

**“Lucian Blaga” University of Sibiu
Faculty of Sciences**

The Fifth International Students Conference on Informatics

**„IMAGINATION, CREATIVITY, DESIGN,
DEVELOPMENT”**

Program & Abstracts

**SIBIU, ROMANIA
May 21-23, 2015**

Motto:

“There are no limits, only your imagination”

TOPICS

- Algorithms and data structures
- Graph theory and applications
- Formal languages and compilers
- Cryptography
- Modelling and simulation
- Computer programming
- Computer vision
- Computer graphics
- Game design
- Data mining
- Distributed computing
- Artificial Intelligence
- Service oriented applications
- Networking
- Grid computing
- Mobile operating systems
- Scientific computing
- Software engineering
- Bioinformatics
- Robotics
- Computer Architecture
- Evolutionary Computing
- Multimedia Systems
- Internet Communication and Technologies
- Web Applications

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Sibiu, May 21-23, 2015

Organizer: „*Lucian Blaga*” *University of Sibiu*
Faculty of Sciences
Department of Mathematics and Informatics
Informatics Division

OBJECTIVES

The conference is addressed to bachelor and master level students. Conference aim is to bring together students from different universities from all over the world to discuss and present their researches on informatics and related fields (like computational algebra, numerical calculus, bioinformatics, etc) and their original results. The presentation should include also an informatics application. Pure theoretical results are accepted only if they introduce new concepts.

SCIENTIFIC COMMITTEE

- Prof. PhD. Grigore Albeanu - University of Bucharest, Romania
- Prof. PhD. Kiril Alexiev - Bulgarian Academy of Sciences, Bulgaria
- Prof. PhD. Florian Boian - "Babes-Bolyai" University of Cluj-Napoca, Romania
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- Lecturer PhD. Mihaela Ciortea - "1 December 1918" University of Alba Iulia, Romania
- Lecturer PhD. Ralf Fabian - "Lucian Blaga" University of Sibiu, Romania
- Lecturer PhD. Daniel Hunyadi - "Lucian Blaga" University of Sibiu, Romania
- Lecturer PhD. Gabriela Moise - Petroleum-Gas University of Ploiesti, Romania
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- Lecturer PhD. Alina Pitic - "Lucian Blaga" University of Sibiu, Romania
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- Lecturer PhD. Anca Vasilescu - Transilvania University of Brasov, Romania
- Lecturer PhD. Laura Stoica - "Lucian Blaga" University of Sibiu, Romania

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O U T L I N E P R O G R A M

THURSDAY, May 21, 2015

**Faculty of Sciences,
Sibiu, Dr. I. Rațiu st., No. 5-7
1st Floor, Room A18**

- 8⁴⁵ – 9³⁰ Registration
- 9³⁰ – 10⁰⁰ Opening ceremony
- 10⁰⁰ – 10¹⁵ IT companies presentation – EBS
- 10¹⁵ – 11¹⁵ Papers presentation
- 11¹⁵ - 11⁴⁵ Coffee break
- 11⁴⁵ - 12⁴⁵ Papers presentation
- 13⁰⁰ - 14³⁰ Lunch – University canteen
- 14³⁰ – 15⁴⁵ Papers presentation
- 15⁴⁵ – 16¹⁵ Coffee break
- 16¹⁵ – 17¹⁵ Papers presentation
- 19⁰⁰ – Social program (Sibiu by night. Visit of the old city center)

FRIDAY, May 22, 2015

**Faculty of Sciences,
Sibiu, Dr. I. Rațiu st., No. 5-7
1st Floor, Room A18**

- 9³⁰ – 10⁰⁰ IT companies presentation – iQuest
- 9⁴⁵ – 10⁴⁵ Papers presentation
- 10⁴⁵ - 11¹⁰ Coffee break
- 11¹⁰ – 11²⁵ IT companies presentation – Gemini
- 11²⁵ – 12⁵⁵ Papers presentation
- 13⁰⁰ Lunch – University canteen
- 16³⁰ - 17³⁰ Official closing and awards ceremony
- 17³⁰ Official conference dinner - University canteen

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SATURDAY, May 23, 2015

10⁰⁰ - 13⁰⁰ Social program (Visiting of ASTRA Museum, historic center, other museums)

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P R O G R A M

THURSDAY, May 21, 2015

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10⁰⁰ – 10¹⁵ **IT companies presentation – EBS**

10¹⁵ – 11¹⁵ **Papers presentation**
 Chair Prof. PhD Dana Simian

– *S.N.A.P. - Student Network Administration Platform: The Core and Mobile Implementation*

Kim R. Velker, Adrian A. Bărbos, Cristian Bota, Camelia-L. Ianoș
Teachers Coordinators: Camelia-M. Pintea, Hajdu Măcelaru Mara
Technical University, Cluj-Napoca, ROMANIA

– *S.N.A.P. - Student Network Administration Platform: Web Design and Implementation*

Vlăduț-F. Mureșan, Alin G. Bonaț, Ramona Dragomir, Sergiu A. Molnar, Anamaria Palfi, Diana M. Codrea
Teachers Coordinators: Camelia-M. Pintea, Hajdu Măcelaru Mara
Technical University, Cluj-Napoca, ROMANIA

– *Handwritten digit recognition algorithm*

Eva Tuba
Teacher Coordinator: Milan Tuba
University of Belgrade, SERBIA

– *Web design techniques with applications*

Petru Rogojanu
Tutors Coordinators: Doina Solomon, Marius Amza
Children's Palace Sibiu, ROMANIA

11¹⁵ – 11⁴⁵ **Coffee break**

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11⁴⁵ – 12⁴⁵

Papers presentation

Chair Lecturer PhD Florin Stoica

- *GFastPay*
Georgi Chavdarov
Teacher Coordinator: Katalina Grigorova
University of Ruse, BULGARIA
- *JPEG algorithm compression adjustment*
Ira Tuba
Teacher Coordinator: Milan Tuba
Megatrend University, SERBIA
- *Modeling the population evolution in Romania in the period 1960 -2012*
Mihaela Itu, Toporaş Andreea
Teacher Coordinator: Alina Bărbulescu
Ovidius University of Constanţa, ROMANIA
- *Playing Hex with Monte Carlo simulation*
Nikola Radovic, Ljubomir Raicevic
Teacher Coordinator: Milan Tuba
Megatrend University, SERBIA

13⁰⁰ – 14³⁰

Lunch – University canteen

14³⁰ – 15⁴⁵

Papers presentation

Chair Prof. PhD Alina Bărbulesu

- *Blur detection in digital images*
Viktor Tuba
Teacher Coordinator: Milan Tuba
University of Belgrade, SERBIA
- *Aviation HUD*
Cristian Beckert
Teacher Coordinator: Delilah Florea
„Samuel von Brukenthal” National College of Sibiu, ROMANIA
- *Public transport management in Sibiu*
Ionuţ Hodină
Teacher Coordinator: Daniel Hunyadi
“Lucian Blaga” University of Sibiu, ROMANIA
- *Guitar PROF v1.0*
Hanea Sandro
Teacher Coordinator: Monica Oancea, Adina Stănculescu
"Gheorghe Lazar" National College of Sibiu, ROMANIA

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- *Smart Home Open Framework*
Adrian Alexandru Bărbos, Kim Răzvan Velker, Andrei Călbăjos
Teacher Coordinator: Camelia M. Pinte
Technical University, Cluj-Napoca, ROMANIA

15⁴⁵ – 16¹⁵

Coffee break

16¹⁵ – 17¹⁵

Papers presentation

Chair Prof. PhD Milan Tuba

- *Smart Hotel*
Mitrica Alexandru, Sperila Alecsandru
Teacher Coordinator: Sorin Ilie
University of Craiova, ROMANIA
- *AIM - Kit for app development*
Sandica Robert, Toma Marius
Teacher Coordinator: Dana Simian
“Lucian Blaga” University of Sibiu, ROMANIA
- *Designing and implementing a programming language interpreter using Haskell*
Barbu Paul - Gheorghe
“Lucian Blaga” University of Sibiu, ROMANIA
- *Modeling of decision-making process by means of a method of a multicriteria alternative choice ELECTRA*
Maria Sokolova
Teacher Coordinator: Prof. Phd. Vladimir Chernov
Vladimir State University, RUSSIA

19⁰⁰

Social program (Sibiu by night. Visit of the old city center)

FRIDAY, May 22, 2015
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Papers presentation

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- *SymoEngine 2.0*
István Bialkó
Teacher Coordinator: Grigore Albeanu
Spiru Haret University, Bucharest, ROMANIA
- *Didactic Visual Studio C# for Lee's algorithm*
Ladislau Andrași
Teacher Coordinator: Cornelia Ignat
"National School of Gas" Technology High School, Mediaș, ROMANIA
- *ProPrac*
Vlad Bădoiu, Vlad Teodorescu
Teacher Coordinator: Mirela Mlisan, Antoanela Fărcășanu
“Mircea cel Bătrân” National College of Rm. Vâlcea, ROMANIA
- *Virtual reality game*
Petrică Bota, Bogdan Grecu, Darius Hațegan
Teacher Coordinator: Dana Simian
“Lucian Blaga” University of Sibiu, ROMANIA

10⁴⁵ – 11¹⁰ **Coffee break**

11¹⁰ – 11²⁵ **IT companies presentation – Gemini**

11²⁵ – 12⁵⁵ **Papers presentation**
Chair Prof. PhD Dana Simian

- *Interactive learning using LabVIEW – simple transformations of the ideal gas*
Marius-Nicolae Țoc
Coordinating Teacher: Ramona Humeniuc
”Horea, Cloșca și Crișan” National College of Alba Iulia, ROMANIA
- *Groups Tracker - Don't get lost from your friends*
Bogdan – Mihai Fieraru, Cristian Oancea, Georgiana Secarea, Cristian – Ionel Aldulea
Teacher Coordinator: Anca Vasilescu
Transylvania University of Brașov, ROMANIA
- *Graphic Engine*
Arpad Kerestely
Teacher Coordinator: Adrian Deaconu
Transylvania University of Brașov, ROMANIA
- *Convolutional neural network for object recognition*
Andi Popa
Teacher Coordinator: Lucian Sasu
Transylvania University of Brașov, ROMANIA

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– *2D Skateboarding*

Paul Boldijar

Coordinators Teachers: Liliana Comarnic, Ciprian Ghișe

National College of Computer Science “Grigore Moisil”, Brașov, ROMANIA

– *GoStudent*

Cosmin Stoian, Ioana Martin

Teacher Coordinator: Elena-Liliana Martin

The “B.P.Hasdeu” National College, Buzău, ROMANIA

13⁰⁰ **Lunch – University canteen**

16³⁰ – 17³⁰ **Official closing and awards ceremony - Faculty of Sciences building**

17³⁰ **Official conference dinner - University canteen**

SATURDAY, May 23, 2015

10⁰⁰ - 13⁰⁰ **Social program** (Visit of ASTRA Museum, historic center, other museums)

A B S T R A C T S

Didactic Visual Studio C# for Lee’s algorithm

Ladislau ANDRASI

Coordinator: Cornelia IGNAT

The idea of this application was to create a friendly interface which can help you understand one of the basic algorithms in secondary school. It can be used both for teaching and self-learning. Main features include: friendly interface and a lot of customization. Both the two dimensional array and the means of execution can be customized. Four different ways to execute a certain configuration can give you both a close and an overview look. Also the cells inside the matrix can be customized, the starting, destination and blocked points can be changed at any time. There are very few applications found on the internet that can help you understand this algorithm, but even those don’t offer this level of customization and means of execution. Different chromatics and markings in cells provide a very easy way of following the execution, also the queue, which is one of the hardest parts to understand in this algorithm, can be viewed in real-time as it evolves.

Designing and implementing a programming language interpreter using Haskell

Paul – Gheorghe BARBU

Nowadays programming languages are ubiquitous, it is important to understand how they are created and how can we improve them, thus this paper aims to present the steps taken to design a programming language and implement an interpreter for it. This paper is also motivated by the fact that we have to understand the tools that we use and, as programmers, our main tool is the programming language and its corresponding interpreter or compiler. portability.

ProPrac

Vlad BĂDOIU, Vlad TEODORESCU

Coordinators: Mirela MLISAN, Antoanela FĂRCĂȘANU

ProPrac is an educational platform, focused on programming, for pupils, students and teachers of all ages. It contains a collection of programming problems, tutorials and learning materials. A typical user can register with an account, learn from the tutorials and documentation, solve problems in a programming language, upload his solution to be verified on some pre-generated tests and then, in a matter of seconds, receive the score on his problem, score that is registered for his account. The more

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problems he solves, the more points he has. The site and the problems are only available in Romanian and the problems can be solved using C/C++, Python, Ruby or Java. The design of the educational platform is custom and made with the help of the front-end framework called Bootstrap.

Key Words: programming, educational platform, problems, tutorials, documentation.

Smart Home Open Framework

Adrian A. BĂRBOS, Kim R. VELKER, Andrei Călbăjos

Coordinator: Camelia-M. PINTEA

The aim of the paper is to present a new smart home technology using an Android device as the hub to control home appliances (heaters, AC, fans, etc) via a profile-enabled cloud smart home open framework. The entire smart home system will be managed through a user friendly application.

Aviation HUD

Cristian BECKERT

Coordinator: Delilah FLOREA

A *Head Up Display* is a transparent display that presents data without requiring users to look away from their usual viewpoints [1]. They were initially developed for military aviation, but HUDs are now used in commercial aircraft, automobiles and other.

"**Aviation HUD**" is an application for android which brings the altitude, flying speed and coordinates in front of you, therefore giving you the advantage of a much quicker and comfortable way to check the data whenever you want to, without losing precious time nor considerably changing your field of view. Speed, altitude, longitude and latitude are taken from your device's GPS.

SymoEngine 2.0

István BIALKÓ

Coordinator: Grigore ALBEANU

This project is aiming to offer a graphical engine, with which anybody can create a virtual world, presentation without the need of any programming skill. Besides the many other engines, my concept differs in the common pipeline and drawing methods. Introducing a new feature that enhances the depth perception.

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“2D Skateboarding”

Paul BOLDIJAR

Coordinators: Liliana COMARNIC and Ciprian GHIȘE

The idea for this game came from a game that was in vogue 20 years ago. The character “came back to life”, but is different from the “old character”. He looks different, he uses a skate board and the technologies “he uses to move” are very different from those “he used” 20 years ago. This article is an extended and completed version of the article that I presented at PCID [1], held at "Lucian Blaga" University in 2015.

This game is for people of any age! The character has to be led on the board on complicated skating routes so to win as many points as possible.

The application is optimized for tablets and scheduled so the game will scale in an efficient manner on any device, so no black bars will appear on the screen and will not distort the screen. The application has been tested on phones with specifications rather weak and went without any problem because we can choose the desired asset. For example, if you have a Samsung Galaxy Fit with a 3.2 inch display, we choose the smallest package and the game will run with maximum FPS, about 60.

Besides all this, the game has a nice variety of sound effects and background melody.

Virtual reality game

Petrica BOTA, Bogdan GRECU, Darius HATEGAN

Coordinator: Dana SIMIAN

The aim of the article is to present an original game named Forrest runner. Forrest runner is an interactive, 3D, virtual game with the purpose of making people explore the 3D realm while having fun.

The goal of the game is to get to the finish line while avoiding certain obstacles.

Forrest runner is programmed in Unity with the help of the Zeiss VR One SDK. Also, in order to play the game in 3D, a virtual reality set is required.

As of now the game is rather simplistic, but we strive to implement more features.

GFastPay

Georgi CHAVDAROV

Coordinator: Katalina GRIGOROVA

Millions of people use their computers, mobile phones and tablets as a tool for shopping online. Hundreds of thousands of people use debit or credit cards as payment tool in various outlets. Now it's time for something new, something different, something attractive and something quickly - one-click way to pay. GFastPay is an alternative which completely replaced the need for a bank card.

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Groups Tracker Don't get lost from your friends

**Bogdan – Mihai FIERARU, Cristian OANCEA, Georgiana SECAREA,
Cristian – Ioneal ALDULEA
Coordinator: Anca VASILESCU**

This Android application is designed for finding other users. Developed for people who wants to connect each other, our software allows the users to create groups, track friends from their groups and send messages.

Groups Tracker allows the user to locate each of his friends from its groups on the map, and send them messages for meeting.

Public transport management in Sibiu

**Ionuț HODINĂ
Coordinator: Daniel HUNYADI**

When we speak about public transport, comes to mind several benefits like: personal and economic opportunities, reduction of carbon footprint and traffic congestion.

In 2013, the local public transport company from Sibiu, received „Growth with Public Transport – Central and Eastern Europe Edition” award at contest “Grow innovative with public transport” during 60th Congress UITP at Geneva. These efforts must be harnessed in order to achieve the full potential of city.

As it's well known, smartphones usage increased substantially in last years whether it's about entertainment, business or everyday activities. Having a smartphone application which offers quick browsing offline timetables and information about stations and routes would be really helpful for local citizens. It would be also helpful for tourists from other cities or even from other countries.

Graphic Engine

**Arpad KERESTELY
Coordinator: Adrian DEACONU**

This paper presents a 3D graphic engine made in C++ with the help of a few open-source, cross-platform libraries like OpenGL, SDL, Assimp. It's meant to cover the graphical necessities of a 3D game, offering high quality over low CPU performance, taking most of the computation to the GPU. The engine offers terrain rendering, dynamic sky shading based on time of the day, sun with sun rays, water rendering, loading and animating of 3D models, scene lighting based on sun position, etc.

Modeling the population evolution in Romania in the period 1960 -2012

**Mihaela ITU, Andreea TOPORAȘ
Coordinator: Alina BĂRBULESCU**

Knowledge about the population evolution is important for forecasting the human resources that are between the most important production factors. Therefore, this study aim to model the population evolution in Romania, using two types of models: the linear econometric one and the ARMA one, for the period before on after the change point of the series (that was detected to be 1991, when the maximum population of Romania has been registered). It is proved that the models fit well the data and can be used for prediction.

Smart Hotel

**Alexandru MITRICA, Alecsandru SPERILA
Coordinator: Sorin ILIE**

This paper presents a smart home web-mobile hybrid application designed for hotels. The goal of this paper is to present a method to control access, lights and power sockets from a mobile device. For this purpose all functionality runs on a server in the form of web services. Users with different levels of access are managed using a database. High level users like hotel employees, will be able to grant users access to a room for a given amount of time. Low level users like hotel guests and maintenance staff, are able to open the door using their mobile device, change lighting options, turn power sockets on and off. High level users will also be able to monitor room access, presence and power consumption of the room power sockets.

The mobile devices communicate with the server via internet connection. The server communicates via wired Ethernet with Arduino modules in hotel rooms. Each Arduino controls an electric door, lights, power sockets but also measures power consumption and determines human presence in the room using a motion sensor. To accomplish this, four distributed software applications will interact: the Arduino Ethernet server, the web server, the database server and the android mobile application client.

S.N.A.P. - Student Network Administration Platform: Web Design and Implementation

**Vlăduț-F. MUREȘAN, Alin G. BONAȚ, Ramona DRAGOMIR,
Sergiu A. MOLNAR, Anamaria PALFI, Diana M. CODREA
Coordinators: Camelia-M. PINTEA and Mara HAJDU MĂCELARU**

A follow-up of the article, S.N.A.P. - Student Network Administration Platform: the Core and Mobile Implementation, illustrates the web design and the implementation of included application. A detailed description of the technologies used and also the targets regarding user experience are illustrated.

Convolutional neural network for object recognition

**Andi POPA
Coordinator: Lucian SASU**

Object recognition is very useful and it can contribute to our safety. For instance, while driving, we may not observe some traffic signs for various reasons (distraction, weather conditions) and this can have negative consequences. So if we have an application that can detect traffic signs, we can be warned of their presence and can avoid negative consequences. Object recognition can be used to develop augmented reality applications that have been shown to be very useful.

Playing Hex with Monte Carlo simulation

**Nikola RADOVIC, Ljubomir RAICEVIC
Coordinator: Milan TUBA**

The goal of this paper is to show that Monte Carlo simulation can be used to play zero-sum board games, with application to Hex. Additionally, we wish to measure two properties of this approach: what is the minimum number of Monte Carlo repetitions after which benefits are negligible, and second, does making a game tree with Monte Carlo simulation as evaluation function perform better than the naive approach, and if it does, by how much.

Web design technics with applications

Petre ROGOJINAR

Coordinators: Doina SOLOMONESCU, Marius AMZA

I would like to present the websites of two educational institutions from Sibiu, Romania, which I have realized using specific tools of web design and programming. This two websites are: <http://palatulcopiilorsibiu.ro/> and <http://colegiulbrukenthal.ro/>. The websites were designed in Wordpress using: HTML, CSS, JavaScript, Photoshop, PHP. Noteworthy is an application for students time schedule created with databases which can be used by any person who does not have knowledge of web design or programming

AIM - Kit for app development

Robert SANDICA, Marius TOMA,

Coordinator: Dana SIMIAN

Gaming nowadays is a large industry which gives huge amounts of fun. In order to create a fun experience, keyboard, mouse, controllers and many other input devices realize the connection between player and the game. The aim of this article is to design a device capable to improve the players' interactive experiences and to create games which use this device. To this end we developed a library for creating apps. The proposed system is built not only for player use but also for developers who can use the library to design other games.

Modeling of decision-making process by means of a method of a multicriteria alternative choice ELECTRA

Maria SOKOLOVA

Coordinator: Vladimir CHERNOV

The paper illustrates advantages and disadvantages of business process modeling and the analysis of notations and tools of business process modeling.

Modeling of decision-making process by means of a method of a multicriteria alternative choice ELECTRA was made on the basis of the carried-out analysis. Modeling was made in parallel with the help of the Business Studio program in two notations: IDEF0 (Integration Definition for Function Modeling) and EPC (Event-driven Process Chain).

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GoStudent

Cosmin STOIAN, Ioana MARTIN
Coordinator: Elena-Liliana MARTIN

GoStudent is an educational software created to satisfy all students' needs regarding their school assignments. It includes 4 apps: Calculator, HTML Editor, Notepad and Portfolio. The applications do not resemble each other, so that each one is based on a different concept: Calculator – Mathematics Tool, Notepad – ICT Tool, HTML Editor – Programming Tool and Portfolio – Management Tool.

All apps bring some innovative graphical elements in order to attract and motivate students with their design, as well as with additional functions, which cannot be found in Windows.



Fig.1: GoStudent Logo

Guitar PROF v1.0

Hanea SANDRO
Coordinators: Oancea MONICA, Adina STĂNCULESCU

This application will allow you to easily attend guitar classes from your own PC. Whether you are just a beginner, an intermediate or a master of the guitar, it will teach you whatever you need to learn, in the shortest time possible. If you don't even know where to start, you can tune up right away with the beginner lessons. If you are looking for a challenge, you can go on and try to play along on whatever song you wish to. With an accessible interface, it's simple and efficient to use and understand.

Handwritten digit recognition algorithm

Eva TUBA

Coordinator: Milan TUBA

Higher level of image processing usually contain some kind of recognition. Digit recognition is common in applications and handwritten digit recognition is an important subfield. Handwritten digits are characterised by large variations so template matching, in general not very efficient, is even less appropriate. In this paper we describe an algorithm and application for handwritten digit recognition based on projections histograms. Classification is facilitated by artificial neural network.

JPEG algorithm compression adjustment

Ira TUBA

Coordinator: Milan TUBA

This paper describes JPEG algorithm with a focus on quantization. JPEG algorithm uses discrete cosine transform on 8x8 blocks of the image to transform light intensity values to frequency coefficients. Main compression is done by discarding less important coefficients. This is enabled by integer division of DCT coefficients with corresponding values from the quantization matrix. After that process many coefficients are rounded to zero. We have developed application that allows to manipulate with a level of compression by choosing the values in quantization table.

Blur detection in digital images

Viktor TUBA

Coordinator: Milan TUBA

One of the common irregularities in digital images is blur. Usually it is caused by the motion or out of focus. In this paper we present an algorithm and application for detecting images with blur or blurred regions within an image. Blur is detected by different algorithms for edge detection or with high pass filters in frequency domain. Additional classification is introduced to determine more precisely blurred regions.

Interactive learning using LabVIEW – simple transformations of the ideal gas

Marius-Nicolae ȚOC

Coordinating: Ramona HUMENIUC

Today, multimedia have major implications in learning, particularly in Physics where real-time modeling experiments completes students' knowledge. It is important that laboratory experiments be combined with virtual experiments, thereby deepening thorough transdisciplinary knowledge and skills acquired by students . In this project I used as software of graphical applications in modular programming, the LabVIEW medium in order to simulate, from the topics studied in Physics in the tenth grade, the simple transformations of the ideal gas: isochoric, isobaric and isothermal transformation. I chose LabVIEW because it is a highly productive development environment for creating custom applications that interact with real-world data or signals in fields such as science and engineering.

S.N.A.P. - Student Network Administration Platform: The Core and Mobile Implementation

Kim R. VELKER, Adrian A. BĂRBOS, Cristian BOTA, Camelia-L. IANOS

Coordinators: Camelia-M. PINTEA and Mara HAJDU MĂCELARU

The current paper illustrates a new platform for universities, with web and mobile support. Our newly platform is named SNAP. It is inspired by the fast paced evolution of technology and the human urge of acquiring vital information. The way it works will be explained. SNAP brings innovative user-friendly interface. We seek to ease and enhance the relation between students and teachers. The platform looks promising for present generations at achieving big progress on intellectual stimulation and better communication development, that's why it can be adapted to any university in the future.

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