

#### 4. ICT/computing skills



## OBJECTIVE

Giving students a general understanding of the technical workshop they chose will enable them to apply the technology to their projects and to real-world situations, delivering comprehensive technical information in a little period of time, aiding students in their understanding of the strategies and applications that business is working on. Participants get greater self-assurance in the learning domain thanks to a practical workshop.



Mr. Harsh and Ms. Jashan, a junior firmware developer, took a fundamental aptitude and programming test during the first week of the two-week session. The questions are discussed by the trainers on the following workshop day. The programming-related queries are explained and discussed. Mr. Harsh attended the session on fundamentals of C programming, such as pointers, loops, and resistors, while Ms. Jashan attended the session on fundamentals of electronics, such as resistors, oscillators, transformers, digital circuits and devices, analogue and digital sensors, Microcontroller.

## Inaugural Ceremony

MCA Department of Government College Una organized a Orientation Programme "Resonance-22" for new students and 2 weeks technical workshop on "Internet of Things" (IoT) which is inaugurated by Dr. Amit Sharma (IAS), Addl. Deputy Commissioner, Una as the chief guest. Officiating Principal Dr. Darshan Dhiman , MCA Coordinator Prof. Puneet Prem Kanwar were also present.

Prof. Puneet Prem Kanwar welcome the chief guest and new students and other dignitaries. Program started with lamp lighting ceremony by chief guest accompanied by Principal, Coordinator MCA, Dr. Amit Sharma address the gathering and congratulate the students and MCA department to organize a orientation programme and workshop.

### LIGHTING THE LAMPS



Dr. Rajesh Sharma , HOD, Computer Science Department, Polytechnic College, Ambota. He gave a lecture on the significance of the Internet and the most popular areas of IT as the orientation program's resource person. Share the statistics information about Internet users and digital devices throughout his talk. Additionally, he discusses subjects like virtual reality, robotics, 3D printing, and blockchain. In his explanation, he said that augmented reality (AR) is a technologically improved representation of the real world that uses digital visual components, music, or other sensory cues to enhance the experience of the physical environment. Businesses specifically engaged in mobile computing and business applications are noticing a growing trend in this direction. He instructs the students on how to get ready for class.



*Honoring Guest*



*sharing valuable words*

