



THE UNIVERSE

Cintu Dutta
TDC 1st Sem.

The universe takes in the Earth
and its moon, the sun and
the solar system, the milky
Way, the galaxies we know,
and the galaxies we haven't
yet discovered.

That's big...
The galaxies are spread over
Such unimaginable distances
that even a space probe
Would take two billion
Years to cross our galaxy.

... And getting bigger
The universe is still expanding
So all the galaxies are moving
farther and farther apart.

Dark mysteries
We can't see everything
in space. Experts think
There's lots of mysterious
"dark matter" between the
Stars.

More of the same ?
There might be other,
Parallel, universes
- experts call these
the "multiverse". ♥

Tension

Binita j. Marak, TDC 3rd Sem.

Tension, tension, tension
Everyone has tension
Students have tension
About their examination
Teachers have tension
Of completing their portion.
Youth are in tension
To get an occupation,
Scientists are in tension
To make new invention,
Thinkers are in tension
About their new innovation,
God is in tension
About his creation,
The whole world is tension. ♥



Easy V/S Difficulty

Sushmita Talukdar
TDC 5th Sem.

Easy is to set rules

Difficult is to follow them

Easy is to judge the mistake of others

Difficult is to recognize our own mistakes

Easy is to forgive others

Difficult is to ask for forgiveness

Easy is to dream every night

Difficult is to fight for a dream

Easy is to enjoy life every day

Difficult is to realize real value

Easy is to criticize others

Difficult improve oneself

Easy is to make mistakes

Difficult is to learn from them

Easy is to receive

Difficult is to give

Easy is to pronounce respect

Difficult is to deserve respect

Easy is to learn all this

But difficult is to follow them. ♥

Love

Nabajyoti Kalita
TDC 5th Sem.

You are light

You are dark

You are feeling

You are inspiration

You are pleasure

You are sorrow

You are brave

You are creature

You are destroyer

You are faith

You are cheating

You are being

Live with you

Because, You are love. ♥



I love you JNC

Parismita Das
TDC 5th Sem.

The firsts steps of my youth
Towards my dreams
Reaching fulfillment
When you embrace me
As your child
You teach me everything
As my mother
I love you

I love your large ground
With the blue sky
I love the trees
Which give us
Fruits, flowers and the mild wind.
I love you in every way.

You teach me to lead myself
Towards my dreams.
You teach me the meaning of
Belief, care, love and trust.
You teach me to make friendship
Which is the greatest relationship
In our heart
You teach me to stand by
Honesty, non-violance and truth
You teach me everything
In my youth.

I love you JNC
You are my great teacher
You are my great mother
And You are my great friend
I love you. ♥

God's Caress

Arati Chetry
TDC 1st semester

All my life you cared for me. In your gentle
way. You touch me with your love. you
Cared me in your plan. Let the whole
World be filled with your glory to
Get peace in their life, to trust
You day and night. Friends,
belived in God. In the times
of our trouble we'll
find peace and joy
and remain in his
everlasting
love. ♥



The Beauty of Womenhood

Susmita Talukdar
B.A. 5th sem, Education

I am a girl, and one day will be a woman too; every girl one day has to be a mother. But the truth is truth, the truth of womanhood.

The day when a girl child is born to a family, some kind of worry comes to every one's face, but this worry has somewhat vanished in today's society, and yet the uneasiness exists. Today is the world of women. Earlier there was question as to what women can do? But today the question is totally reserved, now the question is what is it that women can't do.

In our society after the marriage of a girl, the bride has to leave her parent's home with which many memories of her life are associated. She has to adjust herself with a new family in a new home, but the question is why is this rule not made for the groom. Further, women has the power to give birth. She carries the baby in her womb for nine months and after so much of suffering and pain the baby sees the light of new world. God has given her the special strength to tolerate the suffering. So women are special. Aren't they?

A woman cares for each and everyone, her child, her husband, her mother, father, family, her friends, her neighbours and the list goes on and on. But no one even says a word or ever compliments her for it. She forgets to take care of her-

self but offers her helping hand to every one in the family.

She smiles when she is happy and excited, on the success of her family and her children. But she keeps smiling at the time of sadness, grief and pain and even fights bravely against the injustices, against all odds. She offers a helping hand to every one and does not seek anything in return from anyone. A woman sacrifices her whole life for others and lives only for others.

While writing this article, three beautiful faces flashed to my mind. They are none other than the ones who had sacrificed their entire life for the well being of our world, because of whom I feel proud to be a woman. I am talking about Mother Teresa, a light to the blind, a speaker to the dumb, an earphone to the deaf and a helping hand to the needy. Florence Nightingale, the lady with the lamp, who in real sense, is a nurse and a caretaker and Madam Curie, the first lady scientist to get the Nobel prize. I salute them for their great work. I want to follow them and be their shadow. I also want to encourage every woman to be like them and feel proud to be a woman. As being a woman is a terribly difficult task, you really need to develop a very strong sense of self confidence

(Dedicated to all the women of the world)♥



VIRTUAL REALITY

Dr. Dipankar Sarma

Asst. Professor, Dept. of Mathematics

In general virtual means some sense of unreality, so virtual reality goes to the unreal reality. However in the conventional way of thinking, virtual reality is seen as an environment. "Reality" is neither exclusively objective nor subjective, physical or mental. Rather, reality can be understood in the relationship between these two poles of subjectivities and objectivity. Virtual reality is that which theoretically means real, but in practical it is unreal. The term "simulated reality" is also used in literature and science fiction. It would appear that the whole philosophy behind virtual reality is to do with experience and is there fore subjective. It is an experience and not a piece of technology. But in practical sense, it could be perceived as a piece of technology. In which we can have an experience, through a game or a simulated situation. It is described as being both real and non immersive.

Now virtual reality signifies technologies that can generate a semi-real sphere of the mind by combining human sense stimuli, such as visual, auditory, and deep sensation. 'Current technologies focus on the visual and auditory senses. Accordingly, virtual reality signifies an environment created or

generated by such technology. Such an environment is distinguished from physical reality, it is a field of activities generated by the imagination based on sensory stimuli. Virtual reality; in this sense is a solitary, non-social realm, where the objects of interaction are limited those generated by computers. We know, social networking, telepresence, and mixed reality (MR) are some emerging environments that are closely related with virtual reality. As is raised in various science fiction films and novels, the concept of virtual reality raises many issues about the nature of reality and humans' perception of it. Some issues include the relationship between sense perception and cognitive understanding, the act of interpretation, and metaphysical inquiries into the nature of reality.

History of virtual reality

Virtual reality pioneers such as Ivan Sutherland, Michael Noll, and Myron Krueger all had their parts to play in the creation of 'Modern-day Virtual Reality'. Popular culture and the science fiction genre both have also had profound effects on research as to the social implications of VR. The earliest use of the word "Virtual reality" cited by the



Oxford English Dictionary is in a 1987 article entitled the same, but the article is not about VR technology. The term 'artificial reality' has been in use since the 1970s which was probably initiated by Myron Krueger, but the origin use of the term virtual reality is not known definitely.

According to the view of Cotton and Oliver the innovation of the virtual reality came when the first flight simulator was built. This simulator, which possessed the bare minimum of audio and visual cues, was said to be the start of the development of virtual reality. Parellely it was also influenced by film techniques such as stereoscopic or 3-D films. Also through the development of computer works, around 1950, engineers and technicians began to conceive how they could display data via a computer screen. Different fields of science and the industries could

gain the most from the development of virtual reality.

The concept of virtual reality was popularized in mass media by movies such as "Brainstorm" and "The Lawnmower Man". 'The Judas Mandala', a 1982 science fiction novel by Damien Broderick, where the context of virtual reality was used, but it was somewhat different. The VR developer Jaron Lanier claims that he coined the term and the VR research boom of the 1990s was motivated in part by the non-fiction book *Virtual Reality* by Howard Rheingold. The book served to understand the subject easily, making it more accessible to less technical researchers and enthusiasts, with an impact similar to what his book *The Virtual Community* had on virtual community research lines closely related to VR. Below a list of key dates and people who have made their mark on the virtual reality historical timeline is given.

Year	Person (s)	Accomplishment	Importance
1965	Ivan Sutherland	Ultimate display	The beginnings of VR
1977	Dan Sandin, Richard Sayre and Thomas Defanti	The first dataglove	Interaction through body movement
1982	Bonnie MacBird (Writer)	Tron	The first computer-generated movie
1983	Myron Krueger	Videospace	First virtual environment
1984	William Gibson (His assistant)	Neuromancer	The term 'Cyberspace'
1987	Michael Piller (Writer)	Star Trek-The next Generation	The Holodeck, idea of immersive VR
1992	Stephen King (Official Website)	Lawnmower Man	A look at the possible negative side of VR
1995	Silicon Graphics	VRML 1.0	Virtual Reality Modeling Language
1999	Larry and Andy Wachowski	The Matrix	Virtual Reality movie grosses \$ 750 M worldwide



Most of the current virtual reality environments are primarily visual in nature, displayed either on a computer screen or through stereoscopic displays, but some simulations include additional sensory information, such as sound. Some advanced systems are now including as tactile information, generally known as force feedback, in medical and gaming applications. Users can interact with a virtual environment or a virtual artifact (VA) either through the use of standard input devices such as a* wired glove, the Polhemus boom arm, and omnidirectional treadmill. The simulated environment can be similar to the real world, as in simulations for pilot or combat training, or it can differ significantly from reality, as in VR games. In practice, it is currently very difficult to create a high-fidelity virtual reality experience, largely due to technical limitations on processing power, image resolution and communication bandwidth. However, those limitations are expected to eventually be overcome and technologies become more powerful.

Impact of Virtual Reality

This is the age of rapid development science and technology and people are ready to use the development in various fields to get the maximum. There has been increasing interest in the potential social impact of new technologies including virtual reality. Mychilo S. Cline, in his book, 'Power, Madness, and Immortality : The Future of Virtual Reality', argues that virtual reality will lead to a number of important changes in human life and activity. He argues that :

* Virtual reality will be integrated into daily life and activity and will be used in various human ways.

* Keyboard and mouse, or through multimodel devices such as a

* Techniques will be developed to influence human behavior, interpersonal communication, and cognition (that is, virtual genetics).

* As we spend more and more time in virtual space, there will be a gradual "migration to virtual space", resulting in important changes in economics, worldview, and culture.

* The design of virtual environments may be used to extend basic human rights into virtual space, to promote human freedom and well-being, and to promote social stability as we move from one stage in socio-political development to the next.

Mass Media

Mass media has been a great advocate to its development. During the 1980s into the 1990s the news media built up the expectations of the technology so high as to be impossible to achieve under the technology then or any technology to date. Entertainment media reinforced these concepts with futuristic imagery many generations beyond contemporary capabilities. The impact of virtual reality is also very important in the field of multimedia in recent time.

Fiction books

Many science fiction books and movies have imagined characters being trapped in virtual reality. One of the modern works to use this idea was Daniel F. Galouye's novel *Simulacron-3*, which was made into a movie titled *The Thirteenth Floor* in 1999. Some of them have used this for creating breathtaking virtual worlds in which one may escape from Earth's atmosphere, known as Dream Earth.

Motion Pictures

TRON (1982) was the first mainstream Hollywood picture, by Steven Lisberger's to explore



the idea of virtual reality. It would be more expanded in the Natalie wood film *Brainstorm* (1983). Recently Wachowski Brothers popularize the subject *The Matrix*. *The Matrix* was significant in that it presented virtual reality and reality as often overlapping, and sometimes indistinguishable. Some of the films incorporate the idea of virtual reality into its story.

Games

Internet-based simulation games create a social environment where users can assume various roles and engage with other users. The social environment created on the internet may be seen by some as a type of virtual reality. In 1991, W Industries Virtuality licenced the Amiga 3000 for use in their VR machines and released a VR gaming system called the 1000CS. This was a stand-up immersive HMD platform with a tracked 3D joystick.

Fine Art

Impact of virtual reality on the world of art is so deep and we have a long historical list of the records. David Em was the first fine artist to create navigable worlds in the 1970s. Jeffrey Shaw explored the potential of it in fine arts with early works like *Legible City* (1989), *Virtual Museum* (1991), *Golden Calf* (1994). Canadian artist Char Davies created immersive VR art pieces *Osmose* (1995) and *Ephemere* (1998). Maurice Benayoun's work introduced metaphorical, philosophical or political content, combining VR, network, generation and intelligent agents, in works like *God Flat* (1994), *The Tunnel under the Atlantic* (1995), *World skin* (1997). Other pioneering artists working in VR have included Rita Addison, Rebecca Allen, Perry Hoberman, Jacki Morie and Brenda Laurel.

Marketing

Advertising and merchandise have been associated with VR over the years to take advantage

by the market. The NES Power Glove by Mattel from the 1980s was an early example as well as the U-Force and later, that Sega Activator. Marketing ties between VR and video games are not to be unexpected, given the much of the progress in 3D computer graphics and virtual environment development (traditional hallmarks of VR) has been driven by the gaming industry over the last decade. TV commercials featuring VR have also been made for other products.

Health care education

Virtual reality is finding its way into the training of health care professionals. Use ranges are from anatomy instruction to surgery simulation. But it is still not widespread. Annual conferences are held to examine the latest research in utilizing virtual reality in the medical fields.

Therapeutic uses

The primary use of VR in a therapeutic role is its application to various forms of exposure therapy, ranging from phobia treatments, to new approaches. A very basic VR simulation with simple sight and sound models has been shown to be invaluable in phobia treatment like zoophobias and acrophobia, as a step between basic exposure therapy such as the use of simulacra and true exposure. A much more recent application is being piloted by the U.S. Navy to use a much more complex simulations to immerse veterans (specifically of Iraq) suffering from PTSD (Post Traumatic Stress Disorder) in simulations of urban combat settings. Much as in phobia treatment, exposure to the subject of the trauma or fear seems to lead to desensitization, and a significant reduction in symptoms.

Future

The future of the impact and the result of the action of virtual reality is very much positive. It is unclear



exactly where the future of virtual reality is heading. Within existing technological limits, sight and sound are the two senses which lead themselves to high quality simulation. The purpose of current research is linked to a project aimed at treating PTSD in veterans by exposing them to combat simulations, complete with smells. Although it is often seen in the context of entertainment by popular culture, this illustrates the point that the future of VR is very much tied into therapeutic, training and engineering demands. Given that fact, a full sensory immersion beyond basic tactile feedback, sight, sound and smell is unlikely to be a goal in the industry. It is worth mentioning that simulating smells, while it can be

done very realistically, requires costly research and development to make each odor, and the machine itself is expensive and specialized, using capsules tailor made for it.

References :

- Create your Own Virtual Reality System (1995) : Levy and Bjelland : MacGrow Hill
 Essential Virtual Reality Fast (1998) : Vince : Springer Verlag
 Introduction to Computers (1999) : Leon A, Leon M : Leon Techworld
 Virtual Reality (1995) : Rheingold : Touchstone Books
 Wikipeddia♥

Student life

Arati Chetry
 TDC 1st semester

The life of a student full of duties, writing is exercise, reading room is the home. School is temple, to respect teacher is worship, politeness is character, books are friends. Time is journey, leadership is hope, to excel is goal, is the goal of life, mother is heart, father is blood, examination is battle, the pen is the wepon. ♥

জানিবলগীয়া

আমি হামিয়াওঁ কিয় ???

∴ আমাৰ শৰীৰৰ তেজত যেতিয়া অক্সিজেন কমি যায় তেতিয়া ক্লান্ত অনুভৱ কৰোঁ। তেতিয়া আমাৰ বুকুৰ, মুখৰ আৰু ডিঙিৰ পেশীসমূহ নিজে নিজে কোঁচ খাই গৈ মুখখন মেলা খায় আৰু তাকে আমি হামিয়াওঁ বুলি কওঁ। ইয়াৰ ফলত কিছু পৰিমাণৰ অক্সিজেন শৰীৰত প্ৰবেশ কৰে।



Some funny Sentences

Priyanka Basak
TDC 5th Sem.

- | | |
|--|---|
| * The bandage was wound around the wound. | * The soldier decided to desert his desert in the desert. |
| * They were too close to the door to close it. | |
| * When shot it, at once into the bushes. | * How can I intimate this to my most intimate friend? |
| * We must polish the polish furniture. | |

Why Do Roots Grow Downwards?

Seema Khakhlary
B.sc. 5th Semister

Roots grow downwards because they can detect the pull of gravity. The root responds to gravity by releasing chemicals that cause more growth on the upper side this turning the root downward.



God's Pharmacy

Pallabi Dutta Baruah

TDC 1st sem.

It's been said that God first separated the salt water from the fresh, made dry land, planted a garden, made animals and fishes. All before making a human being. He made and provided what we'd need before we were born. These are most powerful and best when eaten fresh. We're such learners. God left us a great clue as to what foods help what part of our body.....

God's Pharmacy! Amazing!

1. Carrot :

A sliced carrot looks like the human eye with the pupil, iris and radiating lines. And yes, science now shows carrots greatly enhance blood flow to and function of the eyes.

2. Grapes:

Grapes hang in a cluster that has the shape of the heart. Each grape looks like a blood cell and research shows that grapes are also profound heart and blood vitalizing food.

3. Tomatoes:

A Tomato has four chambers and is red. The heart has four chambers and is also red. and researches proved that tomatoes are loaded with lycopine and are indeed pure

heart and blood food.

4. Kidney Bean:

Kidney Beans actually heal and help maintain kidney function and yes, they look exactly like the human kidneys.

5. Olive

olives assist the health and function of the ovaries.

6. Sweet potatoes:

Sweet potatoes look like the pancreas and actually balance the glycemic index of diabetics.

7. Onion

Onions look like the body's cells. Today's research shows that onions help clear waste materials from all of the body cells. They even produce tears which wash the epithelial layers of the eyes.

8. Walnut:

A walnut looks like a little brain, a left and right hemisphere upper cerebrum and lower cerebrum. Even the wrinkles or folds on the nut are just the neo-cortex. We now know walnuts help develop more than three dozen neuron transmitters for brain function. ♥

কৌতুক



বমেন : ঐ, মোব গাইজনী আৰু দামুৰীটো দেখিছিলি নেকি ?

বতন : গাইজনী অৱশ্যে দেখা নাই। কিন্তু দামুৰীটো ক'ত থাকিব পাৰে জানো।

বমেন : ক'ত থাকিব পাৰে ?

বতন : গাইজনীৰ গগত।



A Tribute to 'Mamoni Baideu'

Dimpy Das
TDC 3rd Sem.

Everyone's 'Baideu' Dr. Indira Goswami or better known as Mamoni Roisom Goswami was such a figer who excelled in using her pen to draw live pictures of each and every phenomena of human life in micro form through her invincible novels or rather be termed as "Character graph". She excelled because she entered into the lives of the figures, not virtually, but in real life situations. She travelled among the mass herself to learn their plights and to know their socio-economic condition. Therefore, most of the writings of Mamoni baideu are based on authenticity. Some of her destinguishing creations are- The Moth Eaten Howdah of a Tasker, The Man from Chinnamasta, Pages stained with Blood, The Chenab's Current, The Blue-Necked Braja etc.

She was also a poet, editor, professor of Delhi University and became the Head of Assamese Development. Even she played a role as social activities, acted as a mediator between ULFA and Indian Govt. for a peace talk to bring peace and prosperity in Assam.

She was the winner of the Sahitya Akademi Award

(1983) the Jnanpith Award (2001) and principal Prince Claus Laureate (2008). In 2002 she was awarded Padmashri, which she refused to accept. She worked on her Ph.D. thesis on the topic, a comparative analysis of Ramcharitranamas by Tulshidas and Kotha Ramayana by Madhab Kandali. Later, her thesis was published as a book, Ramayana from Ganga to Brahmaputra, for which she was honoure with "International Tulshi Award" from Florida University.

Mamoni Baideu was a social figure who made others happy through inspiring words. She liked to laugh and make others lough. But as a person she was suffering from depression from a very young age.

She is no more bow and had left this earthly possession on 28th November, 2011, at 7.45 am. She was the true daughter of Assam and her soil and a strong voice that echoes the plights of the oppressed; particularly the lower class people.

She has left us and will never return; but her creations will remain alive in her hearts of people of Assam, North-East, India and the world. ♥

জানিবলগীয়া

তেজৰ বঙ বঙা কিয় ?????

∴ তেজত হিমগ্ন বিন নামৰ এবিধ পদার্থ থাকে।
ইয়াৰ বং বঙা। সেইবাবে তেজৰ বং বঙা দেখি



Dr. Bhupen Hazarika

Contribution of Dr. Bhupen Hazarika in Social life of Assam

Sanjib Sarma
TDC 4th Semester

Bhupen Hazarika was an Indian lyricist, musician, singer, poet and film-maker from Assam. He was born on 8th September 1926 to Nilkanta and Shantipriya Hazarika in Sadia, Assam. His father was Originally from Nazira, a town located in Sivsagar district. The eldest of ten children, Bhupen Hazarika was exposed to the musical influence of his mother, who exposed him to lullabies and traditional music of Assam. His father moved to the Bharalumukh region of Guwahati in 1929, in search of better prospects, where Bhupen Hazarika spent his early childhood.

He studied at Sonaram High School at Guwahati and He matriculated from Tezpur High School in 1940. He completed his Intermediate Arts from Cotton college in 1942 and his B.A. (1944) and M.A. (1946) in Political Science from Banaras Hindu University. There earned a Ph.d. (1952) on his thesis 'Proposal-visual Techniques in Adult Education.'

Hazarika was known for his baritone voice and diction, he was known for paetic compositions and parables which touched on themes ranging from romance to Social and political commantry. His famous song include (in Assamese)

(i) Bistrino Parore

(ii) Moi Eti Jajabor

(iii) Manuhe Manuhor Babey

(iv) Buku Hom Hom Kore

His talent discovered by Jyotiprasad Agarwala, when Hazarika was 10 years of age, the noted Assamese lyricist, playueright and the first Assamese Film-maker and Bishnu Prasad Rabha. He is a renowned Assamese artist and revalutionary poet, where he sang a Borgeet. In 1936 Bhupen Hazarika accompaigned them to Kolkata where he recorded his first song at the Aurora Studio for the Selona Company. His association with the icons of Assamese culture at Tezpur was the begining of his artistic growth and credentials. Hajarika song two song's in Agarwala's film 'Indramalati' (1939) ;Kaxote kalosi loi' and 'Biswa Bijoi Naujawan' at the age of 12. He wrote his first song, 'Agnijugar Firingoti Moi' at the age of 13.

his song 'Bistrino Parore' is based on the imagery and them of Robeson's '01' Man River. This song is translated in various Indian languages, including Bengoli and Hindi and is still popular. He also composed several other Song's in Indian languages. Hajarika began close association with leftist Indian people's theatre Association soon after



returning from the U.S.A. in 1953 and became the secretary of the Reception Committee of the Third All Assam Conference of IPTA, held in Guwahati in 1955.

Hajarika often completing his M.A., briefly worked at the 'All India Radio' station at guwahati. Soon after completing his education, he became a teacher at the Guwahati University, He was elected the president of the Asom Sahitya Sabha in 1993. He Served as an MLA during 1967-72 in the Assam Legislative Assembly from Nauboicha Constituency. He contested as a Bharatiya Janata Party Candidate in the 2004 Lok Sabha elections from the Guwahati Constituency.

he met Kalpana Lajmi in the 1970s and they made the film 'Ek Pal' (1986). In the period after the release of 'Ek Pal' until his death, Bhupen Hajarika mainly concentrated on Hindi films, most of which were directed by Kalpana Lajmi. 'Rudaali' (1993) and 'Daman : A Victim of Marital Violence' (2001) are

major films this period. He wrote some Assamese Book for Social life of Assam. they are -

- (i) Loitor Epare Sipare
- (ii) Dihigai-Dipagai

he received the National Film Award for Best Direction in 1975. Recipient of Sangeet Natak Academy Award (1987), 'Padmashri' (1997) and 'Padmabhushan' (2001). Hajarika was awarded with 'Dada Saheb Phalke Award (1992) the highest award of the Sangeet Natak Acadamy. India's 'The National Acadamy for Music, Dance and Drama. he was Posthumously awarded the 'Padma Vibhushan'. India's second highest civilian award in 2012. He has also been awarded with 'ASSAM RATNA' by the government of Assam for his contribution towards for building bridges of culture and unity in India and abroad.

He died of multi-organ failure of 5th November 2011 in the Kokilaben Dhirubhai Ambani Hospital, Mumbai. ♥

মহৎ লোকৰ বাণী

মানুহ জ্ঞানী হয় মাথো যুগৰ জ্ঞানেৰে
আৰু অজ্ঞানীও হয় সেই যুগৰ
অজ্ঞানতাবে।

— হেনৰি ডেভিদ থৰো

শিশুৰ কাৰণে পৃথিৱীত অকণ
সাতটাই আশ্চৰ্য নাই। তেওঁৰ চকুত
সেই আশ্চৰ্যৰ সংখ্যা সাত নিমুত।

— ৰাল্ট ষ্টেইটিফ



जोनोमगिरि आय-आफा

समाइश्री खाखलाडी
टि.दि.सि. ३थि सिमिस्तार

आंनि आंगोनिबो आंगो
जोनोमगिरि आय आफा
नोंसोरनो आंनि गासैबो
बे सोरजि मुलगनिनो बिगोमा।
जोनोन होदों नोंसोरो जेब्ला
बेखायनो अननादों थोब्ला-माब्ला।
जेब्ला आडो दुखु जायो
अब्ला नोंसोरो आंखौ गोजोन होफैयो
माब्लाबाबो आंखौ दुखु जाहोआ
माब्लाबाबो आंखौ गात्रि लामा-दिन्थिया।
बे समायना मुलुगनि मोन्दाहायै मायाखौ
नोंसोरनो आंनो फोरेंदों-
माबोरै बे मुलुगनि सुबुंफोरखौ
अनसायनांगौ, सिबिनांगौ
बेनिबो गुमुर होदों।
गेदेरखौ सिबिनाय उन्दैखौ अननाय
आरो...
जिउ थासान्दि मावनो गोनां
गासै खामानिफोरखौ समजों लोगोसे
मावफुंलानो बोसोन होदों।
आंनि आंगोनिबो आंगो आय-आफा
नोंसोरनो जादों आंनि गुरु
नोंसोरनि सिक्षा बोरनि थाफावनो
जानाडाखै आडो आलाइ-सिलाइ।
हे ! आंनि जोनोमगिरि आय-आफा
नोंसोरखौ आं अराय सिबियो
नोंसोर नडाब्ला आडो

बे समायना मुलुग मिथिंगाखौनो
नुनाय नडामोन लागोसे
मिथिंगानि रैरुब महरखौ
हमदांनो हानाय नडामोन।
बेनि थाखाय हाजासे
साबायखर बावो आं,
आंनि आंगोनि आय-आफा
नोंसोरनो जादों आंनि गासैनिबो गिरि। ♥

आंनि साननाया

बरदइ बर'
टि.दि.सि. ३थि सिमिस्तार

माब्लाबा आं सानो दि जिउआबो
बोहैनानै थानाय दैमा बादिसो
बारगनानै फैयो गोबां
सुखु-दुखुनि गाथोनफोरखौ।

नाथाय ! लैथानि गुवार बिखायाव
गावखौनो गारनानै होनाय बादि
जिउनिबो दि थांखि दं
बिन्दुआव गावखौनो बावहोनाय !

थं

मोनफ्रोमबो हाथरखिनिनो मोनसे
थि सिनायथि थायो
थं आ अखाफोर ;
आरो अखाफोरनि ?
अखाफोरनिबो मोनसे सिनायथि दं
थं आ अखां ;
आरो अखांनि ?
मोजां मोननायनि बे सिनायथि
थंआ बिश्क्ली
बिश्क्लोनि ?
आरोबाव नाथाय बिश्क्लोनि मोनसे
थि सिनायथि दं
थंआ जाबाय नों
नाथायनोंनि ?
मोननायनि 100% ना मोनैनि 0% ♥