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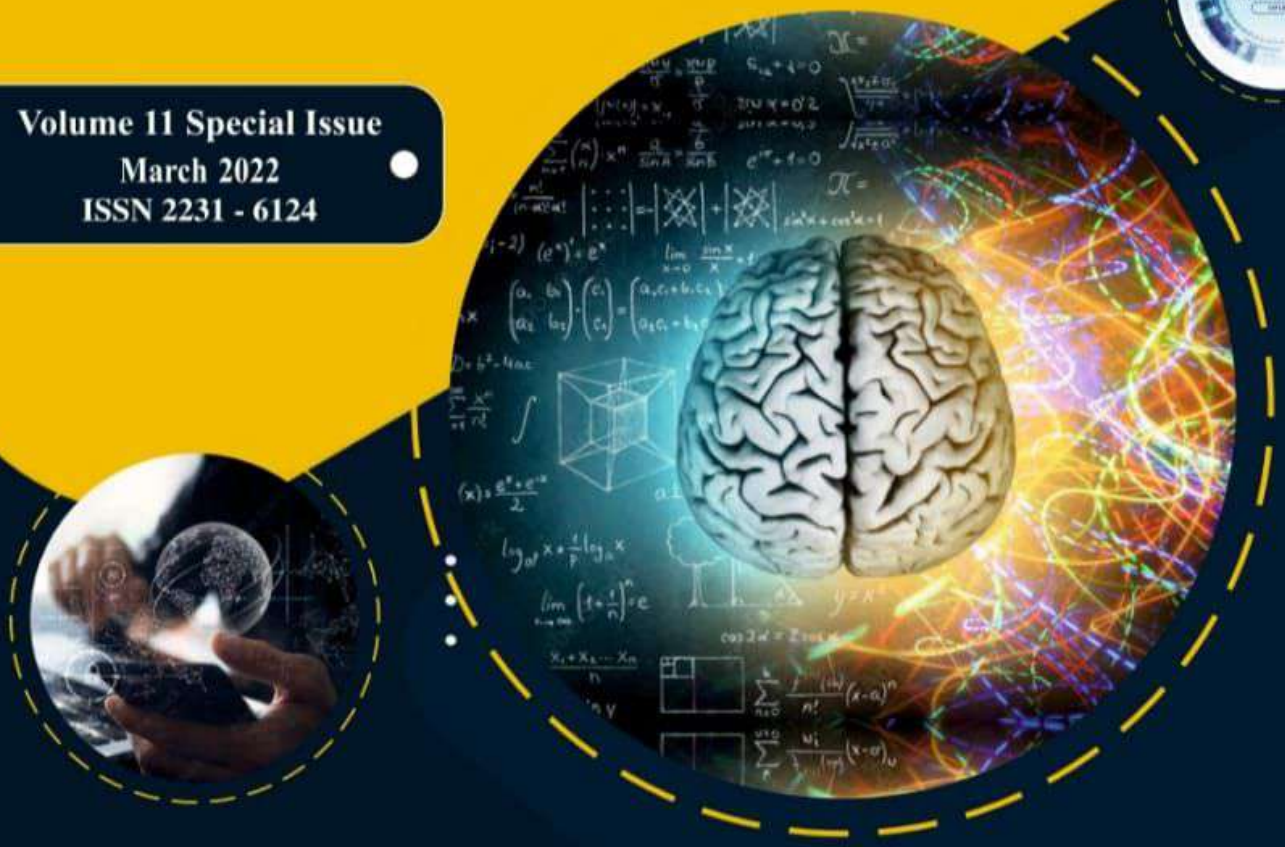

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A Study on Impact on Online Education

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Abstract

The pandemic mediated by the corona virus outbreak affected most regions globally. It includes education world consisting of millions of enrolled learners and active teachers who previously had regular classes in the institution Due to the pandemic, stuck at home. Online class to continue the education system Introduced in India as well as in other countries. Online classes include both teaching and learning which are relatively new to the entire teaching-learning community through electronic devices. Purpose of the study to understand how online classes fared for teachers and students in India. Also, tried to understand Users' new experience and challenges that this method of education brings. Two separate questionnaires were designed for college students and college Professor. Questions asked about various aspects of online classes such as setting up online education Aspects of home, knowledge transfer, comfort, evaluation and future. The questionnaire was circulated digitally as Google forms. Feedbacks received from college professors all courses considered) and learners (college students considering all courses) institutions across the country. The data was compiled and the results were discussed in two ways, first, Teaching Approaches vs. Teaching Groups and Second, Online vs. College Groups regular classes. Although online training/distance learning has been in vogue for a long time, research the mentioned aspects were limited. This is the first study of its kind to show its merits and demerits. The new-common online education from home in The Study India, compiled by a group of teachers and learners. Addresses the praise and complaints of participants in online education as compared to regular classes. Further explains how to improve technologies to use them more efficiently. Furthermore, this study gives an appropriate framework to modify or formulate educational policies, laws and plans to achieve equitable access to resources for all. Also online education has promoted technology and Digital India concept.

Keywords:*Teaching Learning, Study Analysis, pandemics, educational policies.*

Introduction

Online education refers to electronic applications and learning processes. Online education requires connections like internet connection, computer, Smartphone etc. Be it traditional education or education through digital medium is an important part of our life, it can also make our future and if its direction is not taken care of. If done, it can also go bad. Online education through electronic means is the

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LOCAL GRADIENT ESTIMATE FOR *P*-HARMONIC FUNCTIONS ON RIEMANNIAN MANIFOLDS

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Abstract
In this paper, we prove local interior and boundary a gradient estimate and Harnack inequality with constants depending only on the lower bound of the Ricci curvature, the dimension n, p and the radius of the ball on which the function is defined. We consider two parabolic analogues of the p-harmonic equation and prove sharp Li-Yau type gradient estimates for positive solution to these equations on manifolds of non negative Ricci curvature. Our views is based on a careful application of the Moser iteration technique and is different from Cheng-Yau's method employed by Kostchwar and Ni , in which a gradient estimate for positive p-harmonic functions is derived under the assumption that the sectional curvature is bounded from below.

Keywords *– P- Harmonic function, Ricci curvature, parabolic function, Riemannian manifold, gradient estimate, lower bound, Bochner formula, Laplacian*

1. Introduction

The study of harmonic functions on a general Riemannian manifold (M,g)the gradient estimate technique of [Cheng-Yau,LY] and use it to establish an existence result for the Ricci curvature flow on a the local estimate is a nonlinear Bochner type formula relating the nonlinear operator with its linearization.

Theorem 1(Yau)

Let $(M, \langle , \rangle)$ be a complete manifold satisfying

$$Ric \geq -k$$

for some constant $k \geq 0$. Suppose that u is a positive harmonic function on M. Then, for every geodesic ball $B_R(x)$, it holds

$$\frac{|\nabla u|}{u} \leq C\frac{1+R\sqrt{k}}{R} \text{ on } B_{R/2}(x) \tag{1.1}$$

where $C > 0$ is a constant depending only on m. In particular,

$$\sup_{B_{R/2}(x)} u \leq e^{2C(1+R\sqrt{k})} \inf_{B_{R/2}(x)} u.$$

Accordingly, **non-negatively Ricci curved manifold do not support any non-constant, semibounded, harmonic function.**

An significant feature of Cheng-Yau's estimate is that the RHS (which stands for the right hand side) of (1.1) depends only on n, k and R, it does not depend on the lower bound of the injectivity radius

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WIRELESS COMMUNICATION TECHNIQUE USED IN THE IOT APPLICATION

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Abstract
Internet of Things is a platform where every day devices become smarter, all day processing becomes sharp, and every day communiqué becomes enlightening. Architecture explicit study does always pave the conformation of related field. The require of in all-purpose architectural knowledge is presently resisting the researchers to get through the capacity of Internet of Things centric approaches. This literature survey Internet of Things oriented architectures that are capable enough to improve the perceptive of related tool technology, and methodology to facilitate developer's requirements. Straight or ultimately, the presented architectures propose to solve real-life problems by building and deployment of powerful Internet of Things concept. Further, research challenges have been investigated to incorporate the lacuna inside the current trends of architectures to inspire the academics and industries get involved into seeking the possible way outs to appropriate the precise power of Internet of Things. A main role of this survey paper is that it summarizes the current state of the art of Internet of Things architectures in various domains systematically

Keywords: - *Wireless, Communication, technique, architecture, Iot, etc.*

Introduction

Around two billion people use the Internet to do items like explore the web, send and receive messages, access multimedia material and resources, games, use social networking tools, and do a variety of other things. While an increasing number of people will have access to such a global information infrastructure, another significant step forward will be made in the use of the Internet as a global platform for allowing machines and smart objects to communicate, converse, compute, and coordinate. It is expected that the Internet will exist as a seamless weave of traditional networks and networked things over the next decade. Content and services will be available all the time, paving the way for new applications and enabling new ways of working and connecting. new ways of interact; new ways of activity; new ways of live In this scenario, the traditional view of the Internet as an infrastructure network connecting end-user terminals will become obsolete, giving way to a vision of networked "smart" things constituting pervasive computing environments. For the past few years, the phrase "Internet of Things" (IOT) has been used. Because of the advent of wireless technology, it has recently gotten greater attention. The basic concept stems from the fact that a range of objects, including as RFID, NFC, sensors, actuators, mobile phones, and so on, may connect with one another by having a unique address. The Internet of Things allows large objects to see, hear, think, and do tasks by allowing them to "speak" to one another, share information, and synchronise proclamations. By

A STUDY ON RESEARCH AND APPLICATION ON THE SMART HOME BASED ON COMPONENT TECHNOLOGIES AND INTERNET OF THINGS

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Abstract
This paper present the propose of a smart home organization based on Internet of Things (IOT) and examination section technologies. The existing situation of IOT has been analyzed in detail. An approach based on SOA and component technology has been future and applied, which can help to realize every changing dynamic semantic integration of the web military. Furthermore, the software architecture and main modules are explain as well. Finally, this paper discussed the assorted information fusion in the Internet of Things.

Keyword *Internet of Things (IOT), Technology, Security Service, Sencor, Nano Technology*

Introduction

The Internet of Things (IoT) establishes another connection between all things and the Internet through a knowledge sensing strategy and intelligently implementing identity and organization. Information sensing devices include RFID (Radio Frequency Classification Equipment), infrared sensors, as well as GPS and laser scanner devices. And they are all connected to the Internet to operate remote discretion and control. IOT is widely applied in intelligent transportation & environmental protection, government work, public security, smart home, intelligent fire control, manufacturing monitoring, elderly care, personal health etc. The network in the diagram refers to a certain network that can be recognized, positioned, tracked, monitored and managed intelligently. With the development of economy and the advent of information-based humanity, people's requirements for living conditions are constantly increasing. Slowly but surely it is becoming more and more imperative to build smart homes and intelligent inhabited constituencies based on the application of information technology. At the same time it is important to process and use information on a large scale and decentralized. Service reduction based on component and SOA becomes the dominant sign of IoT and then gets used to every changing requirements.

Research on the current situation of IOT

Mainly involve the existing situation regarding functioning technology of IOT, the new sea compute model of IOT, etc

IOT technologies

In the system architecture of IoT, the EPCG Global System Framework [1] is mainly support by the ubiquitous ID [2] (UID) satisfied networking system of Europe and America and Japan. EPCG

A STUDY AN EMPIRICAL ANALYSIS OF XML PARSING USING VARIOUS OPERATING SYSTEMS

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Abstract
XML has gained significant popularity as it is recommended by the World Wide Web Consortium primarily because of its potential for universal data interchange. The reason acquires a remarkable importance. Using data exchange and data transfer through web context mechanism. As XML has become a defender standard for data representation and exchange, XML data processing has become more and more important for server workloads such as web servers and database servers. One of the most long-delayed part is XML document parsing. XML has also impressed developers with features such as separating content from format, the ability to define custom tags, and interoperability, which facilitates tasks that previously were complicated or impossible to implement. In order to improve the processing performance of XML parser, it is necessary to find out a mechanism, in which we get minimum processing time while parsing XML documents. Parsing is the main operation performed before navigating, querying or manipulating an XML document. Nowadays, high performance XML parsing has become a topic of considerable interest. this paper, we are presenting a performance Research of XML data parsing by evaluating these parsers using time as a parameter. In this paper, XML documents can be experimentally tested using different operating systems to determine whether an operating system affects the processing time of XML parsing. In this, five valid XML parsers coded in Java are studied from three aspects: accuracy, speed and storage requirements. The results of this study show that parsers differ in terms of formality, validity, namespace features, and parsing speed. In this we evaluate data parsing as well as study architectural features. The proposed design analyzes the performance of XML parsing techniques using various data structures. Based on the observed analysis and graphical results, it is demonstrated that the data structure based parser is efficient as compared to the SAX and DOM parsers. This parser selection can have a major impact on the behaviour of a web application.

Keywords— *XML, SAX, DOM parser, accuracy, document validation, operating system.*

Introduction –

Currently, in MEGA information sharing and transmitting, XML very important play of role as a worldwide design for data interchange. It allows web users to share XML documents. XML is capable of mining data from an XML document without knowing any facts or contents. This XML potential provides the facility to extract data from an XML document without any the transmission of knowledge the content of the document. To pull of this transparency, XML documents must conform to XML specifications. As commercial workloads and web services rely more then XML for data store and

A CORRELATIVE STUDY ON A VIRTUAL 3D CONTEXT ON THE VIDEO COLLABORATIVE VIRTUAL ENVIRONMENT IN CELEBRITY QUOTES, DREAM HOUSE AND ARID SURVIVAL GAME

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ABSTRACT

Collaborative Virtual Environment (CVE) imaginings have been utilized in numerous devices in the past couple of years. Use of technology range that is from army warfare simulations to different national engineering uses the goal of the analysis is actually analyzing the outcome of 3 dimensional (3D) virtual environments and greater than before reality apps. The overarching goal of the tests discussed in this specific thesis was investigating whether individuals collaborate in video CVEs feel and behave much more similarly to being face-to-face compared to those collaborating through regular video conferencing tackle.

KEYWORDS : *3D Video, implicit, consultation, Communication, Environment.*

INTRODUCTION

The aim of real time telecommunication medium is in trouble the area between organically dispersed groups and makes the intuition that persons are in concert, when in reality they're not. present-day video conferencing engineering offers to provide such an false impression, frequently heralding video mediated correspondence (VMC) to be the next most sensible thing to being face-to-face. This particular claim appears not very farfetched if a person considers the benefit of having the ability to see the facial expressions of the other individual throughout video communications that are lacking in regular phone calls. In comparison to being face-to-face, on the other hand, even VMC still seems detached, cumbersome, synthetic, and distant. A inadequacy of extensive video collaboration which contributes to this perception would be that the 3D context among individuals and the shared workstation of theirs provided in face-to-face exertion is lost.

It's thus not easy for participants to tell from beginning to end the video what others are actually looking at, what they're doing, or even just who they're speaking to? most of which could result in trouble for coordinate the collaborative pursuits of theirs. Video Collaborative Virtual Environments (video CVEs) are actually novel VMC interfaces which address these issues by re introducing a virtual 3D context into which distant customers are psychologically in seventh heaven to be collectively and meet up with the earth and with one another. Even though working prototypes of video CVEs have confirmed the specialized feasibility of theirs, examination into the importance of video CVEs to allow for distant collaboration is still in the early life of its, as well as the human elements involved aren't appropriately understood.