Sarvajanik Education Society
Sarvajanik College of Engineering & Technology
Towards progressive civilization...

REPORT ON

UPDATES 2K24

(20th -21st September)

ORGANIZED BY

COMPUTER ENGINEERING DEPARTMENT

Under
State Level Students' Tech-Fest

Anant Gyan Ki Talash Mein

UPDATES 2K24

Within the boundaries of SCET, lies an entirely different world—youth, overloaded with talent and infinite imagination, awaiting an opportunity to showcase their ideas and creativity to the world. To provide these innovative minds with a platform and keep them enthusiastic and motivated, the **Computer Engineering Department** of SCET organized a State Level Tech-Fest **UPDATES 2k24** under **KSHITIJ** on **20th-21st September 2024**. This event has been transforming society with breakthroughs in technological research and development for the past 19 years.

Throughout the journey from planning to execution, UPDATES brought students and faculty together, fostering a sense of team spirit, sportsmanship, leadership, and creativity among all participants. It was a massive success, with over **3350+ registrations**. With **12 events**, including both technical and non-technical categories, we received an overwhelming response from students across Gujarat. On-the-spot registrations, sponsorship

advertisements, and the support of the entire CO department significantly boosted participation.

Spanning two days, **20th and 21st September 2024**, **8 Technical** and **4 Non-Technical** events provided a platform for anyone and everyone to showcase their skillsets. Technical events like **Dev Battle, Human or AI, Escape Room, Resume Relay, Aavishkar, Man in the Middle, Brain O Teaser,** and **Data Loom** challenged participants' technical expertise. This event pushed students to sharpen their data interpretation and storytelling skills using advanced tools and techniques.

Non-technical events such as **Cineverse, Stock X Stake, Split or Steal,** and **Meme Fest** attracted students from diverse fields and were met with overwhelming enthusiasm, adding to the event's success. With such a variety of activities, UPDATES 2k24 offered an inclusive and engaging platform for students to explore their creativity and technical capabilities.

The tremendous success of the entire event is attributed to the dedication, guidance, and efforts of both student and faculty coordinators. With the theme, **"From Floppy to Cloud,"** UPDATES 2k24 proved to be a huge spirit booster after the pandemic, continuing to be the most awaited event by the CO department since its inception in 2002.

Remarkably, UPDATES 2k24 made history by recording the highest number of entries, with approximately **3350+ participants**, marking it as the largest edition in the event's legacy.
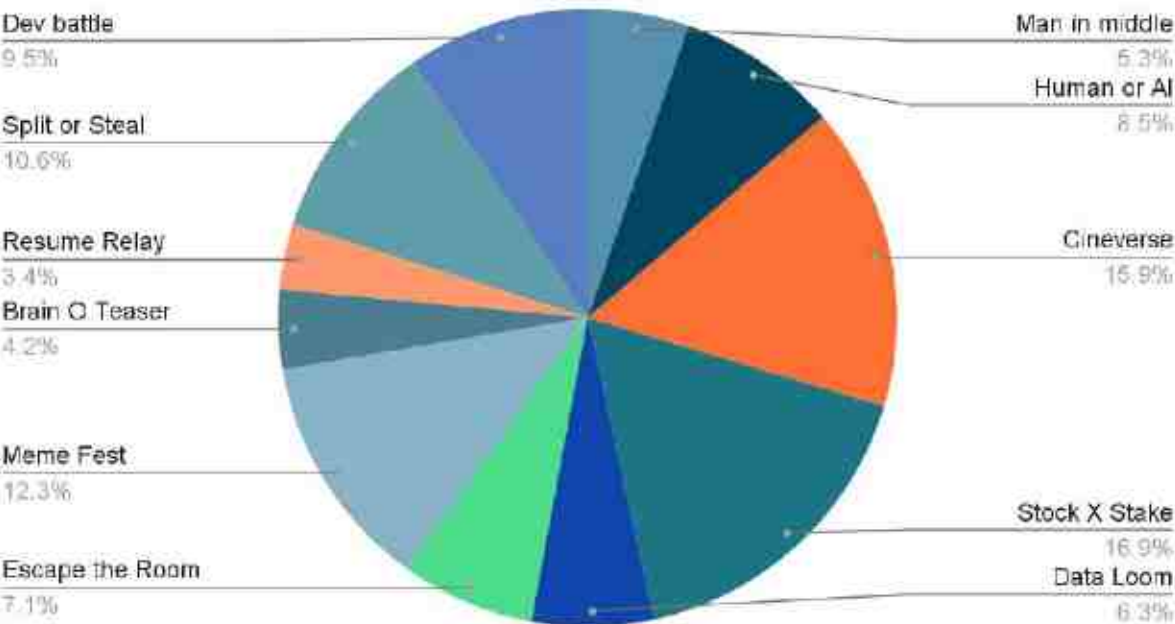
SCHEDULE

Participation Statistics

Following are the statistics for event-wise participation in UPDATES ' 24 pre-events, technical and non-technical events:

Points scored

Event	Percentage
Dev battle	9.5%
Split or Steal	10.6%
Resume Relay	3.4%
Brain O Teaser	4.2%
Meme Fest	12.3%
Escape the Room	7.1%
Man in middle	5.3%
Human or AI	8.5%
Cineverse	15.9%
Stock X Stake	16.9%
Data Loom	6.3%

Inauguration Ceremony

The inauguration ceremony of UPDATES 2k24 began with a traditional and auspicious start, symbolizing the spirit of knowledge and growth. The event commenced with the ceremonial lighting of the lamp, which signifies the dispelling of darkness and the pursuit of wisdom. Esteemed dignitaries, faculty members, and student coordinators gathered to participate in this revered moment, marking the beginning of the much-anticipated tech fest.

Following the lighting of the lamp, a soulful rendition of the Ganesh Vandana was performed, invoking the blessings of Lord Ganesha, the remover of obstacles, for a successful and smooth event. The divine atmosphere set the perfect tone for the fest, infusing a sense of positivity and devotion among the attendees.

Once the religious and traditional elements concluded, the excitement in the air was palpable as the tech fest officially began. To symbolize the launch of UPDATES 2k24, colorful balloons were released into the sky, embodying the fest's theme of innovation, growth, and endless possibilities. The sight of the balloons soaring high filled the crowd with enthusiasm, marking the official start of the fest with a vibrant and joyous spirit.

With this, UPDATES 2k24 was officially inaugurated, paving the way for two days of learning, competition, and technological exploration.

AAVISHKAR

"Innovate to Elevate"

Avishkar-Innovate to Elevate, held on **September 20, 2024,** was a dynamic event that brought together innovation and creativity from students across the institute. This year's event featured four teams, each comprising two or three members, who pitched their innovative ideas to a discerning jury. Participants had the flexibility to either present a formal pitch of their concepts or showcase a prototype of their ideas.

Each team was given 5 to 7 minutes to present their ideas with clarity and precision. The event encouraged participants to effectively communicate their concepts while demonstrating the practical applications of their models or products. Prior to the event, participants submitted a list of required components via Google Classroom during registration, ensuring timely procurement. These components were made available by Prof. Bhumika Bhatt by September 19, 2024, allowing participants' ample time to work on their prototypes.

The event was successfully organized under the leadership of faculty coordinator **Prof. Bhumika Bhatt** and student **coordinators Neeraja Joshi, Fenil Patel, and Preet Jogani,** with volunteer support from **Anmol Aafre.** The jury, consisting of **Mr. Vimal Tarsariya** and **Dr. Pariza Kamboj,** evaluated each team's presentation based on the creativity and feasibility of their innovations.

The event fostered an atmosphere of ingenuity and entrepreneurial spirit, pushing students to think outside the box and present real-world solutions. Avishkar 2024 successfully highlighted SCET's commitment to nurturing the next generation of innovators and problem-solvers.

Glimpse of the event:

Winners		
Rank	Name	Department
1	Riddhika Cheruku	Computer Engineering
	Fenil Chauhan	Computer Engineering
2	Deep Patel	Computer Engineering
	Priya Sisodiya	Computer Engineering
3	Ayush Jariwala	Electronics Engineering
	Nainesh Gurav	Electronics Engineering

BRAIN-O-TEASER

"Trace the error chase the IP"

The Brain-O-Teaser event was about solving codes and debugging code with errors.

It was having two rounds.

Round1: Each participant was handed a sheet of questions based on mathematical logic. The answers to these questions compiled into a code, which served as the password to a file on the computer in front of them.

Round2: In this round each participant was handed a sheet of questions based on mathematical logic. The answers to these questions compiled into a code, which served as the password to a file on the computer in front of them.

Once the correct code was entered and the file opened, participants were presented with a C code. On solving this C code, it gives a number as output. The participants had to take this number and use it to find another computer in a otherlab. The number corresponded to a specific computer. Here on the new computer participants were provided with another sheet containing a code filled with intentional errors and their goal was to find all the errors and run the code to get the desired output, here it completes the task, and has to report to the volunteer

It was a solo event. Approximately the event was about 2 hours long. Here all evaluations were based on the point they got and on tie in point ,time was considered for a fair competition.

Glimpse of the event:

Winners		
Rank	Name	Department
1	Shreya Patel	Computer Engineering
2	Prince Paneliya	Computer Engineering
3	Parth Gevariya	Computer Engineering

Cineverse

"The ultimate playground for your inner critic!"

Cineverse was a lively, engaging non-technical gathering aimed at celebrating and testing attendees' knowledge of cinema history, genres, iconic films, and influential characters of Hollywood and Bollywood. Round 1 involved participation of **132 teams**, each consisting 2-3 members; out of which 15 teams were promoted to round 2. Round 1 was a quiz round named **"Lights, Camera, Quiz!"**, in which participants were presented

with questions comprising movie clips, dialogues,famous shoot locations, characters, and song lyrics to guess the correct answer. Round 2 was a fast-paced segment under the name **"Buzz In, Win Big!"**, in which the team to hit the buzzer first was given a chance to answer. The questions were about identifying movies from dialogues, signature steps, and memes.

Cineverse drawed a crowd of passionate cinephiles from all corners. The event unfolded a thrilling cinematic experience itself. Participants, ranging from seasoned critics to enthusiastic movie buffs, gathered under Cineverse to share the passion for the art of cinema.

Glimpse of the event:

Winners		
Rank	Name	Department
1	Mangukiya Astha	Computer Engineering
	Dungrani Nandani	Computer Engineering
2	Vedant Jivani	Computer Engineering
	Aryan Lakhani	Computer Engineering
	Nisharg Nanavati	Computer Engineering
3	Vansh Korat	Computer Engineering
	Preet Limbasiya	Computer Engineering
	Parthiv Vaishnav	Computer Engineering

DataLoom

"Weaving Insights from Every Byte"

The DataLoom event, held on September 20,21, 2024, was a thought-provoking data analytics competition designed to test participants' skills in extracting meaningful insights from data. This event, open to students of all years, emphasized the growing importance of data literacy and analytical thinking in solving real-world problems.

Round 1: Foundation of Data Exploration

The event commenced with a data exploration task where students were provided a simple dataset related to a familiar topic, such as student grades or basic sales data. Participants can be in groups of 2 or 3 and have to demonstrate their ability to perform fundamental data analysis tasks within a limited timeframe of 60 minutes. They were required to:

• **Calculate basic statistics** like mean, median, and mode.

• **Create simple visualizations** such as bar charts and line graphs using Python in Google Colab.

• **Answer straightforward questions** based on the dataset (e.g., "Which product sold the most?", "What is the average grade?").

Participants were judged on the accuracy of their results, the clarity of their visualizations, and how effectively they presented their findings. This round set the stage for deeper data exploration, with the top 50% advancing to the next phase based on their performance.

Round 2: Advanced Data Analysis

The second round raised the stakes, as participants tackled more complex data problems using the same dataset from Round 1. This dataset, however, included missing values, multiple variables, and required some level of preprocessing. In this 90-minute round, participants were asked to:

• **Clean and preprocess the data**, handling missing values and normalizing the dataset.

• **Develop basic models**, such as regression or classification models using Python libraries like Pandas and Scikit-learn.

• **Present their findings**, offering clear justifications for their approach and explaining the methodology behind their models.

Judging was based on the model's accuracy, creativity in data handling, and clarity in explaining their approach. This round truly tested participants' problem-solving capabilities and their understanding of data modeling techniques.

Coordination and Evaluation

The event was skillfully organized under the guidance of faculty coordinator **Prof. Jaydeep Barad** and **Prof. Bhavesh Patel** and student coordinators **Janvi Jain, Brahmi**

Shah, and **Deeya Parmar,** with valuable support from volunteers including **Dhrumil Gabani and Vasu Balar.** The evaluated participants' submissions based on several criteria: correctness, creativity in handling the dataset, and presentation clarity.

DataLoom 2024 fostered an environment of learning, critical thinking, and innovation. It offered students an opportunity to showcase their analytical skills, and provided valuable insights into the real-world application of data science. The event concluded with the announcement of the winning individual, who demonstrated exceptional data processing and modeling abilities. Through events like DataLoom, SCET continues to encourage students to embrace the power of data and equip them with the skills to thrive in the digital age.

Glimpse of the event:

Winners		
Rank	Name	Department
1	Jay Rangoonwala	Computer Engineering
	Krish Tejani	Computer Engineering
2	Anmol Aafre	Computer Engineering
	Shreya Patel	Computer Engineering
3	Ria Kangariwala	Computer Engineering
	Vishwaa Shah	Computer Engineering
	Aryan Mehta	Computer Engineering

Escape The Room

"Decode the maze, Unlock your escape."

Escape The Room was one of the most exciting and engaging challenges in **UPDATES 2K24.** Designed to test participants' problem-solving, coding, and technical skills, the event featured multiple rounds, each more challenging than the last. The ultimate goal was to "escape the room" by solving all puzzles within the allotted time. The event saw

active participation from **68 teams** (each of 4 members), with each team demonstrating impressive creativity and determination.

The challenge was structured as a multi-stage event with three key rounds:

1.Debugging The Code:

In the first round, participants were tasked with identifying and fixing bugs in a given piece of code. The code presented to the participants was intentionally riddled with logical and syntactical errors, requiring efficient debugging skills. This round tested the participants' coding knowledge, particularly in C languages.

2.Circuit Design:

The qualified participants of round 1 were ready for round 2 which is designing a circuit from the given problem statement. The circuit needed to be designed on a virtual platform. The circuit designed should fulfill all the parameters of the problem statement and should be optimal within the given time.

3.Riddle Solving:

The finalists were selected from round 2 and were provided with the riddle to "Escape The Room". At the end of every round 2 numbers were provided to unlock the lock and the final round was the last step to the door.

We would like to extend our heartfelt thanks to the faculty coordinators, **Prof. Vandana Joshi** and **Prof. Rachna Oza** , whose guidance and support were instrumental in making this event a success. Their mentorship ensured smooth planning, execution, and coordination throughout the challenge.

The final winners were the one , who escaped the room in record time, earning accolades and prizes.Overall, the *Escape the Room* event was a grand success, engaging participants .

Glimpse of the event:

The following table illustrates the event winners, showcasing their outstanding achievements.

Winners		
Rank	**Name**	**Department**
1	Chirag Chauhan	Computer Engineering
	Viraj Shah	Computer Engineering
2	Dil Jain	AIDS
	Rudra Lakhani	AIDS
	Harsh Ajudiya	AIDS
	Shashank Panseriya	AIDS
3	Meet Patel	Computer Engineering
	Krish Patel	Computer Engineering
	Asmi Desai	Computer Engineering
	Darshan Ukani	Computer Engineering

Human or AI

"Let's see who wins!"
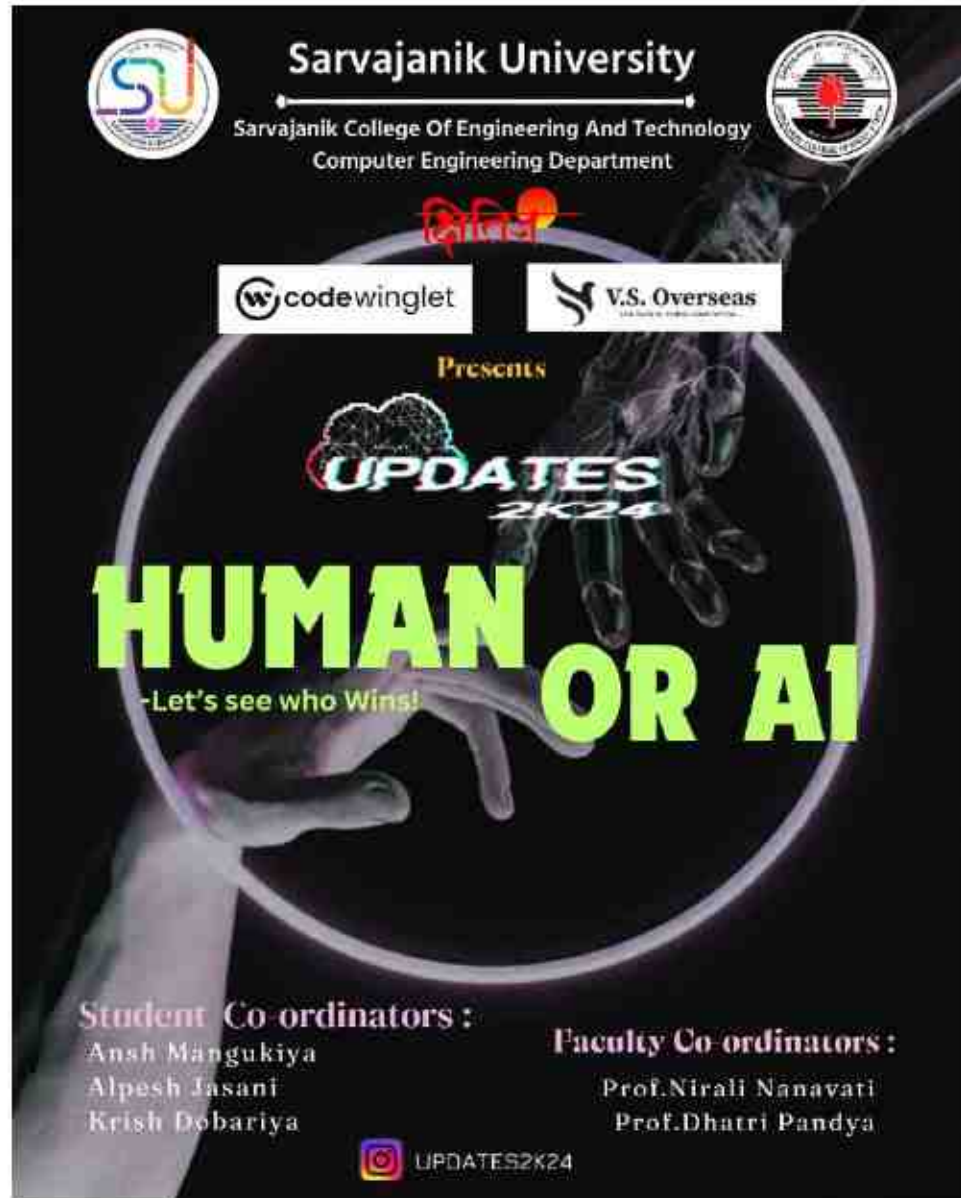
Introduction:

The Department of Computer Engineering at Sarvajanik College of Engineering and Technology successfully hosted an innovative event titled "Human or AI" on 20/21-09-2024. The event was designed to explore the capabilities of artificial intelligence in comparison to human creativity, critical thinking, and problem-solving

skills. The event was well-received by both the participants and the audience, showcasing the potential of AI in creative and competitive contexts.

Event Overview:

Round 1: AI-Based Quiz

The first round involved an exciting AI-focused quiz in which over 200 students participated. This round consisted of various image-based questions that tested participants' ability to identify AI-generated content. The quiz featured different categories such as:

- Guess the Prompt from Image — Participants had to match a prompt to the correct image.
- AI vs Human Art — Identifying which artwork was AI-generated versus human-created. - Spot the Glitch — Detecting subtle mistakes in AI-generated images. - Which Dish is AI-Generated? — Identifying AI-created food images.

Out of 200+ participants, 21 students were shortlisted for the second round based on their exceptional performance (scoring more than 16 marks).

Round 2: AI Image Generation Challenge

In the second round, the 21 shortlisted students were tasked with recreating AI-generated images using AI tools. Each participant had to recreate 3 complex images, with 10 minutes allotted for each. These images ranged from futuristic cities to magical forests, challenging students to accurately replicate intricate details using their creativity and understanding of AI tools.

The images were judged based on their accuracy to the original, with the top 3 closest matches winning the competition. This round demanded not only creativity but also a deep understanding of how AI generates visual content.

Feedback:

The event received overwhelmingly positive feedback from faculty, media representatives, and participants alike. The unique structure of the event and the use of AI tools to promote learning and competition were highly praised. It served as a great opportunity for students to not only engage with AI technology but also to demonstrate their creativity and problem-solving skills.

Conclusion:

The "Human or AI" event successfully highlighted the growing role of artificial intelligence in creative and technical fields, while also encouraging students to explore the potential of human-AI collaboration. This event marks another step in Sarvajanik College of Engineering and Technology's ongoing commitment to providing cutting-edge educational experiences for its students. We plan to continue organizing such innovative events to foster a spirit of technological advancement and creativity among our students.
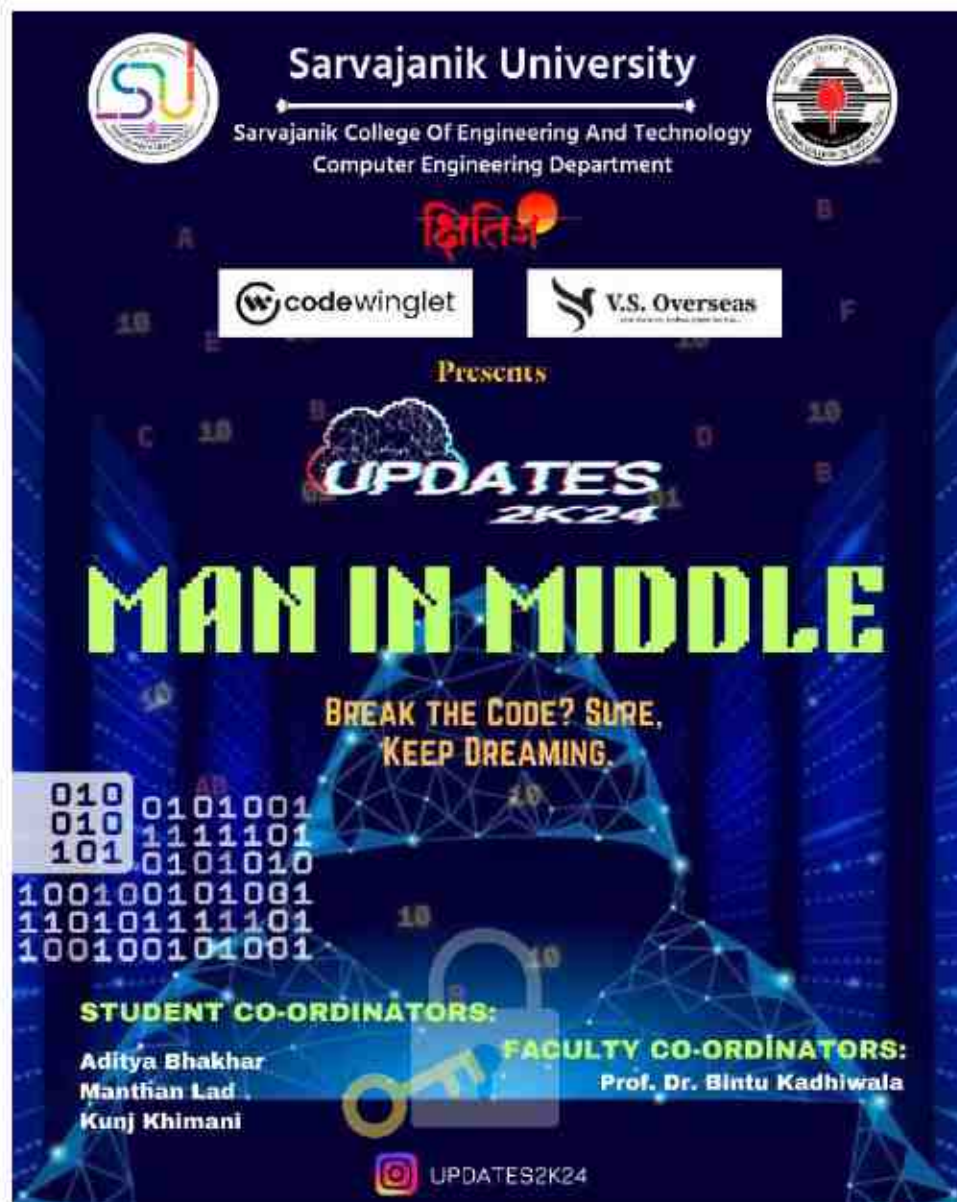
Glimpse of the event:

Winner		
Rank	Name	Department
1	Ashlesh Sutariya	Computer Engineering
2	Darshan Ukani	Computer Engineering
3	Sneh Goti	Computer Engineering

Man In The Middle

"The Art of Interception!"

In the dynamic field of cybersecurity, the event **"Man in the Middle"** presented an engaging challenge for approximately 70 cryptography enthusiasts. **Round-1 "Decode the Message"** involved an online decryption game, where participants had to guess encrypted messages. This round tested their ability to think quickly and accurately allowing the top performers to advance based on their decryption skills. **Round-2 "Man**

in the Middle" time based round, was based on the man-in-the-middle attack scenario. In this round, participants played the role of the "man in the middle" and had to correctly guess encrypted messages intercepted during simulated attacks. Their ability to decrypt these messages in a fast-paced environment determined their success.

Prof. (Dr.) Bintu Kadhiwala's expertise and guidance played a crucial role in maintaining the event's competitive spirit and fairness. Their meticulous planning and supervision ensured the smooth execution of both rounds. The participants left with invaluable knowledge, ready to apply their enhanced cybersecurity skills

Glimpse of the event:

The following table illustrates the event winners, showcasing their outstanding achievements:

Winners		
Rank	Name	Department
1	Parth Patel	Computer Engineering
2	Jay Rangoonwala	Computer Engineering
3	Tisha Tandel	Computer Engineering

Meme Fest

"The ultimate MEME challenge"

In the vibrant atmosphere of the college's annual tech-fest, the event "MemeFest" emerged as a celebration of creativity and humor, attracting over 250 enthusiastic participants. This engaging non-tech event provided a platform for students to showcase their knowledge of internet culture through a series of fun and interactive challenges.

Round 1: Meme Challenge featured four exciting activities designed to test participants' meme knowledge and creativity. The first challenge, **Punchline Recovery**, required participants to fill in the blanks of popular memes, demanding both memory and an understanding of meme culture. The second challenge, **Emoji Meme Guessing**, involved deciphering popular memes represented by a set of emojis, encouraging creative thinking and quick associations.

The third challenge, **Muted Meme Clips**, captivated participants as they identified famous memes based solely on visual cues from video clips played without sound. This round was particularly engaging, as it required keen observation and quick recognition skills. Finally, the **Surprise Question** allowed participants to create their own memes on the spot using a provided template, showcasing their originality and humor.

Round 2: Puzzle Challenge elevated the competition with two intricate activities. The first, Shadow Guessing, challenged participants to identify famous personalities of characters from their shadows, adding an element of mystery and critical thinking. The second activity, a **Crossword Puzzle**, tested participants' knowledge of well-known figures in pop culture, requiring them to solve the puzzle within a set time limit.

MemeFest not only provided a platform for laughter and creativity but also fostered a sense of community among participants. The event successfully highlighted the popularity of memes in contemporary culture while encouraging friendly competition. With its diverse range of challenges, MemeFest became a memorable highlight of the tech-fest, showcasing the creativity and humor of over 250 participants.

Glimpse of the event:

Winners		
Rank	Name	Branch
1	Patel Shreya Manishbhai	Computer Engineering
	Patel Vidisha Jayeshbhai	Computer Engineering
	Thumber Palak Kritbhai	Computer Engineering
2	Asmi Desai	Computer Engineering
	Tisha Tandel	Computer Engineering
3	Singh Vijay	Computer Engineering
	Pavan Kumar	Computer Engineering
	Krutarth Patel	Computer Engineering

Resume Relay

"Resume ready, job steady"

The **Resume Relay** was designed to help students sharpen their resume-building and elevator pitch skills while fostering creativity, adaptability, and communication in a fun and interactive setting. The event comprised two rounds: the **"Role Play Resume"**

Challenge and the "Pitch Showdown," attracting enthusiastic participation from students across various disciplines.

In **Round 1**, participants were given the freedom to choose a topic and create a resume that best represented their skills and career aspirations. They demonstrated creativity and an understanding of industry-specific requirements, with judges emphasizing the importance of tailoring resumes to the job market. Participants received valuable advice on how to structure and articulate their experiences more effectively.

Round 2 saw selected participants face a mock interview with a jury, where they answered questions and received real-time feedback. This simulated the pressure of a real job interview, offering students practical experience and insights from professionals.

The success of The Resume Relay was made possible under the expert guidance of **Prof. Snehal Gandhi**, whose mentorship and support ensured the smooth execution of the event. Her dedication to fostering practical skill development was crucial to the event's success.

The involvement of esteemed professionals, **Mr. Devang Parekh** (Full Stack Web Developer, Founder of PIXML Solutions, and Creator of the FOODSOME mobile app) and **Mr. Hussain Cutpiecewala** (Full Stack Web Developer, AI Enthusiast, Blockchain Specialist, Founder at Araneux), as jury members further elevated the event. Their industry perspectives provided participants with invaluable insights, making The Resume Relay a powerful platform for career development.

Winners		
Rank	Name	Department
1	Ashlesh Sutaria	Computer Engineering
2	Prerna Gatani	Computer Engineering
3	Chirag chauhan	Computer Engineering

Split Or Steal

"Take it or leave it"

"Split or Steal" made its debut at UPDATES 2024 with a remarkable turnout of participants, becoming one of the most talked-about events. This interactive and thought-provoking game centers on decision-making, trust, and strategy, challenging participants to choose between cooperation or selfishness.

In the game, two participants are paired and presented with a choice: they can either "Split" the prize with their partner or "Steal" it for themselves. The twist lies in the outcomes:

- If both participants choose to "Split," they equally share the prize.

- If one chooses to "Steal" while the other selects "Split," the person who selects "Steal" takes the entire prize, leaving the other with nothing.

- However, if both choose "Steal," neither participant wins, and they both leave empty-handed.

This dynamic, high-stakes game tests not only participants' decision-making skills but also their ability to judge trustworthiness and negotiate in a limited time. The event fosters deep psychological engagement, as players must weigh personal gain against collective benefit, often under the pressure of unpredictability and limited information.

"Split or Steal" captivated audiences at UPDATES 2024, sparking conversations around human behavior, ethics, and the nuances of trust. It offered participants not just an exhilarating experience, but also valuable insights into decision-making and collaboration, making it a highlight of the event.

Glimpse of event!

Winner		
RANKS	NAME	DEPARTMENT
1st	Aum Patel	Computer
	Khushee Maru	Computer
2nd	Satyam Tiwari	Computer
	Ayush Kale	C
3rd	Asmi Desai	Computer
	Tisha Tandel	Computer

Stock X Stake

"Paisa kamaya nai banaya jata hai"

Round 1: Stock

Objective: Buy and sell stocks to maximize your capital.

Teams: All teams start with the **same capital amount.**

Stock Market Simulation: There are **6 stocks** available for trading, such as Reliance, Ola, Tata, etc.

Rounds & Cycles:

    There are **5 rounds** in total.

    Each round consists of **3 trading cycles**, where teams can buy or sell shares.

Price Fluctuation: After every round, stock prices change based on the **aggregate buying and selling activity** by all teams.

Qualification:

    At the end of Round 1, the team with the **maximum capital** (which is the total of share prices + remaining money) qualifies for Round 2.

    A total of **15 teams** advance to the next round.

Round 2: Bidwars

Mystery Box Concept:

    There are **20 mystery items** in the item box.

    Each item's name and value are written on chits inside the box.

Gameplay:

    The game consists of **20 rounds.**

    At the start of each round, **1 chits** are randomly drawn from the box.

    Teams receive the **minimum and maximum price** range of these 5 items.

Bidding Process:

    All teams have the same **capital amount** to place their bids.

    Teams can bid on any of the 5 items within the given price range.

Winning Condition:

    The team with the **maximum capital** (item value + remaining money) at the end of Round 2 will be declared the winner.

Glimpse of Event :

Winners		
Rank	Name	Department
1	Yash kalthiya	Computer Engineering
	Disha gopani	Computer Engineering
2	Krish Mandani	Computer Engineering
	Meet paladiya	Computer Engineering
	Harshil padasala	Computer Engineering
3	Aryan prajapati	Computer Engineering
	Asmi desai	Computer Engineering
	Deeya Parmar	Computer Engineering

Dev Battle

"By Codewinglet"
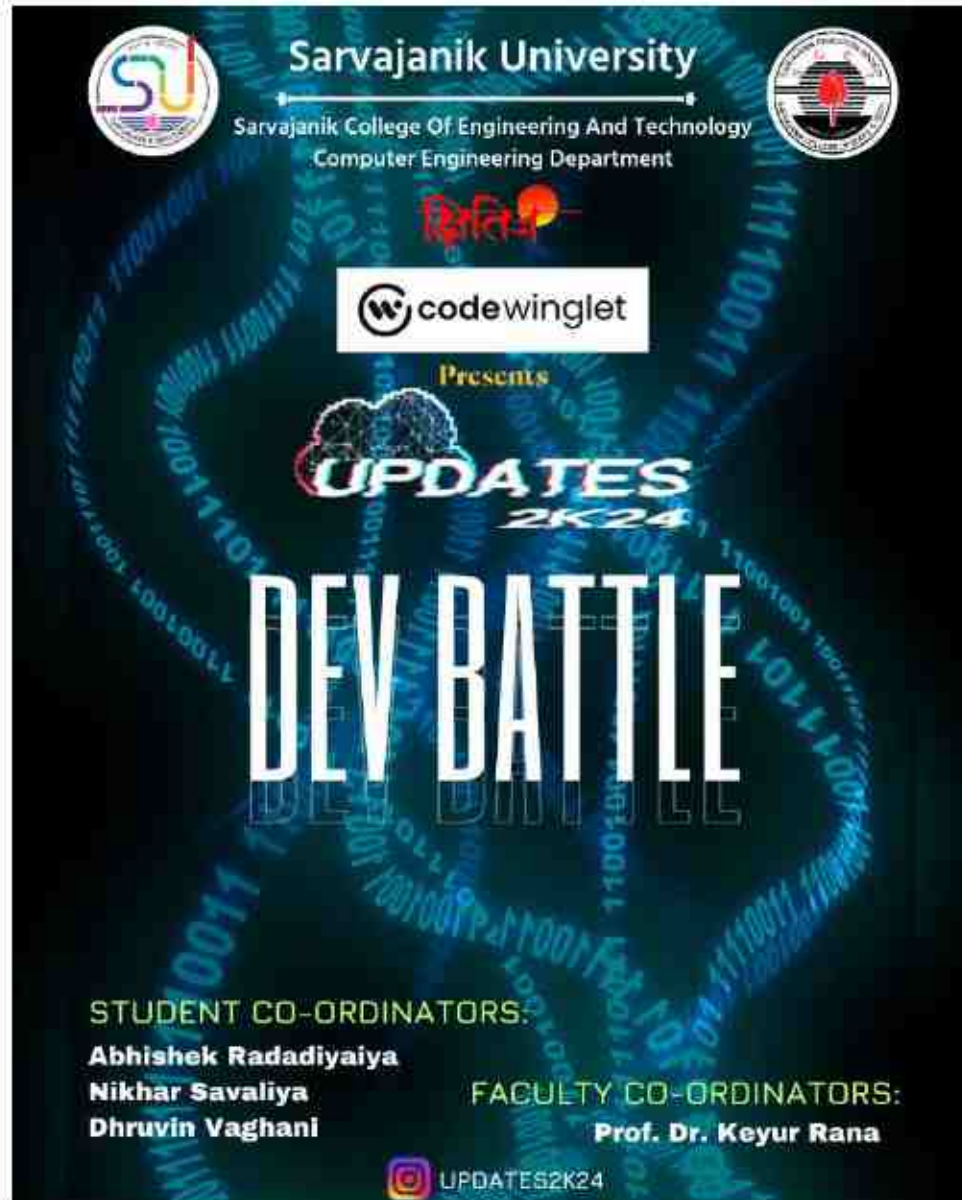
Dev Battle was an exhilarating coding competition organized by Code Winglet, aimed at developers and coding enthusiasts of all skill levels, from beginners to seasoned programmers. The event featured multiple rounds of challenges, meticulously designed to test participants' programming skills, problem-solving abilities, and algorithmic thinking in a competitive yet supportive environment.

Throughout the competition, participants faced a diverse array of topics that covered various aspects of computer science and software development. Challenges included dynamic programming, graph algorithms, string manipulation, and mathematical problem-solving, among others. Each round was structured to progressively increase in difficulty, encouraging contestants to think critically and creatively as they navigated complex problems. This format not only tested their knowledge but also pushed them to develop innovative solutions under time constraints.

While the competition was primarily individual, it fostered a sense of community among participants. Many attendees engaged in discussions, shared strategies, and formed informal study groups, creating a collaborative atmosphere that enriched the overall experience. Leading up to the event, Code Winglet hosted workshops and Q&A sessions, allowing participants to brush up on key concepts and gain insights from experienced mentors.

In addition to the intellectual challenges, Dev Battle offered a competitive edge with attractive prizes for winners and top performers. Prizes included coding-related merchandise, scholarships for advanced programming courses, and certificates of achievement. This recognition motivated participants to strive for excellence and take pride in their accomplishments.

Beyond the coding challenges, Dev Battle served as a valuable networking platform. Attendees had the opportunity to connect with industry professionals, mentors, and peers, which facilitated discussions about career paths, technology trends, and best practices in the field. Many participants left the event with new contacts and potential mentorship opportunities, enhancing their professional development.

Feedback played a crucial role in the event, as participants received detailed insights on their performance. This constructive critique highlighted areas for improvement and helped individuals identify their strengths and weaknesses. Such feedback was invaluable for their future coding endeavors, encouraging a mindset of continuous learning and growth.

Overall, Dev Battle was not just a competition; it was a dynamic and enriching experience that brought together a community of passionate coders. By promoting a culture of collaboration, learning, and innovation, the event left a lasting impact on

participants, inspiring them to further develop their coding skills and engage with the tech community.

Glimpse of Event :

Winners		
Rank	Name	Department
1	Krish Dobariya	Computer Engineering
2	Dev Sadisatsowala	Computer Engineering
3	Kunj Khimani	Computer Engineering

Some Glimpse Of Updates 2K24

VALEDICTORY

The **Valedictory Function** for UPDATES 2k24 was scheduled on **21st September 2024** from **3:00 p.m. onwards** at the Architecture Hall. This momentous occasion marked the culmination of an exciting and enriching experience, bringing together students, faculty, and distinguished guests to celebrate the achievements of all participants.

The function commenced with a beautiful **Ganesh Vandana** song, setting a spiritual tone for the event, followed by the traditional **lighting of the lamp** ceremony, symbolizing the dispelling of darkness and the arrival of knowledge and wisdom. This ceremonial act was a meaningful way to honor the spirit of learning and innovation that the tech fest embodies.

Zenil Dhameliya, the student coordinator, extended a warm welcome to all attendees with an inspiring welcome speech. He expressed gratitude to the faculty members, participants, and volunteers who contributed to the success of UPDATES 2k24. Zenil emphasized the importance of collaboration and teamwork in organizing such a significant event, highlighting how every contribution played a role in making the fest memorable.

Prof. (Dr.) Dipali Kasat, Head of the Computer Engineering Department, delivered an encouraging speech aimed at motivating students to engage in more technical events in the future. She articulated the vital role that participation in such events plays in developing essential skills, including leadership, personal development, and effective communication. Prof. Kasat's insights underscored the importance of technical competence and innovation in today's rapidly evolving landscape, inspiring students to pursue their interests passionately and fearlessly.

Following Prof. Kasat's address, student coordinators **Aum Patel, Archi Gazdar**, and **Mitesh Dobariya** took the stage to provide a comprehensive summary of the various **technical and non-technical events** held during UPDATES 2k24. They recounted the diverse range of activities that showcased the talents and creativity of participants, highlighting the collaborative spirit and enthusiasm that permeated the event. The coordinators reflected on the achievements and memorable moments, emphasizing the learning experiences that participants gained throughout the event.

The function also included a heartfelt **appreciation ceremony** for the toppers and winners of both technical and non-technical events. The achievements of all participants were recognized, celebrating not only the winners but also the dedication and hard work of every team member involved in UPDATES 2k24. The atmosphere was filled with joy and pride as students were applauded for their efforts and creativity, reinforcing the sense of community and shared accomplishment.

ACKNOWLEDGEMENT

We, the **UPDATES'24 team**, would like to express our deepest appreciation to all the participants, student coordinators, faculty, student event coordinators, volunteers, staff members, lab assistants, and peons. Organizing an event like UPDATES requires immense perseverance, with efforts ranging from decoration and website development to marketing, poster designing, photography, and successfully conducting both technical and non-technical events. UPDATES'24 proved to be a fantastic platform for students to showcase their exemplary performance and creativity.

We extend our heartfelt gratitude to all our sponsors for their timely contributions to our financial needs and the invaluable support they provided in making this event a success. Your generosity made a significant difference in enhancing the overall experience of UPDATES'24.

We would also like to acknowledge the **Sarvajanik Education Society** and the **Sarvajanik College of Engineering & Technology** for providing the necessary infrastructure and resources to conduct this event seamlessly. Your unwavering support has been instrumental in our journey.

A special thanks goes to **Dr. Hiren Patel**, Principal of SCET, for his guidance, support, and motivation throughout the organization of UPDATES'24. Your leadership inspired us to strive for excellence.

Lastly, we would like to express our appreciation to **Prof. (Dr.) Dipali Kasat**, Head of the Computer Engineering Department, for her constant support and encouragement during the entire organizing process. Your belief in our capabilities and vision fueled our determination to create a memorable event.

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Signing off!!!