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Department of Computer Science(UG)

Cyber Crews Association

KONGU *Assuring the best*

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CONTENT

Android Powered $99 Ouya Games Console Shipped To FirsSupporters

A new games console which industry experts say could disrupt the industry has begun shipping to kickstarter backers who helped the Android-based project get going last year. For the rest of us, there's an official retail release date: June 4.

Games on the system will be a fraction of the cost of traditional console games, more comparable to those found on mobiles and tablets.

However, it may struggle to muscle in on a market dominated by big players such as PlayStation and Xbox, one analyst predicted.

The Ouya was financed using crowdfunding website Kickstarter, where it attracted over $8m (£5.3m) in funding from 63,416 backers.

The company has begun sending out consoles to the first supporters of the project – while other interested gamers can pre-order the device.

About 55 games will be available with today's release, according to [Ouya founder Julie] Uhrman. The cube-shaped player uses a version of Android that requires developers to create applications and games just for the device. Games must be free, offer a free trial or have free add-ons, the company said. … Ouya plans to keep 30 percent of game sales, with developers getting the rest.

Apple iPhone 5s faces the LG G2 and Samsung Galaxy S4 in a specs shootout

Apple has just revealed its iPhone 5s flagship smartphone and it's everything that rumors made us expect, really. The company hasn't redesigned the smartphone, but has made plenty of changes on the inside.
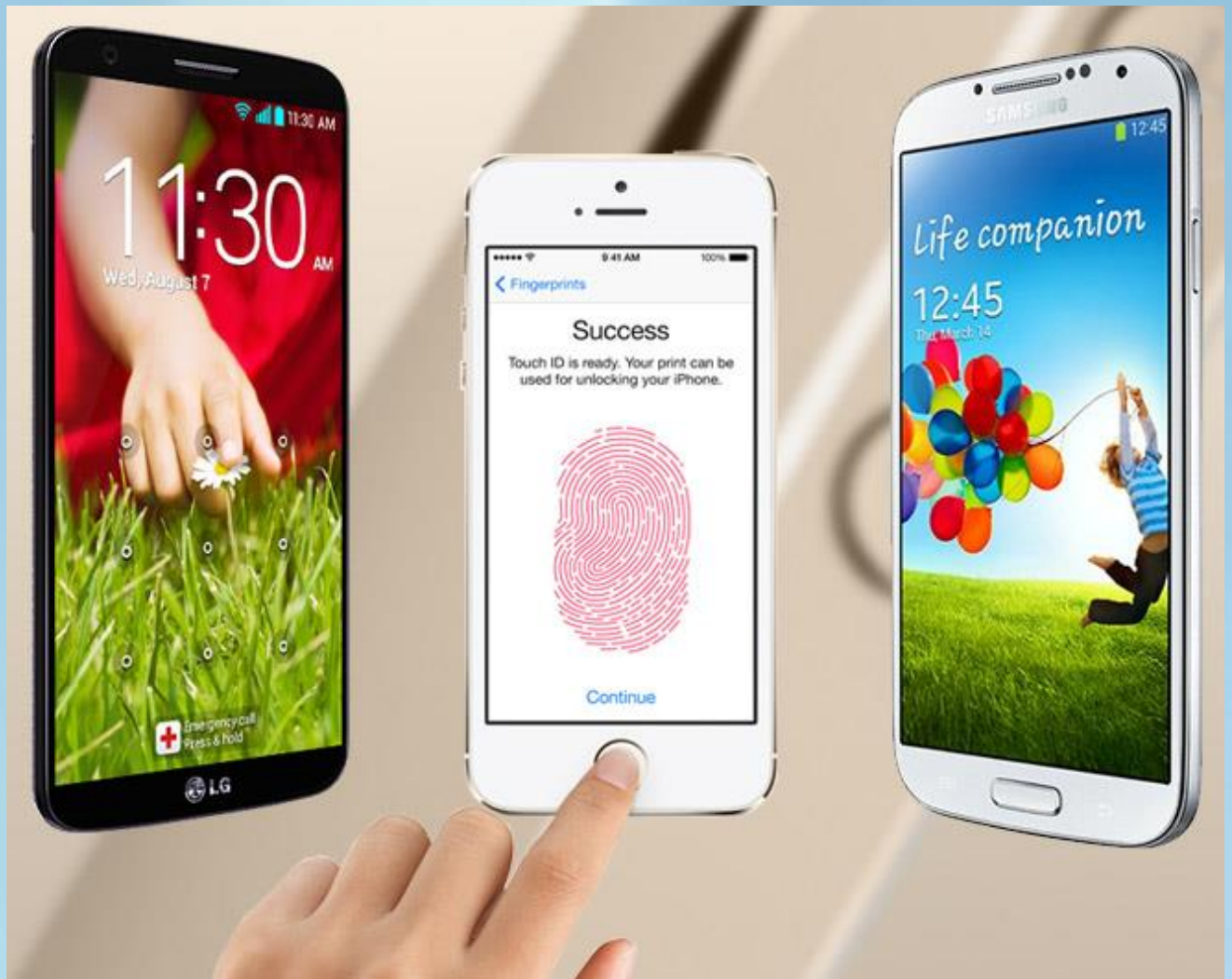
But is it enough? That's what we will be finding out in the following comparison table. The main rivals of the iPhone 5S come from Korea and they're the LG G2 and Samsung Galaxy S4. Let's see what Apple has done with the iPhone 5s in an attempt to stop its melting user base jump over to the Android camp.

Android can boast that the smartphones it runs on now push the 3GB RAM barrier and the eight-core CPUs. Apple has opted for its in-house built A7 chip with a dual-core CPU, but of the 64-bit variety. In a usual Apple fashion, we won't know the details until at least a couple of days go by.

Okay, the iPhone 5s isn't something completely unseen, in fact it uses the same body of the iPhone 5. The new smartphone is available is now available in three colors rather than two – Silver, Gold, and a "new space gray." The other novelty is the fingerprint scanner-touting home button (Touch ID). It enables you to unlock the iPhone just by touching the home button and buy stuff without needing to enter your password. It's cool, and it certainly better implemented than when we last saw it on the Motorola Atix introduced it in January, 2011.

Here's the comparison table itself.

Naturally, all three smartphones have much more distinctive features than the ones we've mentioned, but we are currently looking at the major stuff here. Apple still bets on gradual updates and the overall feel and experience of its flagship smartphone. Everybody knows that the "S" in iPhone 5S stands for speed, but we're yet to see how much faster it really feels compared to the now discontinued iPhone 5.

Apple claims it has updated the camera, which now supports "Burst mode" – it captures 10 photos and automatically chooses the best one (*sarcasm**we haven't seen that before*/sarcasm*) and boasts a pixel size of 1.5μ. Just like the A7 chipset, we're yet to witness how that camera fares against the competition, but at least on paper – it doesn't seem like too great an update.

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IBM Simon - The World's First Touch Screen Mobile Phone.

A little think to discuss about the IBM Simon the reviews of tech evolusi: Progress aka Touch Screen Touchscreen from Time to Time, this time I will discuss more specific about Mobile that features the world's first touch screen is.

In an age that now seems a phone that's not appropriate to say as a smart phone when the phone is not using touch screen technology. Touch screen technology is already very close to the people so that makes a particular paradigm in the community that the smart phone is one of its characteristics is that if equipped with a touch screen.

The era of mobile touch screen itself apparently began long ago. Precisely in 1994 on August 16, 1994, IBM officially launched the IBM Simon Personal Communicator, a smart phone operating system Data light ROM-DOS uses touch screen technology.

The phone is embedded processor inside Vadem speed of 16 MHz and has a considerable size when Compared to the size of a smartphone now, which is 20 cm x 6.4 cm x 3.8 cm and weighing 510 grams.

In the golden era of the IBM Simon, the applicants had to spend about $ 899 or about 8.6 million dollars on the condition 2 year contract with the operator.

Or it can choose to pay $ 1,099 or about 10.5 million dollars with no contract which means the operator can freely use any provider as long as support.

It is predicted that this phone had sold around 50,000 units during the sales were only 6 months until February 1995. Curious to see IBM Simon? Please watch the following videos you.

Intel shows off the working of next generation 14nm SoC

Intel has officially announced its newest SoC, which is the world's first chipset built on 14nm architecture. At the on-going Intel Developer Forum 2013 event in San Franciso, Intel's CEO Brain Krzanich showed a functioning laptop that was running on the 14nm Intel SoC.
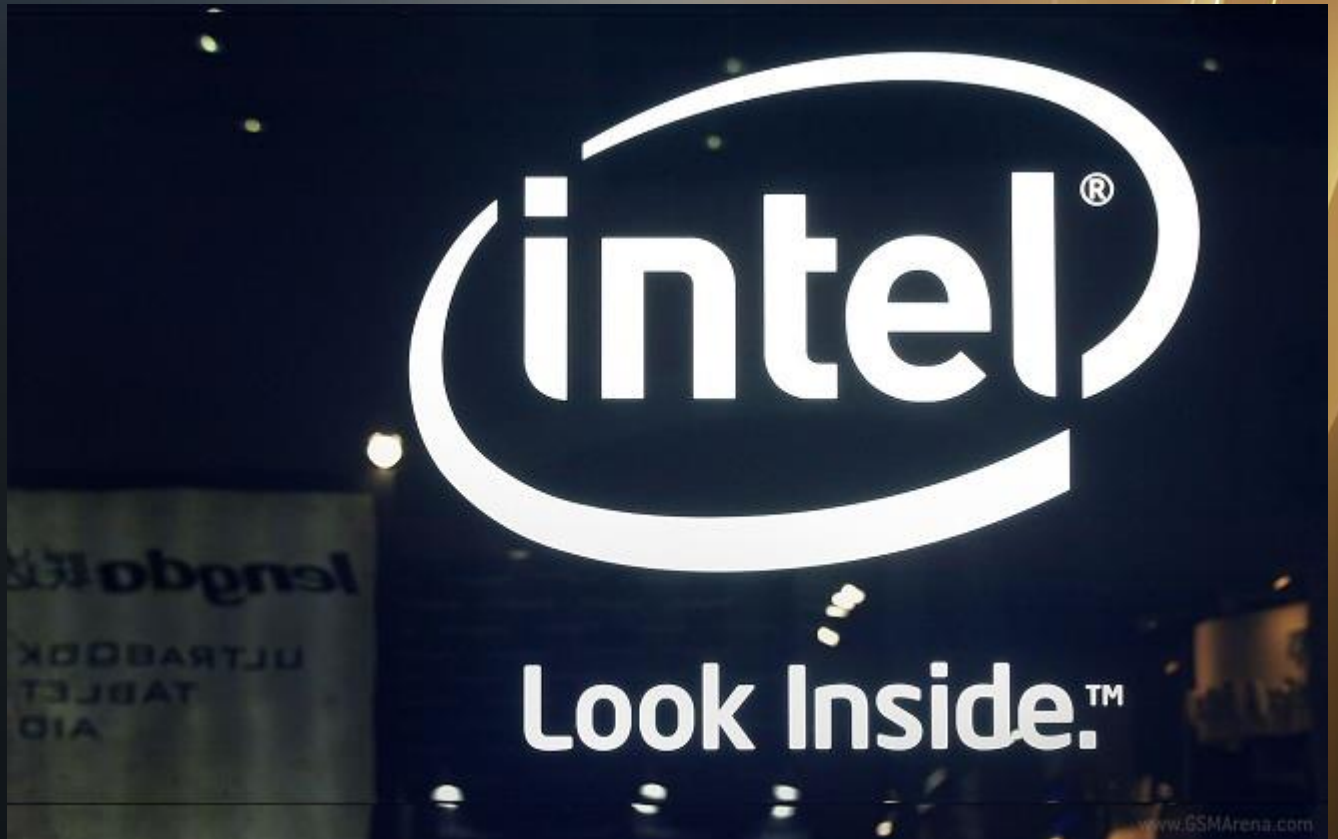
Brian did not reveal any details about the device, but we got to know that the latest chipsets will start shipping by the end of this year.

Intel's CEO also told the audience that tablets running on the Intel silicon will be available at a price point, which is below $100 this holiday season. Unfortunately, he did not reveal on what platform the tablet would run on and there is no word on who's going to build it either.

Many eyes may be shifted south of San Francisco to a shindig in Cupertino, but Intel's making some waves in the city. Just now onstage at IDF 2013, CEO Brian Krzanich showed off a functioning laptop running on a 14nm Broadwell Intel SoC. Naturally, Krzanich didn't deal any other details about the laptop, but did say that we'd see those tiny chips ship by the end of this year. And, following that little nugget, Chipzilla announced that there will be tablets packing Intel silicon being sold for less than $100 this holiday season.

The most succesful microprocessor cores based on IDM architectures have typically been clones of designs such as the Intel 8051 and Motorola 6800, as well as attempts to recreate the x86 in various forms. An x86 core has an advantage due to the huge amount of software that already exists to serve the real-time embedded, conventional desktop and server markets, but it is unclear as to whether the Quark will provide any performance, cost or power advantages over ARM.To improve its chances of encouraging OEMs to use Quark, Intel is trying to build up support from the systems ecosystem.

Microsoft buying Nokia's phone business in a $7.2 billion bid for its mobile future

That's one way to become "a devices and services company"

Microsoft has purchased Nokia's devices and services unit, bringing the Lumia lineup under the Redmond roof. The move unites Windows Phone 8 with its biggest hardware supporter, giving the company the integrated mobile offering it's been looking for with Surface and other devices.

When the deal closes in the first quarter of 2014, Microsoft will pay €3.79 billion for Nokia's business, plus another €1.65 billion to license its portfolio of patents. (The €5.44-billion total is considerably less than Microsoft paid for Skype in 2011.) 32,000 people are expected to transfer from Nokia to Microsoft, including 18,300 that are "directly involved in manufacturing."

The purchase comes on the heels of what appeared to be a failed acquisition in June, at which point it seemed conversations had broken off entirely. Now the two come together, in what outgoing Microsoft CEO Steve Ballmer called "a bold step into the future." In an email, Ballmer cited the Lumia 1020 as an example of what the

companies could do together, but said the phone hadn't caused the marketshare bump it deserved. "Now is the time to build on this momentum and accelerate our share and profits in phones," he wrote.Asha will be an on-ramp to Windows Phone.

A driving force behind the sale seems to be Nokia's low-end Asha brand, which Microsoft has acquired outright. Asha gives Microsoft a far larger footprint for Windows Phone, and access to millions of customers in developing countries that it plans to use as an "on-ramp to Windows Phone.

" The emphasis also lends some credibility to the notion that Nokia's high-end strategy isn't working-analysts predicted a horrific Q3 for the company, and its struggles to find a foothold are well-documented. In fact, Microsoft's licensing deal for the Nokia brand doesn't include future Lumias — Nokia as a smartphone brand is effectively dead, as Microsoft takes the lineup in-house.

Nokia hasn't been a namebrand since smartphones.

MICROSOFT TRYING TO SAVE FACE AFTER XBOX BACKLASH

 When it comes to hyping next-generation hardware, the video game industry doesn't typically opt for simplicity. However, during a presentation at the **GameStop Expo** in Las Vegas to promote the upcoming Xbox One console last week, a no-frills, old-school approach is exactly what **Microsoft** employed when confronted with a convention room full of passionate gamers.

There were no flashy videos, sensationaldemonstrations or celebrity appearances. Instead, **Xbox Live** programming director Larry "Major Nelson" Hryb candidly took questions on stage from the crowd for 30 uninterrupted minutes, a refreshing reprieve considering the backlash Microsoft has continued to endure since unveiling the Xbox One in May.

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"Look, at Xbox, we really care about the community," Hryb replied when asked point-blank how Microsoft would win back consumers. "We're very focused on what is right for gamers. Everybody at Xbox is a gamer. It's not like we just show up, do our work and go home. We want to make this the best game system that you are going to own for the next 10 years."

The presentation was apparently the first stop of an apology tour for Microsoft, which originally said the successor to the Xbox 360 would be required to go online every 24 hours and limit how users could access previously purchased games. A month later, citing feedback from consumers, Microsoft announced it decided not to implement such restrictions.

Microsoft's atypical about-face continued last month when the Redmond-based company declared that an updated version of its **Kinect** sensor, which detects motion and voice, would no longer is required to operate the Xbox One. That turnabout came after the company, at events like the **Electronic Entertainment Expo**, defended how integral Kinect was to the Xbox One.

Hryb said he'll embark on a cross-country tour this month, making stops in US cities to similarly assuage concerns about the next-gen console - just like he did at last week's GameStop Expo. The 180-degree reversals and low-key repentance are unprecedented moves for a company like Microsoft, which once hired Cirque du Soleil to theatrically unmask the first Kinect.

Mobile app download tally will soar above 102 billion this year:

Mobile apps continue to be a major driver of the smartphone and tablet ecosystem and are a big reason people purchase and use those devices.

The number of overall mobile app downloads -- both free and paid -- will soar to 102 billion by the end of this year, up from 64 billion in 2012. By 2017, the number of app downloads should reach nearly 269 billion.

Mobile app revenues will be $26 billion in 2013, up from $18 billion last year, $26 billion in revenues comes from paid downloads and in-app purchases - even though only 9 percent of all downloads this year cost money. The rest, 91 percent, are free.

app downloads will continue for its entire forecast period through 2017, with the strongest growth through 2014, when nearly 139 billion downloads are projected. As the global market for smartphones and tablets gets more saturated, users will have accumulated a portfolio of apps so new app downloads will slow.

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The Android and iOS app stores combined will command 90 percent of global downloads in 2017. Today, the two operating systems have by far the largest app stores, with Apple reporting in June that it had more than 900,000 apps, and Google saying in July that it had more than 1 million Google Play store apps.

Both stores have rich ecosystems and large and active developer communities,it noted. The absence of active developer communities is one reason Windows Phone and BlackBerry each have less than 5 percent of smartphone market, according to various analysts.

In-app purchases are a significant portion of Apple App Store revenue on iPhones, Gartner said, without giving an exact amount.

In fact, the growth of in-app purchasing will pose a challenge for developers, Gartner said. "Users only pay when they are happy with the experience and developers have to work hard to earn the revenue through good design and performance.

Samsung Galaxy Tab 3 8.0 and 10.1 will support multi-user functionality in the nearest future

Samsung Galaxy Tab 3 8.0 and 10.1 comes with Android 4.2.2 Jelly Bean on board, but unfortunately, both the slates does not come with all the goodies of the 4.2 version. It looks like Samsung omitted the multi-user capabilities for both the tablets in its final software.

However, Samsung has will be adding support for the multi-user functionality on both the tablets through their upcoming respective software updates.

According to a few screenshots from a test firmware, the multi-user support will soon be making its way to both, the Galaxy Tab 3 8.0 and 10.1 tablets. The latest software addition will allow you to share your tablets with others

without having to worry about your personal content being viewed or used by others.

There is no clue if the upcoming firmware update would include any other software tweak. Unfortunately, there is no word on when the update would start rolling out.

Flying mini-robot cleaners wins Electrolux Design Lab competition
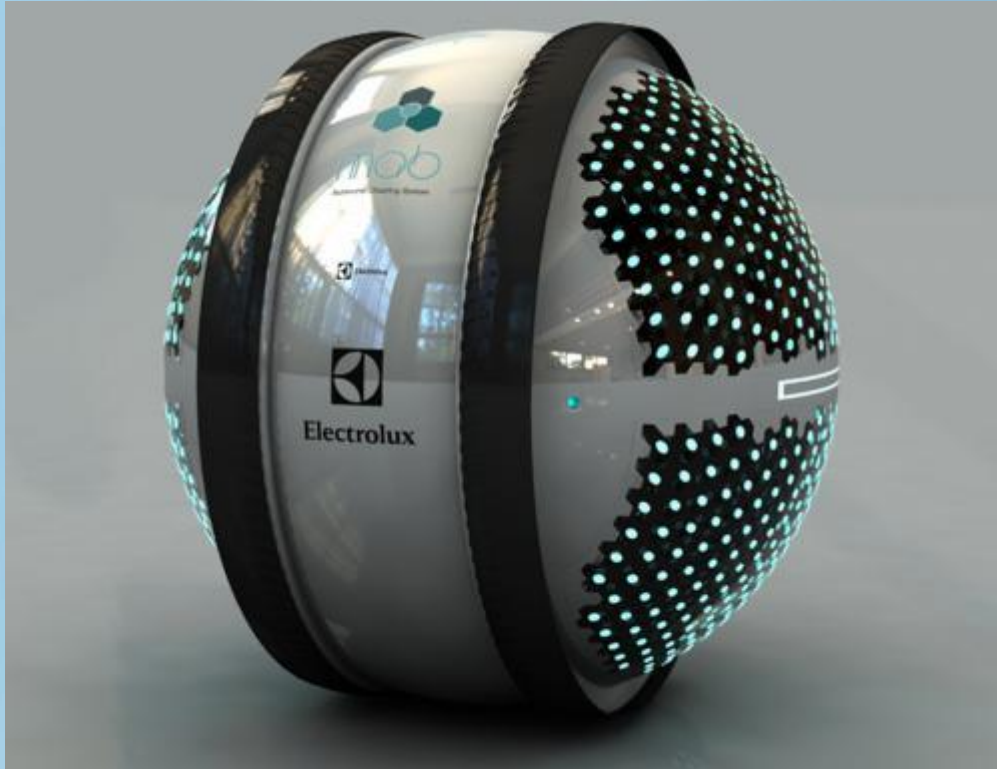
The winners of the annual Electrolux Design Lab competition have been announced, and first place has gone to a young designer from Colombia, Adrian Perez Zapata. His design is of a ball shaped unit that houses sensing technology along with 908 independent tiny flying miniature flying robots—upon command from the host unit, they fly off and clean up dust and dirt in someone's house. They can also deposit air freshening chemicals. Second place went to Brazilian designer Luiza Silva—she came up with a 3D food printer. Jeabyun Yeon, from Korea, came in third for a concept he calls a Breathing Wall.

The annual Electrolux Design Lab competition is held by the famous household appliance maker for the purpose of stimulating, and prodding to action, design students from around the world. The first prize winner this year gets 5,000 Euros and a chance to work with

professionals in the field at Electrolux's main design center for six months.

Zapata's design was inspired by both nature and work being done at Harvard, he told those in attendance at the award ceremony. He noted the efficiency and cleanly beautiful way insects work together to pollinate flowers in his garden. Also, he mentioned that researchers at Harvard have built tiny flying robots that mimic bees. And since the theme for this year's competition was Inspired Urban Living (as it applies to social cooking, effortless cleaning or natural air) he combined the two concepts and came up with tiny bee-like robots that carry a capsule capable of depositing a drop of water onto a surface, (and presumably sucking it up again along with the dirt it holds) and then returning to the housing unit, for depositing—similar to bees returning with nectar. His idea also calls for the main unit to have the capability of scanning a house to note its layout and of course, to detect which parts of it need cleaning. That information would be conveyed to the flying bots and they would then go clean it.

Electrolux reports that over 1700 entries were received this year from 60 countries across the globe. The competition was conducted in five stages, each winnowing down the number of entrants. The final winners were chosen by a panel of experts.

A mega to giga year storage medium can outlive the human race

Mankind has been storing information for thousands of years. From carvings on marble to today's magnetic data storage. Although the amount of data that can be stored has increased immensely during the past few decades, it is still difficult to actually store data for a long period. The key to successful information storage is to ensure that the information does not get lost. If we want to store information that will exist longer than mankind itself, then different requirements apply than those for a medium for daily information storage. Researcher Jeroen de Vries from the University of Twente MESA+ Institute for Nanotechnology demonstrates that it is possible to store data for extremely long periods. He will be awarded his doctorate on 17 October.

Current hard disk drives have the ability to store vast amounts of data but last roughly ten years at room temperature, because their magnetic energy barrier is low so that the information is lost after a period of time. CDs, DVDs, paper, tape, clay and tablets and stone also have a limited life. Alternatives will have to be sought if information is to be retained longer.

Archival storage for up to one billion years

It is possible to conceive of a number of scenarios why we wish to store information for a long time. "One scenario is that a disaster has devastated the earth and society must rebuild the world. Another scenario could be that we create a kind of legacy for future intelligent life that evolves on Earth or comes from other worlds. You must then think about archival storage of between one million and one billion years," according to researcher De Vries.

Optical information carrier

De Vries has developed an optical information carrier that can store information for extremely long periods of time, with each bit being written using etching techniques. The chosen information carrier is a wafer consisting of tungsten encapsulated by silicon nitride. Tungsten was chosen because it can withstand extreme temperatures. A QR code is etched into the tungsten (see picture) and is protected by the nitride. Each pixel of the large QR code contains a smaller QR code that in turn stores different information. "In principle, we can store everything on the disc that we believe is worthwhile saving: for example, a digital image of the Mona Lisa. In this study we tested a digital copy of the chapter about this medium from my thesis", says De Vries.

Ageing test at high temperatures

In order to ensure the stability of the data, an energy barrier that separates the information from the non-information is required. In order to prove that the data is still legible after millions of years, an ageing test is required to see if the energy barriers are high enough to prevent data loss. De Vries: "According to the Arrhenius model, the medium should keep working for at least 1 million years if it is heated to a temperature of 473 Kelvin (200 degrees Celsius) and kept in the oven for an hour." After the test there was no visible degradation of the tungsten, and it was still easy to read the information. Things become complicated at higher temperatures. When heated to 713 Kelvin (440 degrees Celsius) it becomes a lot more difficult to decypher the QR codes even if the tungsten is not affected. De Vries: "A follow-up study would be to investigate whether the data carrier also can withstand higher temperatures, for example during a house fire. But if we can find a place that is very stable, such as a nuclear storage facility, then the disc itself and the data that is on it should be able to endure millions of years."

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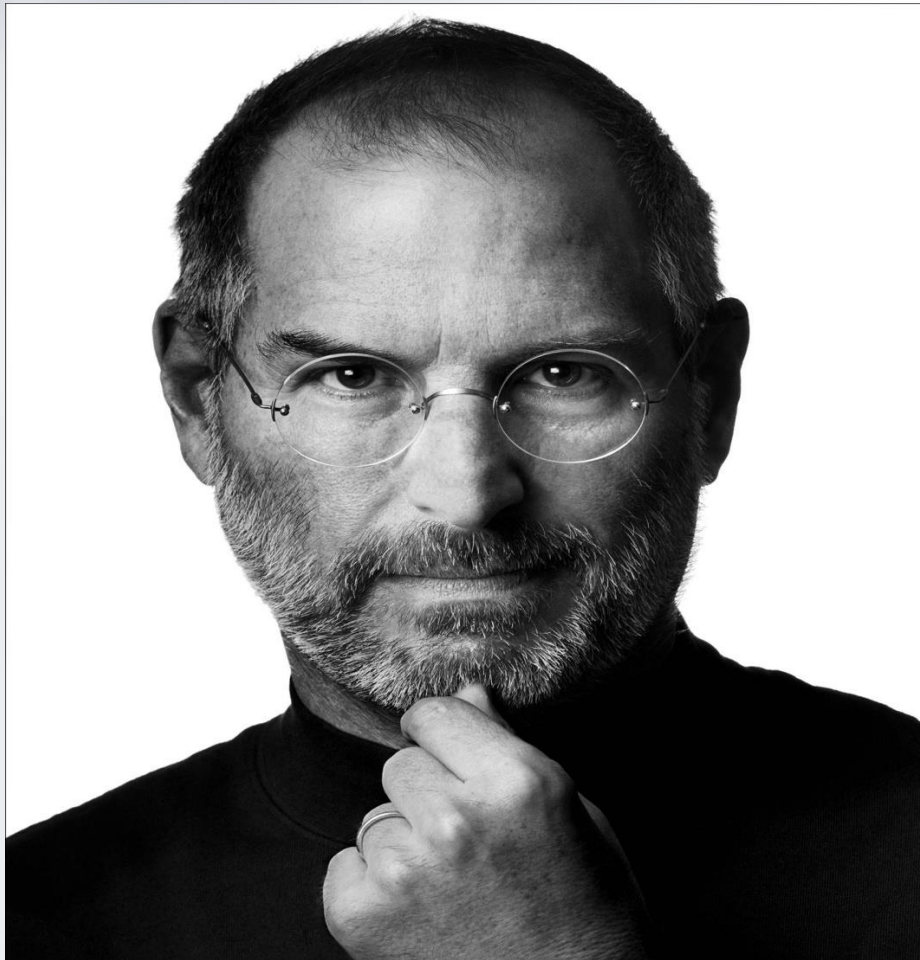
STEVE JOBS

Steve Paul Jobs was born February 24, 1955 Jobs is most famous as a co-founder, Chairman, and CEO of Apple Inc and former CEO of Pixar Animation Studios. He also founded NeXt after he resigned from Apple in 1985. NeXt was bought by Apple in 1997 and Job took the position of CEO which he still holds. Since Disney bought Pixar in 2006, Jobs is also Disney's largest individual shareholder On October 5, 2011, Jobs passed away after suffering from a rare form of pancreatic cancer.
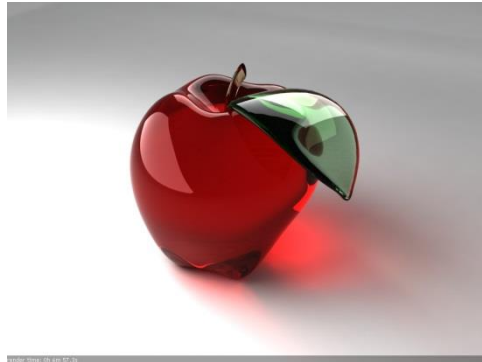
IT VITA

1. Who invented microprocessor ?

2. (.INI) extention refers to which kind of file ?

3. Who built the world's first binary digit computer ?

4. What is VCM ?

5. Who is largely responsible for breaking the German Enigma Codes created a test provided a foundation for artificial intelligence ?

6. Who co - founded Hotmail in 1996 and then sold the company to microsoft ?

 7. What was the first ARPANET message?

 8. Where are the headquarters of Microsoft located ?

9. DOCSIS stands for ?

10. Who designed the first electronic computer - ENIAC?

11. Vevo, a new music and video entertainment service, set for launch later in 2009, is a tie-up between…?

12. Which test page for Web browsers was developed by Todd Fahrner in 1998?

13. If the layout engine for Firefox is Gecko, what is it for Opera?

14. According to the 'The Bugzilla Guide - 3.0.8 Release', what is 'zarro boogs'?

15. Name the founders of Skype who now want to buy back their creation from eBay.

MIND PUNCH

Puzzle 1: You have a basket containing ten apples. You have ten friends, who each desire an apple. You give each of your friends one apple.

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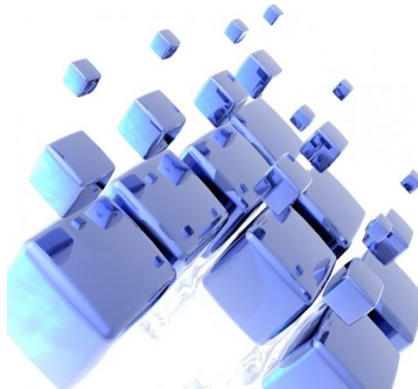
How?

Puzzle 2: How many steps are required to break an m x n bar of chocolate into 1 x 1 pieces?

You can break an existing piece of chocolate horizontally or vertically.

You cannot break two or more pieces at once (so no cutting through stacks).

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IT VITA	MIND PUNCH
1.Marcian E Huff	1.You give an apple each to your first nine friends, and a basket with an apple to your tenth friend.
2.System file	
3.Konrad Zuse	
4.Virtual Channel Memory	Each friend has an apple, and one of them has it in a basket.
5.Alan Turing	
6.Sabeer Bhatia	2. You need mn – 1 steps.
7.Lo	
8.Santa Clara	By breaking an existing piece horizontally or vertically, you merely increase the total number of pieces by one.
9.Data over cable service interface standard	
10.J.P.Eckert and J.W.Mauchly	
11. Universal Music Group and Google (specifically YouTube).	
12. Acid1, originally called the Box Acid Test.	You already have 1 piece, so need mn – 1 steps to get to mn p
13. Presto	
14. It's a funny way of saying, by design, that there were no bugs found matching one's query.	
15. Niklas Zennstrom and Janus Friis.	

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...