thereafter.



b) Department Library

The Department library, in support of the educational and research mission of the college, is the local repository and the principal gateway to current information and the scholarly record. The Department Library occupies a distinctive place in academic and research activities of the Department. It provides quick and easy access to books by staff and students. The Department has a rich and vast collection of more than 1000 books with 200 titles, newspapers, journals, magazines and reports. The journals subscribed provide the latest information of the key industries and engineering trends to help the students in crucial decision making, and developing the aptitude for the same. A good number of lab manuals to facilitate students in their practical work are also available in the library, which are highly beneficial in inculcating the spirit of research among the students as well as the faculty

members. The students are encouraged to spend their spare time in the library and thus enrich their knowledge. The library serves as a resource centre to the teaching faculty.

c) Smart Classroom

The Department has technology enhanced classrooms that foster opportunities for teaching and learning by integrating learning technology. Utilizing technology in a learning environment helps to maximize their attention and engagement which results in the number of academic records. With smart classroom, students are engaged for a longer time with audio and video tools which helps the students in the following areas such as responsibility, time management, communication, interaction, collaboration, accessing online resources, learning new technological tools, good academic results, etc. Smart classrooms are utilized by students for their technical seminars and project presentation