SESSION	TITLE OF PAPER	NAME OF AUTHOR	Name of Journal / Conference	Calendar Year of publication	ISSN Number
Session 2024-25	"SL-R-CNN-HHO: Multi-Class Skin Lesion Classification Using Region-Based Convolutional Neural Networks and Harris Hawk Optimization on the HAM Dataset",	Dr. Mahendra Sharma	International Journal of Information Technology	2024-25	DOI https://doi.org/10.1007/s41870-024-02366-z
	Design and Development of Real-Time IoT-Cloud Integrated Vehicle Number Plate Recognition System	Mr. Bittu Kumar Aman	7th International Conference on Communication and Computational Technologies organized by National Forensic Sciences University Goa Campus, India and Florida International University, Miami, FL, USA	2024-25	https://scrs.in/conference/iccct2025
	A Comprehensive Review of Machine Learning's Role within KOA.	Ms. Suman Rani	EAI Endorsed Transactions on Internet of Things, 2024, Vol 10, p1	2024-25	2414-1399 **DOI** 10.4108/eetiot.5329
	Need for Fraction module in Python: An Approach with Benefits	Mr. SATYA PAL SINGH	2024 1st International Conference on Advances in Computing, Communication and Networking (ICAC2N) IEEE	2024-25	DOI: 10.1109/ICAC2N63387.2024.10895352

	Blockchain and Machine Learning: A Multidisciplinary Synergistic Approach for Fraud Detection in Finance, Healthcare, and Cybersecurity	Dr. Mahendra Sharma	Communications on Applied Nonlinear Analysis	2024-25	https://scholar.google.com/citations?view_op=view_citation&hl=en&user=ugwH0j0AAAAJ&citation_for_view=ugwH0j0AAAAJ:HoB7MX3m0LUC
	Machine Learning Algorithms for Early Detection of Diabetes: An Indian Perspective	Dr. Mahendra Sharma	Proceedings of Eighth International Conference on Information System Design and Intelligent Applications (ISDIA 2024), Volume 4 · Volume 4	2024-25	https://doi.org/10.1007/978-981-97-6581-2_10
	A Resourceful Energy Management and Improved Security in Wireless Sensor Networks by Optimized Energy-Based Security Prototype	Dr. Mahendra Sharma	SN Computer Science	2024-25	DOI https://doi.org/10.1007/s42979-025-03730-x
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Innovative Approaches in Water Purification Integrating Advanced Nanotechnology and Advanced oxidation processes (AOPs) Technologies for Sustainable Clean Water Solution

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Abstract

Water scarcity and contamination present significant challenges to global public health and environmental sustainability. Conventional water purification methods, while effective to some extent, often fall short in addressing emerging pollutants and ensuring long-term sustainability. This research explores innovative approaches to water purification by integrating advanced technologies, including nanotechnology, advanced oxidation processes (AOPs), and bioremediation. Through a comparative analysis of these technologies, we evaluate their effectiveness in pollutant removal, efficiency in terms of energy and resource consumption, and overall sustainability. Real-world case studies are examined to provide practical insights into the scalability and application of these technologies in both urban and rural contexts. The findings indicate that while each technology offers unique advantages, a hybrid approach that combines these technologies can provide a more comprehensive solution to water purification challenges. This study contributes to the development of sustainable clean water solutions and offers recommendations for policymakers, researchers, and practitioners aiming to improve water quality and accessibility.

Keywords:-Water purification, Nanotechnology, Advanced oxidation processes (AOPs), Bioremediation, Sustainable clean water solutions, Environmental impact, Economic feasibility, Pollutant removal, Energy efficiency, Resource sustainability, Hybrid water purification technologies, Case studies, Urban water treatment , Rural water treatment

1. Introduction

Water scarcity and contamination are among the most pressing global issues, impacting billions of people and posing severe risks to public health and environmental sustainability. According to recent estimates, nearly 2 billion people worldwide lack access to safe drinking water, and this number is expected to rise due to population growth, urbanization, and climate change [3]. Traditional water purification methods, such as chlorination, sand filtration, and coagulation, have been the cornerstone of water treatment practices for decades. While these methods are effective in removing a variety of contaminants, they often fall short in addressing emerging pollutants such as pharmaceuticals, endocrine-disrupting compounds, and personal care products [20].

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Abstract

A Novel Approach for Prediction of Consumer Buying Behaviour of Luxury Fashion Goods Using Machine Learning Algorithms

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Keywords: Luxury fashion, Consumer buying behaviour, Predictive analytics

ABSTRACT

Consumer behaviour in the luxury fashion sector is a dynamic interplay of intricate factors, requiring businesses to adopt innovative methodologies for accurate prediction. This study introduces a novel approach that integrates advanced machine learning algorithms to forecast consumer buying behaviour in the realm of luxury fashion goods. Leveraging a diverse set of models, including decision trees, ensemble methods, and neural networks, our methodology scrutinizes vast datasets encompassing demographic information, online interactions, and historical purchase patterns. The core of our approach lies in predictive analytics, aiming to enhance the precision of forecasting models. By doing so, businesses can anticipate and respond proactively to shifts in consumer preferences. This research not only sheds light on the intricacies of consumer decision-making but also holds implications for refining marketing strategies, optimizing inventory management, and guiding product development within the luxury fashion sector. As the luxury fashion industry grapples with the challenges of an ever-changing consumer landscape, our innovative approach provides a promising avenue for businesses. Through the power of data-driven insights, it fosters a more adaptive and consumer-centric approach to marketing luxury fashion goods, ensuring a strategic edge in an increasingly competitive market.

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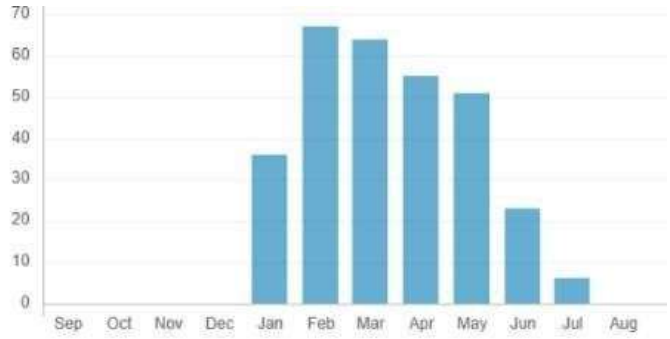

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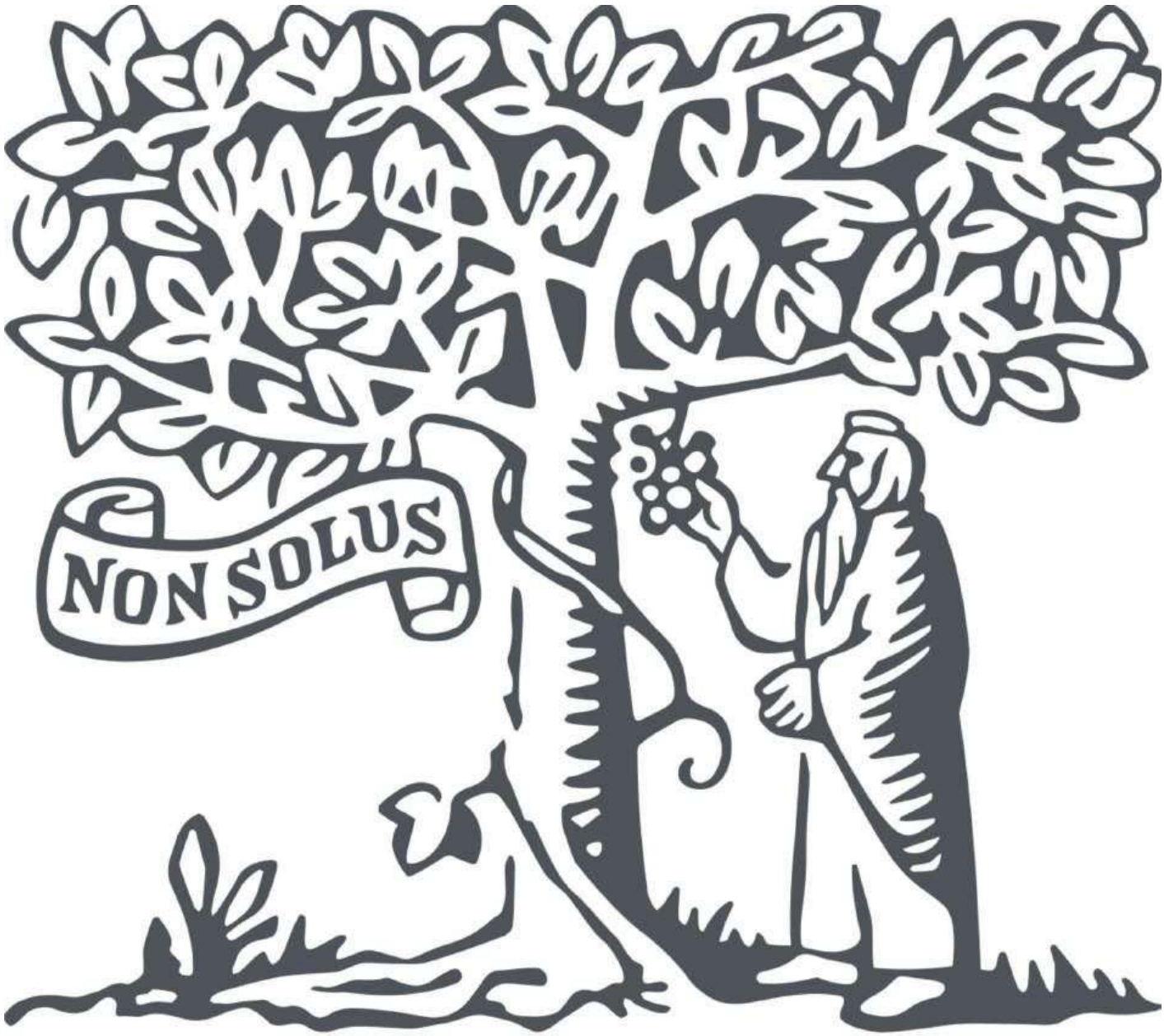

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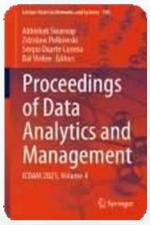

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Convolutional neural networks a type of deep learning technology, are used for forecasting future power usage. The mean absolute error, mean square error, root mean square error, and mean constant percentage error are used to evaluate the performance of the models. These metrics are used to rank the models. Among the models tested, the CNN stack demonstrates the highest precision in estimating energy

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A Novel Profound Learning-Based System for Breast Cancer Location and Classification Utilizing Exchange Learning

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Abstract:
Breast cancer is the leading cause of death in Asian women. Breast cancer can be detected early and treated aggressively. In this paper, we propose a new deep learning framework utilizing the index learning concept for breast cancer diagnosis and imaging. Typically, in-depth questions from experts are designed and presented in a specific format. Unlike classical learning paradigms, which are based on parallel development and emergence, the goal is to use the knowledge gained from solving one problem to solve another problem. In this study, we used CNN pretrainers to extract features from images, such as Google Net, VGGNet (Visual Geometry Group Network), and ResNet (Unsupervised Network), which combine the principles of neural networks and social networks. This has already happened. Contains partial information. Use the blunt treasure in the veil. A standard data model was used to evaluate the proposed optical products. Chemical images of different types of breast cancer have been discovered in archaeological finds and have proven useful in educational exploration into the unknown.

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Image Recognition Using Machine Learning

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ABSTRACT

Image recognition is important side of image processing for machine learning without involving any human support at any step. In this paper we study how image classification is completed using imagery backend. Couple of thousands of images of every, cats and dogs are taken then distributed them into category of test dataset and training dataset for our learning model. The results are obtained using custom neural network with the architecture of Convolution Neural Networks and Keras API.

Keywords: CNN, Machine-learning, Deep learning, Image-recognition

I. INTRODUCTION

Image classification came into existence for decreasing the gap between the pc vision and human vision by training the pc with the info. Artificial Intelligence has for decades been a field of research in which both scientists and engineers have been making intense efforts to unravel the mystery of getting machines and computers to perceive and understand our world tolerably to act properly and serve humanity. One of the foremost important aspect of this research work is getting computers to know visual information (images and videos) generated everyday around us. This field of getting computers to perceive and understand visual information is understood as computer vision. During the rise of artificial intelligence research in the 1950s to the 1980s, computers were manually given instructions on how to recognize images, objects in images and what features to look out for. This method are traditional algorithms and were called Expert Systems, as they require that humans take the pain of identifying features for every unique scene of object that has to be recognize and representing these features in mathematical models that the pc can understand. That involves an entire lot of tedious work because there are hundreds and thousands of varied ways an object are often represented and there are thousands (or even millions) of different scenes and objects that uniquely exist, and thus finding the optimized and accurate mathematical models to represent all the possible features of every objects or scene, and for all possible objects or scene is more of work that will last forever. In the 1990s, the concept of Machine Learning was introduced and it ushered in an era during which rather than telling computers what to

Prediction of Criminal Activities Forecasting System and Analysis Using Machine Learning

| Conference paper | First Online: 29 December 2023

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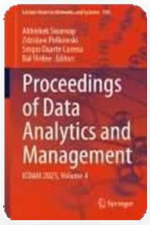

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FAKE NEWS DETECTION USING MACHINE LEARNING

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ABSTRACT

The fake news on social media and various other media is wide spreading and is a matter of serious concern due to its ability to cause a lot of social and national damage with destructive impacts. A lot of research is already focused on detecting it. This paper makes and analysis of the research related to fake news detection and explores the traditional machine learning models to choose the best, in order to create a model of a product with supervised machine learning algorithm, that can classify fake news as true or false, by using tools like python is scikit-learn, NLP for textual analysis. This process will result in feature extraction and vectorization; we propose using python scikit-learn library to perform tokenization and feature extraction of text data, because this library contains useful tools like Count Vectorizer and Tiff Vectorizer. Then, we will perform feature selection methods, to experiment and choose the best fit features to obtain the highest precision, according to confusion matrix result.

Predicting Software Errors Using Neural Networks

Publisher: IEEE

Ratnesh Kumar Pandey ; Jay Chand ; Ashish Kumar Srivastava ; Narendra Pal Singh ; Rakesh Kumar Gautam **All Authors**

Abstract:
The growing call for online technology software has additionally elevated the call for great and occasional-cost merchandise. Predicting software vulnerabilities is one o... **View more**

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The growing call for online technology software has additionally elevated the call for great and occasional-cost merchandise. Predicting software vulnerabilities is one of the most essential obligations of a very good security gadget. Growth nice at low cost by decreasing ordinary testing and preservation efforts. Early detection of defects in the software program impr eriod of software program co in the beyond decade, ma l to attain excessive accura techniques and encom of the modern facts pul lysis prediction. This take a l m (which include IEEE, E cles were selected in the co help researchers look into th and provide benchmarks fo t the quality device gaining k NASA Metric statistics prograi tting

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A Novel Profound Learning-Based System for Breast Cancer Location and Classification Utilizing Exchange Learning

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IoT Using Smart Home System Integration

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[3] Mr.Ashish Kumar Srivastava, [4] Mr. Jay Chand,

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When a person enters the house, the system first scans the facial data with the camera, and then combines the scanned data with the stored data to determine whether the person is a family member or someone else. If that person is a family, the door will open. The door won't open if it's a stranger. You can also use Blynk to control switches in your home, monitor indoor climate, check air quality and gas leaks, and check email and Blink information. The system is similar to a smart home combining facial recognition, access control, home automation and environmental monitoring. It is also a system that can be controlled through Blynk, allowing you to open and close your home and control other devices. Overall, the system combines various technologies to provide a safe and convenient smart home.

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A Survey Paper of a Noval Approach for Fake signature Verification and Detection Technique Using Deep Learning Method

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Satya Pal Singh[4], Jaychand[5]
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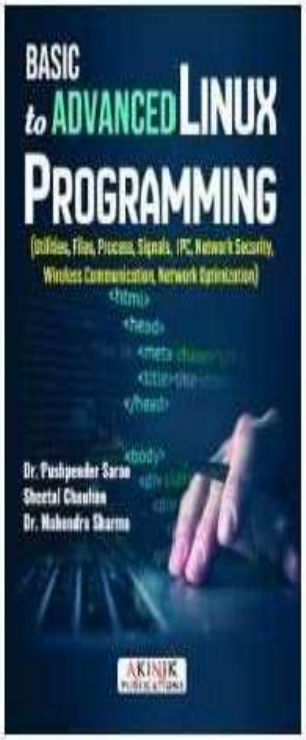

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Treatment of thyroid disease through machine learning predictive model

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***Abstract*---**The thyroid seems to be an part of the endocrine system that is placed toward the front of neck and produces thyroxine, which are essential for our overall health. If it fails, thyroid hormone production will either be insufficient or excessive. Machine learning techniques and data mining are critical in processing large amounts of data, particularly in the health care system, where there has been a massive amount of information and data need to be managed. In our

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FAKE NEWS DETECTION USING MACHINE LEARNING

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ABSTRACT

The fake news on social media and various other media is wide spreading and is a matter of serious concern due to its ability to cause a lot of social and national damage with destructive impacts. A lot of research is already focused on detecting it. This paper makes and analysis of the research related to fake news detection and explores the traditional machine learning models to choose the best, in order to create a model of a product with supervised machine learning algorithm, that can classify fake news as true or false, by using tools like python is scikit-learn, NLP for textual analysis. This process will result in feature extraction and vectorization; we propose using python scikit-learn library to perform tokenization and feature extraction of text data, because this library contains useful tools like Count Vectorizer and Tiff Vectorizer. Then, we will perform feature selection methods, to experiment and choose the best fit features to obtain the highest precision, according to confusion matrix result.

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HANDWRITTEN TEXT RECOGNITION SYSTEM

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Abstract

Handwritten text recognition is an important area of research with various applications in digitizing historical documents, improving accessibility for visually impaired individuals, and facilitating automated data entry. In this project, we propose a novel approach for handwritten text recognition using a combination of deep learning and traditional computer vision techniques. Our approach utilizes a convolutional neural network (CNN) for feature extraction and a recurrent neural network (RNN) for sequence modeling, followed by a beam search decoding algorithm. We also incorporate various pre-processing techniques such as binarization, noise removal, and skew correction to enhance the accuracy of our model. To evaluate the performance of our approach, we use the IAM Handwriting Database and achieve a word recognition accuracy of 93.7%, outperforming existing state-of-the-art methods. Our approach is efficient and effective, making it suitable for real-world applications.

Introduction

Handwritten text recognition is a technology that enables computers to recognize and interpret human handwriting. This project aims to develop a system that can accurately recognize and transcribe handwritten text into digital format. Handwritten text recognition has various applications in industries such as finance, healthcare, and education, where handwritten notes and forms are still widely used.

To develop this project, we will use a combination of computer vision and machine learning techniques. We will first preprocess the input image to enhance the quality of the handwritten text. Then, we will use deep learning models, such as Convolutional Neural Networks (CNNs) and Recurrent Neural Networks (RNNs), to recognize the individual characters and words in the image. Finally, we will use natural language processing techniques to transcribe the recognized text into digital format.

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Study & Development of E-Commerce Website

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***Abstract:** This study focuses on the study and development of an e-commerce website, aiming to optimize the online retail experience for businesses and customers. It involves an in-depth analysis of e-commerce trends, consumer expectations, and industry best practices. The development process considers design considerations, functionality requirements, technology selection, security measures, and performance evaluation. Key features such as intuitive user interfaces, personalized recommendations, and efficient search functionality are incorporated to enhance the shopping experience. The selection of the appropriate technology stack ensures scalability, flexibility, and ease of customization. Robust security measures, including SSL encryption and secure payment gateways, safeguard customer information. Mobile responsiveness and performance optimization techniques are implemented to cater to the increasing usage of mobile devices for online shopping. User testing and feedback analysis validate the effectiveness of the website, leading to improvements in user- friendliness and overall user experience. This study provides insights into creating a user-centric e- commerce platform that meets customer expectations, drives sales, and expands digital presence in thecompetitive online retail landscape.*

I. INTRODUCTION

In the digital era, e-commerce has emerged as a transformative force, reshaping the way businesses engage with customers and conduct transactions. The study and development of e-commerce websites have become paramount for organizations seeking to thrive in the highly competitive online marketplace.

This research aims to explore and implement innovative strategies to enhance the effectiveness and user experience of e-commerce websites. The rapid evolution of technology and changing consumer behaviors necessitate a comprehensive understanding of current e-commerce trends. By analyzing market dynamics, consumer preferences, and emerging technologies, businesses can tailor their e-commerce websites to meet the ever-evolving demands of their target audience. The development process entails a strategic approach that encompasses various critical aspects. These include intuitive user interface design, seamless navigation, personalized product recommendations, and efficient search functionality. By prioritizing user-centric design principles, businesses can create engaging and immersive online shopping experiences that foster customer satisfaction and loyalty. Security is a paramount concern in the e-commerce landscape. Protecting customer data and ensuring secure financialtransactions are essential for building trust and credibility.

This research emphasizes the integration of robust security measures such as encryption protocols, secure payment gateways, and rigorous fraud detection mechanisms to safeguard sensitive information and instill confidence in customers. Furthermore, the growing prevalence of mobile devices necessitates mobile-responsive e- commerce websites. With the significant rise in mobile shopping, optimizing the user experience across various screen sizes and ensuring seamless mobile compatibility is vital for attracting and retaining customers.

Additionally, the study explores strategies to enhance website performance through techniques like caching, image optimization, and streamlined code to deliver fast loading times and smooth browsing experiences. To validate the effectiveness of the developed e-commerce website, rigorous testing and analysis are conducted.

User testing, feedback collection, and data-driven insights enable businesses to identify pain points, fine-tune user experiences, and drive continuous improvement. In conclusion, the study and development of e-commerce websites are crucial for businesses aiming to succeed in the digital marketplace. By leveraging innovative design, robust security measures, mobile responsiveness, and performance optimization, businesses can create unique andengaging e-commerce platforms. This research strives to contribute new insights and strategies to enhance the effectiveness and competitiveness of e-commerce websites, empowering businesses to thrive in the ever-evolving online retail landscape.

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Real Time Chat Application

Mr.Sachin Bansal, Siddarth Dutt Sharma, Shahil Kumar Jha Sakshi Tomar, Roopali Pandey
[IIMT COLLEGE OF ENGINEERING, GREATER NOIDA]

Abstract

This project aims to build a real-time chat application using ReactJS as the front-end framework and Firebase as the back-end platform. The application will enable users to create accounts, log in, and join chat rooms to communicate with other users in real-time. The chat rooms will be implemented using Firebase's real-time database, which allows for quick and efficient updates as messages are sent and received.

The user interface will be designed using HTML and CSS, with a responsive design that adapts to different screen sizes and devices. The chat functionality will be implemented using JavaScript and ReactJS, with components such as message input fields, message displays, and user lists. The application will support features such as message deletion, user blocking, and notification alerts for new messages.

This project aims to provide a seamless and user-friendly chat experience for users, with real-time updates and minimal lag times. The application will be developed using modern web development tools and frameworks, with an emphasis on clean code, efficient database usage, and responsive design.

Introduction

Real-time chat applications have become increasingly popular in recent years, especially with the growing need for remote communication and collaboration. These applications provide users with the ability to communicate instantly with each other, regardless of their location. In this context, a real-time chat application built using technologies such as React.js, Firebase, HTML, CSS, and JavaScript can offer a highly responsive and dynamic user experience. In recent years, several technologies have emerged to support the development of these applications, including React.js, Firebase, HTML, CSS, and JavaScript.

- React.js, a JavaScript library for building user interfaces, provides developers with a powerful toolset to create complex applications with ease. Its declarative programming model and virtual DOM make it possible to efficiently update the user interface in real- time, without the need for manual DOM manipulation.
- Firebase, a mobile and web application development platform, provides developers with a wide range of tools and services to build real-time applications. It includes features like real-time database, authentication, cloud storage, and hosting, which makes it an excellent choice for building real-time chat applications.
- HTML and CSS provide the basic structure and styling of the application, while JavaScript is used for implementing various features and functionalities.

Together, these technologies offer a robust foundation for building a real-time chat application that is scalable, efficient, and user-friendly. Whether it's for personal or professional use, a real- time chat application can help people stay connected, collaborate more effectively, and streamline communication.

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College Chatbot With Integrated A.I

Mohd Akram, Faisal Jamal, Rupali Gupta

ABSTRACT

For a student interface web applications can come in a different of formats, ranging from command-line, graphical, web application, and even voice. While the most popular user interface include graphical and web-based applications, occasionally the need arises for an alternative interface. Whether due to multi-threaded complexity, concurrent connectivity, or details surrounding execution of the service, a chat bot based interface may suit the need. Chat bots provide a text-based user interface, allowing the user to type commands and receive text as well as text to speech response. Web applicatio n using Chat bots are usually a form full services, remembering previous in order to provide functionality. When chat bot technology is integrated with popular web services it can be utilized securely by an even larger audience.

Keywords: Chatbot, Artificial Intelligence

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Movie Recommendation System by using Machine learning

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Abstract:
The topic of this paper is movie suggestions. Movies recommendations are an important part of our social lives because of their power to offer enhanced entertainment. The purpose of a recommendation the purpose of the system is to recommend movies to user based on their interests or on how popular the movies are. Its purpose is to recommend items to purchase or to see. Through cutting down large databases of information, They guide clients to resources that fit their requirements. A recommender framework, also known as a proposal framework (often substituting a word for 'system' i.e., stage or motor), type oof data sifting framework that attemptsto forese the future "rating" and "inclination" a client give to something They're mostly used in business. In addition, MOVREC also assists clients in locating their own motion picture choices based on the motion films participation of other clients in a productive and successful manners without wasting times in pointless browsing.

Keywords: Filtering, Recommendation System, and Recommender are some of the terms used in this paper.

I) INTRODUCTION-

Both collaborative and content-based filters are commonly employed in recommender systems, as are knowledge-based systems.

By combining a user's past conduct and comparable choices made by other clients, collaborative filtering creates a demonstrate of the previous user's behaviour (things already acquired or chosen and numerical evaluations of those items).

The model can then be used to anticipate items (or ratings for products) that users would be interested in. An item's discrete, pre-tagged attributes are analyzed. content-based filtering approaches can suggest items with similar properties based on those characteristics. There are currently a variety of recommender systems, which combine some of the approaches to form a system that is a hybrid

- There difference between content-based and collaborative filtering are evident in a comparison of two early music critics frameworks, Pandora.
- In order to suggest songs to users based on their listening behavior, Last.fm compares the listening behaviors of other users with what bands and music they listen to on a regular basis. Last.fm will perform songs that aren't However, they are frequently played by other clients with comparable interfaces. This strategy could be a cooperation filtering tactic because it relies on client behaviour.
- A "station" Pandora is seeded with a selection of four hundred The Music Genome provides attribute Venture based on tune or craftsman properties. The station refines its approach based

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Abstract

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Introduction

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- React.js, a JavaScript library for building user interfaces, provides developers with a powerful toolset to create complex applications with ease. Its declarative programming model and virtual DOM make it possible to efficiently update the user interface in real- time, without the need for manual DOM manipulation.
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- HTML and CSS provide the basic structure and styling of the application, while JavaScript is used for implementing various features and functionalities.

Together, these technologies offer a robust foundation for building a real-time chat application that is scalable, efficient, and user-friendly. Whether it's for personal or professional use, a real- time chat application can help people stay connected, collaborate more effectively, and streamline communication.

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Eatry Desktop Application

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[IIMT COLLEGE OF ENGINEERING, GREATER NOIDA]

Abstract

Eatry is a modern management system designed to simplify and streamline hotel and restaurant operations. The platform aims to enhance efficiency and accuracy in managing hotel reservations, room assignments, guest billing, and other related tasks, as well as restaurant ordering, serving, and billing. Through Eatry, guests can book rooms, view availability, place orders, and make payments directly from their mobile devices. Hotel staff can manage room assignments, check-ins and check-outs, and monitor guest billing, while restaurant staff can track orders and manage tables with ease. Eatry's data analytics feature enables managers to monitor occupancy rates, track revenue, monitor sales, and make informed business decisions. By integrating these features into a single platform, Eatry enhances the efficiency of hotel and restaurant operations, leading to a better overall guest experience. Eatry is a powerful tool for hotels and restaurants of all sizes, and can help optimize operations, increase revenue, and improve profitability.

Keywords: Hotel management, Restaurant management, Modern technology, Streamline operations, Data analytics, Revenue optimization

Introduction

Eatry is a modern hotel and restaurant management system designed to simplify and streamline your operations. Our platform is designed to enhance efficiency and accuracy in managing hotel reservations, room assignments, guest billing, restaurant ordering, serving, and billing, and other related tasks. This Desktop application will allow admin to manage customer information, room allocation details, table reservation details Payment details etc.

On the client side they can place orders from the rooms, table and request their services.

The rooms and tables have different categories like single bed, double bed, formal table, informal table, buffet table, etc.

Eatry has a user friendly interface, so that anyone can easily add, delete, update the entries and handle all the transactions. In this we have Added Admin username and Password to make it more secure.

Eatry is a desktop-based application that allows the Administrator can manage every aspect of hotel operations online. It has an interactive GUI and have the ability to manage multiple rooms, employees, drivers and customers make this system very flexible and convenient. This application gives managers full control to manage the entire system from a single online system. Eatry provides room booking, staff management, inventory management and other necessary hotel and restaurant management features.

Our data analytics feature enables managers to monitor occupancy rates, track revenue, sales, and make informed business decisions. At Eatry, we understand the challenges faced by hotel and restaurant owners,

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E-Authentication System Using OTP & QR Code

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Abstract

This paper proposes an authentication system that combines One-Time Password (OTP) and Quick Response (QR) code technologies to enhance security and user experience. The system generates an OTP and a unique QR code for each authentication attempt, which can be scanned using a mobile device to complete the authentication process. The QR code contains encrypted information about the user's identity and the OTP, which is verified by the server. The proposed system provides a secure, convenient, and efficient method for user authentication, which is crucial in today's digital world.

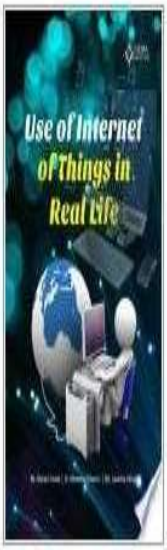
An e-authentication system that uses OTP and QR code technology is a secure and efficient method for authenticating users in online transactions. This system combines the benefits of OTP and QR code technology to provide a two-factor authentication mechanism that is convenient for users and effective in preventing unauthorized access.

This system aims to address the vulnerabilities of traditional username and password authentication by providing an additional layer of security through two-factor authentication. the system aims to prevent unauthorized access to online services and transactions. The system aims to provide a user-friendly and convenient authentication method that can be easily integrated into existing online platforms. It protect sensitive information and ensure that only authorized users can access online services and transactions.

INTRODUCTION

In today's digital age, online transactions have become an essential part of our daily lives, from online shopping to banking and other financial transactions. However, traditional methods of authentication, such as usernames and passwords, are becoming increasingly vulnerable to hacking attempts and identity theft. As a result, there is a need for more secure and efficient authentication methods.

Use of Internet of Things in Real Life



Mr. Nishant Anand, Dr. Mahendra Sharma, Ms. Laveena Sehgal

Rudra Publications - Computers - 182 pages

The book titled 'Use of Internet of Things in Real Life' covers complete case study of Internet of Things Life in real life. The Book contains better concept of understanding to Use of Internet of Things in Real Life.. This Book will also guide on the job reference for IT practitioners in Io T environments.

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Performance Examination of Black Hole and Gray Hole Attacks in MANETs

Mahendra Pd. Sharma

Abstract*: Security is a very difficult issue for ad hoc ad networks. The first step is to developa good security solution to understand the current attack method.The presence of malicious nodeswill affect the functionality and network integrity. In the Black hole attack, malicious nodes will lower the package instead of moving forward. Thus, Black hole attacks reduce networkperformance. Utimetly as a black hole this paper analysis over other attacks individually or inintegrated manner. It is quite easy to verify the behaviors of black hole attack on individual basis.But in case of gray hole attack it is too much difficut to analysis the nature and behaviors of the network. The quality of tarnsmision is unpredictable and the overall performance get badlyaffcted with the such kind of attack. These attacks is the basic of the earlier known attack butwhen it come in pair or more than its behaviorss is very hard to detected on the basis of thepresent knwledge. In this paper we analyse blackhole and Grayhole attack s that executed underthe NS2 plateform run on the linux operating system. The analysis formwithsome set of nodesand whole excution focused on three parameters i.e E2E, PDR and Throughput.

Keywords*: AODV-Adhoc On demand Distance Vector,DoS-Deniel of Services,MANET- Mobile Adhoc Network,E2E-End to End,PDR-Packets Delivery Response, WLANs- Wireless Local area Networks

I. INTRODUCTION

The ad hoc network is a collection of wireless mobile nodes that can form a temporary network without any centralized management. In such an environment, due to the limited transmission range of the wireless network interface, the mobile node may need to reach other hosts to send host packets [1]. Not only does every mobile node act as a host, it also serves as a backward packet in the network that does not go directly to other mobile nodes in the range. Because each node is participating in a suspicious routing protocol, the network can explore multidirectional routes within another node. This philosophy of ad hoc mobile networks is also called low network infrastructure because network nodes create a path for building networks in it [2].The Ad-hoc mobile network is an autonomous and decentralized wireless system. MANET consists of mobile nodes that are free in incoming and outgoing network traffic. Network nodes are systems and devices and mobile phones, laptop computers, personal digital assistants, MP3 players, and personal computers. These nodes can act as both host routers. They can create all the land based on mutual network connection. Dedicated to the development of IP routing protocols, Internet Engineering Task Force (IETF), A MANET (WG) working group. The routing protocol is a research challenge and an exciting area. Many routing protocol MANET have been developed for AODV in ADOV networks, OLSR, DSR, etc. The security of mobile Ad-Hoc networks is the most important consideration for the core functions of the network. You can ensure that by ensuring security issues, ensuring network availability, data privacy and integrity. MENET is often due to a lack of open environment, dynamic land changes, monitoring and centralized management, collaborative algorithms, and security attacks with clear defense mechanisms. These factors changed the situation of the MANET fights against security threats [3,4].

II. WIRELESS NETWORK

Wireless networks are becoming more popular today because users want wireless connectivity regardless of their geographic location. Wireless networks allow consumers to communicate and send data without media. One of the reasons for the spread of these networks is the widespread use of wireless devices. Wireless applications and devices focus on wireless local regional networks (WLANs). There are two main modes of operation, the existence of a control module (CM) without connection to Ad-Hoc base stations and control modules. The ad network does not agree with the fixed infrastructure for its operation. Such network mode of operation is independent or the cellular network can be connected to one or more points to provide Internet and connectivity [5].

III. ATTACKS IN MANET

Current ad hoc mobile networks allow for many different types of attacks. Although similar attacks exist in wired networks, it is easy to fix the infrastructure in such networks. Current partners are mainly dangerous against two types of attacks, active and passive attacks. Active attacks are attacks when unnecessary nodes to perform dangerous behaviors must bear some energy price. On the other hand, inappropriate attacks are mainly due to lack of cooperation to save self-energy. Nodes that bring about a network saving to destroy other nodes, aggressive attacks considered nods, and a harsh attack on communication to save battery life. In this chapter considered to be poor, we are in danger, focusing on the current advertising network. We rank as attack, counterfeit, manufacturer, fraudster, and attack on

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Machine learning application: Detecting COVID-19 using X-Ray images

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Abstract---The Coronavirus which is scientifically named COVID-19. Its strain was found in Wuhan, a city of China, at the end of 2019.

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A Exploration of Development of Advance Foodie Application

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Abstract: This system will enable customers to book the tables in the hotel by phone. In this pandemic time restaurants are ordered to open with covid guidelines with minimum staff and proper distance and sanitization. When reserving the tables online, users would only have to call the Epicure Hut to find whether a table is vacant or not. After knowing that table is vacant, customers will book their table. If they don't reach there then hotel will cancel the table after 10 minutes of time. The system is implemented in Java 18 with MySQL database system.

Keywords— *Covid safety, Quick Bill Process, contact less service, user friendly,*

I. Introduction

Reserving table well ahead of time during a pandemic [1] is one of the factors which leads to safety and convenience to the customer. Going to the hotel to make a reservation may not be feasible in pandemic time and also there is no guarantee that the tables are available. Reserving tables can be done at the comfort and safety of the customer without having to manually go to the hotel and avoid direct interaction to confirm the reservation. The main objective of this project was to design a reservation and billing system for customers facing this fatal pandemic by adding a new application to the already existing manual booking system. This would not only expand the safety for the customers, but also decouple staff from the restaurants towards maintaining covid protocol guidelines [2]. Since customers will be able to book the table at their convenience it would benefit both the organization and the customer. This project is Automated Digital Reservation System. In the Automated Digital Reservation System, the customer would be able to enquiry about vacant table and reserve a table on phone with little or no human interaction [3]. When the admin is making a reservation, first they need to log in to the Smart Epicure Hut by entering the id and the password, then they will be prompted to enter the table number. Then based on the customer's input, the system would then select dishes as per the requirement.

After completing lunch/dinner automatically bill amount will be displayed and then ask for table number and customer name and address and after paying amount payment will get success. If someone wants prefigured history then they can get bill invoice by entering their name. Customer would have to call to the hotel staff to continue with the booking process [4].

II. Related Work

Existing application do not provide many convenient services like instant vacant seat enquiry, cash on delivery, make mistakes in billing amount and fake menu review and also do not provide customized service. Here in this application, we provide cash on delivery option, no mistakes related to bill and food items, customized menu items, customers can also do booking on call, also will not charge any hidden charges.

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Load Balancing Issues and Techniques In Cloud Computing

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Abstract— Cloud computing is growing rapidly due to its attractive features. Load on cloud is escalating rapidly due to the increase of new applications. An efficient use of cloud depends on several aspects such as security, speed, privacy etc. Load balancing ensures that every device and processor perform equal number of tasks in equal amount of time. Load balancing contribute to a reduction of resource consumption, set failover, enable expandability, avoid bottleneck and over-provisioning etc. So, this paper discusses basics of load balancing, issues, challenges, benefits, metrics, types and various techniques of load balancing in cloud computing.

Keywords— Resource Allocation, Cloud Computing, Load Balancing, Virtual Machines, CPU, QoS.

I. INTRODUCTION

Cloud computing defined by NIST is a model to facilitate ubiquitous, convenient, on demand network to admittance computing resources [1]. Cloud computing [2] is a set of resources provided to the various users as per their requirement. Cloud users [3] can access the services from anywhere and at any time and they need to pay as per their usage. Nowadays most of the companies shifting towards cloud services [4] dues to its effectiveness. AWS [5][6][7] cloud provider Amazon, Google cloud provider Google and AZURE cloud provider Microsoft all are providing powerful and reliable platform to users.

The major objective of Cloud computing [8] is to reduce the cost, improve response time and provide enhanced performance. It allows users to access [9][10] any type of hardware or software resources with the help of internet. Cloud computing offer services such SaaS (Software as a Service), IaaS (Infrastructure as a Service) and PaaS (Platform as a Service [10][11].

Cloud Computing system are depended on term virtualization. Virtualization [7] is process by which we can access number of different tasks on a single machine. The various services provided to cloud users via datacentres are based on the concept of virtualization.

The main issues of cloud computing [4] are Load Balancing, Virtual Machine immigration, Server Consolidation, Energy supervision, proficient resource consumption etc. as they are not completely addressed.

The most important issue among all the issues mentioned above is load balancing that is the mechanism which divides the workload evenly to all the nodes available in cloud. It helps in preventing bottleneck which happens due to load imbalance in the system. It facilitates by continuing service by implementing fail-over. So, this paper will discuss various aspects of load balancing by focusing on various issues and techniques in rest of the sections.

II. LOAD BALANCING IN CLOUD COMPUTING

Load balancing[7][12][13][14] is a method that redistributes the load among the diverse nodes within the network while not eliminating any of the running task to ensure equal distribution of load so that no 2 nodes is overloaded, under loaded or idle. Load balancing [15][16][17] may be a concern as it becomes difficult to accept various requests at a time. This problem referred as NP complete.

In cloud computing surroundings, load balancing offered in restricted servers at datacentre, if the request is more than the capability of datacentre than the general performance gets degraded. In such cases load balancer is employed for improve the performance of datacentre. The load may be any sort like network load, memory load, C.P.U load and delay load etc. [7]. Load balancing [18][19] [20] helps in speed up the execution of the application, to sustain QoS matrix delivered to the end customers and additionally ensures system stability.

Several characteristics of Load balancing as follows [10][21][22]: - equal distribution of work among all the nodes, help in achieving user satisfaction, enhance overall

performance of system, minimize the response time and provide services to realize complete resource utilization. Figure1 shows working of load balancing in cloud computing.

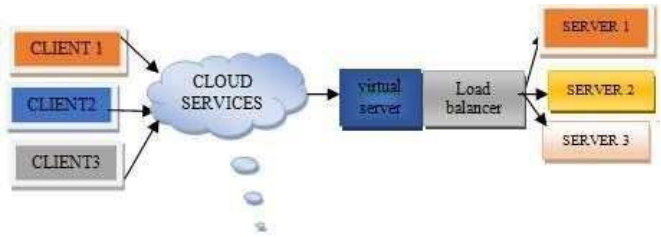

Figure 1. Load Balancing in cloud Computing

A load balancer [23] is a hardware that acts like a proxy to allocate network and application traffic across diverse servers. It works among server and client. It distributes the load among the servers based on different algorithms and a load balancer helps to develop the concurrent user capacity and overall consistency of applications.

III. LOAD BALANCNG BENEFITS

The various benefits of load balancing in cloud computing are [24]: -

1) **Scalability:** In load balancing algorithm we can add any number of servers at any time without any disturbance and still application runs smoothly.

2) **Performance**: An effective load balancing technique helps cloud services and application to respond faster than the regular completion time.

3) **Availability:** Load balancing ensures the service availability. In case of unavailability of small number of servers; the load is further distributed efficiently.

4) **Reliability:** The redundancy of the server which helps in keeping cloud services reliability protected. In case of failure also the cloud serving recourse will transfer services to other location.

IV. LOAD BALANCING METRICS

Various metrics are considered in existing load balancing techniques in cloud computing is discussed below [24][25][26][27]:

1) **Throughput:** It calculates maximum number of tasks whose execution completed. It must be maximum which is directly proportional to system performance.

2) **Overhead:** It calculates overhead incurred during load balancing technique implementation. It involves overhead due to progress of tasks, inter-process and inter-processor communication. The overhead cost should be least so that load balancing algorithm works efficiently.

3) **Fault Tolerance:** In case of failure of node or link still load balancing mechanism should not affect to all other nodes or link. The algorithm must be capable of handling good fault tolerance.

4) **Migration Time:** The time taken to switch from one job or resources to other one. It must be minimum to enhance the performance of the system.

5) **Turnaround Time:** The overall time taken by the system from request compliance to the response from the server is termed as turnaround time.

6) **Response time:** Total time system takes to serve the request submitted.

7) **Scalability:** It finds out how system is proficient of accomplishing load balancing algorithm with a limited number of machines and hosts.

8) **Make span:** It specifies the completion time once the resources assigned to the users.

9) **Degree of Imbalance:** It determines the imbalance between the virtual machines.

V. TYPES OF LOAD BALANCING ALGORITHM

The types of load balancing algorithm are defined below [28]:

1) **Static Algorithms:** They are non-pre-emptive in nature that is once the load is owed to the node it cannot be transferred to another node. It requires the former knowledge of the systems resources and not depends on the current system state. Load in the system cannot be changed once it starts execution. The major drawback of this approach is that this algorithm is appropriate for simulation and homogeneous system environment.

2) **Dynamic Algorithms:** They don't require former information or knowledge about the system resources as load distribution or job is assign based on current system state. It observes changes on the system and redistributes the load among the processors if the server is heavily loaded at runtime. In this communication overhead increases as the number of processors increases. It is suitable for heterogeneous cloud system.

3) **Sender Initiated Algorithm:** In this sender initiates the request message to transfer the data if the receiver is ready to accept the workload than sender will be sending the data to the receiver.

4) **Receiver Initiated Algorithm:** In this receiver sends the request message to transfer the data if the sender is ready to accept the workload than receiver will be sending the data to the sender.

VI. TECHNIQUES OF LOAD BALANCING

The various load balancing techniques or algorithm are discussed below [24][29][30][31]:

1) ***Round Robin Scheduling Algorithm:***

In round robin algorithm requests/jobs generated by the client and is being forwarded to the group of servers with the help of load balancer in round robin fashion that is time stamp is allotted to each request/job. Load balancer allocates equal jobs/request to the group of servers in circular fashion. If new requests come than the same process will be followed repeatedly. In case of failover request is forwarded to the other active servers. It is easy to implement and simple to understand.

2) ***Weighted Round Robin Algorithm:***

Weighted Round Robin algorithm is the extension of Round robin algorithm. In this we assign the weight to the servers and the server with greater weight is having more capacity. The capacity means CPU capacity, memory capacity and the other capacity of server in all respect. This means server with greater capacity is more powerful as its processing capability will be higher. According to the capability of server the incoming request will be allocated for processing and the load balancer is responsible for allocating the incoming client request to the server. So, the servers can process the request according to their capabilities. In case of new incoming request/job coming from the client will be allocated according to the weight of servers.

3) ***Least Connection Algorithm:***

In least connection algorithm requests from the client is allocated to the load balancer and the load balancer will forward the request to the server according to the existing connection on it. In case of new incoming request from the client will be allocated to the server with least connection.

4) ***Weighted Least Connection Algorithm:***

Weighted least connection algorithm is same as least connection algorithm with little difference. In this we assign weights to the server and assign the job alternatively based on their weights. In case of new request first job will be allocated to their server with least connection.

5) ***Random Algorithm:***

In random algorithm requests are connected according to the random number generated. The random number will be allocated to any server. In case of new request generated from the client the same process will be followed.

VII. CONCLUSION AND FUTURE SCOPE

In cloud computing load balancing is the major issues which is under consideration. With the help of load balancing we can calculate actual status of the cloud system and its effectiveness. In this paper we have discussed about the basics of load balancing its benefits, performance metrics, types of load balancing and its techniques. In future we will come up with an algorithm for enhanced behaviour of load balancing which will help the user in improved utilization by taking various parameters under consideration.

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INTERNATIONAL JOURNAL OF CREATIVE RESEARCH THOUGHTS (IJCRT)

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Virtual Lab Simulation

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Abstract: The educational process is incomplete without practical experience. However, many institutions lack the time and financial resources required to set up and develop research laboratories. A solution to this difficulty could be found in the adoption of Virtual Reality technology, which could allow the establishment of Virtual Laboratories that mimic the processes and behaviours that might occur in real laboratories. We propose a web-based system that allows users to conduct experiments in educational fields such as Web Designing multiuser worlds where users are represented by avatars and are provided with a wide range of communication and collaboration services in order to simulate a real learning experimental process as efficiently as possible. The educational industry has witnessed technological advancements involving computer-aided learning in the last few decades that promise to drastically change teaching and learning methods. The Worldwide Web has played a significant role in storing and disseminating information in the educational community. Conventional classroom-based instruction involves lectures delivered by a lecturer at a designated time and place. The lecturer faces constraints in terms of time and place as a result of the traditional classroom system. Due to the human factor arising from the traditional classroom system, the lecturer may not always be able to put in their best efforts toward preparing and delivering course materials.

The aim of the Virtual Classroom System is to overcome the disadvantages of traditional classroom interaction between students and faculty. The system replaces the manual system with an online Interactive Classroom using RMI.

INTRODUCTION

The project aims to provide remote access to Laboratories in various disciplines of Science and Engineering for students at all levels from undergraduate to research. Students can learn at their own pace in virtual labs, which encourages them to perform experiments. Virtual Labs also offers a comprehensive learning management system that allows students to access a variety of learning resources, such as extra web resources, video lectures, animated demonstrations, and self-evaluation.

The purpose of this lab is to practice writing basic and advance web pages with HTML and CSS and uploading them to the Web. Demonstrate HTML elements and structure, the building blocks of websites, all the syntax you need to create tables in your HTML documents, about the inner workings of an HTML form with examples, link different HTML files, style and lay out web pages For this study secondary data has been collected. From the website of KSE the monthly stock prices for the sample firms are obtained from Jan 2010 to Dec 2014. And from the website of SBP the data for the macroeconomic variables are collected for the period of five years. The time series monthly data is collected on stock prices for sample firms and relative macroeconomic variables for the period of 5 years. The data collection period is ranging from January 2010 to Dec 2014. Monthly prices of KSE -100 Index is taken from yahoo finance.

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HOME SERVICES

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ABSTRACT

Social networking sites are not the new Learning Management Systems. From the outlined socio culture approach, however, the special kind of communication and interaction is interesting and has far reaching effects. The potential of social networking helps in sharing information across the globe.

Through our project we will make a common online system for the service providers across the world to give their service and product. This will help other new service providers as well as will determine the effectiveness of various products.

As well we have created a powerful communication system for the users to interact among themselves, and also with the service the service providers around the world. HOME SERVICE has a very wide scope in terms of interconnecting the online available product, services and bringing the best information to the knowledge of the users.

This project presents an authentic database of the service providers present in various cities according to the location in which the service providers are having their shops so that users can find the service providers nearest to their region.

Uses can select any region and find the concerned shop and send a message to the service provider to take an appointment. The registered service providers can see the upcoming appointments in their profile. They can confirm the appointment or cancel it. The user will receive the corresponding message.

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Campus Recruitment System

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ABSTRACT

The purpose of Campus Recruitment System is to automate the existing manual system by the help of computerized equipment and full-fledged computer software, fulfilling their requirements, so that the valuable data/information could be stored for a longer period with easily accessible and manipulation of it. The demanded software and hardware are available with ease and workable. Campus Recruitment System, as described above, can lead to error free, secure, reliable and fast management system. It can help the user to focus over their other activities rather than only focusing on keeping the record. Thus it can help organization in better resources utilization. The organization can maintain computerized records without unnecessary records. That means that one need not be diverted by information that is irrelevant, while being able to reach the information. The aim is to self regulate its existing manual system with the help of computerized equipment and full-fledged computer software, fulfilling their demands, so that their valuable data/information can be stored for a extended period with easily accessible and manipulation of it. Basically, the project relates the way to manage for better performance and good service to the clients.

INTRODUCTION

Generally, nowadays every college is conducting a placement drives to provide maximum employment for the students so conducting placement drives is not only necessary we need to make the reach of that drives to students. So, this Campus

Recruitment System application provides the solution.

Campus Recruitment System is the software aimed at providing a wide range of access to the administrator in managing and monitoring the complaints registered by the customer regarding the problems they face in accessing the connections extended by the Campus Recruitment System. The administrator can even maintain the record of the students in the organization in allocating the tasks of attending to the complaints raised by the students. This network-based application provides the user of the system a consolidated view of the things managed in the software

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DRIVER DROWSINESS DETECTION SYSTEM

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ABSTRACT...

These days, an ever-increasing number of professions require long time focus. Drivers should watch out for the street, so they can respond to abrupt occasions right away. Driver exhaustion regularly turns into an immediate reason for some car crashes. Therefore, what we need is a system which will detect and notify a driver of his bad sleep deprived condition, which can then significantly lessen the number of car accidents related to fatigue. However, for the development and making of such a good system, we will encounter many difficult situations which will be mostly related to fast and proper recognition of a driver's fatigue and sleep deprived symptoms. One of the possible ways, in which we can implement driver drowsiness detection systems is by a vision-based approach. In this report, we will also discuss the technical modalities to detect driver's drowsiness. Drowsiness, Sleepiness and Exhaustion of drivers are among the most significant causes of road accidents in India and abroad. Every year, exhaustion results in increased amounts of deaths and serious injuries globally. In this report, a module for Driver Drowsiness Detection is presented which will provide a way reduce the number of accidents due to drivers fatigue and will also increase the safety while travelling. This system will deal with driver drowsiness detection system which will be based on visual information and Machine Learning. We also present an algorithm to locate, track, and analyze both the drivers face and eyes, a scientifically supported measure of drowsiness associated with slow eye closure.

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Machine learning application: Detecting COVID-19 using X-Ray images

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Abstract---The Coronavirus which is scientifically named COVID-19. Its strain was found in Wuhan, a city of China, at the end of 2019.

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Virtual Assistant Using Python

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ABSTRACT:
In this modern era, day to day life became smarter and interlinked with technology. We already know some voice assistance like google, Siri. etc. Now in our voice assistance system, it can act as a basic daily schedule reminder, note writer, calculator and a search tool. This project works on voice input and give output through voice and displays the text on the screen. The main agenda of our voice assistance makes people smart and give instant and computed results. The voice assistance takes the voice input through our microphone (Bluetooth and wired microphone) and it converts our voice into computer understandable language gives the required solutions and answers which are asked by the user. This assistance connects with the World Wide Web to provide results that the user has questioned. Natural Language processing algorithm helps computer machines to engage in communication using natural human language in many forms.

I. INTRODUCTION:

Almost all duties are now digitalized in today's world. We have a Smartphone in our hands, and it's like having the entire world at our fingertips. We don't even use our fingers anymore. We only mention the work, and it is completed. There are procedures in place where we can text Dad and say, "I'll be late today." The text has now been sent. A Virtual Assistant's job is to do the same. It also helps automate search, discovery, and online purchase processes by supporting specific tasks such as booking a trip or locating the cheapest book online from numerous e-commerce sites and then giving an interface to place an order. Virtual assistants are software programs that assist you with day-to-day duties such as weather forecasting, setting reminders, and preparing shopping lists, among other things. They can accept text (online chat bots) or voice commands. To activate the listener, voice-based intelligent assistants require an invoking phrase or wake word, followed by the command. The wake word for my project is OM. There are a plethora of virtual assistants available, including Apple's Siri, Amazon's Alexa, and Microsoft's Cortana. OM was picked as the wake word for this project. This system is intended to be used on desktop computers. Personal assistant software helps users be more productive by handling their everyday chores and providing them with information from web sources. It's simple to utilize Omniscient. The order should be followed by the wake word 'OM.' and it's done in a matter of seconds. Voice searches have surpassed text searches in popularity. Web searches performed on mobile devices have just recently surpassed those conducted on 2 computers, and researchers project that by 2022, 50 percent of searches will be conducted by voice. Virtual assistants are proving to be more intelligent than ever. Allow your intelligent assistant to do the heavy lifting for you when it comes to email. Detect intent, extract key data, automate procedures, and provide personalized experiences. This project was based on the presumption that there is enough freely available data and knowledge on the internet to develop a virtual assistant capable of making intelligent judgments for ordinary user task.

II. RELATED WORK:

All the things are already pre-existing on internet.This project was based on the presumption that there is enough freely available data and knowledge on the internet to develop a virtual assistant capable of making intelligent judgments for ordinary user tasks.

SIRI from Apple

SIRI is a voice-activated personal assistant that interacts with the user, detects instructions, and acts on them. It enhances voice recognition over time by learning to adapt to the user's speech. When it can't figure out what the user wants, it attempts to talk to them.

It works with the device's calendar, contacts, and music library applications, as well as the device's GPS and camera. It makes use of spatial, temporal,

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INFORMATION BASED CHATBOT

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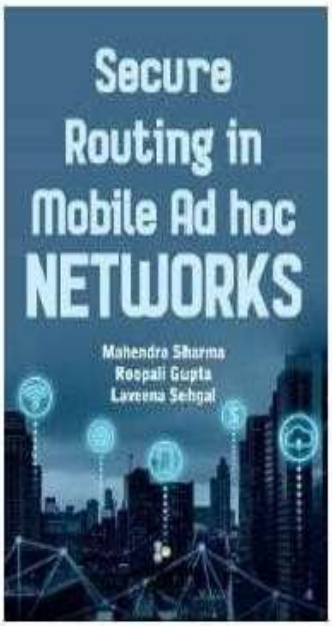
ABSTRACT

A chatbot is a computer program that can converse with humans using artificial intelligence in messaging platforms. The goal of the project is to make an AI-based contextual chatbot that will maintain the context or in which sense of proportion the user is asking a query. Further using deep learning techniques in Python, we have constructed a Sequential model for our training sets of data. The patterns, intents and responses will be used to train the AI chatbot. The user's query will be shown to the intents.json class using neural networks, which maintain context and return a random response.

In our project we explore how a chatbot can give information to students about college-related information. We created a chatbot for giving students information about college like where is gym, where the library is, etc. Information given by chatbots would be useful for new students at college, giving them information about things that we consider to be important when you're a first-year student.

INTRODUCTION

AI Chatbots is not a recent development. It is simulation which can understand human language, process it and interact back with humans while performing specific tasks. For example, a chatbot can be employed as a helpdesk executive. Joseph Wiesenbaum created first chatbot in 1966, named Eliza. It all started when Alan Turing published an article named "Computer Machinery and Intelligence", and raised an intriguing question, "Can machine think?", since than we have seen multiple chatbots surpassing their predecessors to be more naturally conversant and technologically advanced. These advancements have led us to an era where conversations with chatbots have become as normal and natural as with another human.



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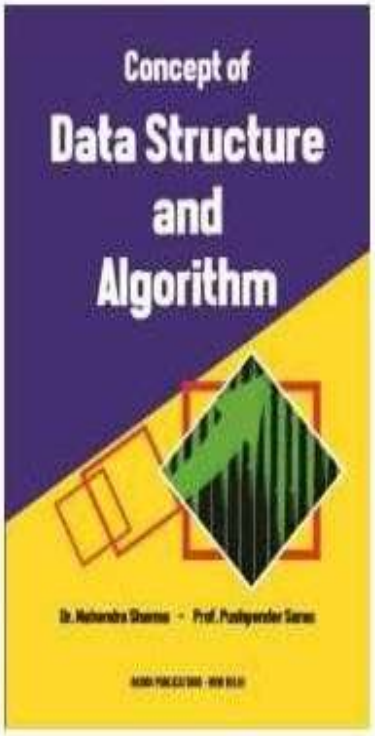

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