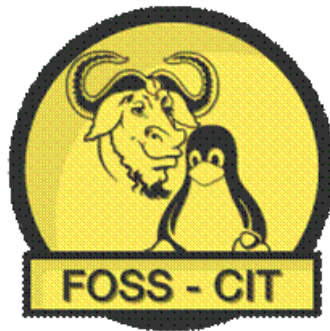




COIMBATORE INSTITUTE OF TECHNOLOGY
*(Government Aided Autonomous Institution Approved by AICTE,
New Delhi & Affiliated to Anna University, Chennai)*



FREE & OPEN SOURCE SOFTWARE CLUB
CLUB DETAILS

FACULTY ADVISORS



Dr. Umarani M (Assistant Professor, Department of Computing)



Dr. Aruna P (Assistant Professor, Department of Computing)



Dr. K. Rajarajeshwari (Assistant Professor, Department of Computing)

BOARD MEMBERS 2025-2026

SECRETARY



KAVIN SANJAI S (M. Sc. Software systems , 3rd Year)



VARSHINI N P (M. Sc. Software systems , 3rd Year)

JOINT SECRETARY



Parithikrishnan M (M. Sc . Decision and Computing Sciences , 3rd Year)



Shrinithi V (M. Sc . Data Science , 3rd Year)

TREASURER



Indhu Meenaakshi A (M. Sc . Decision and Computing Sciences , 3rd Year)

TECHNICAL TEAM



Gautham Krishna R (M. Sc. Software systems , 3rd Year) (Technical Lead)



Rajendran S (B.Tech Artificial Intelligence And Data Science , 3rd Year) (Technical Lead)



Ashwin Suresh (M. Sc. Software systems , 2nd Year)



Madhav Kannan K (M. Sc. Data Science, 2nd Year)



Deva Sri R (M. Sc. Software systems , 2nd Year)



Shane Israel N (M. Sc. Artificial Intelligence and Machine Learning , 2nd Year)

EVENT MANAGEMENT TEAM



Aathiganapathi K (M. Sc . Data Science , 3rd Year) (Event Management Head)



Akilan S P (M. Sc. Software systems , 2nd Year)



Aradhana S (M. Sc. Software systems , 2rd Year)

Social Media Team



Dharaneesh N (M . Sc . Decision and Computing Sciences , 2nd Year)

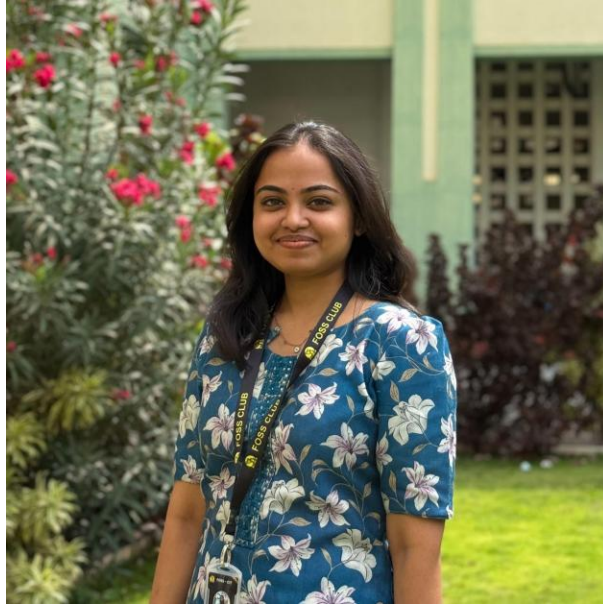


Preethika S U (M . Sc . Data Science , 2nd Year)

EDITING TEAM



Harita S (M . Sc . Artificial Intelligence and Machine Learning , 3rd Year) (Editing Team Head)



Ridhuvarsini B (M . Sc . Decision and Computing Sciences , 2nd Year)



Kautham Kanthavel P J (M. Sc. Software Systems , 2nd Year)



Hemmanth G (M. Sc. Software Systems , 2nd Year)



Srinidhi S (M. Sc . Data Science , 3rd Year)

CONTENT WRITING TEAM



Vismitha R K (M. Sc . Data Science , 2nd Year)



Maghathi V S (M. Sc. Software Systems , 2nd Year)

OUTREACH TEAM



Dhanya Shree M (M. Sc. Software Systems , 2nd Year)



Dhanumithra T (M. Sc. Software Systems , 2nd Year)

INNOVATION TEAM



Atshayaa B (M. Sc . Data Science , 3rd Year) (Innovation Head)

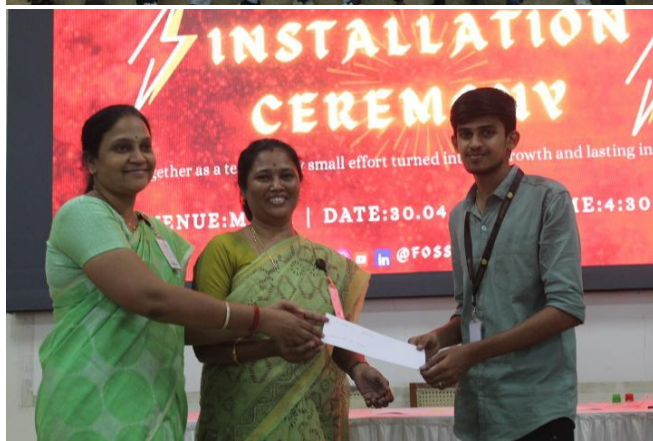


Hemanthanilaa Thulashi P (M. Sc. Software Systems , 3rd Year) (Innovation Head)

Event 1:

Title : Installation Ceremony

The Installation Ceremony was the official takeover of the leadership roles by the new team for the academic year 2025-2026. The ceremony was an occasion to look back and acknowledge the efforts and contributions of the outgoing board, recognizing their commitment, leadership, and dedication to the growth and success of the club. Tokens of appreciation were given to acknowledge their contributions and achievements. The newly elected board was formally inducted, and they took over the roles with renewed enthusiasm and a new perspective on the future. The ceremony was not only an occasion to look back and acknowledge the achievements, but it also set the stage for the upcoming events and initiatives with an inspiring message on growth, innovation, and collaboration.





Event 2:

Title : Building Powerful AI Tools and Automation

This session was the starting point for the technical activities of the club for the academic year, and emphasis was given to the impact of artificial intelligence and automation in the current digital world. The students who attended this session were exposed to the concept of intelligent agents and the ways they can be utilized to perform tasks on their own, thereby boosting productivity. The session was not only educational, but it was also an opportunity for the students to be exposed to intelligent automation tools, where the workflow can be automated, and tasks can be performed, such as data handling, communication, etc. It was a great starting point for the students to learn the ways to develop intelligent solutions.

COIMBATORE INSTITUTE OF TECHNOLOGY
(GOVERNMENT AIDED AUTONOMOUS INSTITUTION)

FOSS CLUB
Presents

**BUILDING POWERFUL AI
TOOLS AND AUTOMATION**

GMEET

6:30 - 7:30 pm

28.06.2025

SPEAKER:
Rajendran S
(Head of Technical Team)
B.Tech AI&DS, 3rd Year

@FOSSCIT

Event 3

Title : FOSS MeetUp

FOSS Meetup Coimbatore created a dynamic platform for the development of the open source community with regard to the sharing of knowledge and collaboration. FOSS Meetup Coimbatore created a platform where students and open source enthusiasts could get to know and learn more about the latest technologies and share their knowledge with others. Technical talks were conducted at the event, and the talks included a number of topics such as the latest development tools and open source innovations. Participants of the event got a chance to witness open source project demos and get a glimpse of the real-world applications of open source technologies. FOSS Meetup Coimbatore created a platform where people could learn and interact with others and share and grow with the open source community.





Event - 4:

Title : Fun With FOSS 4.0

The event Fun With FOSS 4.0 was conceptualized as an event that is both entertaining and lively, incorporating the dimensions of entertainment and teamwork. The event was conceptualized to enable the students to collaborate, think on their feet, and communicate effectively through a variety of creative activities. Each activity was designed to focus on different areas, thus creating a lively and competitive atmosphere among the students. The event was a welcome change for the students, providing an opportunity to relax and get away from academics. At the same time, the event was also effective in building student relationships and community, while also effectively promoting the need for teamwork.





Event - 5

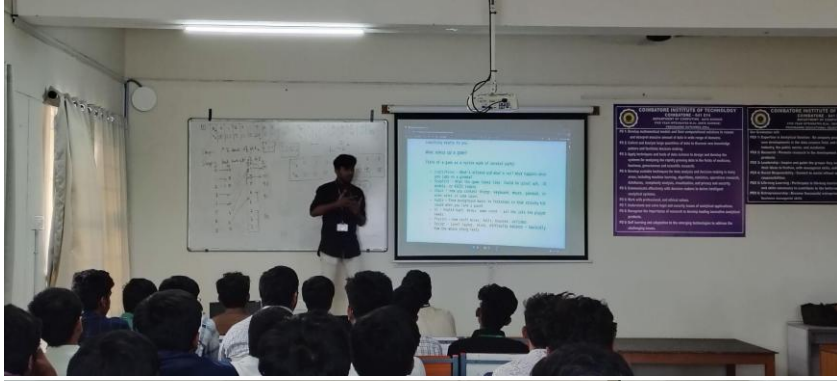
Title : Game Craft Workshop

The workshop on "Game Craft Workshop" was conducted in the form of an intensive workshop for two days. The workshop aimed at providing the participants with a basic knowledge and understanding in the particular field of game development.

Day 1: On the first day of the workshop, there was a focus on providing the participants with a conceptual understanding of the basics and practical aspects of game development. The topics included on the first day were game design, game loops, game engine architecture, and a brief overview of popular game engines. The participants were provided with knowledge on the Godot game engine and development environment. The participants got a clear understanding of the structure and concept of game development.

Day 2: On the second day of the workshop, there was a focus on providing the participants with practical knowledge in the particular field of game development. The participants were provided with a chance to develop a simple 2D game. The participants got practical knowledge on the development of a game. The participants developed a game and got a clear understanding of the practical aspects of the concepts provided on the first day. On the second day, the participants developed a basic game. The participants got a clear understanding of the gap between theory and practice.





Event - 6

Title : Linux Workshop

The Linux workshop was an intensive workshop focused on providing training to the participants about the usage of the Linux operating system in a systematic way. The workshop was segmented into four different sections, with each section focusing on different aspects of the Linux operating system.

Day 1: The first day of the workshop was focused on providing training to the participants about the basics of the Linux operating system. The participants were trained about the usage of the command line interface while working with the Linux operating system.

Day 2: The second day of the workshop was focused on providing training to the participants about the advanced features of the Linux operating system. The participants were trained about the usage of file permissions, directory structures, working with processes while using the Linux operating system.

Day 3: The third day of the workshop was focused on providing training to the participants about the file processing operations while using the Linux operating system. The participants were trained about the usage of regular expressions while working with the Linux operating system.

Day 4: The fourth day of the workshop was focused on providing training to the participants about the usage of shell







Event-7

Title: Hack 'n Hunt

The FOSS Club organized *Hack 'N Hunt* on 6th October 2025, an innovative digital treasure hunt that combined coding and logical puzzles through an interactive website.

In **Round 1**, participants solved five sequential challenges testing problem-solving, logic, and basic coding skills, with only the top-performing teams advancing. **Round 2** intensified the competition with more complex tasks requiring teamwork, analytical thinking, and quick decisions, ultimately leading to the discovery of the “Master Key.”

The event delivered an exciting, fast-paced, and intellectually engaging experience, perfectly capturing its theme — “*Hack 'N Hunt: Where Code Meets Chaos.*”





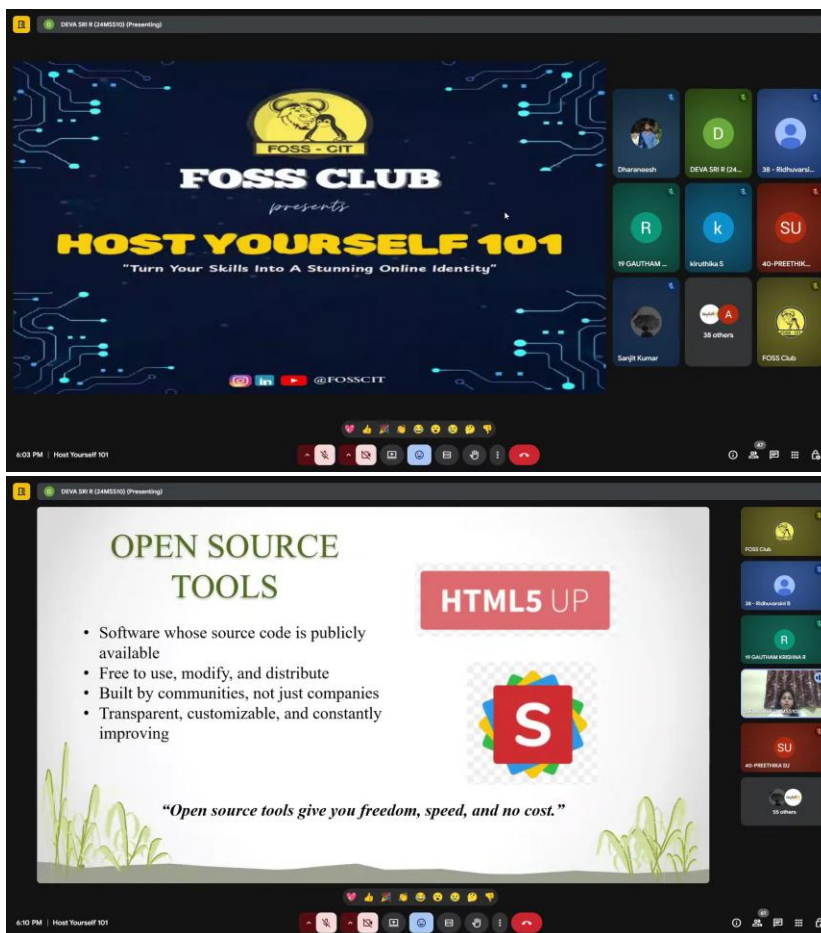
Event-8

Title: Host Yourself 101

The FOSS Club conducted an online session titled “*Host Yourself 101 – Turn Your Skills Into a Stunning Online Identity*” on 20th November 2025, focused on helping students build professional portfolio websites.

The session highlighted the importance of personal portfolios in enhancing career opportunities. The speaker, Deva Sri R, provided a hands-on demonstration using StartBootstrap and HTML5UP templates, guiding participants in customizing designs, organizing content, and applying HTML, CSS, and Bootstrap. She also explained hosting methods and best practices.

The session concluded with a Q&A and an assignment to submit portfolios for evaluation and certification. Overall, it effectively equipped students with practical skills to create, customize, and host their own professional online presence.




DEVA MIT 8 (JAMES10) (Presenting)

Start Bootstrap Themes > Templates > Bundles > Forms > Resources > Blog > Log In

Start Bootstrap

I can help your business to
Get online and grow fast

Buttons | Pages



About Me
Hi, I'm a Start Bootstrap and Facebook developer.

Link Preview | View Source Code

Create WP Pages in Minutes
Easy to Use Templates
Try it today. Awesome Software, Great Support, and a Helpful Community.
wpthemesmaker.com

Get It >

Free Download

Upgrade to Pro

License: MIT License

Downloaded: 2,407

Released: Mar 25, 2022

6:12 PM | Host Yourself 101

Windows taskbar: Search, File Explorer, Edge, Chrome, Teams, OneDrive, Settings, Task View, Network, Volume, Power, Date/Time: 11:00 AM 03/11/2022

Zoom sidebar:

- ROSE CUI
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- SU
- PROTECTOR 07
- R
- SALVATORE CRISTINA 8
- Dr. James

Event 9

Title : Hands on Flask

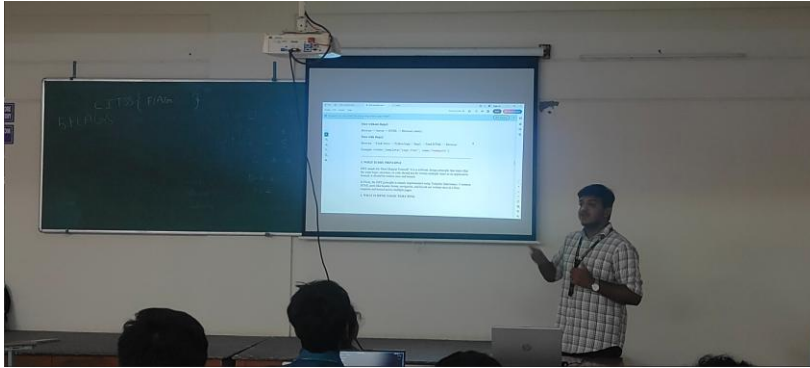
The Hands-on Flask workshop by the FOSS Club, held on 29th December 2025, was conducted over two days, focusing on both foundational and application-oriented learning.

Day 1 introduced participants to web development fundamentals using Python Flask, covering web application architecture and the role of Flask as a lightweight backend framework. Through live coding and hands-on exercises, participants built simple web applications, gaining a strong foundation and confidence in backend development.

Day 2 focused on practical implementation, introducing Jinja2 templates, form handling, and dynamic content rendering. Participants learned to integrate frontend and backend components and structure Flask applications effectively through guided exercises.

By the end of the workshop, participants developed a clear understanding of Flask-based web development and were guided toward full-stack development, open-source contributions, and building real-world projects aligned with industry practices.





Event-10

Title: *I'M GOING INN*

The FOSS Club organized *I'M GOING INN*, a two-day technical event designed to test participants' problem-solving, analytical, and coding skills.

Day 1 focused on algorithmic thinking, where teams solved soldier-inspired problem statements by writing clear and efficient algorithms. The emphasis was on logic, structure, and reasoning rather than coding syntax. Submissions were evaluated based on correctness, clarity, and efficiency, leading to the shortlisting of the top 15 teams. The event was supported by a dedicated website developed by FOSS Club members, ensuring smooth coordination.

Day 2 intensified the competition, challenging shortlisted teams with debugging tasks and identification of logical and syntactical errors. Participants demonstrated strong attention to detail and technical understanding. The top 8 teams advanced to the final coding round, where they solved a comprehensive problem testing their implementation skills.

The event concluded with outstanding performances, recognizing a Winner, Runner-up, and two Special Mention teams. Prizes were awarded during *Melinia Fest* on 25th February 2026, making the event a successful and competitive showcase of technical excellence.







Event 11

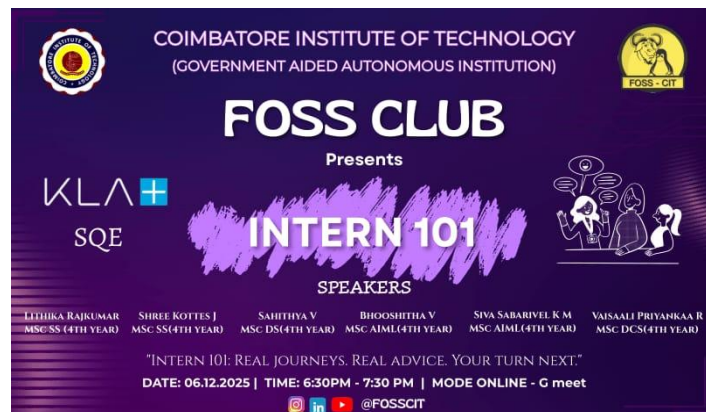
Title : Intern 101

Company name: KLA corporates

The FOSS Club organized *Intern 101 – KLA SQE DRIVE*, an insightful session focused on guiding students through the journey of securing and succeeding in internships. Featuring fourth-year MSc students who interned at KLA as Software Quality Engineers, the session provided real-world insights into the application process, interview rounds, technical expectations, and workplace experiences.

Speakers shared their challenges, learning experiences, and the skills required to thrive in a professional environment, offering participants a clear understanding of industry expectations. The interactive Q&A session further helped students clarify doubts and receive personalized guidance.

Overall, the session served as a motivating platform, encouraging students to proactively build their skills, explore opportunities, and prepare confidently for their future careers.



Company name: Intellifer

The FOSS Club conducted *"Intern 101 – Episode 2"* on 15th February 2026, aimed at guiding students in securing and excelling in internships. The session featured Janumathi G P and Swetha R, Software Engineers at Intellifer, who shared real-world experiences and practical advice on skill development, resume building, interview preparation, and adapting to corporate environments.

Emphasizing consistent learning, hands-on projects, networking, and confidence, the session aligned with the theme *"Experience, Exposure, Excellence."* The interactive format helped participants clarify doubts and gain clear direction on internship pathways, making it both informative and inspiring.



Company name: NGP Websmart

The FOSS Club conducted “*Intern 101 – Episode 3*” on 6th March 2026, focused on guiding students in internships and early career development in the software industry. The session featured Rithanyaa M E and Priyadharshini T S, Software Developers at NGP Websmart, who shared their real-world experiences and industry insights.

They discussed internship preparation, building strong technical foundations, developing meaningful projects, and understanding workplace expectations. Emphasizing continuous learning, communication, collaboration, and adaptability, the session aligned with the theme “*Experience, Exposure, Excellence.*”

The interactive session helped participants clarify doubts and gain a clearer direction for internship opportunities and career growth, making it both informative and motivating.



Company name: Buckman

The FOSS Club, in association with the Datalytics Club, conducted “*Intern 101 – Algorithms Unlocked*” on 12th March 2026 to help students strengthen their algorithmic thinking and prepare for coding interviews and internships.

The session featured Deepika K and Harinne R, who explained the importance of algorithms, data structures, and logical problem-solving in technical assessments. They shared practical strategies for improving coding skills, such as consistent practice, recognizing problem patterns, and using the right platforms.

The interactive session enabled participants to clarify doubts and gain valuable insights, making it highly beneficial for students aiming to enhance their algorithmic knowledge and prepare for future internship and placement opportunities.



Company name: EQ REV

The FOSS Club, in association with the Datalytics Club, conducted “*Intern 101 – Algorithms Unlocked*” on 15th March 2026 to help students strengthen their understanding of algorithms for problem solving, coding interviews, and internship preparation.

The session featured Anush Pranav and Akshay Kumar, who shared insights on algorithmic thinking, effective problem-solving strategies, and the importance of data structures and algorithms in technical interviews. They emphasized consistent practice, recognizing problem patterns, and leveraging coding platforms to enhance logical and analytical skills.

The interactive session enabled participants to clarify doubts and gain practical guidance, making it highly informative and beneficial for students preparing for internships and placement opportunities.



Company name: IMIK

The FOSS Club of Coimbatore Institute of Technology conducted “Intern 101 – Episode 4” on 16th March 2026, aimed at guiding students on internships and career readiness in the tech industry.

The session featured Jeevan N, Mobile Application Developer, and Somnath M, Software Developer at IMIK Technologies, who shared their real-world internship experiences and industry insights. They highlighted the importance of building strong technical skills, developing impactful projects, and understanding professional expectations.

Emphasizing problem-solving, consistency, communication, and continuous learning, the session aligned with the theme “Experience, Exposure, Excellence.” The interactive format allowed participants to clarify doubts and gain practical guidance, making it both informative and inspiring for aspiring professionals.



Company name: SHAACHI

The FOSS Club of Coimbatore Institute of Technology conducted “*Intern 101 – Episode 5*” on 19th March 2026, focused on guiding students in internships and career development within the software industry.

The session featured Ann Jerusha S and Anush M, Software Engineers at SHAACHI, who shared their real-world experiences, professional journeys, and key insights into the tech industry. They discussed strategies for internship preparation, including building strong technical foundations, developing practical projects, and understanding industry expectations.

Emphasizing problem-solving, adaptability, communication, and continuous learning, the session aligned with the theme “*Experience, Exposure, Excellence.*” The interactive format enabled participants to clarify doubts and gain valuable direction, making it both informative and motivating for aspiring students.



Company name: [ProfitStory.ai](https://www.profitstory.ai)

The FOSS Club, in collaboration with the Datalytics Club, organized “*Intern 101 – Algorithms Unlocked*” on 29th March 2026 via Google Meet, focusing on algorithms, problem-solving, and internship preparation.

The session was led by Dhivya KP (ML Intern), Rithika S (LLM Intern), and Ritika S (ML Intern) from ProfitStory.ai, who shared insights on algorithmic thinking, data structures, and building strong technical foundations. They emphasized consistent practice, effective use of coding platforms, and strategies to crack technical interviews.

The interactive session also included sharing of real internship experiences, helping participants clarify doubts and gain a clearer understanding of improving analytical skills and preparing for interviews.



COIMBATORE INSTITUTE OF TECHNOLOGY
(GOVERNMENT AIDED AUTONOMOUS INSTITUTION)



FOSS CLUB & DATAALYTICS

PRESENTS



INTERN 101 ALGORITHMS UNLOCKED



SPEAKERS



DHIVYA KP
ML Intern



RITHIKA S
LLM Intern



RITIKA S
ML Intern

DATE: 29th Mar 2026 | TIME: 3:00 PM-4:00 PM | MODE: GMEET

Nakshatra 2026 – FOSS Club

The FOSS Club has organized a series of events for Nakshatra Fest 2026. These events are highly creative and interesting. These events are focused on bringing together creativity, skills, and collaboration. These events are unique in terms of their format, promoting creativity among the participants and helping them develop skills and apply those skills in a highly interactive way.

1. Eagle Eyes

“Eagle Eyes” is an event based on observing images. This event aims at testing the skills of participants in observing images and answering questions based on those images.

The difficulty level of the event increases as time progresses. Participants have to observe images for a specific period of time and then have to answer questions based on those images. This event will definitely improve the skills of participants in terms of concentration and visual skills.

2. App Sense – The UX Wizard Challenge

“App Sense” is an event based on user interface and visual skills, presented in a highly creative way by incorporating the Harry Potter series. In this event, one member of the team has to draw the interface of a given application without disclosing its name, and the rest of the team members have to identify the application based on its interface.

The event also focused on the idea of design thinking, creativity, and collaboration. The event gave the participants a new perspective on the user interface. This was a highly interactive and fast-paced event, setting it apart from the other events.

3. Silent Syntax

The “Silent Syntax” event was a unique event in the form of a team event, where coding was associated with non-verbal communication. Four people would form a group, where two people would act out a programming problem or a situation in real life without using technical vocabulary. The other two would have to interpret the act and implement the respective coding in a chosen programming language.

The event tested the creativity, logical skills, coding skills, and communication skills of the participants in a challenging yet entertaining manner. This event also focused on the importance of understanding, collaboration, and flexibility in problem-solving.

4. Score and Solve Rush

The “Score and Solve Rush” event was a fast-paced event consisting of multiple rounds. This event was intended for testing the participants in different parameters. Teams had to go through different rounds of challenges such as quizzes, puzzles, riddles, and interactive games within a chosen time limit.

The scoring system in the event motivated the participants to take part in the event and maintain a high level of competition. This was a highly interactive event where the participants had to be flexible and collaborative in nature, thus providing a dynamic and vibrant environment for all the participants.

