ARMY INSTITUTE OF TECHNOLOGY

CLUB DETAILS

Name of Club: - Google Developer Students Clubs

Academic Year	2023-24
Name of Faculty IC	Dr Rupali Bagate
Name of Secretory	Nikita Kumari (TE E&TC) Ajay Kumar (TE IT)
Budget Allocated by Institute	Rs. 97,019/-
Sponsorship Received	NIL
Events Conducted	

INDEX:

Sr no	Date	Event
1	15/11/2023	Session on Introduction of Hacktoberfest
2	29/11/2023	Webinar for GSOC
3	2/12/2023 to 30/01/2024	Android Study Jam
4	05/02/2024	Design Boot camp
5	15/02/2024	Flutter Study Jam
6	17/02/2024 to 18/02/2024	Enliven

ARMY INSTITUTE OF TECHNOLOGY PUNE 411015

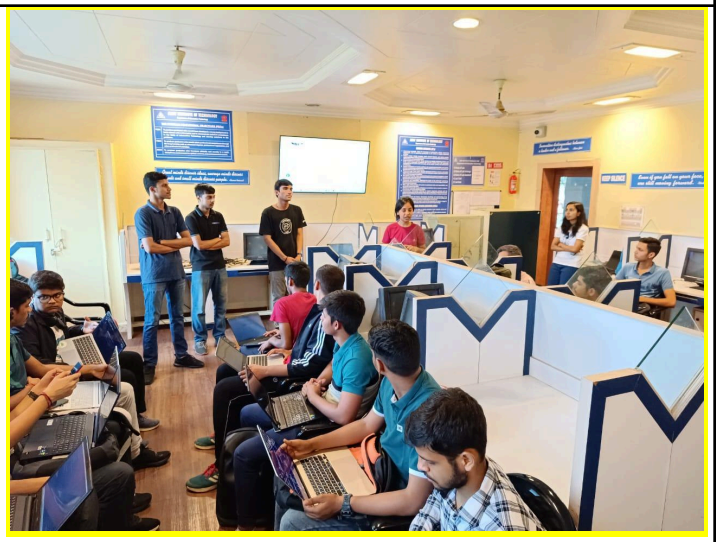
Principal
Army Institute of Technology
Dighi Hills, Pune - 411015

Report for HacktoberFest Contribution Session 2023

Session regarding Introduction of Hacktoberfest

15th October 2023

Required Field	**Information to be filled**
Link for publicity on Social media * (Instagram/linkedin)	https://instagram.com/gdsc_aitpune?igshid=MzRlODBiNWFlZA== (2) GDSC AIT: My Company | LinkedIn
Academic Year *	2023- 24
Program driven by *(to be decided by social media coordinator)	Google Development Student Club
Program/Activity/Name *	Session about Hacktoberfest 2023
Select one of the Program Type *(Workshop/Leadership Talk/Motivation Speech/Field Visit/Other)	Introductory Session On how to do open source contributions
Select one of the Program Theme *(IPR/Innovation/Entrepreneurship/Startup/Other)	Developer community
* Start Date	15th Oct2023 2:00 pm
* End Date	15th Oct2023 4:00 pm
Number of External Participants, If any	Nil
*Mode of Session delivery (offline/online)	offline
*Number of Student Participants	23
*Number of Faculty Participants	-
Expenditure Amount, If any	Nil
Remark	Nil
* Benefit in terms of learning/Skill/Knowledge obtained	1.Awareness regarding different open source contributions 2. Learned Basics of Git, Github.
*Objective	1. To provide hands-on experience for beginners in Git and Github. 2. To raise awareness about open source software and the broader open source community

*Faculty Name (Faculty involved in organizing event)	-
*Student Name (student involved in organizing event)	Nikita Kumari ,Ajay Singh and Kumari Ladli (TE's) Aditya Singh and Vignesh Pandi (SE's)
*Photograph1 (Jpeg Format max size 2 Mb) which shows strength of audience with speaker (can attach separate file)	
*Photograph2 (Jpeg Format max size 2 Mb) which shows strength of audience with speaker (can attach separate file)	

Name of the Resource person:

Ms Nikita Kumari and Mr Ajay Singh

Brief profile of Resource person:

Ms Nikita Kumari,of UI/UX domain, is the appointed Secretary for the academic session 2023-34,along with Mr Ajay Singh,of Web development domain, as the Secretary of the club.

Overview :

This workshop is designed to introduce first-year students to the world of open source contributions. The session focuses on explaining the concept of open source, the benefits of contributing, and how to get started as a first-year student. Topics covered include Git and GitHub basics, finding and choosing open source projects, and the fundamental steps to make contributions. The objective is to inspire and guide students, making them aware of the opportunities and processes for early involvement in open source communities.

Report for Webinar on Google Summer of Code 2023

Webinar for GSOC

29th October 2023

Required Field	**Information to be filled**
Link for publicity on Social media * (Instagram/linkedin)	https://instagram.com/gdsc_aitpune?igshid=MzRlODBiNWFlZA== (2) GDSC AIT: My Company | LinkedIn
Academic Year *	2023- 24
Program driven by *(to be decided by social media coordinator)	Google Development Student Club
Program/Activity/Name *	GIT SET CODE
Select one of the Program Type *(Workshop/Leadership Talk/Motivation Speech/Field Visit/Other)	Introductory Session On how to do open source contributions
Select one of the Program Theme *(IPR/Innovation/Entrepreneurship/Startup/Other)	Developer community
* Start Date	29th Oct2023 2:00 pm
* End Date	29th Oct2023 3:00 pm
Number of External Participants, If any	Nil
*Mode of Session delivery (offline/online)	online
*Number of Student Participants	43
*Number of Faculty Participants	-
Expenditure Amount, If any	Nil
Remark	Nil
* Benefit in terms of learning/Skill/Knowledge obtained	Aman's success story served as a source of inspiration and motivation for students, encouraging them to consider GSoC and open-source development as valuable opportunities for growth.

*Objective	1. To provide awareness about the GSoC program and its application process to the students. 2. To share information about the GSoC program, including its significance, eligibility criteria, and how it benefits students and the open-source community
*Faculty Name (Faculty involved in organizing event)	-
*Student Name (student involved in organizing event)	Nikita Kumari , Ajay Singh and Kumari Ladli (TE's) Gourav Kumar(Host)
*Webinar Session link	https://drive.google.com/file/d/1QalGaT07kmlD4tCu-9WoXU_T6EnggVbS/view?usp=sharing

Name of the Resource person:

Mr Aman Singh

Brief profile of Resource person:

Mr Aman Singh, an accomplished software engineer currently holding the position of SDE 1 at Newton School. Aman's journey shows a remarkable record of success, having triumphed in both the 2021 and 2022 editions of GSoC.

Overview :

Aman Singh, an SDE 1 at Newton School and an AIT alumnus, led an insightful webinar. The session encompassed GSoC's significance and practical application strategies, offering valuable insights to aspiring students. Aman's successful journey through GSoC in both 2021 and 2022 provided inspiration for those considering open-source development. This educational and motivational session highlighted the opportunities GSoC offers for personal and professional growth.. The interactive Q&A segment engaged the audience, enhanced the experience.

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Android Study Jam

Event - “Android Study Jam”

2nd December 2023 to 30th January 2024

Required Field	**Information to be filled**
Link for publicity on Social media * (Facebook//twitter/ Instagram/linkedIn)	https://www.linkedin.com/posts/gdsc-aitpune_android-study-jam-work-with-api-activity-7152011208710107136-Esso?utm_source=share&utm_medium=member_desktop https://www.linkedin.com/posts/gdsc-aitpune_android-study-jams-compose-ui-activity-7151643561728376832-cjoF?utm_source=share&utm_medium=member_desktop https://www.linkedin.com/posts/gdsc-aitpune_android-study-jam-basics-of-kotlin-activity-7141998287280091136-_2fU?utm_source=share&utm_medium=member_desktop https://www.linkedin.com/posts/gdsc-aitpune_android-study-jam-introductory-session-activity-7141997288066850816-_vU7?utm_source=share&utm_medium=member_desktop
Academic Year *	2023-2024
Program driven by *(to be decided by social media coordinator)	Google Developers Students Club , AIT
Program/Activity/Name *	“Android Study Jam - Android Development”
Select one of the Program Type *(Workshop/Leadership Talk/Motivation Speech/Field Visit/Other)	Other
Select one of the Program Theme *(IPR/Innovation/Entrepreneurship/Startup/Other)	Other
* Start Date	2nd , December 2023

* End Date	30th January 2024
Number of External Participants, If any	None
*Mode of Session delivery (offline/online)	Offline+Online
*Number of Student Participants	20
*Number of Faculty Participants	None
Expenditure Amount, If any	Rs 5,000
* Benefit in terms of learning/Skill/Knowledge obtained	1. Understanding the Android architecture: Participants will gain a better understanding of the Android architecture, which includes the Android SDK, Android Studio, and Android APIs. 2. Working with databases: Participants will learn how to work with databases in Android, including how to create, query, and manage databases. 3. Writing efficient code: Participants will learn how to write efficient code for Android apps, including optimizing code for performance and memory usage and build better UI with Compose.
*Objective	Compose Camp is an Android development educational session designed to help developers learn how to use the Jetpack Compose library to develop mobile applications. This session covers topics such as the Jetpack Compose architecture, writing UI code with Compose, and using Compose to create Material Design components. The session also covers how to use Compose for state management, debugging, styling, and animating. Additionally, the session includes hands-on exercises and demos to allow developers to practice their newly acquired skills.
*Faculty Name (Faculty involved in organizing event)	Dr. Rupali Bagate (Faculty In-charge)
*Student Name((student involved in organizing event)	Nikita Kumari(GDSC Lead)

*Photograph1

*Photograph2	
*Session plan/Brochure/Document/overall report of the activity	Session plan/Brochure/Document/…

Android Study Jam :

Overview:

The Compose Camp Android development educational session was a great success. Over the course of the session, students were able to gain a comprehensive understanding of the fundamentals of Android development, including the basics of creating an Android application and the architecture of the Android platform. The students were also able to learn about the latest tools and technologies for Android development, including the Android SDK, Android Studio, and the Android Jetpack libraries.

At the end of the session, the students presented their projects and the feedback was extremely positive. Many of the projects they created demonstrated a deep understanding of the principles of Android development as well as an impressive amount of creativity. Overall, the Compose Camp Android development educational session was a great success and the students walked away with a better understanding of the Android platform and the tools necessary to create great Android apps.

Also the quiz were conducted after the sessions, and questions were based on the topics discussed during the session. The winners were chosen based on their scores and would be given t-shirts and certificates as rewards.Winners will receive a prize package valued at Rs 5,000, including certificates, T-shirts, and stickers.

Day and Date	Time	Topic for the Day

Friday, 15th December 2023	10:00 hrs to 13:00 hrs	Introductory Session
Sunday, 17th December 2023	10:00 hrs to 13:00 hrs	Basics of Kotlin
Saturday, 13th January 2024	17:00 hrs to 20:00 hrs	Compose UI
Sunday, 14th January 2024	17:00 hrs to 20:00 hrs	Work with API
Monday, 22nd January 2024	10:00 hrs to 13:00 hrs	Modern App Architecture- 1

Detailed Report : -

Day 1: Introductory Session :

Date : 15th December 2023

Time : 5pm -7pm

Mode : Offline (IT Project Lab)

Topics covered :

Introduction to the Android Platform and Kotlin: This section introduces the Android platform and the Kotlin language, and provides an overview of the Android development process.

Android Studio and the Android SDK: In this section, we will look at the Android Studio IDE, and the Android SDK, which contains all the necessary tools for Android development.

Setting up your development environment: This section will show you how to set up your development environment, including downloading and installing the necessary software.

Fundamentals of Kotlin and Android Development: In this section, we will learn the fundamentals of the Kotlin language and the Android SDK. We will look at topics such as activities, intents, and permissions.

Android Studio Tools: This section covers the tools available within Android Studio, such as the layout editor, the debugger, and the emulator.

Layouts and Views: In this section, we will look at how to create layouts and views in Android, as well as how to customise them.

Attendance and Attendee Details :

20 Students attended the session and below are the details of the participants -

Students Name	**Registration or Roll No.**
Ayush	230315
Ishu	230427
Dhruv	230337
Kritika	230345
Sahil	230298
Aman	230322
Ritik	230378
Satyajit	22273
Ajay	230048
Ashish singh	22292
Aditya	22183
Ashish	230159

Ashish	230230
Mukul	230175
Nikhil	230119
Ajay	230283
Ashu	230358
Karan	230264
Mohit	230286

Photographs of the session:

Day 2: Build Basic App with Kotlin :

Date : 17 December 2023

Time : 10 am -12am

Mode : Offline (IT Project Lab)

Topics covered :

1. Overview of Kotlin: Understanding the basics of Kotlin, the language and its features.

2. Setting up the Kotlin Development Environment: Exploring how to set up the development environment for creating Kotlin applications.

3. Data Types and Variables: Learning about the different data types and variables available in Kotlin.

4. Control Flow: Learning about the various control flow structures available in Kotlin.

5. Functions: Understanding the different ways of declaring and using functions in Kotlin.

6. Classes and Objects: Learning about classes, objects, and related concepts in Kotlin.

7. Lambda Expressions and Higher-Order Functions: Exploring how to use Lambda expressions and higher-order functions in Kotlin.

8. Collections and Generics: Learning about the different collections available in Kotlin and how to use generics in them.

9. Annotation Processing: Exploring how to use annotations in Kotlin for application development.

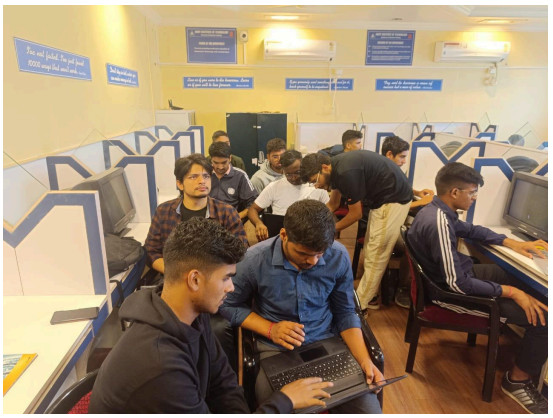
10. Coroutines: Learning about coroutines and how to use them in Kotlin.

Attendance and Attendee Details :

Students Name	Registration or Roll No.
Ayush	230315
Ishu	230427
Dhruv	230337
Kritika	230345
Sahil	230298
Aman	230322
Ritik	230378
Satyajit	22273
Ajay	230048
Ashish singh	22292
Aditya	22183
Ashish	230159
Ashish	230230
Mukul	230175
Nikhil	230119
Ajay	230283
Ashu	230358
Karan	230264
Mohit	230286

20 Students attended the session and below are the details of the participants

Photographs of the session:



Day 3: Compose UI:

Date : 13th January 2024

Time : 9:30pm -11:30pm

Mode : Online

Topics covered :

1. Writing the Code: In this section, you will learn how to write code in the Compose language, including the basics of object-oriented programming concepts, data structure and algorithms.

2. Debugging: Debugging is an essential part of the development process, and in this section you will learn how to debug Compose applications.

3. Testing: Writing tests is an important part of development, and in this section you will learn how to write unit and integration tests for Compose applications.

4. Deployment: In this section, you will learn how to deploy a Compose application to a production environment.

5. Data Storage: In this section, you will learn how to use Compose to store data in a database or other persistent storage.

6. Security: Security is an important aspect of application development, and in this section you will learn how to secure Compose applications.

7. Platforms: In this section, you will learn how to deploy Compose applications on different platforms, such as mobile and web.

8. Troubleshooting: In this section, you will learn how to troubleshoot and debug Compose applications.

Attendance and Attendee Details :

20 Students attended the session and below are the details of the participants -

Students Name	**Registration or Roll No.**
Ayush	230315
Ishu	230427
Dhruv	230337
Kritika	230345
Sahil	230298
Aman	230322
Ritik	230378
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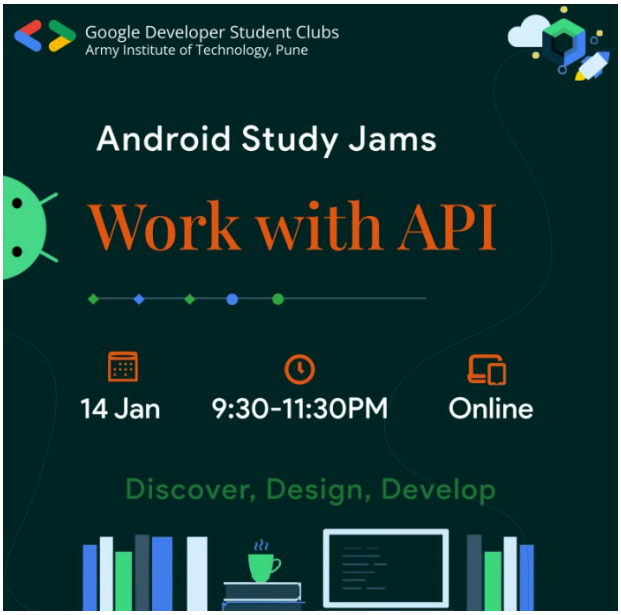
Ajay	230283
Ashu	230358
Karan	230264
Mohit	230286

Day 4: Work with API :



Date : 14 January 2024

Time : 9:30 PM to 11:30 PM

Mode : Online

Topics covered :

1.Understanding API Concepts: Introduced students to the basic concepts of APIs, including the definition, purpose, and types (RESTful, SOAP, etc.).Covered key terms such as endpoints, requests, responses, and authentication.

2.Practical Implementations: Conducted hands-on sessions to demonstrate the process of integrating APIs into Android applications.Chose a real-world API with clear documentation for practical implementation.

3.Troubleshooting and Debugging: Emphasized the importance of troubleshooting and debugging when working with APIs. Provided guidance on common issues such as network errors, parsing errors, and authentication problems.

Outcome:

The students demonstrated a strong understanding of API concepts and successfully integrated API calls into their Android applications. They were able to showcase their apps, highlighting the effective use of APIs to enhance functionality and provide dynamic content.

Students Name	Registration or Roll No.
Ayush	230315
Ishu	230427
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Aman	230322
Ritik	230378
Satyajit	22273
Ajay	230048
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Ashish	230230
Mukul	230175
Nikhil	230119
Ajay	230283
Ashu	230358
Karan	230264
Mohit	230286

Day 5: Modern App Architecture :

Date : 22 January 2024

Time : 9:30 PM to 11:30 PM

Mode : Online

Topics covered :

1. Architecture Components and Patterns: Discussing and exploring the best practices and components of modern Android app architecture such as MVP, MVVM, and Clean Architecture, and how to implement them in your apps.

2. Persistence and Data Storage: Exploring the different options for storing data in Android apps, including the usage of SQLite, Room, and more.

3. Network Communication: Exploring the different methods for making network requests in Android apps, such as Retrofit, Volley, and OkHttp.

4. Reactive Programming: Exploring the different reactive programming frameworks available for Android, such as RxJava and Coroutines, and how to use them effectively.

5. Testing: Exploring the different options for testing Android apps, including unit tests and UI tests.

6. Dependency Injection: Exploring the different options for dependency injection frameworks available for Android, such as Dagger and Koin.

Attendance and Attendee Details :

20 Students attended the session and below are the details of the participants -

Students Name	**Registration or Roll No.**

Ayush	230315
Ishu	230427
Dhruv	230337
Kritika	230345
Sahil	230298
Aman	230322
Ritik	230378
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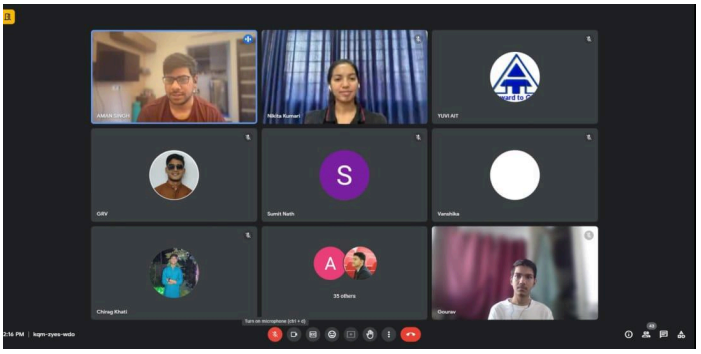
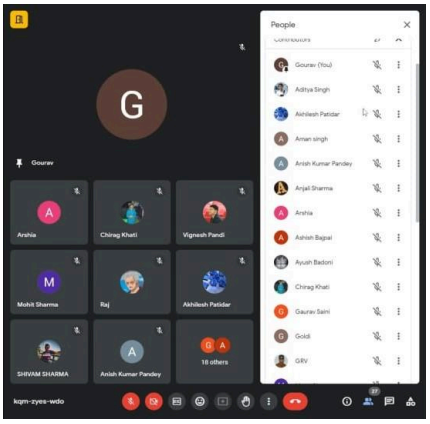
Photographs of the session:





Conclusion:

At the conclusion of this android educational session, we have covered the basics of developing an android application, from designing the UI to adding features. We have also discussed the different tools and techniques used to develop an android application. We hope that students have gained a better understanding of android development and have the confidence to create their own application.After all the camp was the great success with the help of the faculty incharge , speakers and the students those who participated.

Design Bootcamp

Event - “Design Bootcamp”

Date - 5th February 2024

Required Field	**Information to be filled**
Link for publicity on Social media * (Facebook//twitter/ Instagram/linkedIn)	https://www.instagram.com/p/C269dfARAdb/?utm_source=ig_web_copy_link&igsh=MzRlODBiNWFlZA==
Academic Year *	2023-2024
Program driven by *(to be decided by social media coordinator)	Google Developers Students Club , AIT
Program/Activity/Name *	Design Bootcamp
Select one of the Program Type *(Workshop/Leadership Talk/Motivation Speech/Field Visit/Other)	Workshop
Select one of the Program Theme *(IPR/Innovation/Entrepreneurship/Startup/Other)	Other
* Start Date	5th Feb
* End Date	5th Feb
Number of External Participants, If any	4
*Mode of Session delivery (offline/online)	Offline
*Number of Student Participants	80
*Number of Faculty Participants	5
Expenditure Amount, If any	Rs 10,000

* Benefit in terms of learning/Skill/Knowledge obtained	1. Enhanced Skills: Learn design sprints, UX techniques, and ideation processes. 2. SDG Awareness: Understand and align designs with the 17 Sustainable Development Goals. 3. Product Development Life Cycle: Gain insights into managing projects from ideation to launch. 4. Industry Insights: Learn from experts to navigate the design industry.
*Objective	The objective is to equip participants with practical design skills, awareness of sustainable goals, industry insights, and networking opportunities to create innovative solutions for real-world problems.
*Faculty Name (Faculty involved in organizing event)	Dr. Rupali Bagate (Faculty In-charge)
*Student Name((student involved in organizing event)	Nikita Kumari(GDSC Lead)
*Photograph1	

*Photograph2	
*Session plan/Brochure/Document/overall report of the activity	

Overview

The aim of the bootcamp was to provide participants with practical design skills, raise awareness about sustainable goals, offer valuable industry insights, and facilitate networking opportunities. Esteemed speakers, including Snehal S, UX Designer and Ambassador at Google's Women Techmakers, and Surya Narayan Tripathi, Lead Product Designer at Snipe, led the 3-hour session, covering essential stages of the Product Development Life Cycle.

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Report for Flutter Study Jam 2023-2024

Flutter Study Jam

15th Feb 2024

Required Field	**Information to be filled**
Link for publicity on Social media * (Instagram/linkedin)	https://www.instagram.com/p/C3OArZ-tExh/?utm_source=ig_web_copy_link&igsh=MzRlODBiNWFlZA%3D%3D
Academic Year *	2023- 24
Program driven by *(to be decided by social media coordinator)	Google Development Student Club
Program/Activity/Name *	Flutter Study Jam
Select one of the Program Type *(Workshop/Leadership Talk/Motivation Speech/Field Visit/Other)	Flutter Introduction and Project Building for First year Students
Select one of the Program Theme *(IPR/Innovation/Entrepreneurship/Startup/Other)	Developer community
* Start Date	10th Feb 2024 10:00 am
* End Date	14th Feb 2024 7:30 pm
Number of External Participants, If any	Nil
*Mode of Session delivery (offline/online)	offline
*Number of Student Participants	29
*Number of Faculty Participants	-
Expenditure Amount, If any	Nil
Remark	Nil
* Benefit in terms of learning/Skill/Knowledge obtained	1. **Skill Development**: Participants enhanced their technical skills, such as coding, problem-solving, and project management, through hands-on experience and learning from mentors. 2. **Portfolio Building**: Completing a project at a hackathon can add to the portfolio, showcasing their skills and projects to potential employers or collaborators.
*Objective	1. Introduction to Flutter: Provide a basic understanding of what Flutter is and how it can be used to develop cross-platform mobile applications 2. Hands-on Experience: Give students a hands-on experience with Flutter by guiding them through the process of building a simple mobile app.

*Faculty Name (Faculty involved in organizing event)	Rupali Bagate
*Student Name (student involved in organizing event)	Vignesh Pandi(SE), Prikshit Sharma(TE)

Event: Enliven

17th – 18th Feb 2024

Required Field	**Information to be filled**
Link for publicity on social media (Facebook/twitter/Instagram)	Instagram: https://www.instagram.com/gdsc_aitpune/ LinkedIn: https://www.linkedin.com/company/gdsc-aitpune/
Academic Year	2023-24
Program driven by (to be decided by social media coordinator)	Google Developer Students Club, AIT
Program/Activity/Name	Enliven
Website	enliven.gdscait.com
Select one of the program types (Workshop/Leadership Talk/ Motivation speech/ Field Visit / Other)	Hackathon
Select one of the program themes (IPR/Innovation/Entrepreneurship/Startup/Other)	Innovation
Start Date	08th Feb 2024
End Date	18th Feb 2024
Timeline	8th Feb 2024: Registration Started 9th Feb 2024: Idea Submission Round Began 14th Feb 2024: Registration Ended 16th Feb 2024: Idea Submission Round Ended 17th Feb 2024: Project Submission Round Began 17th Feb 2024: Fun Events 18th Feb 2024: Project Submission Round Ended 22nd Feb 2024: Result Declared
Prize Pool	Rs. 60,000+
Cash Prize	First: Rs. 20,000 Second: Rs. 10,000 Third: Rs. 5,000 ML Track: Rs. 5,000 Flutter Track: Rs. 5,000
Goodies	Online Certificates Merchandise and Tshirts
Community Partner	Google Developers Group, Pune
Resource Partner	The Indian Conclave
Sponsors	.xyz Beeceptor
Judges	Mr. Mahavir Muttha Mr. Aman Singh Mr. Aman Thakur Mr. Shekhar Singh
Total Registrations	180
Number of External Participants, if any	9
Mode of session delivery (offline/online)	Online
Number of Students Participated	81(First round shortlisting)
Winners	First: Team Zenith Second: Team Nectar Third: Team Eclipse ML Track: Team Avinya

	Flutter Track: Team Urban Wild
Number of faculty Participated	1
Expenditure Amount, if any	Rs. 60,000
Remark	The event was conducted online on Discord as communication platform.
Benefit in terms of learning/skill/knowledge obtained	1. A hands-on learning experience on real-world problems, allowing participants to apply theoretical knowledge to practical situations. 2. The time constraints taught participants to manage their time efficiently. 3. An opportunity to focus on cutting-edge technologies and tools, to explore and work with new programming languages, frameworks, and hardware, expanding their technical knowledge. 4. A platform for participants to connect with like-minded individuals, mentors, and industry professionals. 5. An opportunity for participants to think outside the box and come up with an innovative solution.
Objective	1. Learning about new developments taking place in the arena of technological sectors. 2. Learning about different strategies taken up by the United Nations to fulfill the 17 Sustainable Development Goals.
Faculty Name (Faculty involved in organizing event)	Dr. Rupali Bagate
Student Name (Student involved in organizing event)	GDSC Team
Posts	Announcement Post:  Prizes:  Timeline:

Themes:

Community Partner:

Resource Partner:

Sponsors:

Winner Announcement:

Event: "Enliven"

Overview of the Event:

Enliven was a 36 hour online hackathon event organized by the Google Developer Students Club, Army Institute of Technology, in which participants from within the college and outside participated. The themes proposed for the events were- Peace, People, Planet, Prosperity and Partnership and the participants were required to build a solution on one of the 17 Sustainable Development Goals proposed by the United Nations aligning their ideas with the given themes. The participants could use any tech stack for building their project. The total prize pool for the event was 1 lac+. The participants were also awarded participation certificates along with other goodies including merch while there was a separate prize pool for ML Track and Flutter Track.

Team Zenith, team Nectar and team Eclipse emerged to be the winners of the hackathon while team Avinya and team Urban Wild won the special prize for ML track and Flutter track respectively.

These solutions were further submitted for Google Solution Challenge which is global competition.

The mission of the Solution Challenge is to solve one or more of the United Nations' 17 Sustainable Development Goals using Google technology. Since 2020, Google Developer Student Clubs (GDSC) members from around the world come together to create innovative solutions to tackle some of the world's most pressing challenges.

Apart from these, 2 teams were also invited to the Regional Bootcamp held in Mumbai in February, where they were mentored to enhance their solution technology-wise and use resources.

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