**Abhikailtra (C& JAVA-Debugging)**

1. **DESCRIPTION**

This event is based on C-debugging in which participants are required to find errors, generating output and debug the code. Teams are required to solve the real life problems through coding. Programming skills of participants would be tested.

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1. **FORMAT**

It is a 3 hour coding contest.

The teams will write codes for solving some of the trickiest numerical problems which can't be solved by using a calculator.

The participants will be provided with the desktop computers to work, an A4 sheet and timer so no external device is allowed.

The event has 3 rounds and all rounds are of 45 minutes each.

First round will be an eliminator round where the participants will be asked to form a team of 2, if they are not able to find a team mate then a random team will be formed. They will be asked to De-bug the given code on the computer as a team.

In the next round, participants will be competing individually and then some final participants will be selected for the final round.In final round participants shall again compete individually.

* On-spot registration is allowed.

**Team Size**: 01 participant

**Maximum teams from an institute -** 10

**Registration Fees:** INR 100

**Minimum Teams criteria forvalidation of cash prize:** 20 Teams

1. **JUDGING**

**Scoring:** The exact marking scheme will be disclosed later. In case of a tie, the teams that tie will be given a problem and the winner will be decided on the basis of time taken to solve that problem

**Eligibility:**All students with a valid identity card of their respective educational institutes are eligible to participate in the event.

**Certification Policy:**

Top three teams will qualify for the finale and will be awarded Certificate of Excellence.

Certificate of participation will be given to all the teams (provided they have a non-zero score).

**General Rules:**

The organisers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any, will be highlighted on the website and notified to the registered teams.

Note that at any point of time, the latest information will be that which is on the site. The information provided in the pdf downloaded earlier may not be the latest. However, registered participants will be informed through mail about any such changes.

Participants need not to bring their own laptops during the competition.

1. **REQUIREMENTS FOR THE COMPETITION**
2. Compiler lab where competition has to be held(venue may change).
3. Java Software,Dev C++ and Turbo installed in every PC.
4. Notepad and pen for participants.
5. refreshments (water etc.)

**CONTACT US**

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