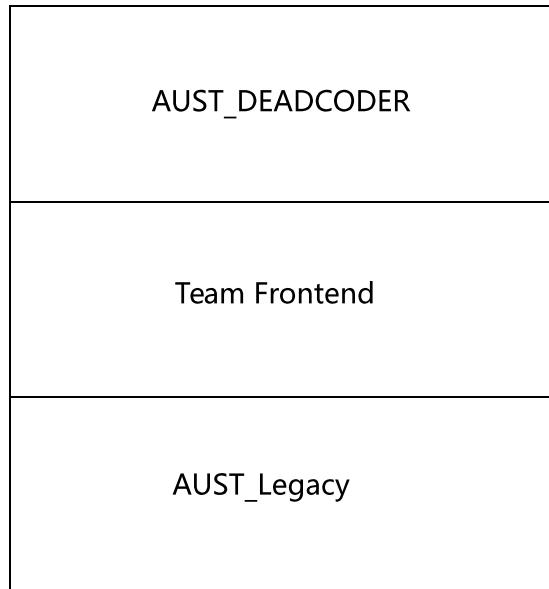
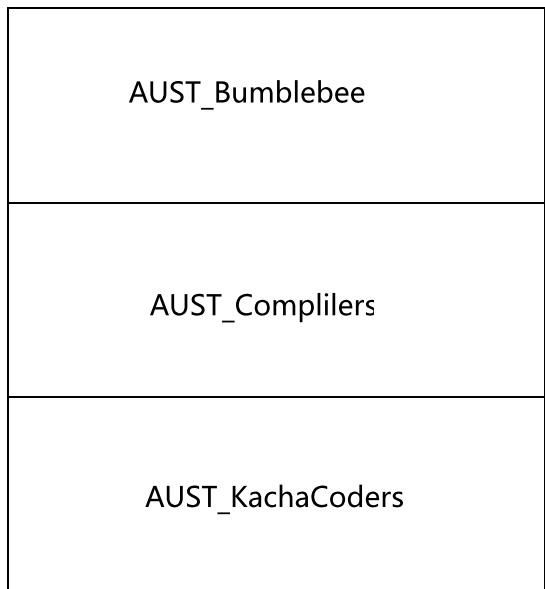


Rules and Guidelines for Participation

1. The contest is a team event. No assistance from anyone outside the three registered team members is allowed.
2. Every team member must be present. Teams with absent members will not be allowed to participate in the preliminary contest.
3. Each team is assigned four (4) PCs with assigned IP in their designated seats. The first three (3) PCs are for use, and the fourth (4th) one is reserved for emergencies only.
4. Teams may use books, templates, or online reference materials.
5. Any form of plagiarism or identical code between teams will lead to disqualification.
6. The use of AI tools, chatbots, or code-generation systems to solve problems is strictly prohibited. You also cannot use any sort of AI extension in your IDE. Using any sort of social media or communication platforms is also prohibited.
7. Teams are not allowed to use Q&A or discussion websites (e.g., Stack Overflow, Reddit) for help.
8. Contest materials, hints, or partial solutions must not be shared publicly during the contest.
9. You may use pen drives or tools like Pastebin to share code among your team members; ensure they are private and accessible only to your team.
10. Teams may use their personal laptops, but they must connect through the university's LAN connection for internet access.
11. Your IP address will be monitored. If any participant is found searching for prohibited materials or performing unethical actions, their team will be disqualified. If any submission is detected from an unassigned IP, the respective team will be disqualified.
12. Teams are not allowed to use mobile phones or tablets during the contest.

Seat Planning for Room 7B01

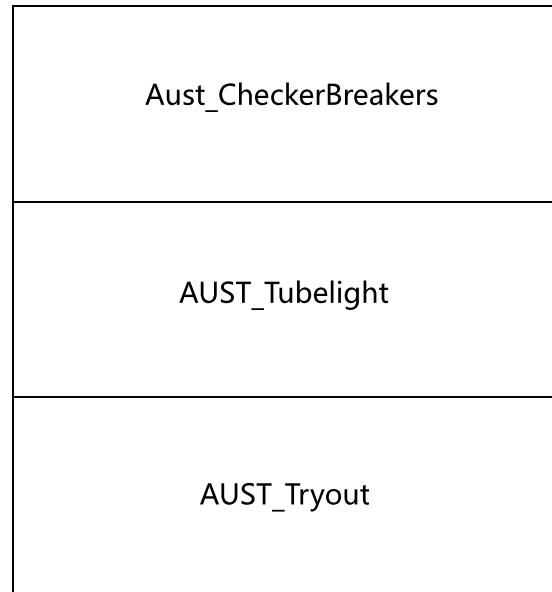
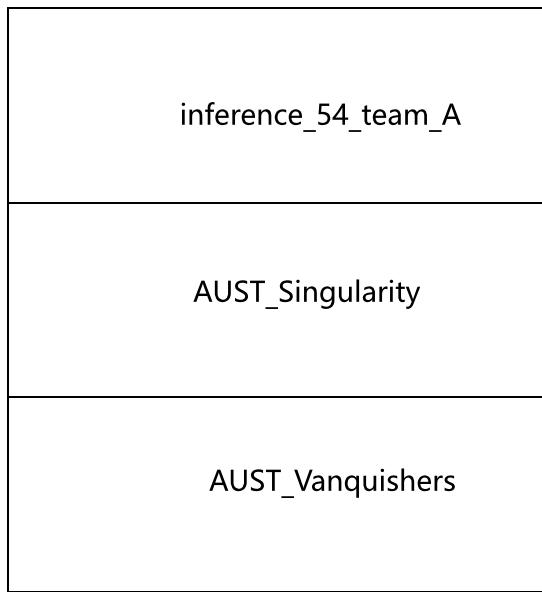


Seat Planning for Room 7B03

AUST_NoName
AUST_Simplicity
AUST_Eclipse

404: Donut_NotFound
AUST_Quantum
AUST_Zer0ne22

Seat Planning for Room 7B05



Seat Planning for Room 7B06

