Streak Coding*

* The "Streak" in "Streak Coding" was actually meant to be "Street". Don't ask us why we chose the name;
We didn't;

Round 1 (Day 1)
Trace for Pass
- Below, you are given programs in C++ and Java (Choose one)
- Your task is to **trace the output** (stdout) of the program (without running the code of course) (take out your pen! Use this Paper and don't ask for an extra)
- This output is the link for round two
- Round two is hosted in 'HackerRank' and would be started as soon as the first round starts
- Therefore, the sooner you trace the password correctly, the better head start you gain to the second
- The scoring followed is dynamic. Each time one team cracks this round, all the teams who have cracked the round before the said team get equal points. Therefore, it makes sense for you to hurry
- To gain the link for the second round, you have to make a **GET** request to the **HTTP** server at Address **34.93.141.229** and port **8133** to the route **getPass** with two **URL** parameters, '**uid**' (your ID) and '**password**' (the password you have traced)
- If it is correct, you would be returned with the link to the second round
- **NOTE:** Each incorrect password submission gets you a penalty (make sure you type correctly)
- If you do not know anything about what is said above, visit http://34.93.141.229:8133/password.html/thereisnoneedofthisroute

Round 2 (Day 1)
The Streak
- This would be a marathon coding round in HackerRank, and if you are here, it means that you have finished round 1, which is important
- Rather than testing the ability of solving complex problems, in this round we test the ability of solving the easy problems quickly
- There would be 11 problems of varying complexity and corresponding points. A customized leader board would be spun up.
- This leader board would pick up the scores from the HackerRank portal
- The top 6 in the leader board at the end of this round would be selected to the next round

Round 3 (Day 2)
Final Streak
- This would also be a coding round. But unlike the previous round, this round not only tests your quick problem solving ability, it also tests your ability to solve complex problems with efficient logic
- The winner and would be adjudged with 30% score from round 2's leader board and 70% score from round 3

NOTE:
- No kind of cheating would be tolerated. If we catch you, and mind you we will, we won't just send you off, we would make sure that you are properly humiliated publicly. Hint: Keep an eye at the leader board
- All of the above are subject to change and the coordinators reserve the right to do anything they think is necessary.
- Don't let the above warnings intimidate you. They are pretty standard now a days. XD. Welcome to Streak Coding

Trace for Pass – Set 14

```cpp
// CPP CODE
#include<iostream>
using namespace std;
int g[40]={0};
bool f[40]={0};
class Node
{int data;Node* next;};
int main(){
int n=8,i=10,j=(int)'8' - 20,k=(int)'d' - 58,m=420,arr[40]={15},y=757;f[40]={1};
char a=(char)((int)'p'),b=(char)68;(j>k)?k+=j:m++;
cout<<j%7;if(f[arr[g[5]]]==0)
for(i=0;i<=(k-j);i+=4){
cout<<a<<b;k++;j++;b+=2;
switch(i){
case 0:j-=4;break;
case 4:k+=3;break;
case 10:(k-i>20)?i--:j--;
case 11:b--;a+=3;break;
case 15:a--;b+=3;
default:i-=2;}
i+=2;a++;}
cout<<k%3<<"UBER!";}
```

```java
// JAVA CODE
public class Code{
public static void main(String[]args){
int n=8,i=10,j=(int)'8' - 20,k=(int)'d' - 58;
char a=(char)((int)'p'),b=(char)68;
if(j>k) k+=j;
System.out.print(j%7);
for(i=0;i<=(k-j);i+=4){
System.out.print(a+""+b);
k++;j++;b+=2;
switch(i){
case 0:j-=4;break;
case 4:k+=3;break;
case 10:if(k-i>20) i--;else j--;
case 11:b--;a+=3;break;
case 15:a--;b+=3;
default:i-=2;}
i+=2;a++;}
System.out.print((k%3)+""+"UBER!");}}
```