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DEPARTMENT OF BIOTECHNOLOGY
GOVERNMENT OF INDIA

CYBER CREWS

83
I S S U E
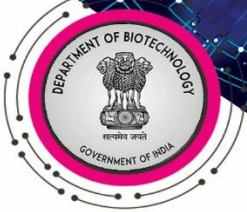
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CONTENT

Thoughts Of The Issue

REMEMBER

CONTROL **YOUR MOBILE**, **DON'T LET MOBILE** TO CONTROL

BY- @codes.learning

2007   2021

WHEN STEVE JOBS INTRODUCE IPHONE

NOW, PHONES HAVE A FULL CONTROL

FREE ADVICE

ADVICE FOR EVERY 20 YEAR OLD

Watch your thoughts, they become your words.

Watch your words, they become your actions.

Watch your actions, they become your habits.

Watch your habits, they become your character.

Watch your character, it becomes your destiny.

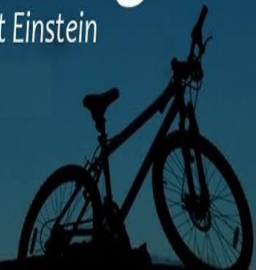## JUST FOR FUN

RAM MILKING CONTEST

COMPETITORS

Chrome   Eclipse   Android Studio

Android Studio   *CRKK*   RAM

MESSAGE

Life is like riding a bicycle. To keep your balance, you must **keep moving.**

— Albert Einstein

CO-WIN

Co-WIN is a platform for the citizens of India to Register for COVID-19 vaccination and schedule their vaccination slots at the nearest vaccination centers.

Citizen do's: Register and schedule your vaccination in advance. Register online through Co-WIN OR Aarogya Setu OR UMANG platform. Register against only one phone number and one proof of ID. Carry ID proof when you go for vaccination. Carry as ID proof the same ID document used for registration. Search for nearest vaccination center online from Co-WIN OR Aarogya Setu or Umang and select center convenient for vaccination. To receive Health ID as part of registration for vaccination, give your consent. Reach Vaccination Centre on the specified date and time. Wait for 30 minutes at the vaccination center after vaccination. Inform vaccination center if any side effect(s) is experienced within 30 minutes. Inform Helpline Number: +91-11-23978046 (Toll free- 1075) in case of any side effect after leaving vaccination center. Continue precautions of social distancing and wearing masks.

Citizen dont's: Walk-in without appointment. One-person register in multiple platforms. One-person register using multiple phone number and multiple ID proof. Consume alcohol or other intoxicants on the day of vaccination. Panic in case of side effects. Register again for second dose.

Government of India is taking all necessary steps to ensure that the nation is prepared to face the challenge and threat posed by the growing contagion of COVID-19. The exemplary groundwork and precaution advisory by the Government has helped in containing the spread of the virus in our country. At present, the priority is to make COVID - 19 vaccine available to all, ensuring vaccine traceability and beneficiary tracking from production to last mile administration. COVID-19 vaccination drive has been initiated to cover healthcare and frontline workers and is to be scaled up to cover citizens above 45 years of age. Co-WIN application is the digital back bone for the vaccination drive in India. With scaling up of vaccination; the number of vaccination facilities and sessions has to be increased

A technique to estimate emotional valence and arousal by analyzing images of human faces

and managed effectively. The CO-WIN application will facilitate the citizen with an option to register and schedule the vaccination session online in Centers of their choice. The Citizen self-registration module will ensure fool-proof identification of deserving candidates for receiving the vaccines. The Co-WIN application facilitates multiple role creations for orchestrating vaccination drive at various levels. The objective of the document is to handhold the citizens to register and schedule an appointment for vaccination. Currently, the application is open for Citizens aged 18 years and above.

The following features will be available for the Citizen in Self Registration module. Register for a vaccination session (with a choice of registering additional 3 members). Selection of Vaccination center of convenienc based on the vaccine name. Schedule vaccination as per slot availability at a Center. Cancel/Reschedule Vaccination. Citizen Registration and Appointment

for Vaccination Work Flow Registration. Citizen registers by filling required details. Citizen can register oneself and others (max for vaccination Login. Citizen logs in to cowin.gov.in . Citizen logs in with mobile number and OTP Schedule Vaccine Appointment. Citizen schedules appointment at the near by Vaccination center. Cancellation/rescheduling available Confirmation of appointment. Citizen can download the appointment slip. The appointment is also shared as SMS on registered mobile no. Vaccination Completed. Citizen gets vaccinated at the selected center on the scheduled date after verification. Citizens schedules appointment for dose 2 after 28 days. User can go to the url www.cowin.gov.in and click on "Register/Sign In yourself" tab. Enter valid mobile number. Click on "Get OTP" button. OTP is sent at the phone number via SMS. Enter the OTP within 180 seconds and click on "Verify" button. Click on "Schedule" button for Booking Vaccination Appointment. System navigates to "Book Appointment for Vaccination" page. Search the Vaccination Centre of choice by District or Pin code. Once appointment Centre, date and time slot have been selected, click on "Confirm". Appointment successful page will be displayed.
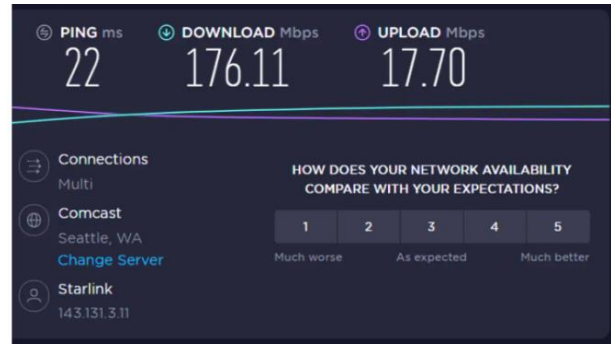
In a major development that ties Elon Musk and India together, the billionaire's satellite internet service called Starlink could be planning to begin its operations in India.

Starlink will reportedly be approached by Indian authorities to seek permits so it can offer its service in the country.

According to the company's website, SpaceX plans to offer satellite internet to Indian users sometime next year.

Web in space

Starlink will deliver high-speed, low-latency internet to Earth's remotest regions.

SpaceX's Starlink project has launched multiple satellites over the last few months. These satellites communicate with each other using laser links, forming an interconnected web in space. Think fiber-optic speeds, minus the fiber.

The network promises to deliver high-speed low-latency internet connectivity to the remotest parts of Earth.

Starlink internet is being offered to beta program participants around the world.

DoT gets involved

Broadband India Forum members alleged that Starlink didn't have authorization.

Meanwhile, The Economic Times reported that the Department of Telecommunications (DoT) would investigate if Starlink's beta program offering in India violated telecom regulations.

DoT's move reportedly followed after opposition from the Broadband India Forum (BIF), whose patron members include Bharti Airtel co-owned satellite venture OneWeb, Amazon, Hughes India, Google, Microsoft, and Facebook.

The forum alleged that SpaceX didn't have licensing and authorization in India.

No objection

Indian regulators will seek details to determine necessary licensing.

The latest update indicates that the Indian regulators will ask SpaceX's Starlink to share details of its plans for operations in India to determine if it would require internet service provider (ISP) licensing and/or very small aperture terminal (VSAT) licensing, ET reported.

A senior government official reportedly said that DoT doesn't object to Starlink's offering, but it must comply with Indian laws.

Details

Department of Space would be consulted regarding foreign satellite usage.

DoT is also likely to confer with the Department of Space (DoS) to ascertain whether SpaceX would need to apply to the Indian National Space Promotion and Authorization Centre (IN-SPACe) to obtain rights to use foreign satellite signals in India.

IN-SPACe is a new central regulator within DoS that intends to attract private capital and create a level playing field in the space sector.

Big leap

Starlink has begun accepting pre-orders for beta program in India

DoT will also seek clarity from SpaceX on the nature of its service, the spectrum bands, and the foreign satellite capacity it would use.

Meanwhile, Starlink has begun accepting beta program pre-orders in India for a fully refundable deposit of $99.

Although regulatory supervision isn't a bad thing, we believe it shouldn't impede what could become India's biggest internet connectivity leap since affordable 4G.
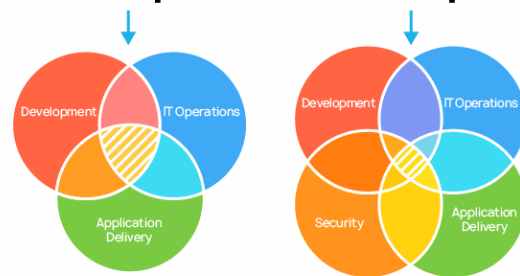
DevSecOps

DevSecOps Definition

DevSecOps is the philosophy of integrating security practices within the DevOps process. DevSecOps involves creating a 'Security as Code' culture with ongoing, flexible collaboration between release engineers and security teams. The DevSecOps movement, like DevOps itself, is focused on creating new solutions for complex software development processes within an agile framework. The goal is to bridge traditional gaps between IT and security while ensuring fast, safe delivery of code. Silo thinking is replaced by increased communication and shared responsibility of security tasks during all phases of the delivery process. In DevSecOps, two seemingly opposing goals -"speed of delivery" and "secure code"-are merged into one streamlined process. In alignment with lean practices in agile, security testing is done in iterations without slowing down delivery cycles.

DevSecOps vs DevOps

DevSecOps and Rugged DevOps are both critical in a market where software updates are often performed multiple times per day and old security models simply can't keep up. DevSecOps adds robust security methods to traditional DevOps practices from day 1. Rugged DevOps engineers security measures into all stages of software design and deployment.

DevOps VS DevSecOps

Getting Started with DevSecOps

A cultural and technical shift towards a DevSecOps approach helps enterprises address security threats more effectively, in real-time. Here are six important components of a DevSecOps approach:

1. **Code analysis** – deliver code in small chunks so vulnerabilities can be identified quickly.
2. **Change management** – increase speed and efficiency by allowing anyone to submit changes, then determine whether the change is good or bad.
3. **Compliance monitoring** – be ready for an audit at any time (which means being in a constant state of compliance, including gathering evidence of GDPR compliance, PCI compliance, etc.).
4. **Threat investigation** – identify potential emerging threats with

Smart algorithm cleans up images by searching for clues buried in noise

each code update and be able to respond quickly.

5. **Vulnerability assessment**s – identify new vulnerabilities with code analysis, then analyze how quickly they are being responded to and patched.

6. **Security training** – train software and IT engineers with guidelines for set routines.

Benefits of a DevSecOps Approach

The safety measures inherent in DevSecOps have many other advantages. These include:

- Greater speed and agility for security teams.
- An ability to respond to change and needs rapidly.
- Better collaboration and communication among teams.
- More opportunities for automated builds and quality assurance testing.

- Team member assets are freed to work on high-value work.

Security protocols that are baked into the development process rather than added as a "layer on top" allows DevOps and security professionals to harness the power of agile methodologies together as a team without short circuiting the goal of creating secure code. A 2017 EMA report found the top two benefits of security operations (SecOps): better ROI in existing security infrastructure and improved operational efficiencies across security and the rest of IT. For example, organizations running services in the Amazon Web Services (AWS) cloud reap the benefits of increased preventive and detective security controls within the continuous integration and deployment model of AWS.
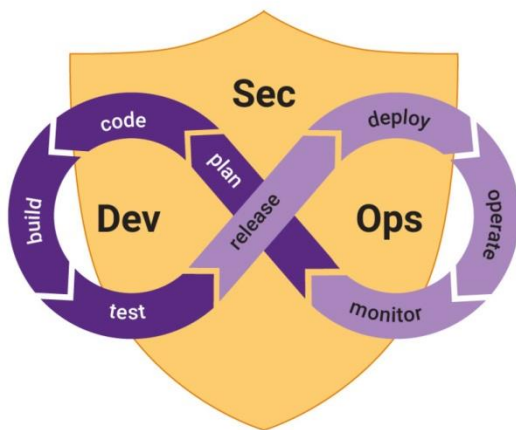
Google Meet gets a UI refresh to help 'deepen the meeting experience'.

Google has announced a refresh of its Meet user interface for desktop and laptop users, to begin rolling out next month.

The updates to the video conferencing app's web interface include improvements to video feeds, how you view and present meetings, and the navigation bar. Dave Citron, director of product management for Google Meet, said improvements aim to "deepen the meeting experience, regardless of how and where people participate."

Addressing meeting fatigue

In a blog post, Citron said that by giving users more control over how they view themselves in meetings, Google hopes to reduce "meeting fatigue." Users can choose to have their video feed in a standard tile in the grid or as a floating picture, which can be resized, repositioned, or minimized completely. Google said it will also be adding a setting that enables meeting participants to turn off self-feed across all Google Meet calls.

While available for free to individuals, Meet is part of the Google Workspace office suite. Subscribers will get additional tools in the refresh, including an autozoom function, which zooms in and positions the user squarely in front.

Angela Ashenden, principal analyst for workplace transformation at CCS Insight, said that this refresh represents an important feature update for Google, as it addresses some of the inflexibility in the Meet experience, which saw it falling behind some of its competitors.

"The ability to pin more than one video feed where there are multiple speakers, as well as clear highlighting of the active speaker and the removal of the pop-up controls which overlaid the bottom row of video feeds or the shared content, for example, all help to make the meeting experience more user-friendly and less intrusive," she said.

With research from CCS Insight showing that the average person spends

AI trained to read electric vehicle charging station reviews to find infrastructure gaps

1.7 hours a day on video calls, features that help to reduce the fatigue felt by employees is a must for vendors that want to remain competitive. Ashenden said that allowing Google Meet users both to unpin shared content to create more room for viewing video panels and to remove self-view from the screen help to reduce some of the friction associated with video calls.

Responding to customer feedback

Additional UI changes include automated live captions in five languages, engagement controls for educators and students, and new mobile capabilities designed to keep team members connected no matter where they are. Google said many of the new enhancements to Meet were "largely inspired" by customer and user feedback.

The bottom navigation bar is also getting a refresh. Dial-in codes, attachments, call lists, chat, and other functions will be consolidated along the bottom, creating more screen space for additional participants.

Last year, Google introduced low-light mode for Meet on mobile. The feature uses AI to automatically adjust a participant's video to make them more visible in a dark environment or reduce glare if users have too much light coming in through a sunny window. This light adjustment feature will be coming to the web interface in the coming weeks. Users will also have access to "fun" video backgrounds: a classroom, a party, and a forest, with more coming soon.

Ashenden said that these new features show that Google is responding positively to customers' feedback and is thinking creatively about how to improve the Meet experience. However, she believes there are still areas where it needs improvements. "For example, in how you ensure that the presenter can present content while still being active in the meeting experience, and also the friction and overlap between its chat and Q&A capability," she said.

"These are not necessarily areas where its competition has solved the problem, as these are common challenges with meeting tools," she noted. " if it's going to catch up with the likes of Zoom and Microsoft Teams, it's important for Google to be innovating and raising the bar in a much more definitive way."

VIRTUAL REALITY

Virtual reality is a simulated experience that can be similar to or completely different from the real world. Applications of virtual reality include entertainment (e.g. video games), education (e.g. medical or military training) and business (e.g. virtual meetings). Other distinct types of VR-style technology include augmented reality and mixed reality sometimes referred to as extended reality or XR.

One may distinguish between two types of VR; immersive VR and text-based networked VR (also known as "Cyberspace"). The immersive VR changes your view, when you move your head. While both VRs are appropriate for training, Cyberspace is preferred for distance learning. In some cases these two types are even complementary to each other. This mainly focuses on the immersive VR.

Currently, standard virtual reality systems use either virtual reality headsets or multi-projected environments to generate realistic images, sounds and other sensations that simulate a user's physical presence in a virtual environment. A person using virtual reality equipment is able to look around the artificial world, move around in it, and interact with virtual features or items. The effect is commonly created by VR headsets consisting of a head-mounted display with a small screen in front of the eyes, but can also be created through specially designed rooms with multiple large screens. Virtual reality typically incorporates auditory and video

feedback, but may also allow other types of sensory and force feedback through haptic technology.

"Virtual" has had the meaning of "being something in essence or effect, though not actually or in fact" since the mid-1400s. The term "virtual" has been used in the computer sense of "not physically existing but made to appear by software" since 1959. Widespread adaption of the term "virtual reality" in the popular media is attributed to Jaron Lanier, who in the late 1980s designed some of the first business-grade virtual reality hardware under his firm VPL Research and the 1992 film

Designing customized 'brains' for robots

Lawnmower Man which features use of virtual reality systems.

One method by which virtual reality can be realized is simulation -based virtual reality. Driving simulators, for example, give the driver on board the impression of actually driving an actual vehicle by predicting vehicular motion caused by driver input and feeding back corresponding visual, motion and audio cues to the driver.

With avatar image -based virtual reality, people can join the virtual environment in the form of real video as well as an avatar. One can participate in the 3D distributed virtual environment as form of either a conventional avatar or a real video. Users can select their own type of participation based on the system capability.

In projector-based virtual reality, modeling of the real environment plays a vital role in various virtual reality applications, such as robot navigation, construction modeling, and airplane simulation. Image-based virtual reality systems have been gaining popularity in computer graphics and computer vision communities. In generating realistic models, it is essential to accurately register acquired 3D data; usually, a camera is used for modeling small objects at a short distance.

Desktop-based virtual reality involves displaying a 3D virtual world on a regular desktop display without use of any specialized VR positional tracking equipment. Many modern first-person video games can be used as an example, using various triggers, responsive characters, and other such interactive devices to make the user feel as though they are in a virtual world. A common criticism of this form of immersion is that there is no sense of peripheral vision, limiting the user's ability to know what is happening around them.

Independent production of VR images and video has increased alongside the development of affordable omnidirectional cameras, also known as 360-degree cameras or VR cameras, that have the ability to record 360 interactive photography.

Solving Security Challenges

Experts believe the data-lake market will hit a massive $31.5 billion in the next six years, a prediction that has led to much concern among large enterprises. Why? Well, an increase in data lakes equals an increase in public cloud consumption — which leads to a soaring amount of notifications, alerts and security events. Around 56% of enterprise organizations handle more than 1,000 security alerts every day and 70% of IT professionals have seen the volume of alerts double in the past five years, according to a 2020 Dark Reading report that cited research by Sumo Logic. In fact, many in the ONUG community are on the order of 1 million events per second. Yes, per second, which is in the range of tens of peta events per year.

Public cloud isn't going away, and neither is the increase in data and security concerns. But enterprise leaders shouldn't have to continue scrambling to solve these problems.

We live in a highly standardized world. Standard operating processes exist for the simplest of tasks, such as elementary school student drop-offs and checking out a company car.

The ONUG Collaborative had the same question. Security leaders from organizations such as FedEx, Raytheon Technologies, Fidelity, Cigna, Goldman Sachs and others came together to establish the Cloud Security Notification Framework. The goal is to create consistency in how cloud providers report security events, alerts and alarms, so end users receive improved visibility and governance of their data. Here's a closer look at the security challenges with public cloud and how CSNF aims to address the issues through a unified framework.

The root of the problem

A few key challenges are sparking the increased number of security alerts in the public cloud:

1. Rapid digital transformation sparked by COVID-19.
2. An expanded network edge created by the modern, work-from-home environment.
3. An increase in the type of security attacks.

When a story is breaking, AI can help customers identify fake news

Where CSNF comes into play

CSNF will prove beneficial for cloud providers and IT consumers alike. Security platforms often require integration timelines to wrap in all data from siloed sources, including asset inventory, vulnerability assessments, IDS products and past security notifications. These timelines can be expensive and inefficient.

But with a standardized framework like CSNF, the integration process for past notifications is pared down and contextual processes are improved for the entire ecosystem, efficiently reducing spend and saving SecOps and DevSecOps teams time to focus on more strategic tasks like security posture assessment, developing new products and improving existing solutions.

Here's a closer look at the benefits a standardized approach can create for all parties:

- **End users**: CSNF can streamline operations for enterprise cloud consumers, like IT teams, and allows improved visibility and greater control over the security posture of their data. This enhanced sense of protection from improved cloud governance benefits all individuals.
- **Cloud providers**: CSNF can eliminate the barrier to entry currently prohibiting an enterprise consumer from using additional services from a specific cloud provider by freeing up added security resources. Also, improved end-user cloud governance encourages more cloud consumption from businesses, increasing provider revenue and providing confidence that their data will be secure.
- **Cloud vendors**: Cloud vendors that provide SaaS solutions are spending more on engineering resources to deal with increased security notifications. But with a standardized framework in place, these additional resources would no longer be necessary. Instead of spending money on such specific needs along with labor, vendors could refocus core staff on improving operations and products such as user dashboards and applications.Working together, all groups can effectively reduce friction from security alerts and create a controlled cloud environment for years to come.

Learn a Tool-Jupyter

The definitive tutorial :

This tutorial explains how to install, run, and use Jupyter Notebooks for data science, including tips, best practices, and examples.

As a web application in which you can create and share documents that contain live code, equations, visualizations as well as text, the Jupyter Notebook is one of the ideal tools to help you to gain the data science skills you need.

What Is A Jupyter Notebook?

In this case, "notebook" or "notebook documents" denote documents that contain both code and rich text elements, such as figures, links, equations, ... Because of the mix of code and text elements, these documents are the ideal place to bring together an analysis description, and its results, as well as, they can be executed perform the data analysis in real time.

The Jupyter Notebook App produces these documents. We'll talk about this in a bit.

For now, you should know that "Jupyter" is a loose acronym meaning Julia, Python, and R. These programming languages were the first target languages of the Jupyter application, but nowadays, the notebook technology also supports many other languages.

And there you have it: the Jupyter Notebook.

As you just saw, the main components of the whole environment are, on the one hand, the notebooks themselves and the application. On the other hand, you also have a notebook kernel and a notebook dashboard.

What Is The Jupyter Notebook App?

As a server-client application, the Jupyter Notebook App allows you to edit and run your notebooks via a web browser. The application can be executed on a PC without Internet access, or it can be installed on a remote server, where you can access it through the Internet.

Its two main components are the kernels and a dashboard.

A kernel is a program that runs and introspects the user's code. The Jupyter

Notebook App has a kernel for Python code, but there are also kernels available for other programming languages.

The History of IPython and Jupyter Notebooks

To fully understand what the Jupyter Notebook is and what functionality it has to offer you need to know how it originated.

Let's back up briefly to the late 1980s. Guido Van Rossum begins to work on Python at the National Research Institute for Mathematics and Computer Science in the Netherlands.

Wait, maybe that's too far.

Let's go to late 2001, twenty years later. Fernando Pérez starts developing IPython.

In 2005, both Robert Kern and Fernando Pérez attempted building a notebook system. Unfortunately, the prototype had never become fully usable.

Fast forward two years: the IPython team had kept on working, and in 2007, they formulated another attempt at implementing a notebook-type system. By October 2010, there was a prototype of a web notebook, and in the summer of 2011, this prototype was incorporated, and it was released with 0.12 on December 21, 2011. In subsequent years, the team got awards, such as the Advancement of Free Software for Fernando Pérez on 23 of March 2013 and the Jolt Productivity Award, and funding from the Alfred P. Sloan Foundations, among others.

Lastly, in 2014, Project Jupyter started as a spin-off project from IPython. IPython is now the name of the Python backend, which is also known as the kernel. Recently, the next generation of Jupyter Notebooks has been introduced to the community. It's called JupyterLab.

After all this, you might wonder where this idea of notebooks originated or how it came about to the creators.

A brief research into the history of these notebooks learns that Fernando Pérez and Robert Kern were working on a notebook just at the same time as the Sage notebook was a work in progress. Since the layout of the Sage notebook was based on the layout of Google notebooks, you can also conclude that also Google used to have a notebook feature around that time.

For what concerns the idea of the notebook, it seems that Fernando Pérez, as well as William Stein, one of the creators of the Sage notebook, have confirmed that they were avid users of the Mathematica notebooks and Maple worksheets. The Mathematica notebooks were created as a front end or GUI in 1988 by Theodore Gray.

Review Box - Stacking App

Finding the best stackers

While astronomers have some good alternatives for stacking multiple exposures to reduce noise, the apps they use are generally expensive and complicated to use. For these reasons, I tend to like using Photoshop to handle stacking my images. Other options have been limited and hard to get excited about. Over the past few years however, the quality of our options and my opinions of them have changed significantly.
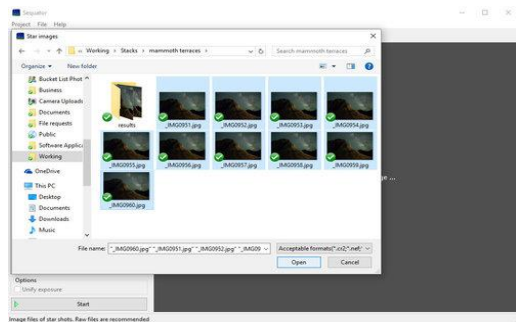
Background

Wide-field astro photographers have looked to Adobe Photoshop to handle their stacking needs for years. It hasn't been a perfect fit but when combining 4 or so exposures to reduce noise, it's been an effective tool in reducing noise. For those people who like to stack more than 4, staying with Photoshop pushes most people past the limits of their Photoshop skills. And in looking at 3rd party alternatives, there simply haven't been good alternatives available since most of them are expensive and complicated to learn and use.

More recently, a few apps have appeared on the market that give us some decent alternatives to Photoshop with improved capabilities and ease of use. So with some promising options, I decided to take a look to see how well they work. I was looking for an application that stacks multiple light frames in order to reduce noise but I was pleased to find that apps now handle dark frames as well. Dark frames are captured after capturing the light frames using the same settings with the lens cap on - to capture hot pixel noise. I was also happy to see apps handling the separation of the foreground from the sky in order to produce results that include sharp details with reduced noise in the foreground as well as the sky.

First on the scene was Starry Landscape Stacker which runs only on a mac and then more recently an app called Sequator appeared on the market for the pc only. I tested them both using a 10 image sequence captured at the Upper Terraces near Mammoth Hot Springs in Yellowstone National Park, Wyoming. By the way, I'm primarily a PC user so running Sequator was easy.

New approach to AI offers more certainty in the face of uncertainty
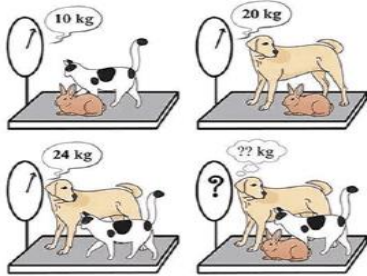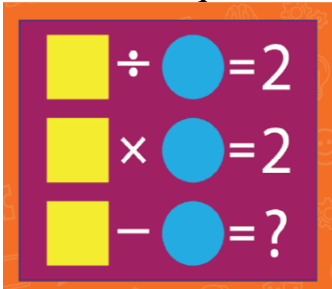
MIND PUNCH

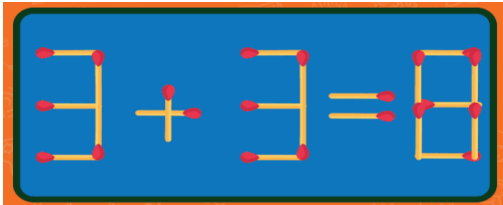1. How many circles contains the black dots?
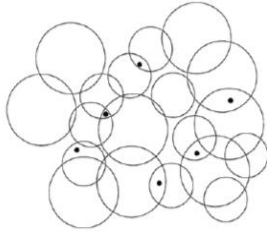
2. What is our Weight?
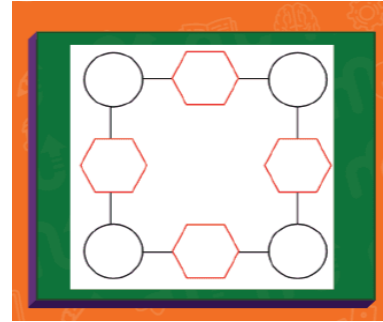

3. Can you solve the Equation?

4. Move just 2 Matchsticks to make the equation correct!

5. How many Triangles can you count in this Shape?

6. How would you place the numbers 2,4,6,8,10,12,16 so that the numbers in the Hexagon are equal to the two numbers in the Circles added together on either side?

7. A merchant can place 8 large boxes or 10 small boxes into a carton for shipping. In one shipment, he send a total of 96 boxers. If there are more large boxes than small boxes, how many cartons did he ship?

8. An athlete is jumping. However ,every time she jumps she gets a bit more tired, and every jump goes ½ as far as her prior jump. Now, for her very first jump, She goes ½ of a foot. On her second jump, she goes ¼ of a foot, and so on and so forth. How many jumps does it take for her to travel 1 foot?

9. Can you solve the equation?

If A^4=14, B^4= 78, Then C^4= ....?

10. You are running a race with three persons. You overtake the second last persons, What position are you in NOW?

IT VITA +

1. In which Year, Google officially launched?

2. In which year, first music streaming website started?

3. By whom, The world's first website was published?

4. .What technology is used to record cryptocurrency transactions?

5. What kind of malware is designed to take advantage of a security hole before it is known?

6. Making a compressed digital archive might produce what type of file format?

7. What does acronym FOSS stand for?

8. What technology is used to make telephone calls over the Internet possible?

9. What is the term for text that automatically continues from one line to the next?

10. Which computer language is the most widely used?

11. What does it mean to uncloud?

12. Approximately, how much data exists in the digital universe today?

13. What was the first cross-platform PDF software?

14. In LINUX, What command will verify the syntax of a hosts.allow and hosts.deny file combination?

15. When The first commercial text message was sent?

Grace Brewster Murray Hopper was an American computer scientist and United States Navy rear admiral. One of the first programmers of the Harvard Mark. She was a pioneer of computer programming who inverted one of the first linkers. Hopper was the first to devise the theory of machine independent programming languages, and the FLOW-MATIC programming language she created using this theory was later extended to create COBOL, and early high level programing language still in use today.

Prior to joining the navy hopper earned a Ph.D in mathematics from Yale University and was a professor of mathematics at Vassar college. Hopper attempted to enlist in the Navy during World War 2 but was rejected because she was 34 years old. She instead joined the Navy Reserves. Hopper began her computing career in 1944 when she worked on the Harvard Mark I team led by Howard H. Aiken. In 1949, she joined the Eckert-Mauchly Computer Corporation and was part of team that developed the UNIVAC I computer.

Grace Murray Hopper

Photograph from 1984

Born	Grace Brewster Murray December 9, 1906 New York City, U.S.
Died	January 1, 1992 (aged 85) Arlington, Virginia,

Her linker converted English terms in machine code understood by computers. The U.S. Navy Arleigh Burke class guided missile destroyer USS Hopper was named for her as was the Cray XE6 Hopper supercomputer at NERSC. During her lifetime, Hopper was awarded 40 honorary degrees from universities across the world. A college at Yale University was renamed in her honour. In 1991, she received the National Medal of Technology. On November 22,2016 she was posthumously awarded the Presidential Medal of Freedom by President Barack Obama.

SOLUTIONS

!MIND PUNCH

1. 12 Circles

2. DOG=17Kg, CAT and RABBIT=10Kg . The answer is 27Kg

3. 1

4. 9-9=0

5. 13 Triangles

6. 8 possible solutions

7. 11 total cartons for 96 boxes

8. She will never get to the 1-foot mark because you keep adding smaller and smaller amount!

9. $A^4=2^4-2$, $B^4=3^4-3$ So Following the same Pattern $C^4=4^4-4$

10. 3rd Position

IT VITA+

1. September 1998.

2. 1993

3. Tim Berners-Lee

4. Blockchain

5. Zero-day exploit

6. JPEG

7. Free and Open-Source Software

8. VoIP

9. Word wrapping

10. Java

11. Remove all files from the cloud

12. 2.7 zetabytes

13. Able2Extract Professional

14. tcpdchk

15. 1992

Data science and computational mathematics unite to advance predictive methods in engineering

SENSE OF GRATITUDE

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I S S U E

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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 magazine.....!!

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