IT UNLIMITED MAGAZINE

CYBER CREWS

A Bi Monthly Bonanza by students

ISSSUE NO : 46

AUG - SEPT, 2013

KONGU ARTS AND SCIENCE COLLEGE

Nanjanapuram, Erode

Department of Computer Science(UG)

Cyber Crews Association

KONGU

Assuring the best

Email :itunlimitedmagazine@gmail.com

www.kasc.ac.in

46TH ISSUE

EDITORIAL BOARD

PATRON

Thiru. P.Sachithanandan., Avl., **Correspondent**

EDITORIAL IN CHIEF

Dr. N. Raman., M.B.A., M.Com., M.Phil., B.Ed., P.G.D.C.A., Ph.D., **Principal**

STAFF ADVISOR

Prof. P. Ramesh., M.Sc., M.Phil., **HOD**

STAFF EDITOR

Mr.R.Sundar Raj., M.C.A., **Assistant Professor**

STUDENT EDTITORS

G.Balaji	**III - B.Sc (CS)-A.**
C.Raja	**III - B.Sc (CS)-B.**
S.Kulanthaivel	**III - B.Sc (CS)-A.**
R.Kavithra	**III - B.Sc (CS)-A.**
S.Praveen Kumar	**III - B.Sc (CS)-B.**
M.Manoj Kumar	**II – B.Sc (CS)-A.**
D.Boobalan	**II – B.Sc (CS)-B.**
P.W.Joe Alfred	**II – B.Sc (CS)-C.**
S.Santhosh kumar	**II – B.Sc (CS)-C.**
D.Hari Krishnan	**I – B.Sc (CS)-A.**
A.Nandhini	**I – B.Sc (CS)-B.**
S.Dinesh Balaji	**I – B.Sc (CS)-C.**

CONTENT

LINUX VS WINDOWS

Improve this chart	Linux	Windows
What is it?	Linux is an example of Open Source software development and Free Operating System (OS).	Windows is the family of operating system (OS) from Microsoft, which is the most famous OS in the world.
Cost	Linux can be freely distributed, downloaded freely, distributed through magazines, Books etc. There are priced versions for Linux also, but they are normally cheaper than Windows.	For desktop or home use, Windows can be expensive. A single copy can cost around $50 to $450 depending on the version of Windows.
User	Everyone. From home users to developers and computer enthusiasts alike.	Everyone. From home users to developers and computer enthusiasts alike.
Manufacturer	Linux kernel is developed by the community. Linus Torvalds oversees things.	Microsoft created the Windows operating system, but allows other computer manufactures to distribute their own computers with Windows pre-installed.

Improve this chart	Linux	Windows
Price	Free but support is available for a price.	Free (To Developing Countries) and from $80+ (Cost can be bundled as part of a new OEM PC)
Usage	Linux can be installed on a wide variety of computer hardware, ranging from mobile phones, tablet computers and video game consoles, to mainframes and supercomputers.	On PC's servers and some phones.
Processors	Dozens of different kinds.	Intel and AMD, but WinCE runs on some additional processors. (see: WinCE)
Developmeent and Distribution	Linux is developed by Open Source development i.e. through sharing and collaboration of code and features through forums etc and it is distributed	Windows is developed and distributed by Microsoft.
Architecture	Originally developed for Intel's x86 hardware, ports available for over two dozen CPU types including ARM	x86,x64 and ARM (Windows RT)

Improve this chart	Linux	Windows
GUI	Linux typically provides two GUIs, KDE and Gnome. But Linux GUI is optional.	The Windows GUI is an integral component of the OS and it is mainly influenced by Apple Macintosh OS and Xerox.
File system support	Ext2, Ext3, Ext4, Jfs, ReiserFS, Xfs, Btrfs, FAT, FAT32, NTFS	FAT, FAT32, NTFS, exFAT
Text mode interface	BASH (Bourne Again SHell) is the Linux default shell. It can support multiple command interpreters.	Windows uses a command shell and each version of Windows has a single command interpreter with dos-like commands, recently there is the addition of the optional PowerShell that uses more Unix-like commands.
Security	Linux has had about 60-100 viruses listed till date. None of them actively spreading nowadays.	According to Dr. Nic Peeling and Dr Julian Satchell's "Analysis of the Impact of Open Source Software" there have been more than 60,000 viruses in Windows
Threat detection and solution	In case of Linux, threat detection and solution is very fast, as Linux is mainly community driven and	After detecting a major threat in Windows OS, Microsoft generally releases a patch that can fix the

Improve this chart	Linux	Windows
	whenever any Linux user posts any kind of threat, several developers start working on it from different parts of the world	problem and it can take more than 2/3 months. Sometimes sooner, Microsoft releases patches and updates weekly.
Inception	Inspired by MINIX (a Unix-like system) and eventually after adding many features of GUI, Drivers etc, Linus Torvalds developed the framework of the OS that became LINUX in 1992. The LINUX kernel was released on 17th September, 1991	Windows first released in 1985.

GENERAL INFO

Hong Kong is the world's fastest internet place. It has blazing fast internet, an average peak speed of 54.1 megabits per seconds. At this speed you can download HD movie in about 4 minutes.

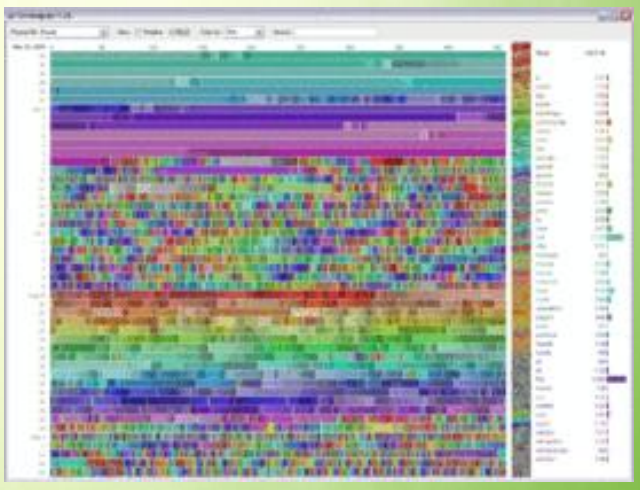
World's fastest internet speed country.

BIG DATA

Big data is the term for a collection of data sets so large and complex that it becomes difficult to process using on-hand database management tools or traditional data processing applications.

The challenges include capture, curation, storage, search, sharing, transfer, analysis, and visualization.

The trend to larger data sets is due to the additional information derivable from analysis of a single large set of related data, as compared to separate smaller sets with the same total amount of data, allowing correlations to be found to "spot business trends, determine quality of research, prevent diseases, link legal citations, combat crime, and determine real-time roadway traffic conditions."



A visualization created by IBM of Wikipedia edits. At multiple terabytes in size, the text and images of Wikipedia are a classic example of big data.

As of 2012, limits on the size of data sets that are feasible to process in a reasonable amount of time were on the order of Exabyte's of data. Scientists regularly encounter limitations due to large data sets in many areas, including meteorology, genomics, connectomics, complex physics simulations, and biological and environmental research.

The limitations also affect Internet search, finance and business informatics.

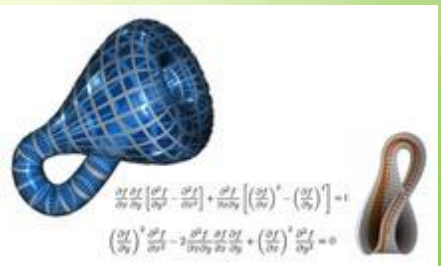
Data sets grow in size in part because they are increasingly being gathered by ubiquitous information-sensing mobile devices, aerial sensory technologies (remote sensing), software logs, cameras, microphones, radio-frequency identification readers, and wireless sensor networks.

The world's technological per-capita capacity to store information has roughly doubled every 40 months since the 1980s; as of 2012, every day 2.5 quintillion (2.5×10^{18}) bytes of data were created. The challenge for large enterprises is determining who should own big data initiatives that straddle the entire organization.

Big data is difficult to work with using most relational database management systems and desktop statistics and visualization packages, requiring instead "massively parallel software running on tens, hundreds, or even thousands of servers".

What is considered "big data" varies depending on the capabilities of the organization managing the set, and on the capabilities of the applications that are traditionally used to process and analyze the data set in its domain. "For some organizations, facing hundreds of gigabytes of data for the first time may trigger a need to reconsider data management options. For others, it may take tens or hundreds of terabytes before data size becomes a significant consideration."

Technologies



An Example of Big Data

An example of big data might be petabytes (1,024 terabytes) or exabytes (1,024 petabytes) of data consisting of billions to trillions of records of millions of people -- all from different sources (e.g. Web, sales, customer contact center, social media, mobile data and so on). The data is typically loosely structured data that is often incomplete and inaccessible.

When dealing with larger datasets, organizations face difficulties in being able to create, manipulate, and manage big data. Big data is particularly a problem in business analytics because standard tools and procedures are not designed to search and analyze massive datasets.

GOOGLE GLASS

What exactly is Google Glass? Why is it attracting all this attention and what are the implications - both good and bad - of having a Google-eye view of the world? What is Google Glass?

Google Glass is an attempt to free data from desktop computers and portable devices like phones and tablets, and place it right in front of your eyes.

Essentially, Google Glass is a camera, display, touchpad, battery and microphone built into spectacle frames so that you can perch a display in your field of vision, film, take pictures, search and translate on the go.

The principle is one that has been around for years in science fiction, and more recently it's become a slightly clunky reality

Google Glass and its prism display

Google Glass options

According to Google the display is "the equivalent of a 25-inch high definition screen from eight feet away". There's no official word on native resolution, but 640 x 360 has been widely mooted.

The embedded camera obviously does not need a view finder because it is simply recording your first-person perspective, allowing you to take snaps or footage of what you are actually seeing.

Any function that requires you to look at a screen could be put in front of you.

Google Glass can also provide sound, with bone-induction technology confirmed. This vibrates your skull to create sound, which is both more grisly sounding and much less cumbersome than traditional headphones.

What can Google Glass do?

As well as Google's own list of features, the early apps for Google Glass provide a neat glimpse into the potential of the headset.

As well as photos and film - which require no explanation - you can use the Google hangout software to video conference with your friends and show them what you're looking at.

You'll also be able to use Google Maps to get directions, although with GPS absent from the spec list, you'll need to tether Glass to your phone.

To do that, Google offers the MyGlass app. This pairs your headset with an Android phone. As well as sharing GPS data, this means messages can be received, viewed on the display, and answered using the microphone and Google's voice-to-text functionality.

Google has given its Glass project a big boost by snapping up voice specialists DNN research.

That functionality will also bring the ability to translate the words being spoken to you into your own language on the display. Obviously you'll need a WiFi connection or a hefty data plan if you're in another country, but it's certainly a neat trick if it works.

The New York Times app gives an idea how news will be displayed when it's asked for: a headline, byline, appropriate image and number of hours since the article was published are displayed.

What are the Google Glass specifications?

As well as a mooted 640 x 360 display, the built-in camera is a 5MP snapper that can film at 720p.

Battery life is apparently a day, although that's with the usual "typical use" caveat, which probably excludes a lot of videoing.

There's 16GB of flash memory built into the device, although only 12GB will be available for user storage. The device will sync to your Google Drive in the cloud

Bluetooth and WiFi will be built in, but no GPS chip - so the Glass will probably work best alongside an Android phone, although you can pair with any Bluetooth enabled phone.

The frame will come with replacement and adjustable nosepads, and is expected to be both lightweight and extremely robust. It will also have a touchpad along one arm.

The sound will be produced through bone conduction transfer - vibrating your skull to transmit to your ears.

There is a Micro USB cable and charger for the dev versions, and all of the above specs are expected to be replicated in the consumer versions when they arrive.

Lastly, Google Glass will come in five colours: Charcoal, Tangerine, Shale, Cotton and Sky. Using Glass's translation ability to turn that list from marketing speak to plain English, that's black, orange, grey, white and blue.

Google Glass will come in five colours

What's the Google Glass price?

The Google Glass Explorer (the developer version being sent out now) costs $1,500 - around £985 or AU$1,449.

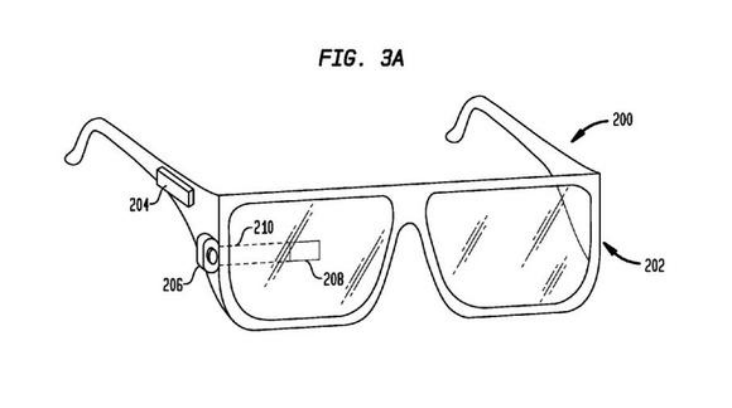
The consumer versions, which are expected to arrive by the end of 2013, are expected to be a little cheaper, although any actual prices remain speculative. They are unlikely to be super-cheap - but Google's success with the Nexus 7 tablet may prompt the company to subsidise some of the cost.

Google Glass - coming to a developer near you (if you live in the US)

Who is providing the competition?

Of course, with something as high profile as Google Glass, every major company has been linked with building a competitor.

Apple and Microsoft are Google's most obvious rivals - and both are rumoured to be working on their own equivalents. Sony has gone so far as to patent a Glass-alike offering. Vuzix, Oakley and Baidu are other numbered among the potential Glass rivals, and they won't be the last. Indeed, one Taiwanese manufacturer Oculon are readying a cheaper, higher spec'ed (ahem) version.



Interestingly, Google might already be considering its own successor to Glass if this patent is to be believed.

The patented design looks more like regular glasses, following the style of Google's potential competitors.

Another project that is attracting attention for mixing screens and glasses is the Oculus Rift, which is currently very much about gaming, but could feasibly - using a camera - show you live video of reality and enable some awesome real time overlays because it's a complete screen Cool.

GENERAL INFO

The first electronic smiley appeared in 1979 when Kevin McKenzie tried expressing his emotion by electronic means. The very first electronic look like -) then 3 years later Scott Fahlman added colon “:)-” and it took form 😃- as we use to do now a days.

ASUS TRANSFORMER AIO DUAL OS ALL-IN-ONE PC LAUNCHED IN INDIA

Asus has launched the Transformer AiO P1801, the world's first dual OS All-in-One PC with detachable display in India as we reported last week. It is a desktop PC with Windows 8, powered by a 3rd generation Intel Core processor that seamlessly switches into a self-contained tablet running Android 4.1 with an NVIDIA Tegra 3 quad-core processor at the touch of a button. It has a 18.4-inch Full HD (1920 x 1080 pixels) LED-backlit IPS multi-touch display with 178-degree wide viewing angles. It is targeted at home lifestyle buyers, C-level executives, architects and design studios.

ASUS Transformer AiO P1801 specifications

- 18.4-inch Full HD (1920 x 1080 pixels) LED-backlit IPS multi-touch display with 178-degree wide viewing angles
- Dual OS with Windows 8 and Android Jelly Beanswitchable with a push of a dedicated button
- Powered by both 3rd gen Intel Core i3 / i5 processor and NVIDIA Tegra 3 processorfor enhanced multitasking whether in PC or tablet mode
- NVIDIA GeForce GT 730M graphics
- ASUS SonicMaster audio technology
- PC Station: 802.11a/b/g/n dual-band Wi-Fi, Gigabit Ethernet, 4x USB 3.0 ports, USB 2.0 port, HDMI-out, 3.5mm headphone & 3.5mm mic , 3-in-1 memory card slot, Optional DVB-T, Hybrid DVB-T or Hybrid DTMB tuner, Bluetooth 4.0
- Tablet: 802.11a/b/g/n dual-band Wi-Fi , Mini-USB 2.0 port, 3.5mm headphone / mic socket, microSD card slot, Docking port , Bluetooth 3.0 + EDR
- 1-megapixel front-facing camera
- PC Station: Up to 4GB DDR3 (1600Mhz) RAM, Up to 1TB SATA hard drive, 3-in-1 memory card slot
- Tablet: 2GB DDR3 (1600Mhz) RAM with 32GB onboard storage
- Wireless keyboard featuring Android hotkeys and mouse
- Tablet: 38W Li-ion for up to 5 hours of use

The ASUS Transformer AiO P1801 comes in two variants. The Core i3 model is priced at Rs. 86999 and the Core i5 model comes at a price tag of Rs. 92999.

It comes with 3 years warranty.

CHROMECAST SUPPORT EXPANDS: BITCASA, CHEAPCAST, AND GOOGLE'S HIRING SPREE

As the device known as Chromecast gains steam, an ecosystem is being expanded around it. Google's intended purpose for Chromecast was to make connecting Google apps and services – not to mention their Android software on devices galore – to displays of all sizes, specifically in the television realm.

Just weeks after the initial launch (and subsequent sell-out) of the Chromecast device, it's not just Google that's expanding its efforts in the "Cast" arena.

One of the most recent additions to the ever-growing collection of apps tossing in software support for Chromecast is Bitcasa.

This is a cloud storage service that works with Android (amongst other operating systems) to allow users to store their media off-device, similar to Google Drive.

But while Google Drive doesn't quite support the instant "casting" of video, photos, and all media in-between to a Chromecast device, Bitcasa is stepping in to take the open shot. Bitcasa is also amongst the growing number of systems to pledge support in the near future for Chromecast without actually issuing an

update to their app as such – we'll see an update (one must expect) from the lot of them, soon.

Meanwhile you'll find an app by the name of Cheapcast attempting to steal a bit of Google's Chromecast thunder with an app that makes essentially any Android device into a Chromecast replacement.

Instead of plugging a Chromecast unit in to your TV, you plug an Android device in using an HDMI cord (with or without a converter, depending on the device).

Once plugged in, Cheapcast allows a second Android device to wirelessly connect to the first with essentially the same abilities that they'd be given with a Chromecast.

At the moment Cheapcast is free – we'll see soon if Google is OK with the developer of this app emulating their new business model for absolutely no charge.

Earlier this week Google Glass and Chromecast team member Ossama Alami pointed his Google+ following toward the Google Developer Relations Jobs portal.

He did this saying that Chromecast and the Cast SDK were in need of a bit of help in the form of Developer Advocates, Developer Programs Engineers, and Tech Writers. This collection of workers will be aimed directly at the Cast Developer Relations team.

Next we're expecting news of Google re-stocking the Google Play store with Chromecast devices at least, if not word of additional in-store stock across the country.

TRANSFORM YOUR PC INTO A MEAN, MEDIA-STREAMING MACHINE

If you're anything like me, you've built an impressive media empire inside your PC. You've compiled album after album of sweet jams.

You've got reams of cherished photos from all your adventures, and your video collection spans everything from smartphone gag reels to family movies to high-resolution videos ripped from your DVD collection.

Problem is, they are all trapped in your PC. What if you want to watch one of your videos on the big, beautiful HDTV in your living room, or listen to your complete music collection on a storage-strapped smartphone?

The solution is simple: Turn your PC into a media slinger, a machine that can stream your music, movies, and photos wherever you want them to go.

It's easier than you might think, though the tricky part is deciding just which server solution you want to use—and how much you want to spend.

DROID ULTRA UNBOXING AND HANDS-ON

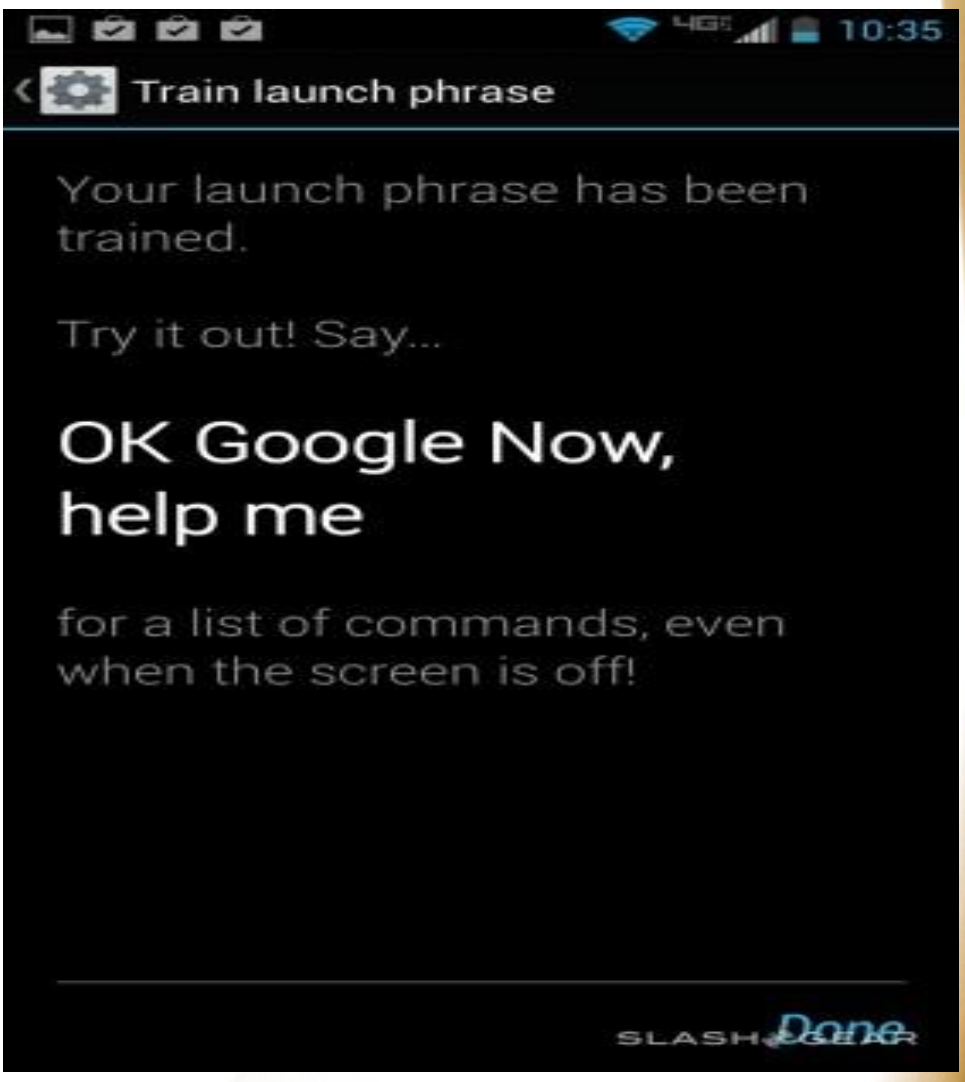
The full second wave of DROID devices is hitting Verizon this month, with the DROID Ultra – the device landing on SlashGear's review bench today – sitting at the heart of the family. This device is the middle-ground, so to speak, between the DROID Maxx – with a similar size display and larger battery, and the DROID Mini, a reboot of the DROID RAZR M. Here we're seeing a sort of remix of what Motorola's reboot of the RAZR series should by default be bringing – boosted specifications – and what's appearing with the Moto X (software and hardware-wise).

In the DROID Ultra you're working with a 5-inch 720p OLED display sitting above the new Motorola X8 Mobile Computing System. This means you've got a screen resolution lower than that of the HTC One and the Samsung Galaxy S 4, but based on what we're seeing so far, the difference is negligible – especially given the high brightness this panel is able to achieve. As for the X8 MCS, you'll want to head back to our first announcement article to see how intricate it truly can be.

Below you'll see an up-close look at the device as it'll be appearing in stores on the 20th of August, 2013. You'll see (briefly) how quick the device is and how bright the whole affair will be when you're searing your eyes out later this month.

On that note, you'll also want to make sure you're having a peek at our first review of the Moto X.

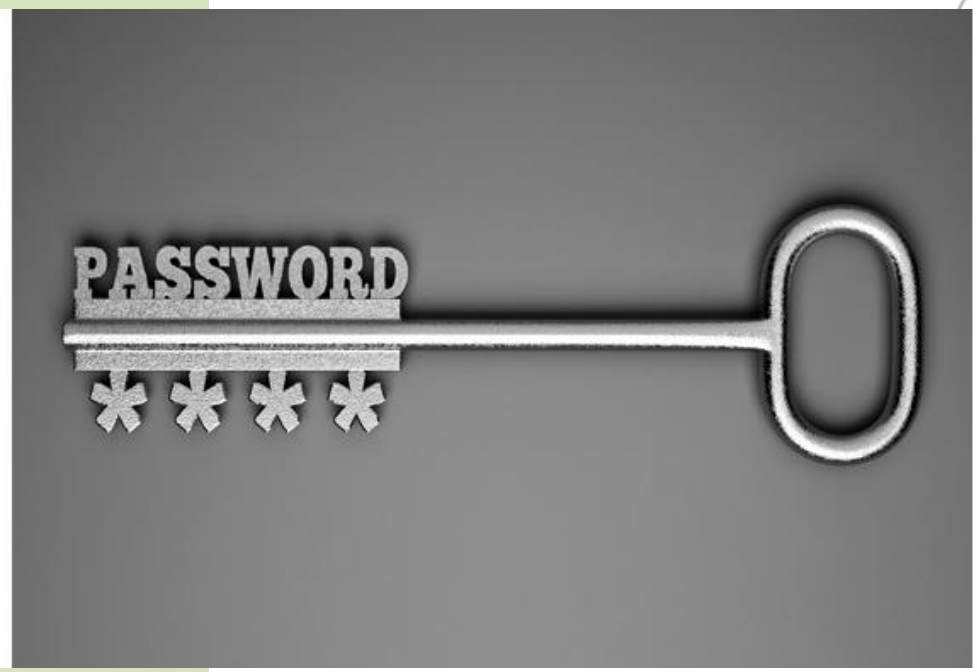
In many ways Motorola split the difference between a standard upgrade of the RAZR line and the Google-influenced Moto X with this Ultra member of the DROID family, in more ways than one – they all carry the same processor build, for example, You get "Touchless Control" with this DROID device – this is the "always listening" bit included with Moto X. You DO NOT have to activate it if you do not want, and you can set it up (easily) to not be "always listening" as such.



In other words – if you're wishing you were part of the Moto X cool club and want the slightly more massive display and build in general that the DROID line offers: you're in luck. We'll be giving this machine a full review imminently – while we're at it, **please feel free to ask any and all questions you might** have about the insides, outsides, and general usability!

WILL SMARTPHONE'S KILL PASSWORDS ON ALL PLATFORMS?

The ubiquitous Smartphone, which many people now depend on for business and in their personal lives, is emerging as a promising replacement for passwords used in authentication.



Most experts agree that a password killer is necessary to bolster Web site security. People's fondness for easy-to-guess passwords that are often used across sites has severely weakened their effectiveness. In addition, sophisticated decryption technology has made even encrypted passwords easily acquirable by hackers.

Because a smartphone is the one device few people are without, it's seen as the perfect place to store credentials. Add the many sensors in a phone that can be used to identify a user, and the case for using the device for authentication becomes stronger.

"I think it's brilliant," Trent Henry, analyst for Gartner, said of smartphone-based authentication. "We're finding that this will be the type of authentication mode in the future."

Alternatives emerge

A number of vendors with the same view as Henry are trying their best to drive the industry in that direction. Authy, Clef, and Duo Security are examples of such vendors.

Even large security companies are getting into the market. Last month, EMC-owned RSA acquired PassBan, which provides technology for using a smartphone for voice and facial recognition for multifactor authentication.

Today, most vendors use the mobile phone for two-factor authentication. If a Web site supports a vendor's service, then when a person logs in, a unique personal identification number (PIN) is sent to the phone. Inputting the PIN completes the sign-in process.

Unfortunately, most consumers are unwilling to take those extra steps, so the search for an easier and more seamless method continues.

Authy moved in that direction last week with the introduction of an app that connects an iPhone or Android phone to an Apple computer via Bluetooth. From then on, when a person visits Facebook, Dropbox, Google Gmail, or another supporting Web site, the credential stored in the phone is used to log into the site automatically.

Authy founder and CEO Daniel Palacio sees the app as only a beginning. In time, the same means of authentication could be used with Google Glass, a digital watch or some other type of wearable computer.

BIOMETRICS MAY TAKE OVER

"The frothy experimentation in the market means we haven't found the right sweet-spot solution yet, and we may never find a single one that suffices for all scenarios," said Eve Maler, analyst for Forrester Research. "Passwords are unlikely to be entirely supplanted unless that single solution appears some day."

For mobile phones to replace passwords, the devices will have to know when the actual owner is logging into a site and not a crook that either stole a phone or found it. Biometrics is one possible answer, as long reliable and highly secure fingerprint scanners and voice and facial recognition technology can be developed.

Another possibility is phone sensors that can identify the user by the way he or she walks. Such technology, called gait recognition, is currently in the research stage at Georgia Institute of Technology and the Massachusetts Institute of Technology.

Once biometrics becomes rock solid in identifying a device's user, "we'll start to have a very, very, very secure authentication system that's very hassle free," Palacio said. "People just buy it and it works."

While such a system may be much better than the passwords now in use, it does not mean hackers will be out of business.

"The attackers continue to go after these new techniques, so we have to be very careful about the security properties," Henry said. "In other words, you still have to evaluate what kind of attacks could occur."

WORLDWIDE PC MARKET TO DECLINE 7.6 PERCENT IN 2013

Traditional PC Market Predicted to Decline 7.6 Percent as Change in Consumers' Behavior Drives Transition to Tablets and Ultramobiles

Worldwide devices (the combined shipments of PCs, tablets and mobile phones) are on pace to total 2.4 billion units in 2013, a 9 percent increase from 2012, according to Gartner, Inc. Device shipments are forecast to continue to grow, reaching more than 2.9 billion units in 2017, but the mix of these devices will significantly change over the forecast period.

The proliferation of lower-priced tablets and their growing capability is accelerating the shift from PCs to tablets. "While there will be some individuals who retain both a personal PC and a tablet, especially those who use either or both for work and play, most will be satisfied with the experience they get from a tablet as their main computing device," said Carolina Milanesi, research vice president at Gartner. "As consumers shift their time away from their PC to tablets and smart phones, they will no longer see their PC as a device that they need to replace on a regular basis."

As a result, the traditional PC market of notebooks and desk-based units is expected to decline 7.6 percent in 2013 (see Table 1). This is not a temporary trend induced by a more austere economic environment; it is a reflection of a long-term change in user behavior. Beginning in 2013, ultramobiles will help offset this decline, so that sales of traditional PCs and ultra mobiles combined show a 3.5 percent decline in 2013.

21

Worldwide devices shipments by OS (Millions of units)

Device type	2012	2013	2014	2017
PC (Desktop and Notebook)	341,263	315,229	302,315	271,612
Ultra mobile	9,822	23,592	38,687	96,350
Tablet	116,113	197,202	265,731	467,951
Mobile phone	1,746,176	1,875,774	1,949,722	2,128,871
Total	**2,213,373**	**2,411,796**	**2,556,455**	**2,964,783**

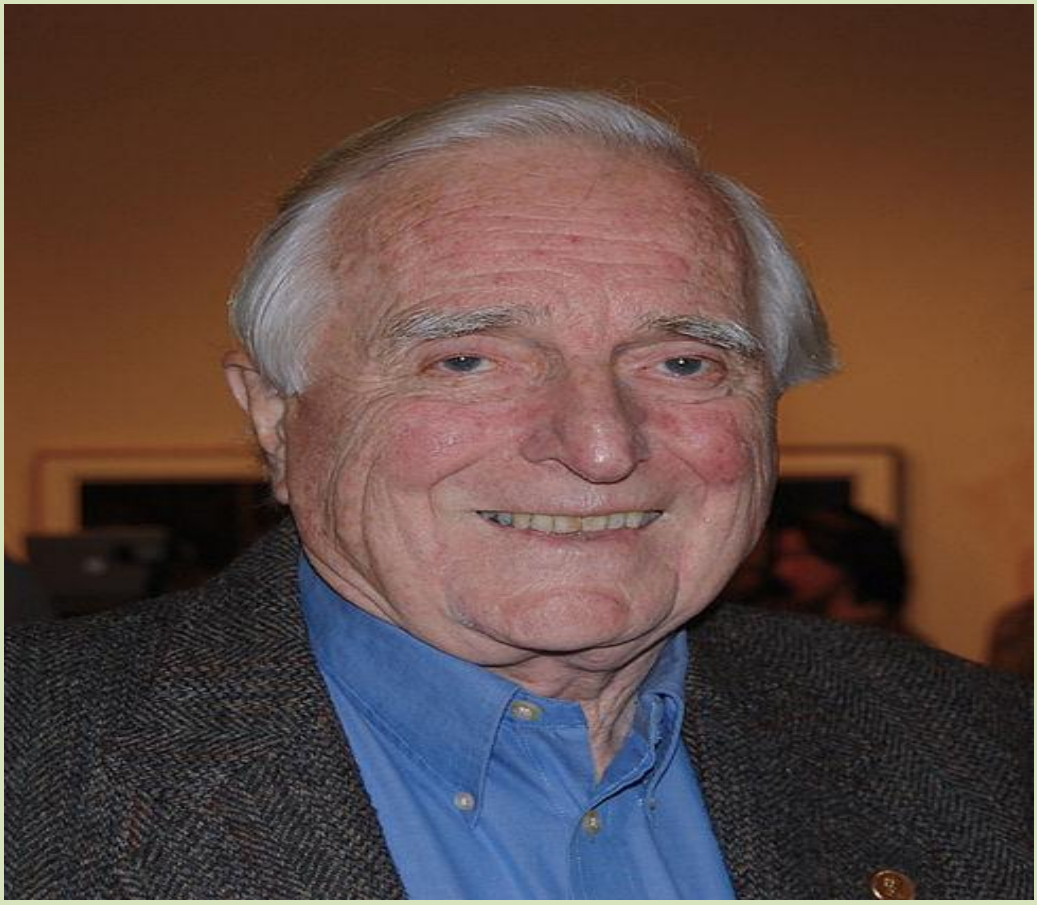
Operating system	2012	2013	2014	2017
Android	497,082	860,937	1,069,503	1,468,619
Windows	346,457	354,410	397,533	570,937
iOS/Mac OS	212,899	293,428	359,483	504,147
Blackberry	34,722	31,253	27,150	24,121
Others	1,122,213	871,718	702,786	396,959
Total	**2,213,373**	**2,411,796**	**2,556,455**	**2,964,783**

GENERAL INFO

Emails and Spam Facts

- 60 billion emails are sent daily, 97% of which are spam.
- Spam generates 33bn KWt-hours of energy every year, enough to power 2.4 million homes, producing 17 million tons of CO2.
- 9 out of every 1,000 computers are infected with spam.
- Spammer get 1 response to every 12 million emails they send (yet it still makes them a small profit).

FAMOUS & FAVORITE



Douglas Carl Engelbart

Douglas Carl Engelbart (January 30, 1925 – July 2, 2013) was an American engineer and inventor, and an early computer and Internet pioneer.

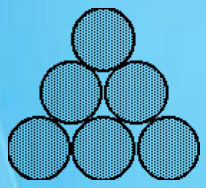
He is best known for his work on the challenges of human–computer interaction, particularly while at his Augmentation Research Center Lab in SRI International, resulting in the invention of the computer mouse, and the development of hypertext, networked computers, and precursors to graphical user interfaces.

IT VITA

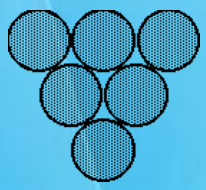
1. Who Invented Mobile Phone?
2. When and who developed E-mail?
3. Who and when invented WWW?
4. Who Invented YouTube?
5. GSM stands for?
6. Who invented SMS and when?
7. Real name of Bill Gates?
8. Who invented first computer virus?
9. Who invented mouse?
10. Who is the world's first computer programmer?
11. How many bits can be stored in the 512K RAM?
12. Android OS is based on?
13. TFD LCD, 'TFD' stands for?
14. Which company is nicknamed "Big Blue"?
15. Who owns the internet?

MIND PUNCH

1. Look at the triangle of six COINS below:
   I want to turn this triangle upside-down:



   So that it looks like this:



   What is the smallest number of coins I must move?

2. You have a basket containing ten apples. You have ten friends, who each desire an apple. You give each of your friend's one apple.

   After a few minutes each of your friends has one apple each, yet there is an apple remaining in the basket.
   How?

3. Here is an ordinary cross. You are allowed to make two straight cuts across it.
   How do you cut it to make the most pieces?

IT-VITA ANSWERS

1. **Dr. Martin Cooper of Motorola, made the first US analogue mobile phone.**

2. Shiva Ayyadurai

3. Tim Berners-Lee introduces WWW to the public on August 6, 1991.

4. YouTube was invented by Steve Chen, Chad Hurley and Jawed Karim.

5. Global system for mobile communications

6. In 1984 by Friedhelm Hillebrand and Bernard Ghillebaert.

7. William Henry "Bill" Gates III

8. First Computer Virus was invented by a Pakistani Brain Amjad Farooq Alvi

9. Douglas Carl Engelbart

10. Ada Lovelace

11. 524288

12. Linux

13. Thin Film Transistor

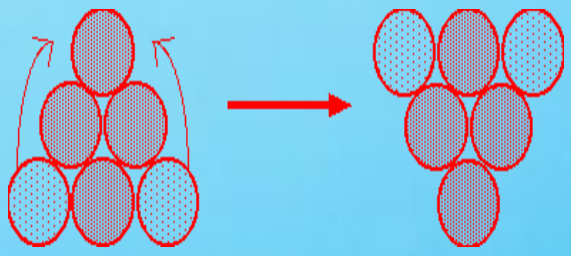
14. Microsoft

15. ICANN

MIND PUNCH ANSWERS

1. It is necessary only to move two coins,

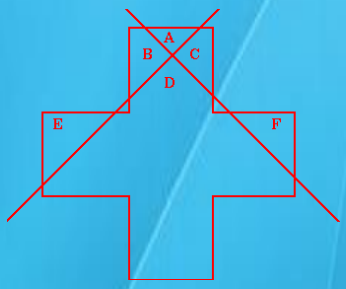
as the diagrams reveal:



2. You give an apple each to your first nine friends, and a basket with an apple to your tenth friend.

Each friend has an apple, and one of them has it in a basket.

3. This is one way of making six pieces with two cuts. I couldn't do any better!



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 souvenir...