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To bring out a magazine like TESLA is not an easy task. It takes few days and sleepless nights. We've got an amazing team behind it. And above all, every one of us have the will to go on with the same spirit and enthusiasm since the day we began with TESLA. And it has been great so far. This article is to tell you the story behind its name.

The newsletter SPIKE stayed for about 7 years in our EC department. Few people had an emotional touch to its name. So, changing it was a revolutionary task. And so was the change from a newsletter to a magazine. The team had planned to make the new establishment a huge one. Random names scrolled through our head. Nobody could fix a name since most of it weren't 'catchy'. I recall the night our chief designer, Asif Rahim came up with few names. The ones I liked were 'tesla' and 'pulse'. TESLA always remained as a first preference for everyone. Much thoughts weren't put on the name. We fixed it. Tesla, a near to perfect name for our EC departmental magazine. We had started working on it the same night.

Articles were never in short of ideas were flowing. Once it was done, everybody was happy. The first issue of TESLA was officially launched on 17th of September. A simple and small function in our multi-conference hall kicked off the beginning of a history to be made, hoping that TESLA would leave an imprint on every reader's heart. Few days later, a member of our team, Jazeel found an amazing completion to the name, TESLA. In fact, it's not a silly abbreviation, it's a hack.

Now, what's a hack? A hack is a recursive acronym. And that is..?
A recursive acronym is an acronym that refers to itself in the expression for which it stands.

The term was first used in print in 1979 in Douglas Hofstadter's book Gödel, Escher, Bach: An Eternal Golden Braid, in which Hofstadter invents the acronym GOD, meaning "GOD Over Djinn", to help explain infinite series. In 1983, Richard Stallman launched the GNU project. GNU is a free Linux based operating system. And GNU stands for "GNU's Not Unix". He called it a hack. GNU is a free software. It brought the concept of 'freedom to users'. Users could alter the code and tailor the program as per their requirements. They had the freedom to share it with anyone.

Back to TESLA, I guess that's a freedom which we've got. Everyone can bring up their own articles to put up. A place to express their views and show their talents. It's perfect to have an acronym. I think, it completes TESLA. All thanks to Jazeel. Finally, TESLA's got an acronym that defines itself.

Tesla is an Evolution of Spike Leading Ahead

-Ewin Santhosh
India has become the first nation in the world to have entered the Mars orbit in the first attempt and the first Asian country to successfully place the rover in Mars's orbit. ISRO's MOM is also the cheapest such mission till date, costing only $74 million (4.5 billion rupees) which is a fraction of NASA’s $671 million Mars rover called Maven (Mars Atmosphere and Volatile Evolution).

In real terms, the Mangalyaan has cost India just about four rupees per person which is chicken feed for a country of 1.2 billion people!

India’s Mars Orbiter Mission (MOM), an indigenously made unmanned robotic mission weighing 1,350 kg (2,976 lb) was launched from the rocket port at Sriharikota on the coast of the Bay of Bengal on a balmy afternoon on 5th November last year.

A successful launch is one of the critical junctures for a mission, getting the probe out of Earth's gravity well without exploding or dropping the probe on a bad orbit. Mangalyaan looped around Earth at the start of its journey, raising its orbit and building up speed before flinging off into space.

The Mangalyaan mission consisted of three phases:
1. A geocentric phase of looping around Earth using an energy-efficient Hohmann Transfer Orbit.
2. A heliocentric phase tangentially departing Earth orbit and tangentially entering Mars orbit through a half-ellipse around the sun.
3. A Martian phase of looping around the planet in a hyperbolic orbit.

The real trick for this mission was successfully leaving its heliocentric ellipse and slipping into orbit around Mars. Due to the orbital dynamics of the arrival, the robot was doing this trickiest part of the dance while hiding behind Mars.

After some nail biting moments, the rover emerged from behind the planet and let the scientists back on Earth know it was now safely locked in a gravitational dance around Mars, the celebration was instantaneous. The Mangalyaan satellite was confirmed to be in orbit shortly after 8:00 AM, Indian time on 24th of September.

Curiosity, which has been on the Mars surface for two years, tweeted "Namaste Mars Orbiter" and congratulated India on its first interplanetary mission.

Mars Orbiter, in one of its first ever tweets, replied: "Howdy MarsCuriosity? Keep in touch. I'll be around."

Soon, Mangalayan sent colour photographs of the Red planet, which were named "First Light" by ISRO.

In its six-month life, the mission will study the atmosphere of Mars and search for methane gas while asking that eternal question that has dogged humanity: "Are we alone in the universe?"

Source: www.wikipedia.com
**Kinect Technology**

Kinect is a line of motion sensing input devices by Microsoft for Xbox 360 and Xbox One video game consoles and Windows PCs. Based around a webcam-style add-on peripheral, it enables users to control and interact with their console/computer without the need for a game controller, through a natural user interface using gestures and spoken commands. Kinect sensor is a horizontal bar connected to a small base with a motorized pivot and is designed to be kept lengthwise above or below the video display.

The device features an RGB camera, depth sensor and multi-array microphone running proprietary software, which provide full-body 3D motion capture, facial recognition and voice recognition capabilities. The software technology enables advanced gesture recognition, facial recognition and voice recognition. According to information supplied to retailers, Kinect is capable of simultaneously tracking up to six people, including two active players for motion analysis with a feature extraction of 20 joints per player.

**Oculus Rift**

The Rift is an upcoming virtual reality head-mounted display, manufactured by Oculus VR. Palmer Luckey, the founder of Oculus, developed the idea of creating a new head-mounted display that was both more effective than what is currently on the market, and inexpensive for gamers. The first prototype of the device used a 5.6-inch screen. The new kit uses a different 7-inch screen. The field of view is more than 90 degrees horizontal and 110 degrees diagonal, which is more than double of most devices. It is intended to almost fill the user's entire field of view.

The real world is completely blocked out to create a strong sense of immersion. Oculus raised 2.4 million dollars for the development of the Rift. Games must be specifically designed to work correctly with the Oculus Rift. The consumer version of the product is expected to become available in April 2015.

**Apple Watch**

The Apple Watch is a smart watch made by Apple Inc. announced by Tim Cook on September 9, 2014. It has activity tracking capabilities. The Apple Watch uses Apple's new S1 processor, advertised by Apple as "an entire computer architecture on a single chip". It also uses a linear actuator called the "Taptic Engine" to provide haptic feedback when an alert or a notification is received. The watch is equipped with a built-in heart rate sensor, which uses both infrared and visible-light LEDs and photodiodes. It is scheduled to be released in early 2015.

Source: www.wikipedia.com
Imagine taking a photo of your foot to get an accurate shoe size measurement so that you could buy a new shoe from Myntra. You can even measure your friend's height by just pointing the camera towards him/her. Imagine if you could arrange photos on your computer by flicking your wrist, without even touching the screen? Imagine your cellphone reading your face and detecting what emotions you are feeling, right at the moment?

This is not from a science fiction, it's a reality that we will be seeing early next year. Laptops, tablets & smartphones will soon have replacement from conventional camera to Intel's new 3D RealSense technology. With this technology, you can scan, modify, print, and share in 3D, giving you a creative platform like you've never seen. What's more, you'll be able to naturally manipulate and play with scanned 3D objects using our hand and finger-sensing technology.

"This is not from a science fiction, it's a reality that we will be seeing in the near future."

It's simple and intuitive. With advanced hand and finger tracking, you'll control your devices with heightened precision, from the simplest commands to intricate 3D manipulations. Coupled with natural language voice technology and accurate facial recognition, your devices will get to know you on a new level.

For Pro-Gamers, playing hard just got easier. Depth sensing makes gaming feel more immersive, and accurate hand and finger tracking brings exceptional precision to your virtual adventures. But it's not just about control. Using its augmented reality technology and finger sensing, you'll be able to blend the real world with the virtual world.

Soon computing will enter a next dimension and it will surely change the way we interact with our gadgets.
Bill Gates, a name that can motivate every tech geek in the world, an inspiration to even the most common man. His life is a story of success. A well-written story underlined by the beauty of his intelligence. He’s a man who changed the world. The impact he has on everyone can last for centuries and which can be handed on to our kids and their kids henceforth.

In fact, he did change the world through technological innovation, keen business strategy and aggressive business tactics. He dropped out of Harvard to chase his entrepreneur career. And what happened after that, is history. He and his partner, Paul Allen built the world’s largest software business company, Microsoft. And Microsoft changed the world completely. Based on a survey conducted in August 2014, 91.49% of the computers we now use today runs the Windows Operating System which is made by Microsoft. Computers have now become a vital part of our daily life. Almost everything is done by computers. So you can imagine the impact he has in our world.

Bill always believed in achieving his goals through hard work. From his early days Bill was ambitious, competitive and intelligent. Bill had a simple theory to achieve the goal and that was to master the grip on how to utilize your intelligence.

Bill Gates as a person is a true competitor. This is a story which not many people know. An executive at Microsoft says that after he showed Gates a game and managed to defeat him 35 of 37 times. When they met again a month later, Gates “won or tied every game” they played. He had studied the game and mastered it, so he wouldn’t lose again.

His life is also a lesson to everyone. “Its fine to celebrate success but it is more important to heed the lessons of failure”. Like almost every successful entrepreneur in the world, Bill Gates failed at first, before founding Microsoft he failed with his first business, but he learned his lessons. And that’s what life is all about, celebrate your success but learn your lessons when you fail.

“If you are born poor, it’s not your mistake, but if you die poor it’s your mistake”. You can’t change the situation you are born into, you can’t dwell on the past but you can always change the future by changing the present. You decide your future, you decide if you are going to be rich or poor. So don’t blame others and focus on what you have to do in order to achieve what you want in life.

“I choose a lazy person to do a hard job. Because a lazy person will find an easy way to do it.”

- Bill Gates
Life today with social media

Those were the days when people had no computers and preferred chit chatting with the neighbours, the kids preferred playing outside. Gone are those days of realistic bonding. The world has fallen into the cobweb of social media bonding. Child net chief executive, Will Gardner said: “Children under the age of 15 have never known a world without the internet. It’s revolutionized how they learn, play and communicate with each other.

Social media has made a big world smaller.

But there is something with that lingering suspicion that most users of social networking sites have more friends in cyberspace than reality. In wider society, the ways in which friendships are formed and nurtured is changing with people recognizing that they can develop deep, meaningful connections with others that they’ve never met, and may never meet. It is found that 50 percent of children aged between 12 and 17 use social networking sites every day while only 16 percent use the internet daily for studies.

For most people, internet is a way of keeping in touch with loved ones and friends but for people who are isolated due to illness, it plays a more vital role and can often act as a lifeline.

The survey found that 37% of those questioned had been left sleep-deprived as a result of social networking and 75% didn't like the idea of keeping phones close by while sleeping. Other school reporters have also looked into the effect of technology and its effect on teenagers sleeping habits.

Many of us take Twitter and Facebook to share our excitement when we have good news. But for a bad news, whether be it a job loss or illness, a phone call is still our preferred choice of communication.

I thank the social media for turning strangers into friends. Where we meet someone through social media, and then get the opportunity to interact in real life, and develop a relationship that creates true friendships.

As social media gets bigger and more pervasive, the chasm becomes even more difficult to cross. Very soon social media is going to replace face to face. It could mean a lot more than saying it through a Facebook message or a Tweet.

Let's try getting back the bigger world with true relations rather than living in a small world of fake people.

—Shreya Kamath
2nd of October

That face of him in old age-smiling, wearing glasses with a sash over his right shoulder. From the currency papers to the walls of public offices, we have a smiling face of him. Whose face is most familiar for every Indian. The one who quoted, "BE the CHANGE you wish to see in the WORLD"

The one who did almost everything for the freedom of our nation.

Yes, I'm talking about that great historic leader Mohandas Karamchand Gandhi popularly known as Mahatma Gandhi. I myself consider him the main character in the war of Independence.

Fact file

Born: October 2, 1869
Assassinated: January 30, 1948, New Delhi

Our third important National Festival is the Gandhi Jayanti. Mahatma Gandhi's birthday is celebrated as national festival all over the country. He risked his life for India's liberty and believed in social equality.

At national level Gandhi Jayanti is celebrated on 2nd October every year at Raj Ghat in New Delhi. The Prime Minister pay homage and place wreaths at the Samadhi.

Facts

* In Gandhiji's autobiography, he has mentioned that he was not a courageous or outspoken leader. Infact, he was so shy that he could not talk to anyone in his school and often ran from there.

* October 2nd was announced as the International day of "Ahimsa" by the United Nations.

* The famous US publication, TIME named M.K Gandhi the Man of the Year in 1930.

* Gandhiji hated being snapped, but the fact is, at that time he was the only person who was hugely photographed.

* Because his first teacher was an Irishman, Gandhiji spoke English with an Irish accent.

-Fazeela Rehna
Every woman is unique, special and lovable. Every girl would want to fly like the birds, be free and live their own way and seek what their heart tweets. But the society has restricted the woman with many preposterous issues around her.

A woman is given limits as to how high her swing can go. Her progress is curbed by the strings tied to it. She is supposed to be happy with the capacity of swing and not her own strength, uniqueness and individuality. She gets feeble support that can thrust her to achieve greater heights.

No matter how high she flies, a woman's real capabilities of being at the top are pulled down by the gravities of relationships.

A woman is always in a fear of losing the freedom she has, if the restricting strings were broken.

For the love a woman gives to this world, she gets very less in reward. She needs better support, more trust and a little more affection, care and love from all. Is it not unfair to restrict an individual that is meant to reach the zenith?

- Thejaswi N
7th Sem EC
App Discovery

Photosynth
Microsoft Corporation

Interactive panorama capturing and sharing with new social features. Photosynth is the panorama creation app that makes it easy and fun to capture and share interactive panoramas of the places, people, and events that are important to you.

Available for: 🍊

Yahoo News Digest
Yahoo

Winner of the 2014 Apple Design Awards! Yahoo News Digest provides a definitive summary of all the important, need-to-know news. Digests are delivered twice a day—one in the morning and once in the evening. All the top stories are summarized and presented with key information.

Available for: 🍊 🍊

FIFA 15 Ultimate Team
EA Sports

FIFA 15 Ultimate Team features over 10,000 players from over 500 licensed teams. Plus, over 30 real leagues and stadiums. Build a dream squad of footballers and put them to the test. Take the thrill of football with you wherever you are with the most authentic football game.

Available for: 🍊

Duolingo

Learn Spanish, French, German, Italian, Portuguese, and English. Duolingo is changing the way people learn languages. With Duolingo you learn a language completely for free, without adds or hidden charges.

Available for: 🍊

DID YOU KNOW

Did you know
The average human brain contains around 78% water.

Did you know
Lightning hits the Earth 6,000 times every minute.

Did you know
Cats spend 66% of their life sleeping.

Did you know
11% of people are left handed.

ALL HUMANS ARE ACTUALLY SUSCEPTIBLE TO THE "ILLUSION OF TRUTH" EFFECT WHICH MEANS THE MORE WE HEAR SOMETHING, THE MORE WE BELIEVE IT’S TRUE. #8FACT
### iPhone 6

**SPECIFICATIONS**

Display: 750x1334 pixels, 4.7 inches (326 ppi)
Camera: Primary- 8 MP, 3264x2448 pixels
Video- 1080p@60fps, 720p@240fps
Secondary- 1.2 MP, 720p@30fps
OS: iOS 8
CPU: Dual-core 1.4GHz A8 Chip
GPU: PowerVR Quad Core graphics
RAM: 1 GB
BATTERY: Non-removable Li-Po 1810 mAh battery

### Samsung Galaxy S5

**SPECIFICATIONS**

Display: 1080x1902 pixels, 5.1 inches (432 ppi)
Camera: Primary- 16 MP, 5312x2988 pixels
Video- 2160p@30fps, 1080p@60fps
Secondary- 2 MP, 1080p@30fps
OS: Android v4.4.2 (KitKat)
CPU: Quad-core 2.5GHz
GPU: Adreno 330
RAM: 2 GB
BATTERY: Li-ion 2800 mAh battery

### HTC One (M8)

**SPECIFICATIONS**

Display: 1080x1920 pixels, 5.0 inches (441 ppi)
Camera: Primary- Dual 4MP, 2688x1520 pixels
Video- 1080p@60fps, 720p@120fps
Secondary- 5 MP, 1080p@30fps
OS: Android v4.4.2 (KitKat)
CPU: Quad-core 2.3GHz
GPU: Adreno 330
RAM: 2 GB
BATTERY: Non-removable Li-Po 2600 mAh battery

### Nokia Lumia 830

**SPECIFICATIONS**

Display: 720x1280 pixels, 5.0 inches (294 ppi)
Camera: Primary- 10 MP, Carl Zeiss optics
Video- 1080p@30fps
Secondary- 0.9 MP, 720p
OS: Windows Phone 8.1
CPU: Quad-core 1.2GHz Cortex-A7
GPU: Adreno 305
RAM: 1 GB
BATTERY: Li-ion 2200 mAh battery

*Note: Ratings given above are user reviews*
The Indian Society for Technical Education is a national, professional, non-profit society registered under the Indian Societies Registration Act of 1860. It was first started in 1941 as the Association of Principals of Technical Institutions (APTI), it then got converted into "Indian Society for Technical Education" in 1968 with a view to enlarge its activities to advance the cause of technological education. The major objective of the ISTE is to help and contribute in the production and development of top quality professional engineers and technicians needed by the industries and other organizations. ISTE effectively contributes in various missions of the Union Government, The Ministry of Human Resource Development and State Govts. The headquarters of ISTE is located at New Delhi.

Talent wins the game but team work and intelligence wins the championship. I’m really elated to be a part of ISTE-PACE Chapter. It is the only happening club in our college. ISTE-PACE chapter inculcates professionalism, uniqueness, unwavering decision making and excellence in every technical and non-technical challenge. As a team with high aspirations and expectations, the first aspect that we think of whenever we work on a challenge is teamwork. Teamwork is an important factor that offers the possibility of sharing ideas, which is also a vital factor in achieving success. A good team violates the laws of mathematics. Have you ever watched a professional football game? Say Germany-Argentina match. They are intense, they are fast, they are brutal and they are unpredictable. Here, the whole team is greater than some of its parts and this signifies that team members are working in collaboration with each other. Our team consists of such highly motivated, enthusiastic, cheerful members who take ISTE to a whole new platform.

ISTE-PACE chapter has been proactively working for 7 consecutive years. At ISTE, we provide members with a variety of opportunities for their social and professional development through organizing events. We strive to build camaraderie among students and we take part in various events in other campuses.

ISTE-PACE chapter organizes TATHVA and SPURANA every year along with various seminars for the amelioration of students. TATHVA inter-collegiate and SPURANA intra-collegiate technical and non-technical fests aims at providing a platform to participants to exhibit their ability to practically apply their knowledge by engineering concepts. It is an opportunity for budding engineers to rejuvenate their talents and creativity.

At ISTE, we believe in building people. Every student in a college is as different from other as chalk is from cheese and it is a great task to forge a cohesive team comprising of individuals with diverse and vibrant traits. Throughout the academic year, we organize a plethora of events to hone your technical as well as soft skills. You can be a part of this enriching voyage with us by being a member in Team ISTE. Come, let's work together!

- Rubia Hussain
Farewell of Mr. Saiful Islam by 5th sem EC

Launch Event Of TELSA Magazine

Teacher’s Day Celebrations at 7th sem EC
Adobe Creative Cloud

We recommend you...

#AnyBodyCanDesign

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http://pace.edu.in/images/tesla.pdf

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Students interested to be a part of team tesla, contact our coordinators or mail us at tesla@pace.edu.in
Windows 10

VS

OS X Yosemite
Every bit as powerful as it looks.