

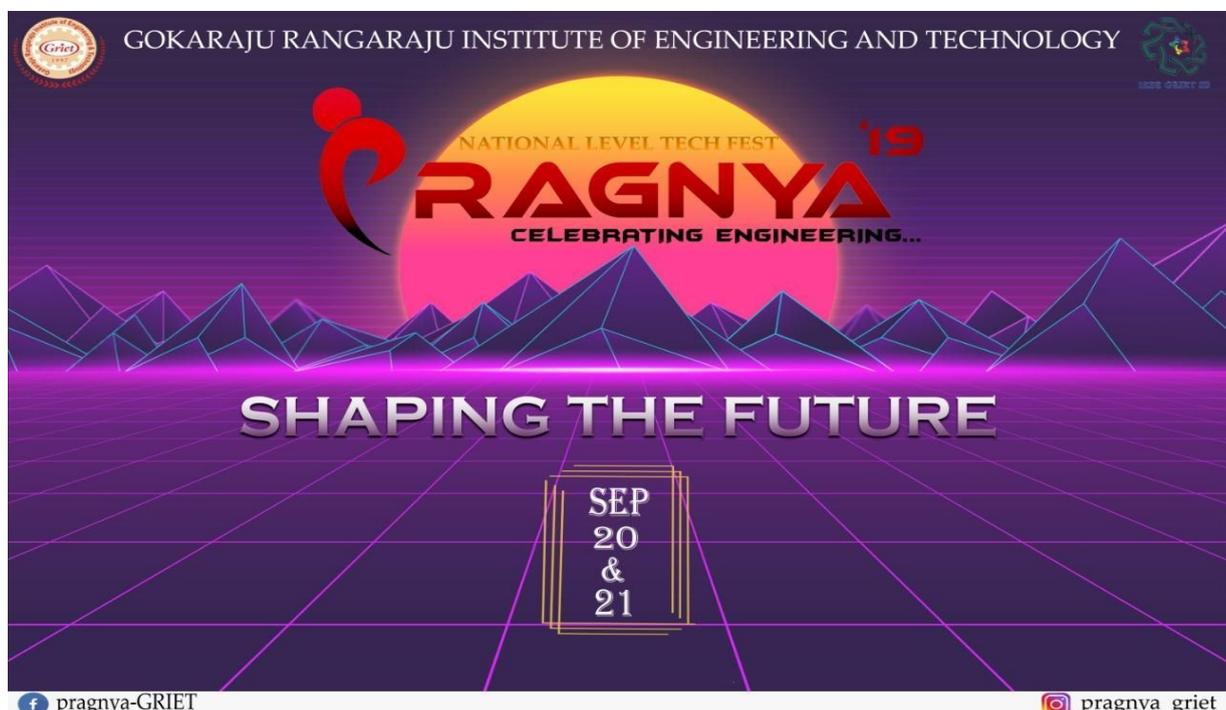
IEEE STUDENT BRANCH
GOKARAJU RANGARAJU INSTITUTE OF ENGINEERING AND
TECHNOLOGY
PRAGNYA' 19 REPORT

VENUE: Gokaraju Rangaraju Institute of Engineering and Technology

DATE : 20th and 21st September, 2019

Pragnya, over the years has served as a thriving platform for the expression of science, technology and managerial ventures with sheer brilliance and creativity from the youth populace. It is the largest technical fest of GRIET which served as a means for students and inquisitive minds to showcase their technical skills and knowledge.

National Level Technical Symposium, Pragnya' 19 was organized on 20th and 21st September, 2019, by one of the eminent student bodies of GRIET, IEEE GRIET SB with great enthusiasm and dedication.



Known to attract the best student talent from across the country, Pragnya' 19 took things to a greater level this year. This year Pragnya' 19 has set out on a path to guide it through the prism of enriching experiences with the theme 'Shaping the Future', in order to glorify the importance of technology which served as a hub that can open up countless avenues for communication and has helped shape the future in every aspect of our lives.

Apart from this, the entirety of the fest saw a plethora of Workshops and Events.



The inaugural ceremony of Pragnya' 19 on 'Shaping the Future' commenced with the lighting of the lamp by a group of dignitaries- Guest of honour Mr. Anil Rachamalla, Director Dr. Jandhyala N Murthy, Principal Dr. J. Praveen, Dean Student Affairs Dr. L Jayahari and a prayer song by the students. Following that, Student Convenor, Ch. Akash Reddy formally welcomed all the dignitaries present on the dais and the faculty and students who tremendously supported the team throughout the process.

All dignitaries individually addressed the gathering and spoke a few valuable words about the entire technical fest. Their words truly inspired and motivated us to organise more such events.



Later, the guest of honor went up to the podium and expressed how honored he was to be part of such a marvelous event. His presence in the inaugural ceremony truly appreciated.

The inaugural ceremony was concluded a vote of thanks addressing our faculty members for their enormous cooperation and encouragement throughout the preparations.



Pragnya' 19 Schedule

DAY-1 SCHEDULE



DAY- 1 SCHEDULE

ROOM NO	10:00 A.M to 12:30 P.M	1:30PM TO 4:00PM
	WORKSHOP 1- DEVOPS	
	WORKSHOP 2- ACTIVITY TRACKER	
1ST YEAR'S: 3513 2ND,3RD,4TH: 1203,1208	PPT AND POSTER PRESENTATIONS	
Basketball court	BOX CRICKET	BOX CRICKET
Volleyball court	BLIND VOLLEYBALL	BLIND VOLLEYBALL
4512	TECHNICAL MAZE	WHISPER CHALLENGE
1108	CODE RIDGE	ARRANGE AND ANSWER
3434	MINI MILITIA	MINI MILITIA
2408 and 4501	CRICKET QUIZ	TAMBOLA
2403	SPIN THE BALL	-
1202	CODE IT	-
4502	ELECTRICAL CROSSWORD	-
DESKS	TREASURE HUNT	
	CUPS AND BALLS	

DAY-2 SCHEDULE



PRAGNYA¹⁹

CELEBRATING ENGINEERING...

DAY- 2 SCHEDULE

ROOM NO	10:00 A.M to 12:30 P.M
	WORKSHOP-1 DEVOPS
	WORKSHOP-2 ACTIVITY TRACKER
1ST YEAR'S: 3513 2ND,3RD,4TH: 1203,1208	PPT AND POSTER PRESENTATIONS
3434	GOOGLE IT AND ZAP WIRE
3610	MODEL OUT OF WASTE
3513	CIRCUIT DEBUGGING
4208	TECHNICAL QUIZ
4222	STARTUP IDEAS
4112	WORKING MODELS
4501	SMS
4502	PI
4512	KAUN BANEGA TECHNOPATHI
4420	BLIND FITTER
	MODEL ASSEMBLY
4422	CONNECT MECHANICAL
2403	MARKET MAYHEM
2408	TASTE THE SKILL
	BUILD YOUR CIRCUIT
1108	ERROR CORRECTION IN C PROGRAMMING
	RIDDLES AND CODING
1202	CODE CODE
	TECHNICAL HUNT
	MINECRAFT BUILD IT
	ROBO RACE

Workshop 1: (DevOps Workshop)



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DevOps Workshop

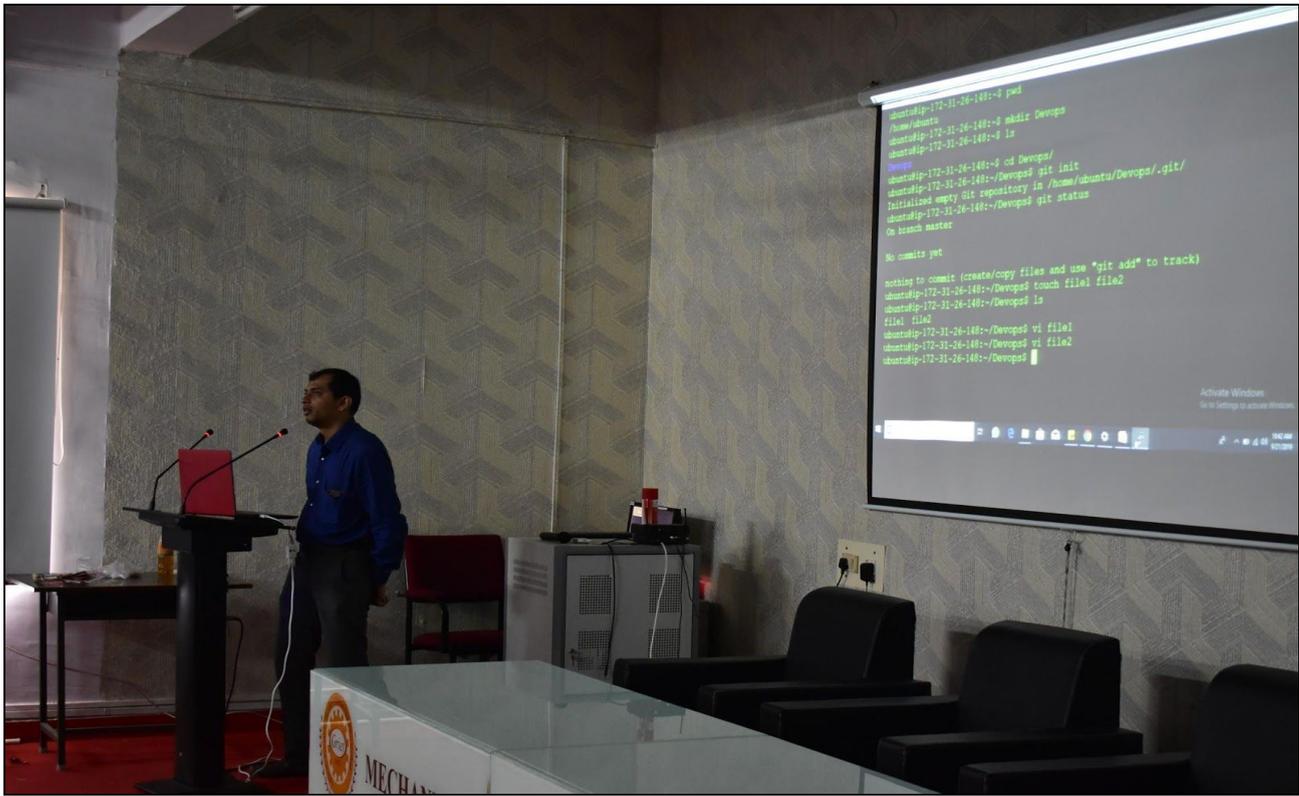
- ▶ Exploring the processes between the software development and IT teams.
- ▶ Chance to participate at zonal center from TECHNEX' 20, IIT VARANASI.
- ▶ Certificates are provided for all the participants

Dates : SEP 20th & 21st
Registration Fee :- 900/-

Ananya : 7013395755 | pragnya-GRIET | pragnya_griet

Innovians Technologies is India's fastest growing company in the field of Practical Educational Training, Professional Training, Corporate Training, Web & IT Services, with most advanced technologies & experience in hand. Innovians Technologies delivers interactive training & workshops which equip its participants with better practical understanding and preparation for jobs in industry.

DevOps is a workshop conceptualized by some top industry professionals in association with Innovians Technologies. The two-day workshop has helped the students grasp the concepts of how DevOps transformation can help in focussing on value and streamline the delivery and also understand about the common infrastructure servers, scalability and availability which was another feature of this training program. The student learnt the DevOps tools like – Puppets, Jenkins, Nagios, Ansible and GIT etc.



WORKSHOP 2: (Activity Tracker using ATmega 8)

The workshop aimed at providing hands-on, practical training to the participants. Activity Tracker Using ATMEGA 8 is a two-day workshop by exceptionally qualified and professional trainers actively involved in research & development, TechieNest.



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PRAGNYA¹⁹
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**ACTIVITY TRACKER
WORKSHOP**
using ATmega 8

- ▶ Certificate of participation
- ▶ Hands on workshop
- ▶ Workshop by highly qualified trainers

Dates : SEP 20th & 21st
Registration Fee : 1000/-

Ananya : 7013395755 pragnya-GRIET pragnya_griet

An **activity tracker** is a device or application for monitoring and tracking fitness-related metrics such as distance walked or run, calorie consumption, and in some cases heartbeat. It is a type of wearable computer. With the goal of understanding the functioning, the students were provided with kits which consisted of various components like heartbeat sensor, bluetooth module, temperature sensor etc to build their own fitness band and connecting it to their mobiles. The students found the workshop very interesting as it helped them perceive the subject beyond the confined walls of a classroom.



Paper & Poster Presentation:

The **Paper Presentation** competition was open to students of all branches of GRIET as well as other participating colleges. Students were asked to choose any technical topic of their choice and deliver a short presentation regarding the same topic.

- 5 –Minutes for Presentation,
- 1-Minute for Conclusion and
- 1-Minute to answer any queries posed by judges/peers

The participants were allowed to present individually or in teams of two. The participants were judged on their selection of topic, vivacity of explanation, and their ability to accurately answer the proposed questions.

Students had to prepare poster on any of the one subject from the topics mentioned in the regulations. Time allocated for presentation was 10 min. The poster presentation was judged mainly based on the innovative concept, communication skills, interaction with others and how effectively posters were made.

This year's Paper & Poster Presentation saw tremendous participation from all around the country.


GOKARAJU RANGARAJU INSTITUTE OF ENGINEERING AND TECHNOLOGY




PRAGNYA^{'19}
 CELEBRATING ENGINEERING...



PAPER & POSTER PRESENTATION

ON SEPTEMBER 20TH - 21ST

REGISTRATION FEE :- 200/-
 (Maximum of 2 per group)

 Hrithik : 9989376363
  pragnya-GRIET
  pragnya_griet

Paper Presentation Winners List

S. No	NAME	BRANCH	YEAR	COLLEGE	PRIZE
1	Dhanunjay	CSE	I	GRIET	WINNER
2	B. Venkata Sai Nithin	ECE	I	GRIET	WINNER
3	Niharika	ECE	I	GRIET	RUNNER
4	Mahathi	ECE	I	GRIET	RUNNER
5	Akash.M	CSE	II	GRIET	WINNER
6	Pavitra. A	CSE	II	GRIET	RUNNER
7	Vishnu Vytla	ECE	III	VNR VJIET	WINNER

8	K. Venkatapathi Naidu	ECE	III	GRIET	WINNER
9	M. Mahendra Vardhan	ECE	III	GRIET	RUNNER
10	Chakiri Anudeep	ECE	III	GRIET	RUNNER
11	Kavya Swamy	EEE	II	BVRITH	WINNER
12	A. Vinitha	EEE	II	BVRITH	WINNER
13	G. Kavya Sree	EEE	II	BVRITH	RUNNER
14	G. Prathyusha	EEE	II	BVRITH	RUNNER
15	Sriram Venkata Naga Sai Pratheek	IT	II	GRIET	WINNER
16	M. Trivedh	IT	II	GRIET	RUNNER
17	D. Varshini	IT	II	GRIET	RUNNER
18	Vishnu Peetla	Mech	III	MLRITM	WINNER
19	P. Aditya	Mech	III	MLRITM	WINNER
20	Lakshmi Deepak Tadepalli	Mech	IV	GRIET	RUNNER
21	Pratyusha	CIVIL	II	GRIET	WINNER
22	Vishruth. T. N	CIVIL	II	GRIET	RUNNER

Poster Presentation Winners List

S. No	NAME	COLLEGE	YEAR	BRANCH	PRIZE
1	Bhavana	GRIET	I	ECE	WINNER
2	Snigda	GRIET	I	ECE	WINNER
3	Gayatri	GRIET	I	ECE	RUNNER
4	Harika	GRIET	I	ECE	RUNNER
5	P. Manasa	BVRIT	III	CSE	WINNER
6	Devalla Sirisha	GRIET	III	ECE	WINNER
7	Dharavath Sai Kumar	GRIET	III	ECE	RUNNER
8	A. Jashwanth Chandra	GRIET	III	ECE	RUNNER
9	Ch. Bindu Sai Mnasa	HITAM	III	MECH	WINNER

Departmental Events:

TECHNICAL EVENTS

BSH EVENTS

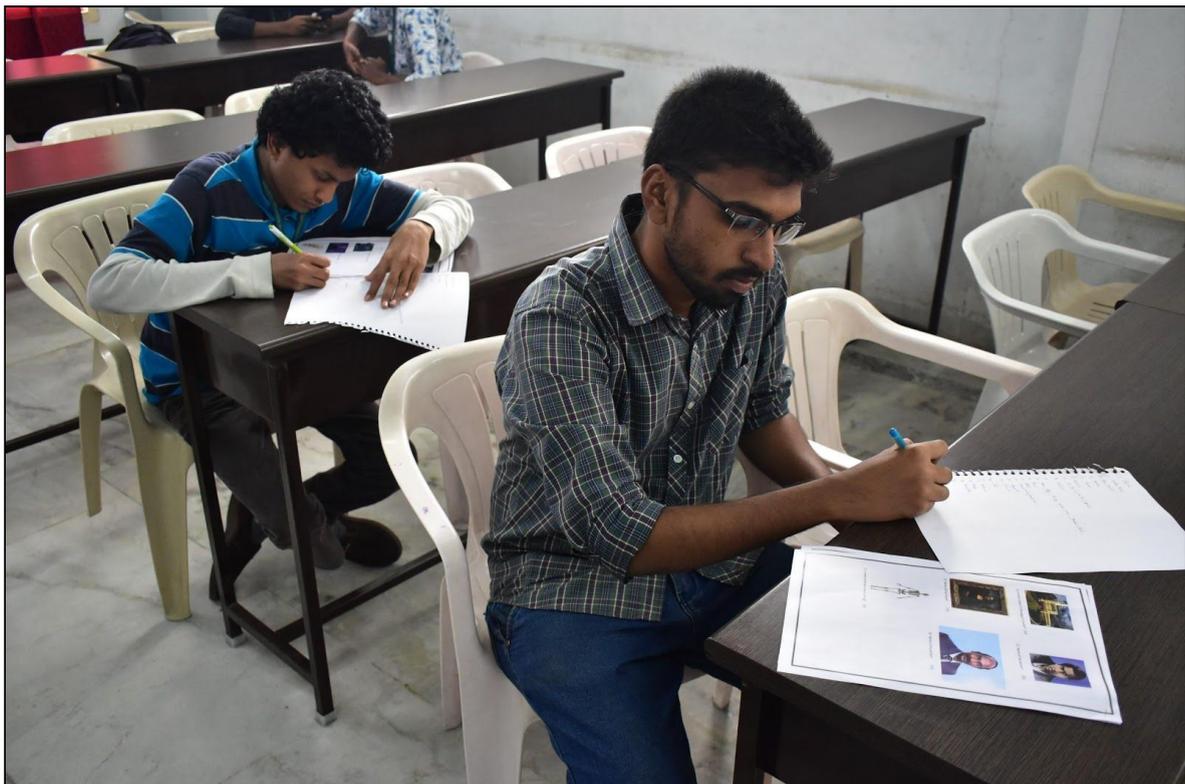
GOOGLE IT AND ZAP WIRE

Phase-I : 15 secs is given to answer 15 questions it and 15 secs more to record it. The team which gets max answers of 10 questions is qualified to the next phase.

Phase II: This round consists of zap wire in which each team is given 3 chances to complete the round

Phase-III :the teams who managed to complete the previous phase are given 1 chance to complete that phase again(to do the zap wire in 1 chance).

The team who manages to finish it the least amount of time wins.



CIRCUIT DEBUGGING

The teams are supposed to complete the circuit in a given time with the help of the given apparatus. The team which manages to complete the circuit in the least amount of time are declared as winners.

ECE EVENTS

MARKET MAYHEM

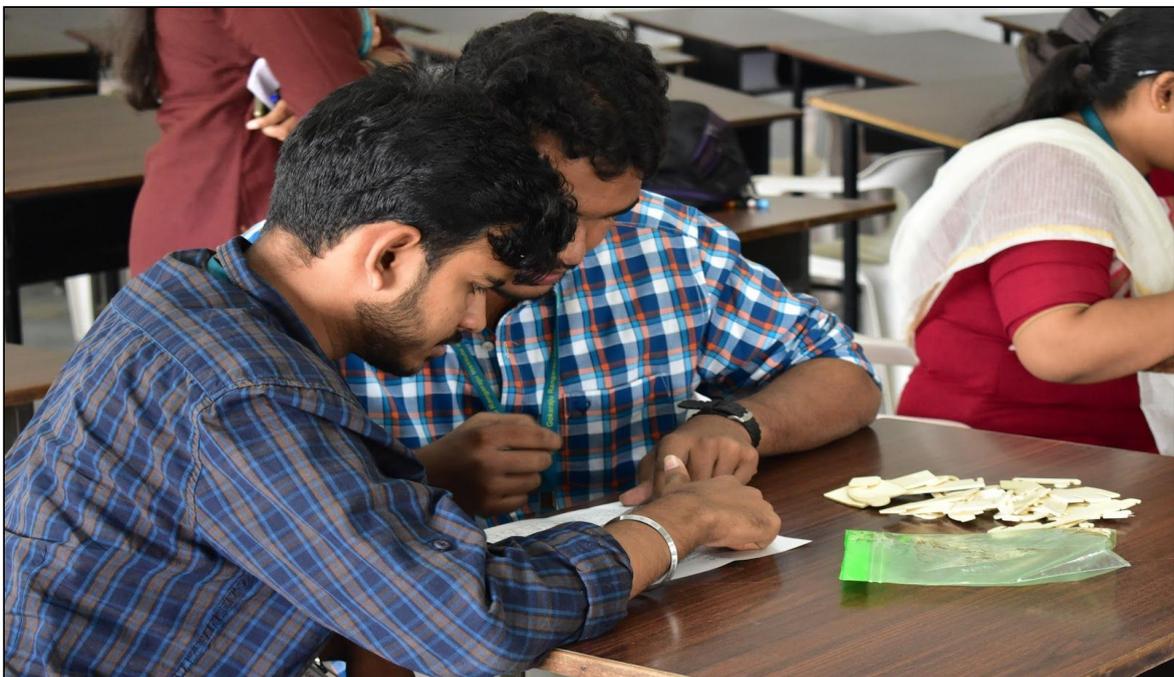
A topic is given to each participant and in the time span of 5 mins they need to create a new product and explain it. Best idea will be declared as the winner.

TASTE THE SKILL

Each participant will be given 10 glasses of cold drink and will be asked 10 subjects related, GK, and trick questions. They should answer the question without any delay after drinking the cold drink for each question.

BUILD YOUR CIRCUIT

Each participant will be provided with a particular resistance, capacitance, inductance & a resistor, capacitor and inductor respectively which will be used to build a circuit on paper to get a desired output.



SPIN THE BALL

We need to spin the ball on the board to get a number . With the help of resistors, capacitors or inductors with which they should construct a circuit which has an equivalent value which is displayed on the board.

CSE DEPARTMENT

ERROR CORRECTION IN C-PROGRAMMING

ROUND - I :

Detect and correct the errors in the simple program provided to you in the given time.

ROUND - II:

Detect and correct the errors in the typical program provided to you in the given time

RIDDLES ON CODING

ROUND - I:

A set of 12 cipher puzzles should be solved within 15 mins. Participants who solve maximum puzzles will be qualified to the second round

ROUND - II:

A set of 8 cipher puzzles should be solved within 10 mins. Participants who solve maximum puzzles will be declared as the winner.

CODE CODE

ROUND - I (Technical Quiz):

A quiz on basic system operations and computer programming will be organized on the site “Kahoot” through slides to a group of participants

ROUND - II (Logo Quiz):

Participants have to guess the logo or draw the logo with the small hints provided to them.

ROUND - III (Debugging)

Within a given span of time the participants have to solve the errors in a given program.



CODE IT

Codes with bugs are given to the participants . The participant who manages to complete it in the least possible time will be the winner

CODE RIDGE

PHASE I- the participants are given different type of colour papers with different questions on it. Pick the answer on the sticky note and stick them to the respective papers.

PHASE II- 5 leading teams have to debug the errors in the given code

PHASE III- arrange the jumbled code

CIVIL EVENTS

TECHNICAL QUIZ

The questions are given to the students which are in MCQs or True/False format. The student who manages to grab the maximum number of marks is the winner. These questions are prepared from civil domain.

STARTUP IDEAS

The participant must prepare a ppt of 10 slides about their startup ideas projecting their creativeness towards the betterment of the society. The best idea will be rewarded.

WORKING MODELS

The team is supposed to construct a working model and is to be submitted one day before their presentation. They need to prepare a poster to prove their proposed model . Evaluation of the models are done accordingly.

IT EVENTS

Technical Hunt

All the Codes are jumbled and are kept in different places, these codes should be arranged in logical sequences. Each team will be given 2 mins to complete the task.

EEE EVENTS

SMS(Sense of Mathematics and Science)

:

Round 1 -20 MCQ will be provided with a total of 150 points. To qualify for round 2, each should have 50 points.

Round 2 -. (a spin game with choices)1: Easy questions 2: Medium questions 3: Hard questions 4: Round-3 5: Eliminate

Round 3 - (A non technical round) Each one will be given a slip to write one number and put it in a box each one will be removed and the last slip will be the winner



Kaun Banega Technopathi

Round 1 -(Elementary round with 10 questions to be answered within 10 min. 50% will get eliminated)

Round 2 - A surprise game where 25% will get eliminated

Round 3 - A time bound round with unlimited questions asked in 1 min.top 5 participants with highest points will move to the final round

Round 4- +10 for right answer and -10 for wrong answer(virtual buzzers are used)bidding is done by the points gained in the round 3 one who bids the highest will get the desirable topic final winners will be selected based on their performance.

PI

A Fun filled quiz with rounds Elimination ,Selection And Winner Determination. Questions from various subjects with increase in difficulty.

Each round has 20 questions.The platform used is KAHOOT.

Winner will be awarded with exciting gifts.



ME EVENTS

Model Assembly

Automobile parts will be given to the team and they have to assemble them.

Connect Mechanical

The team has to see a picture shown on the projector and have to guess the machine part or component by connecting the pictures as a clue.

NON - TECHNICAL EVENTS



TECHNICAL MAZE

Initially the participants are given 3 easy clues and then followed by 5 difficult clues which leads them to a particular device or the location.

ARRANGE AND ANSWER

We need to answer the questions simultaneously while arranging the cups in order in the given 1 minute of time.



TAMBOLA

It's a game which is similar to bingo where the organizer calls out numbers and you need to cut them in your ticket.

TREASURE HUNT

A set of clues are given and you need to find the final destination of the event.

DRAW THE TAIL

Its a two member game in which one person is blind folded and is made to draw the tail of a horse and the other person guides them.

WHISPER CHALLENGE

its a two player game in which one person is made to put on headphones and music is played while the other person is made to whisper and the person needs to guess those words.

BOX CRICKET

its a cricket game with two teams consisting of 5 members each and the area for the game is small when compared to the actual game.

BLIND VOLLEYBALL

This event is going to take place in the volleyball court in which the net is covered with a black cloth and is made to played between two teams consisting of five members each.

MIRROR MAZE

A maze is given on a paper with a starting point and an ending point and the paper is placed in front of a vertical mirror and the participant is made to jot the line while looking into the mirror.

Robo War And Race

The participants need to design their own robot for a virtual race. The fastest and strongest robot wins the game.

CUPS AND BALLS

All the cups are piled and made into a tower. The participant is given 3 chances to break the whole tower.

MINI MILITIA

This is a multiplayer mobile game.

CRIC QUIZ

A set of questions are prepared for all the teams. The teams which manages to secure the maximum number of points is declared as winners.

Minecraft Build it

The participants should be able to build theme into a minecraft within the limited time

Blind Fitter

A team of 2 in which 1 will be blindfolded and the other will be instructing the blindfolded person for a fitting a nut and a bolt in a given time

MODEL OUT OF WASTE

The teams which are going to participate are supposed to get their own materials according to their planned model. They will be given half a day to complete their models. These models will be evaluated and selected accordingly by the faculty.

Technical Events: 20

Departmental events: 21

Non - Technical Events: 16

Centralized events: 15

TOTAL EVENTS : 36

Event Organisers:

S NO.	EVENT NAME	DEPARTMENT	ORGANISER
1	CUPS AND BALLS	ECE	Srikar
2	MINI MILITIA	CSE	Abhinav
3	SPIN THE BALL	ECE	Sai Charitha. V
4	BOX CRICKET	EEE	V. Vedanth Kumar
5	BLIND VOLLEYBALL	CIVIL	Vigna
6	TECHNICAL MAZE	EEE	Nikhil
7	CODE RIDGE	CSE	P. Nikitha
8	CRICKET QUIZ	EEE	Shashank Konchakara
9	TAMBOLA	MECH	Revanth
10	ARRANGE AND ANSWER	CSE	D.Thrinesh
11	ELECTRICAL CROSSWORD	EEE	Krishnaveni
12	CODE IT	CSE	Rakesh
13	TREASURE HUNT	EEE	Sravya
14	WHISPER CHALLENGE	EEE	B. Sri Aslesha Raj
			Krushival
15	GOOGLE IT AND ZAP WIRE	ECE	Sri Hari
16	MODEL OUT OF WASTE	ECE	Ayushi Reddy
17	CIRCUIT DEBUGGING	ECE	N.Sri Siddhartha
			J. Andrews
			K. Pavan

			Harsha Vardhan
18	MARKET MAYHEM	ECE	Krishna Mithra Gosala
19	TASTE THE SKILL	ECE	A. Love Teja
20	BUILD YOUR CIRCUIT	ECE	Pobha Sai Teja
21	ERROR CORRECTION IN C-PROGRAMMING	CSE	Prem Kumar
22	RIDDLES ON CODING	CSE	Nihaal S
23	CODE CODE	CSE	Shriya Manda
24	TECHNICAL QUIZ	CIVIL	Rahul Pradhan
25	STARTUP IDEAS	CIVIL	Pratyusha M
26	WORKING MODELS	CIVIL	Someshwar
27	TECHNICAL HUNT	IT	Sravya. B
28	MINECRAFT BUILD IT	IT	Ajay Jadaja
29	SMS(Sense of Mathematics and Science)	EEE	Danish Umer
30	DRAW THE TAIL	ECE	Tejaswi
31	BLIND FITTER	MECH	K. Revanth
32	MODEL ASSEMBLY	MECH	Mansi Jagtap
33	CONNECT MECHANICAL	MECH	Geetha Sree
34	PI	EEE	Jatin
35	KAUN BANEGA TECHNOPATHI	EEE	Mahesh
36	MIRROR MAZE	ECE	Veda Varun

Event Winners:

S NO.	EVENT NAME	ORGANISER	WINNERS
1	CUPS AND BALLS	Srikar	Vyshnavi
2	MINI MILITIA	Abhinav	harsha
3	SPIN THE BALL	Sai Charitha. V	Sai Srinivas .P
4	BOX CRICKET	V. Vedanth Kumar	V.Vedanth Kumar B.Ranjith Varma
5	TECHNICAL MAZE	Nikhil	Umakanth
6	CODE RIDGE	P. Nikitha	R.Lavanya

7	CRICKET QUIZ	Shashank Konchakara	Revanth Thakore
8	TAMBOLA	Revanth	Vishnu
9	ARRANGE AND ANSWER	D.Thrinesh	Anudeep Reddy
10	ELECTRICAL CROSSWORD	Krishnaveni	J. Dattahari
11	CODE IT	Rakesh	Sandeep
12	TREASURE HUNT	Sravya	G.Bhavana
13	WHISPER CHALLENGE	B. Sri Aslesha Raj	Pranay
			Krushival
14	CIRCUIT DEBUGGING	N.Sri Siddhartha	B.V.S Nithin
			J. Andrews
			K. Pavan
			Harsha Vardhan
15	ERROR CORRECTION IN C-PROGRAMMING	Prem Kumar	Shiva Teja
16	RIDDLES ON CODING	Nihaal Sayala	Shiva Teja
17	CODE CODE	Shriya Manda	Sindu sree
			Vishnu Priyanka
18	TECHNICAL QUIZ	Rahul Pradhan	Sanjna Ch
19	STARTUP IDEAS	Pratyusha M	Sindhura Rallabandi
20	WORKING MODELS	Someshwar	Animesh. B
21	TECHNICAL HUNT	Sravya. B	Neeraj. T
22	SMS(Sense of Mathematics and Science)	Danish Umer	Ananya Thotakuri
23	BLIND FITTER	K. Revanth	Sai Prasad
			Rakesh
24	MODEL ASSEMBLY	Mansi Jagtap	Abhishekh Reddy
			Chirudeep
25	CONNECT MECHANICAL	Geetha Sree	Ruchita
26	PI	Jatin	Akash Reddy
27	KAUN BANEGA TECHNOPATHI	Mahesh	N V SriRam
28	MIRROR MAZE	Veda Varun	Ranjith

CORE-COMMITTEE:

The Pragnya' 19 Core Committee worked well and hard to put up a very successful and exciting celebration of engineering. The following is the list of the core committee worked hard throughout resulting in the success of Pragnya.

PRAGNYA' 19 CORE COMMITTEE					
S. NO	PORTFOLIO	NAME OF THE CANDIDATE	YEAR	ROLL NO	DEPARTMENT
1	Pragnya'19 Advisor	D. S. R. N. V. Krishna Sai	4th	16241A0415	ECE
2	Pragnya'19 Advisor	P. V. S. S. Rashmika	4th	16241A0459	ECE
3	Student Convener	Ch. Akash Reddy	3rd	17241A0504	CSE
4	Student Co-Convener	Lekhana Manjunatha	3rd	17241A1290	IT
5	Treasurer Advisor	Anurag Reddy Pingili	4th	16241A0598	CSE
6	Treasurer	Rahul Galgali	3rd	17241A0279	EEE
7	Event Management Advisor	B. Surya Sanjay	4th	16241A02A9	EEE
8	Event Management	Ananya Thotakuri	3rd	17241A0552	CSE
9	Event Management	Simhadri Venkata Bhargava	3rd	17241A02A6	EEE
10	Event Management	B. Animesh	2nd	18241A0166	CE
11	Publicity Advisor	Rishikesh Reddy	4th	16241A04N7	ECE
12	Publicity Advisor	A. Sree Pooja	4th	16241A0561	CSE
13	Publicity Advisor	Bhavana Katari	4th	16U51A0422	ECE
14	Publicity	Midhuna Garapati	3rd	17241A0297	EEE
15	Publicity/Culturals	Namratha Varma	3rd	17241A05P2	CSE
16	Publicity	Revanth Thakore	3rd	17241A02B0	EEE
17	Publicity	Kaushik Nadella	2nd	18241A0194	CE
18	Documentation Advisor	Meghana Goalla	4th	16241A04P4	ECE
19	Documentation	Sanjna Ch	3rd	17241A0510	CSE
20	Documentation	Sanjay Reddy	2nd	18241A1216	IT
21	Documentation	Vadlapatla Dineesha Chowdary	2nd	18241A02B7	EEE
22	Sponsorship Advisor	Shivadwaj . I	4th	16241A01A8	CE
23	Sponsorship	Golli Naga Venkata Sriram	3rd	17241A0420	ECE
24	Sponsorship/Culturals	Rohith Telu	3rd	17241A02B1	EEE
25	Culturals Advisor	Ajay Karuturi	4th	16241A0123	CE
26	Hospitality Advisor	K. V. S. Sandeep	4th	16241A0277	EEE

27	Hospitality	Kaliki Durga Naga Snehit	3rd	17241A0482	ECE
28	Registrations Advisor	Nikitha Chinthalapati	4th	16241A0440	ECE
29	Registrations	Sai Aditya Malladi	3rd	17241A0294	EEE
30	Registrations	Manav Singh	3rd	17241A0295	EEE
31	Registrations	Geeta Sanjetha Pericherla	2nd	18241A1219	IT
32	Certificate Management Advisor	B. Thrisha Reddy	4th	16241A0564	CSE
33	Certificate Management Advisor	B. Amulya	4th	16241A0568	CSE
34	Certificate Management	Sindhura Rallabandi	3rd	17241A0442	ECE
35	Certificate Management	Devalla Shirisha	3rd	17241A0413	ECE
36	Certificate Management	T. Neeraj	2nd	18241A04H4	ECE
37	Resource Management Advisor	D. Vishal Reddy	4th	16241A0414	ECE
38	Resource Management	Sai Prakash Reddy	3rd	17241A05O3	CSE
39	Resource Management	A. Mahesh	3rd	17241A0161	CE
40	Resource Management	Muppa Revanth Manohar	2nd	18241A0598	CSE
41	PPT Coordinator	M. Sai Hrithik Reddy	2nd	18241A0233	EEE
42	Graphic Designer Advisor	Aditya Kiran	4th	16241A0584	CSE
43	Graphic Designer	Harshini Yerra	3rd	17241A0282	EEE
44	Graphic Designer	Abhignya Rajapu	2nd	18241A0261	EEE
45	Graphics Designer Advisor	M. Naga Chethan Reddy	4th	16241A0591	CSE
46	Web Designer	Ravuri Praneeth	2nd	18241A0546	CSE
47	Volunteer Management Advisor	M. Prabhu Teja	4th	16241A0431	ECE
48	Volunteer Management	K. Teja Goud	3rd	17241A0182	CE
49	Volunteer Management	K. Tejaswi	2nd	18241A0516	CSE

Sponsors:



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RAGNYA '19

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