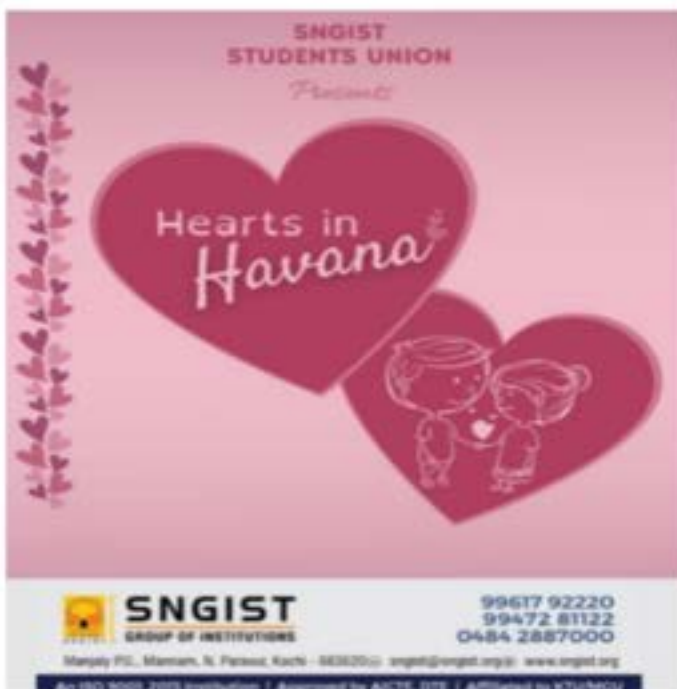# PIXELS

Department of Computer Science and Engineering

HEARTS IN HAVANA CELEBRATION@2022

Valentine's Day, also called Saint Valentine's Day or the Feast of Saint Valentine, is celebrated annually on 14 February. Valentine's Day is one of the biggest holidays for couples and people who want to express gratitude to those who they love. Love in words is Truth, Love in action is Right Action, Peace and Nonviolence.

The campus was decorated for the Hearts in Havana event. The celebration was held on 14 February 2022. A series of activities related to the theme was organized for the students such as Letter Box, Cyber Kozhi, Photo Booth, Proposing Challenge, Treasure Hunt, Games etc. The Cyber Kozhi competition was organized by the CSE department.

GATE 2022

S3 CSE students started GATE preparation. They utilized the timing from 9 am to 9.30 am everyday till university exam notification was published.

PLACEMENT

Ms. Malika Joshi (2018 - 2022 batch) got placed as Analyst and A4, Capgemini Technology Services India Limited and Junior Software Engineer, Aspire Systems, Kochi.

Mr. Vysakh Sivan (2018 - 2022 batch) got placed as Junior Software Engineer, Aspire Systems, Kochi.

Hearty Congratulations to Malika Joshi and Vysakh Sivan.

PROUD MOMENT

Assoc. Prof. Reshmi G. Nair published a paper on the topic "Cooperative spectrum sensing in cognitive radio networks using machine learning techniques" in Applied Nanoscience Springer on 5 february 2022.

DOI: 10.1007/s13204-021-02261-0, Volume 12, issue 2.

TECH SAVVY

Jeen Jacob (S7 CSE)

FLUTTER - 2.10 STABLE SUPPORT FOR WINDOWS

With the introduction of version 2.10, flutter adds solid support for Windows to its platform to create cross-platform apps that run on iOS, Android, the Web, and Windows. Flutter apps for Windows can also use any Win32, COM, or Windows Runtime APIs, either directly through C interop using dart.ffi as well as C++ platform plugin.
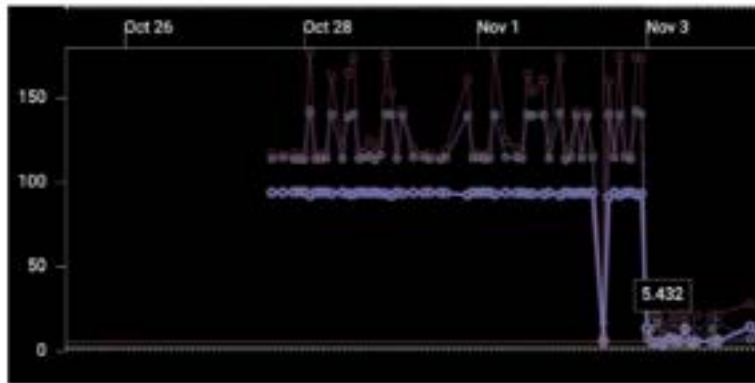

Flutter for Windows has three main layers: the high-level Dart Framework that provides gesture support, animation, painting, widgets, and so on; an intermediate Flutter engine written in C++. Which include the Dart runtime and Skia graphic engine and a lower-level C++ layer responsibility for translating and dispatching Windows message.

Several familiar plugins, such as camera, file_picker, and shared_preferences, have adapted to include Windows Support. More importantly, the community has already added Windows support for many other packages, ranging from Windows taskbar integration to serial port access.

Flutter's initial support for dirty region management is included in this release. On iOS /Metal, it enables partial repaints for a single dirty region. This change reduced 90th and 99th percentile rasterization times by an order of magnitude on a few benchmarks, as well as GPU utilization on these benchmarks from more than 90 percent to less than 10 percent.

For iOS, GPU usage and memory usage is significantly reduced, keyboard animations are smoother. Flutter also begins the transition to Material 3. To provide a more personal feel to UIs. It enables UI customization by using automatically generated color palettes. Flutter for macOS and Linux is now in beta, enabling creation across the entire range of desktop, web, and mobile platforms.