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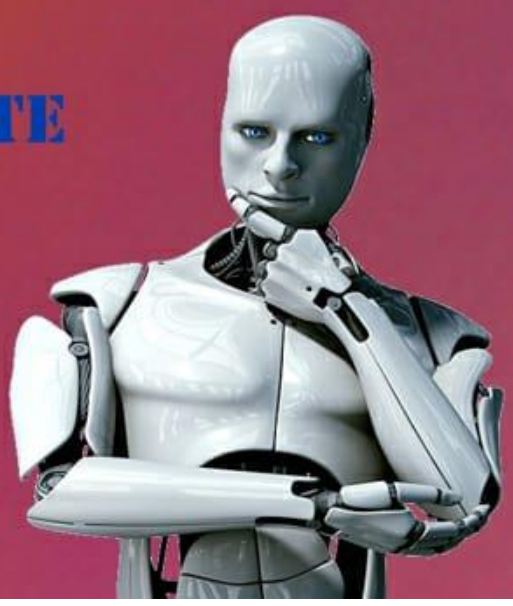

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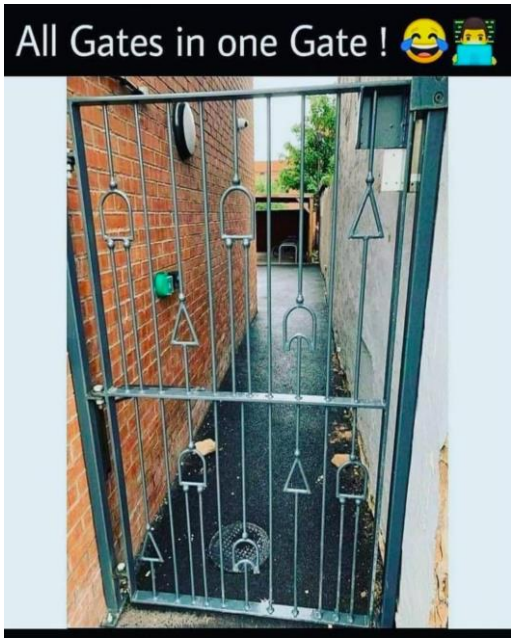
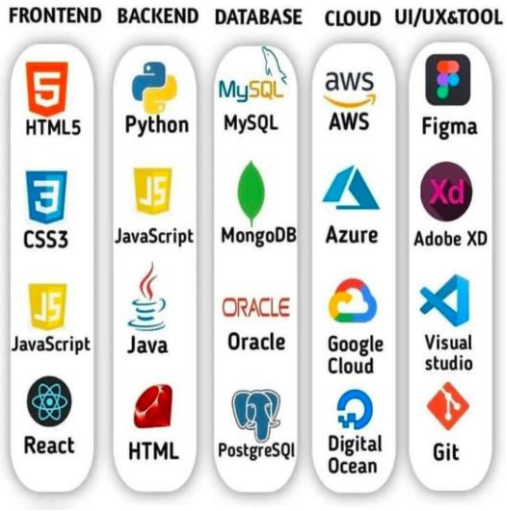


JUST FOR FUN

MESSAGE



FREE ADVICE

Computer attacks with Laser lights

IT security: Computer attacks with Laser light

Computer systems that are physically isolated from the outside world(air-gapped) can still be attacked. This is demonstrated by IT security experts of the Karlsruhe Institute of technology (KIT) in the Lasershark project. They show that data can be transmitted to light-emitting diodes of regular office devices using a directed laser. With this, attackers can secretly communicate with air-gapped computer systems over distances of several meters. In addition to conventional information and communication technology security, critical IT systems need t to be protected optically as well.

Hackers attack computers with lasers. This sounds like a scene from the latest James Bond movie, but it actually is possible in reality. Early December 2021, researchers of KIT, TU Braunschweig, and TU Berlin presented the LaserShark attack at the 37th Annual Computer Security Applications Conference (ACSAC). This research project focuses on hidden communication via optical channels. Computers or networks in critical infrastructures are often physically isolated to prevent external access. “Air-gapping” means that these systems have neither wired nor wireless connections to the outside world. Previous attempts to by-pass such protection via electromagnetic, acoustic, or optical channels merely work at short distances or low data rates. Moreover, they frequently allow for data exfiltration only, that is, receiving data.

Hidden Optical Channel Uses LEDs in commercially Available Office Devices

The Intelligent System Security Group of KASTEL-Institute of Information Security and Dependability of KIT, in cooperation with researches from TU Berlin, have now demonstrated a new attack: with a directed laser beam, an adversary can introduce data into air-gapped systems and retrieve data without additional hardware on-side at the attacked device. “This hidden optical communication uses light-emitting diodes already build into office devices, for instance, to display status messages on printers or telephones,” explains Professors Christian Wressnegger, Head of the Intelligent System Security Group of KASTEL. Light-emitting diodes(LEDs) can receiving light, although they are not designated to do so.

Data Are Transmitted in Both Directions

By directing laser light to already installed LEDs and recording their response, the researches establish a hidden communication channel over a distance of up to 25m that can be used bidirectionally (in both directions). It reaches data rates of 18.2 kilobits per secondinwards and 100 kilobits per second outwards. This optical attack is possible in commercially available office devices used at companies, universities, and authorities. “The LaserShark project demonstrates how important it is to additionally protect critical IT systems optically next to conventional information and communication technology security measures,” Christian Wressnegger says.

03 Safari 15 Security Flaw Discovered That Can Leak Your Browsing Activity, Personal Identity

Gaming Technology

The Odeyssey Neo G8 is a future-proofed display that's prepared for 4K 240Hz gaming, while the Odeyssey Ark turns a player's desk into a battle station. With new graphics cards coming from AMD, Intel, and Nvidia, PC gamers got a lot of good news this year.

But portability was more top of mind for other companies. We saw plenty of impressive gaming laptops, like MSI's new liquid-cooled devices, that further proved portable computers can compete with desktops.

Meanwhile, Asus had a completely different take on portability. The company's ROG Flow Z13 is a powerful tablet that's essentially a Microsoft Surface for gamers. Equipped with an RTX 3050 Ti graphics card, the device is an impressive portable machine, though it's also where the industry's lack of focus this year starts to become clear.

And that's before getting into cloud gaming, which was another arm of the industry octopus this year. AT&T is encouraging players to not buy a new portable device at all by giving existing 5G users six months of GeForce Now for free Samsung, on the other hand, is integrating a gaming hub into its 2022 smart TVs, which will put GeForce Now and Google Stadia in anyone's hands without the need for a PC, console, laptop, tablet, phone or ham sandwich.

Alienware won the award for the most complicated solution, however. The company's conceptual project Nyx is essentially a server that players can place in their homes. That means that an entire house full of players could use the black box to more cleanly stream games onto their devices at the same time. It's an entirely experimental project, but one that feels comically old school.

Outside of CES, there are even more conflicting approaches to streaming and portability. The Steam Deck will give players a Switch-like portable PC, which will compete with both laptops and tablets. Qualcomm has a similar concept in the works with its dev-only Snapdragon G3x, but that machine is more a handheld that's designed for cloud gaming never mind that the phone you already own can do the same thing right now.

Every company has a completely different strategy for bringing gamers into its ecosystem. The problem is that so many of the ideas are built on a fast-evolving tech that constantly moves the goalposts. What happens if Google finds a way to let Stadia users offline their games so they don't need great internet to play? It seems realistic that we could hit that reality in the next few years, turning any old device into a perfectly competent gaming machine.

Companies are serious about breaking down barriers for gamers.

Players no longer need to own the priciest PC they can find to be considered a "true gamer." The idea of using a tablet on an airplane to run Halo Infinite is genuinely amazing. No matter what your situation is, CES 2022 had a solution.

Even so, the mosh pit of ideas is reaching a critical mass. It's getting harder to figure out what the best option is with so many companies taking the ball and running in completely separate directions. The future of gaming should see players owning fewer devices, not more, but that's been the opposite takeaway from this year's CES.

INTERNET OF THINGS

What is Internet of Things IoT and how is it used?

The Internet of Things (IoT) describes the network of physical objects "things"—that are embedded with sensors, software, and other technologies for the purpose of connecting and exchanging data with other devices and systems over the internet.

What are examples of the Internet of things?

Top Internet-of-Things (IoT) Examples to Know

- Connected appliances.
- Smart home security systems.
- Autonomous farming equipment.
- Wearable health monitors.
- Smart factory equipment.
- Wireless inventory trackers.
- Ultra-high speed wireless internet.
- Biometric cybersecurity scanners.
- How the Internet of Things Works
- These devices use Internet protocol (IP), the same protocol

that identifies computers over the world wide web and allows them to communicate with one another. The goal behind the Internet of things is to have devices that self report in real-time, improving efficiency and bringing important information to the surface more quickly than a system depending on human intervention.

Benefits of the Internet of Things:

The Internet of Things promises to transform a wide range of fields. In medicine, for example, connected devices can medical professionals monitor patients inside and outside of a hospital setting. Computers can then evaluate the data to help practitioners adjust treatments and improve patient outcomes

Key Take ways:

- Collection of network-enabled devices, excluding traditional computers like laptops and servers.
- Types of network connections can include Wi-Fi connections, Bluetooth connections.
- IoT includes devices such as "smart" appliances, home security systems, computer peripherals, routers, and smart speaker devices.
- The Internet of Things is transforming a wide range of fields, from medicine to urban planning to consumer data collection.

The goal behind the Internet of things is to have devices that self report in real-time, improving efficiency and bringing important information to the surface more quickly than a system depending on human intervention

control of sensors and devices that engage cloud technologies. Refer to this Titan use case PDF for a good example of IIoT. Recently, industries have used machine-to-machine communication (M2M) to achieve wireless automation and control. But with the emergence of cloud and allied technologies (such as analytics and machine learning), industries can achieve a new automation layer and with it create new revenue and business models. IIOT is sometimes called the fourth wave of the industrial revolution, or Industry 4.0. The following are some common uses for IIOT:

What is industrial IoT?

Industrial IoT (IIOT) refers to the application of IoT technology in industrial settings, especially with respect to instrumentation and control of sensors and devices that engage cloud technologies. The following are some common uses for IIOT:

- Smart manufacturing
- Connected assets and preventive and predictive maintenance
- Smart power grids
- Smart cities

Top 10 Programming Languages

PYTHON

Python is one of the most popular programming languages in the modern tech industry. It is an open-source programming language with wide assistance in various modules, easy integration with web services, extremely user-friendly, and hence, quite easy-to-use for beginners.

JAVASCRIPT

JavaScript is a high-level programming language that has emerged as the core technology integrated into most websites. The language is famous for its various multi-functioning frameworks and also for its server-side scripting capability. JavaScript is used to develop full-scale games, front-end and back-end web development, and mobile and web applications.

C#

C# initially rose to prominence for supporting the concepts of object-oriented programming. It is one of the most widely used languages for the .NET framework and is best suited for applications built on Windows, Android, and iOS. It is also relevant for 2D and 3D game development, and for creating VR mobile applications.

PHP

PHP is a popular open-source programming language. Several professional web developers find gaining the knowledge of PHP a necessity since several internet applications are built using this language. Programmers and developers use PHP to write server-side scripts, command-line scripts. Besides, programmers will high-level PHP coding skills can use it to develop desktop applications.

RUBY

Ruby is a scripting language that is widely used for web development purposes. In particular, it is used by developers for the Ruby on Rails web application framework. Programming and coding beginners generally gravitate towards Ruby due to its reputation for being user-friendly. Apart from having an active community, Ruby is also a great language to learn because of its association with some of the largest tech giants in the world.

KOTLIN

Kotlin is a general-purpose programming language, which is interoperable with Java and supports many other functional programming languages. The language is extensively used for Android applications, web applications, desktop applications, and server-side application development. Several Google applications are also built using Kotlin.

SWIFT

Swift is a powerful and intuitive programming language developed by Apple to be extensively used in iOS, iPadOS, tvOS, and other Apple applications. It has been optimized for performance and built from scratch to make coding fun and interactive. The creators claim that Swift code is safe by design, and creates software that runs exponentially at a much faster rate than others.

C++

C++ is a general-purpose, cross-platform programming language created as an extension of C. C++ provides developers with massive amounts of control over memory and system resources with speed and efficiency, enabling them to construct and design high-performance programs.

JAVA

Java is a general-purpose programming language that is well-renowned for its portability across several platforms, from mainframe data centres to smartphones. Currently, there are more than 3 billion devices that are running applications created using Java language. Additionally, it is also used for web and application development based on big data.

MATLAB

Matlab is a proprietary programming language that is specially built for engineers and scientists. Programmers use Matlab to build machine learning and deep learning applications. The programs based on this programming language enable users to create algorithms, analyse data, verify research information, and so on.

SHIBA INU

Shiba Inu token (ticker: SHIB) is a decentralized cryptocurrency created in August 2020 by an anonymous person or group known as "Ryoshi".It is named after the Shiba Inu (柴犬), a Japanese breed of dog originating in the Chūbu region, the same breed that is depicted in Dogecoin's symbol, itself originally a satirical cryptocurrency based on the Doge meme. Shiba Inu has been characterized as a "meme coin" and a pump and dump scheme. There have also been concerns about the concentration of the coin with a single "whale" wallet controlling billions of dollars' worth of the token, and frenzied buying by retail investors motivated by fear of missing out (FOMO).

Formation:

Shiba Inu was created in August 2020, dubbing itself the 'Dogecoin killer'. On 13 May, Vitalik Buterin donated more than 50 trillion SHIB (worth over $1 billion at the time) to the India COVID-Crypto Relief Fund.The exchange price of the cryptocurrency notably surged in early October 2021. Its value increased 240% over the week. However, at the beginning of November the price dropped and continued to fall, ending the month having lost approximately 55% of its value.

What does Shiba Inu do?

Shiba Inu is really divided into multiple tokens that help the entire cryptocurrency ecosystem function:

- LEASH – This token is limited to 107,646 units, making it the most limited of the Shiba Inu-related coins. It provides staking rewards for those validating transactions in the cryptocurrency.
- BONE – This token has 250 million units, and it's used to allow those using Shiba Inu to vote on various proposals.

Shiba Inu also has other aspects of a community, including ShibaSwap, its own decentralized platform for trading coins, and Shiboshis, a type of non-fungible token (NFT).

The cryptocurrency continues the riff on its canine-themed coin across its ecosystem, including the crypto's white paper, which founders call a "WoofPaper." Meanwhile, it refers to those who own and support the coin as its "Shib Army."

Is Shiba Inu a good investment?

Shiba Inu has risen substantially during its brief existence, but that alone doesn't make it a good investment. Rather than looking at the price gains and falling into fear of missing out, it's vital to understand what you're buying and why it may or may not rise in value. In the case of most cryptocurrencies, they're not backed by the assets or cash flow of an underlying business.

AMC's accepting SHIB tokens:

In late November, online tech-focused retailer Newegg Commerce announced that it would be accepting SHIB tokens as a form of payment by "early December." That means Shiba Inu will join Bitcoin, Dogecoin, and Litecoin as accepted digital currency payment options. However, the bigger rollout is likely to be the incorporation of SHIB tokens as a form of payment for movie theater chain AMC Entertainment (NYSE:AMC). AMC is arguably a better-known global brand, and therefore a superior test of real-world utility for Shiba Inu coin.

In late October, AMC CEO Adam Aron posted a poll on Twitter that asked users whether his company should accept SHIB for online payment. Of the 153,100 respondents, 87.6% were in favor of the move, in some capacity. Aron tweeted in mid-November that AMC would integrate SHIB for payments within 60 to 120 days. That puts it on track to be accepted by sometime in the first quarter of next year.

Blue Eyes Technology

The Blue Eyes technology aims at creating computational machines that have perceptual and sensory ability like those of human beings. It uses non-obtrusive sensing method, employing most modern video cameras and microphones to identify the user's actions through the use of imparted sensory abilities. The machine can understand what a user wants, where he is looking at, and even realize his physical or emotional states. The Blue Eyes Technology developed is intended to be a complex solution for monitoring and recording the operator's conscious brain involvement as well as his/her physiological condition. This shows yet another development in the field of Brain Computer Interface.

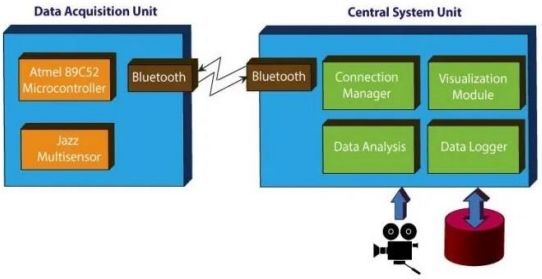
Imagine yourself in a world where humans interact with computers. You are sitting in front of your personal computer that can listen, talk, or even scream aloud. It has the ability to gather information about you and interact with you through special techniques like facial recognition, speech recognition, etc. It can even understand your emotions at the touch of the mouse. It verifies your identity, feels your presence, and starts interacting with you. You ask the computer to dial to your friend at his office. It realizes the urgency of the situation through the mouse, dials your friend at his office, and establishes a connection. Human cognition depends primarily on the ability to perceive, interpret, and integrate audio-visuals and censoring information. Adding extraordinary perceptual abilities to computers would enable computers to work together with human beings as intimate partners. Researchers are attempting to add more capabilities to computers that will allow them to interact with humans, recognize human presents, talk, listen, or even guess their feelings. Blue Eyes system consists of a mobile measuring device called Data Acquisition Unit (DAU) and a central analytical system called Central System Unit (CSU) interconnected by Bluetooth.

DAU collects information from the sensor and sends it over the Bluetooth and delivers the messages sent from

CSU to the operator. CSU buffers incoming sensor data and provides visualization interface.

- The basic idea behind Blue Eyes Technology is to give computer the human power i.e.
- It uses non-obtrusive sensing method, employing most modern video cameras and microphones to identify the user's actions through the use of imparted sensory abilities.
- The blue eyes system checks the physiological parameters like eye movement, heart beat rate and blood oxygenation against abnormal and undesirable values and triggers user-defined alarms when necessary.
- Blue eyes technology requires designing a personal area network linking all the operators and the supervising system.
- The use of a miniature CMOS camera integrated into the eye movement sensor will enable the system to observe what the operator is actually looking at.

Blue in this term stands for Bluetooth, which enables reliable wireless communication and the, Eyes because the eye movement enables us to obtain a lot of interesting and important information. As the idea is to monitor and record operators basic physiological parameters, the most important physiological activity is the movement of eyes.



For a computer to sense the eye movement, wiring between the operator and the system is required. But, this is a serious limitation of the operator's mobility and disables his operations in large control rooms. So utilization of wireless technology becomes essential which can be implemented through Bluetooth technology. The Blue eyes technology ensures a convenient way of simplifying the life by providing more delicate and user-friendly facilities in computing devices. Now that we have proven the method, the next step is to improve the hardware. Instead of using cumbersome modules to gather information about the user, it will be better to use smaller and less intrusive units.

Learn a Tool

OVERLEAF

Overleaf is a collaborative cloud based LaTeX editor used for writing, editing and publishing scientific documents.

Original Author: John Hammersley and John Lees-Miller

Type: Web Application

License: AGPLv3

It partners with a wide range of scientific publishers to provide official journal LaTeX templates, and direct submission links.

Overleaf was conceived by John Hammersley and John Lees-Miller, who started developing it in 2011 as WriteLaTeX, through their company WriteLaTeX limited. Both are mathematicians and were inspired by their own experiences in academia to create a better solution for collaborative scientific writing. They launched a beta version of Overleaf on 16 January 2014, at the first #FuturePub event, held at the British Library in London.

After merging with ShareLaTeX IN 2017, they released Overleaf v2, combining original features from both into a single cloud-based platform.

History

Overleaf was selected as one of the ten teams who participated to the 2013 summer's Bethnal green ventures (BGV) accelerator programme. That program started on the July 1, 2013, and lasted fro 3 months. The Demo Day of that BGV 2013 Summer program was held on the September 19, 2013.

The company received strategic investment from Digital Science in 2014. Overleaf won Innovative

Internet Business at the 2014 Nominet Internet Awards, and featured 99th in SyndicateRoom's 2018 list of Britain's top 100 fastest-growing business.

Overleaf has been discussed as a tool for writing scientific publications in Nature, Science, Red Hat's opensource.com and the German IT magazine Heise Online. "In 2017,CERN Europe's particle-physics laboratory near Geneva, Switzerland, adopted Overleaf as its preferred collaborative authoring platform".

Overleaf provides templates for submission to scientific journals and conferences. For example, the IEEE and Springer mention the possibility for submission using Overleaf.

Merge with ShareLaTeX

On 20 July 2017, Overleaf acquired ShareLaTeX to create a combined community of over two million users. This led to the creation of Overleaf v2, combining original features from both into single cloud-based platform hosted at overleaf.com.

In May 2021, Lees-Miller(Overleaf), Paulo Reis(Overleaf), and Sven Laqua (Digital Science) were awarded the SIGCHI Best Case Study Award at the ACM CHI2021 C onference for their case study on "Merging SaaS Products In A User-Centered Way- A Case Study of Overleaf and ShareLaTeX.

Review Box

BenQ projeCTOR

IMAGE QUALITY VIA 4K UHD

RESOLUTION: True 8.3 million pixels deliver amazing 4K UHD image quality with striking clarity and crisplydefined details.

HYPER-REALISTIC HDR QUALITY: BenQ projector-optimized HDR features natural auto HDR color and tone rendering for greater brightness and contrast.

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IMMERSIVE SPORTS EXPERIENCE: Dedicated Football & Sport modes with CinemaMaster Audio+2 make you feel like being in the stadium/arena during the game.

COMPACT 4K HDR VIDEO PROJECTOR: Sleek design with light, compact profile makes installation quick and easy with vertical keystone and 1.1X zoom. True 4K HDR for Immersive ViewingExperience

To fully enjoy Entertainment viewingin a bright living room or backyard, ahuge 100"+ projected 4K UHD 8.3 million pixel picture with vivid HDR color in any lighting can't be beat. And custom Sport Modes with powerful sound put youin the action as if you're in the stadium, all in a stylish, compactdesign with easy setup.

Key features

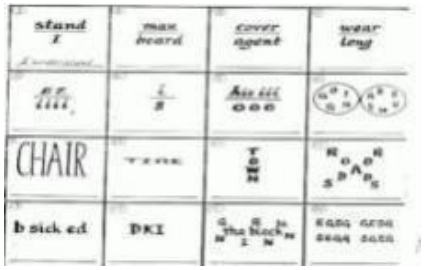
True 4K UHD Resolution 96% Rec.709 Colors with 3000lm Brightness for Living Room Ambient Light Projector-Optimized HDR10 & HLG Support Sleek Design with Auto Vertical Keystone and 1.1X zoom Dedicated Football & Sport Modes

1.1X Zoom

1.1X zoom maximizes available spacewith a range of throw distances for big-screen entertainment without the hassle of complicated installation.

MINDPUNCH

1. These puzzles represents expressions we use.solve them by carefully noticing the position of the words and pictures. Are they under ,over ,mixed up ,inside orcertain side?



2. Move 1 match to make this sumcorrect

3. What is the missing number?
8 7 3 5 ?

4. How many holes does this T shirt have?

5. If john's son is my son's father, who am I?
6. What is wrong with this room?

7. What is the missing number?

834 = 28
675 = 47
918 = 17
527 = ?

8. What is the next letter?

F, K, O, R, ?

9. You can throw me off a tall building and it won't hurt me.If ume in water it's break
10. What can't be used until it'sbroken?

OneWeb, Hughes Sign 6-Year Pact to Provide Satellite Broadband Services in India

IT WITH +

1. What is part of a database that holds only one type of information?

2. '.MOV' extension refers usuallyto what kind of file?

3. Which is a type of Electrically- Erasable Programmable Read-Only Memory?

4. Who is largely responsible for breaking the German Enigma Codes, created a test that provided a foundation for Artificial Intelligence?

5. Who developed Yahoo?

6. The transformer that develops the high voltage in a home television is commonly called a...?

7. '.INI' extension refers usually towhat kind of file?

8. TMP' extension refers usually towhat kind of file?

9. What do we call a collection oftwo or more computers that are locatedwithin a limited distance of each other and that are connected to each other directly or indirectly?

10. What was the first ARPANETmessage?

11. Who built the world's first binarydigit computer: Z1...?

12'.BAK' extension refers usually towhat kind of file?

13. Where is the headquarters ofIntel located?

14. Changing computer language of 1's and 0's to characters that a person can understand is…

15. Modem stands for...

$FAMOUS AND FAVOURITE

In spring 1968, **Barbara Liskov** became one of the first women in the United States to receive a PhD in computer science. Forty-three years later, she received an honorary doctorate at Northwestern's 153rd commencement on June 17 for providing the basis for virtually every software program underpinning today's society.

How did she become so successful? By following one interesting computing problem to another, collaborating with other great minds, and creating a work/life balance, she said during her McCormick Dean's Seminar Series talk on June 16.

The journey began when, after receiving her PhD, she began working for the Mitre Corporation, where she designed both a new computer architecture that used microprogramming.

It was a victory for Liskov, but it begged one question: "Is this actually good for anything?" To answer that, Liskov created a new sort of operating system – "It was a hot research topic then," she said- that managed software complexity and supported five or six concurrent users on a small computer. But after her successes in industry, Liskov made what would turn out to be a key career move: She became a professor at MIT.

"You have the freedom to work on whatever you want to work on," she said. And that freedom suited her well: She went on to design and implement programming languages like CLU and Argus, and she developed a definition of subtyping that became known as the Liskov Substitution Principle. She became a member of the National Academy of Engineering and a fellow of Award from the ACM – one of the highest honors in the computer science field. During her talk she offered a list of key papers that influenced her and the early development of computer science (including, "Goto Statement Considered Harmful, a letter by professor EdsgerDijkstra in the March 1968 Communications of the ACM.

! MINDPUNCH

1.Mixed up

2.8-4=4

3.6

4.10

5.John's sons wife

6.Door lock is missing

7.17

8.T

9.Tissue paper

10.Egg

IT VITA+

1.Field

2.Animation/movie file

3.Flash

4.Alan Turing

5.David Filo & Jerry Yang

6.Flyback

7.System file

8.Temporary file

9.Local Area Network

10."lo"

11.Konrad Zuse

12.Backup file

13.Santa Clara, California

14.Decode

15.Modulator Demodulator

CYBER CREWS ASSOCIATION

88
ISSUE

DEPARTMENT OF COMPUTER SCIENCE (UG)

IT UNLIMITED MAGAZINE
A BIMONTHLY BONANZA

DEC - JAN 22

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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