C -- COMMONLY
O -- OPERATED
M -- MACHINE
P -- PARTICULARLY
U -- USED FOR
T -- TECHNICAL
E -- EDUCATION
R -- RESEARCH

Institute

Vision
To achieve excellence in imparting technical education so as to meet the professional and societal needs.

Mission
- Developing technical skills by imparting knowledge and providing hands on experience.
- Creating an environment that nurtures ethics, leadership and team building.
- Providing industrial exposure for minimizing the gap between academics & industry.

Department of Computer Engineering

Vision
To empower students with domain knowledge of Computer Engineering and interpersonal skills to cater to the industrial and societal needs.

Mission
- Developing technical skills by explaining the rationale behind learning.
- Developing interpersonal skills to serve the society in the best possible manner.
- Creating awareness about the ever changing professional practices to build industrial adaptability.

Program Educational Objectives

- **PEO1:** To empower the students to apply their knowledge of various domains and cultivate a habit of life-long learning for building engineering solutions.
- **PEO2:** To develop the students' overall personality and thereby encourage just social behaviour in the students.
- **PEO3:** To provide an exposure to the industry environment so as to keep them abreast with new trends.

Program Specific Outcomes (PSOs)

- Design and develop applications using software programming, database and graphical interface.
- Design and implement the concept of networking and security to build real time application with professional ethics and principles.
- Apply mathematical methodologies to solve computation task using   appropriate data structure and suitable algorithm.
- Communicate effectively in professional and social scenario with zest for higher education and entrepreneurship by engaging in lifelong learning.

Program Outcomes (POs)

1. **Basic Knowledge**: An ability to apply knowledge of basic mathematics, science and basic engineering to solve the broad-based computer engineering problem.

2. **Discipline Knowledge**: An ability to apply computer engineering discipline-specific knowledge to solve core computer engineering related problems.

3. **Experiments and practice**: An ability to plan to perform experiments and practices to use the results to solve broad based computer engineering problem.

4. **Engineering Tool**: An Ability to apply relevant computer technologies and tools with an understanding of the limitations.

5. **The engineer and society**: An ability to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to practice in the field of computer engineering .

6. **Environment and sustainability**: Understand the impact of computer engineering solutions for sustainable development practices in social and environmental context and demonstrate the knowledge and need for sustainable development.

7. **Ethics**: Apply ethical principles for commitment to professional ethics, responsibilities and norms of the practice in the field of computer engineering.

8. **Individual and team work:** Function effectively as an individual and as a member or a leader in diverse/multidisciplinary teams.

9. **Communication:** An ability to **c**ommunicate effectively in oral and written form.

10. **Life-long Learning:** An ability to recognize the need for and to engage in independent and life-long learning activities in the context of technological changes in the computer engineering field and allied industry.

Knowledge...
"The greatest enemy of knowledge is not ignorance, it is the illusion of knowledge." — Stephen Hawking

HOD Speak

There are several ways to present the canonical core of computer science. Over the years we have developed a distinct style and method that bridges the theory – practice divide while remaining grounded in the core. Technology changes rapidly, especially in the field of computing, whereas the science, if it changes at all, does so much more gradually. Our understanding is that persons who are clear and thorough about the fundamentals can adapt to rapid changes in technology relatively easily. We want the education imparted to our students to be the basis of a life time of learning. Our aim is always preparing our students to meet increasing global challenges of ever evolving technologies so as to make the students acceptable to both industries and higher institution of learning. We believe that this approach to teaching-learning, coupled with practical experience gained during Industrial Training in reputed organizations, equips our students to handle the challenges posed by the software industry.

Prof. Vijay T. Patil
I/c HOD, Computer Engineering

Winter—2018 Examination Toppers

Third Year Toppers

Mudassir Mandviwala

Secured First Rank from Third Year, Computer Engineering Department

He obtained (97.50%) in MSBTE– Winter 2018

Jain Pratiksha Pukhraj

Secured Second Rank from Third Year, Computer Engineering Department

She obtained (96.00%) in MSBTE– Winter 2018

Thanawala Husain Yusuf

Secured Third Rank from Third Year, Computer Engineering Department

He obtained (93.75%) in MSBTE– Winter 2018

Winter—2018 Examination Toppers

Second Year Toppers

Jadhav Sanchit Pramod

Secured First Rank from Second Year, Computer Engineering Department

He obtained (96.40%) in MSBTE– Winter 2018

Sawant Vaishnavi Prashant

Secured Second Rank from First Year, Computer Engineering Department

She obtained (95.60%) in MSBTE– Winter 2018

Sawant Sameep Anil

Secured Second Rank from First Year, Computer Engineering Department

He obtained (89.87%) in MSBTE– Winter 2018

First Year Toppers

Jain Sanyog Sandeep

Secured First Rank from First Year, Computer Engineering Department

He obtained (91.00%) in MSBTE– Winter 2018
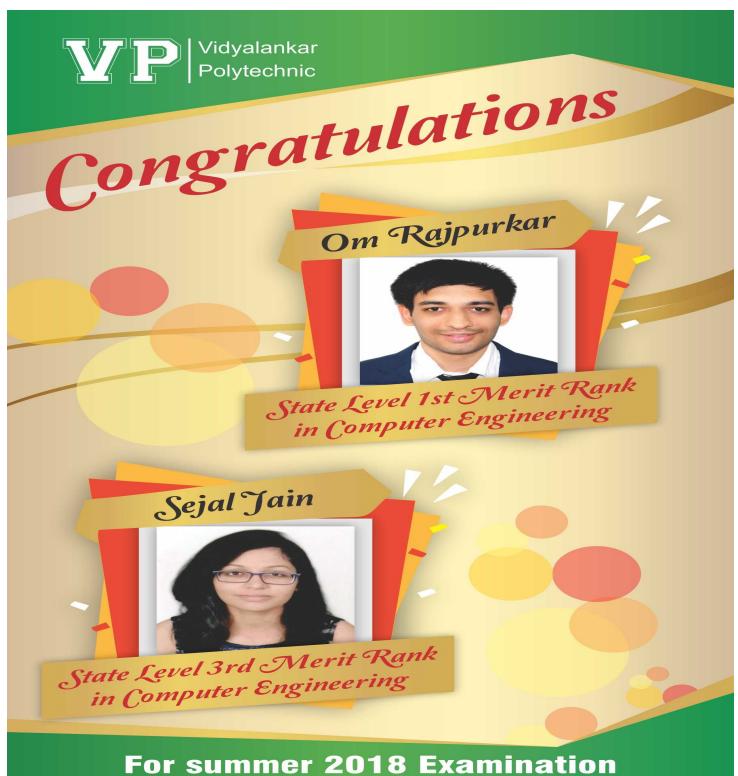
Devalapura Manya Krishna

Secured Second Rank from First Year, Computer Engineering Department

She obtained (89.14%) in MSBTE– Winter 2018

Gharat Shriyash Mahesh

Secured Third Rank from First Year, Computer Engineering Department

He obtained (88.57%) in MSBTE– Winter 2018

VP | Vidyalankar Polytechnic

Congratulations

Om Rajpurkar

State Level 1st Merit Rank in Computer Engineering

Sejal Jain

State Level 3rd Merit Rank in Computer Engineering

For summer 2018 Examination conducted by Maharashtra State Board of Technical Education, Mumbai.

Workshop and seminars for Student

- A "Fun & Learn" activity was organized by Career Counselling Committee on 25th September 2018 for first year students. The objective of the activity was to create interest about the technical aspect & measuring and testing instruments among the students of first year diploma who have just completed their school education and entered the engineering stream.

- On 7th August, 2018, A guest lecture on 'Motivation for Entrepreneurship' was arranged for the Diploma students by Mr. Pratik Kate, Lead Android Developer, Scholr Globalization, liberalization & privatization along with revolution in Information Technology

- A seminar organized on Career Readiness for Future Challenges was organised by Placement Committee on 1st October, 2018.

- Vidyalankar Polytechnic has organized a seminar on "Data Science" By our alumni Mr. Vikram Babar, Manager IT, Bajaj Electricals Pvt.Ltd by Alumni Committee on 4th August, 2018.

- Hobby Committee had organized indoor games activites for students for 4th September, 2018 to11th September, 2018.

Secrets of Excellence

"If you are going to achieve excellence in big things, you develop the habit in little matters. Excellence is not an exception, it is a prevailing attitude." --Colin Powell

VP VOLUNTEERING (V-CARE)

- VP extended a helping hand for "Kerala Relief Fund" by collecting cleaning materials items like floor cleaner ,toilet cleaner, tooth bush, hand sanitizer etc and was handed to needed people.

- Vidyalankar Polytechnic had organized a visit to " Shantiratan vidyamandir , kondga-on,vikramgad JAWAHAR "called "Lets Share" on 17th February, 2018.

- Volunteering Committee of Vidyalankar Polytechnic had organized "Cleanliness drive at dadar chowpati " on 24th September after Ganpati visarjan.

- Vidyalankar Polytechnic had organized " Say No to plastic " activity, Students had actively participated by collecting old clothes and transformed them to cloth bags.

Quotes
"The will to win, the desire to succeed, the urge to reach your full potential... these are the keys that will unlock the door to personal excellence."—Confucius

Alumni Testimonials

MR SUNIL THUBE

SYSTEM CO-ORDINATOR

VIDYALANKAR INSTITUTE OF TECHNOLOGY,

MUMBAI

Vidyalankar is brand in education as well as in conducting many social activities and I am happy to be part of that activities. Since 2009, I am working in Vidyalankar family because I wanted to do something for my college. I am part of many technical projects which are currently being implemented in Vidyalankar such as V-Print (in-house printing solution for student), Server and desktop Virtualization, Network Designing and implementing, Wi-Fi solution, network security, cloud computing and so on. My life is changed while working on such kind of environment. Last but not least I am very thankful to my teachers because of them; I have reached to this level with their constant support.

MR VAJID BASHIR MOMIN

TECHNICAL LEAD,

CMS IT SERVICES,

MUMBAI

I still remember my first day in college. I was so excited to meet new people.I didn't know how I have to behave just to fit in. But eventually, everything went smoothly. I met wonderful friends who are still my best buddies even till now. Just to say I haven't see such beautiful friend and teachers who were always supportive across all the time. So, my advise friends you will never get such wonderful faculty and education any where across the Mumbai.

Editorial Team

Editors - **Prof. Vijay T. Patil,** Prof. Sonal Gupta